EVAbeat's MelodySauce

*MelodySauce* is a Max For Live (M4L) device that generates melodic phrases as MIDI.

Designed as a music co-creation tool for anyone making music in mainstream electronic pop, dance and EDM styles, *MelodySauce* provides a quick and unlimited source of melodies that are created for you at the click of a button, for use as leads, synth lines, arpeggios and other instrumental hooks.   With *MelodySauce* anyone can easily generate, audition and select credible instrumental melody and hook ideas instantly.

MelodySauce is capable of generating many millions of different permutations of melody through its complex algorithms, which have been developed through analysis of current commercial music. None of the phrases that *MelodySauce* generates are pre-programmed as you hear them, they are all built from scratch each time you click to generate.

How To Use MelodySauce

MelodySauce is designed to be used in Live's *Session View*, so once you've downloaded the device go to Session View in your Live project and insert the *Melodysauce 1.0.5.amxd* device file straight into a MIDI track. As MelodySauce generates MIDI but not sound, you'll need to have an instrument plug-in loaded in your MIDI track. Make sure to insert the device in front of any other loaded plug-ins. The loaded device should look like *figure 1*:

Click on the little disk symbol in the upper right corner of the device and it will be saved to your user library and will automatically appear in the Max For Live / Max MIDI Effect folder in your project browser.

figure 1
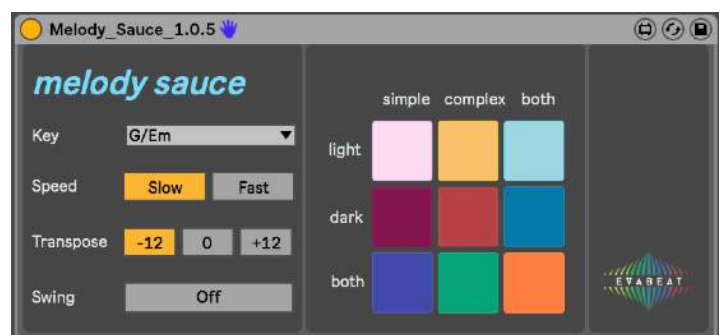
MelodySauce places the generated MIDI clips on the next free **scene** slot. If there are no empty scene slots, *MelodySauce* will place clips on the existing scene slot and will overwrite any clips that are already there. If you don't want to overwrite clips each time you generate (if for example you want to continually generate and audition melodies whilst your track plays back), please make sure you have lots of empty scene slots available (use ⌘I to insert new scenes).

In the device window there are 4 parameters to select and experiment with (*figure 2*):

Key - select the key of your project from the drop-down menu so that melodies are generated in the correct key for your song.

Speed - select **fast** or **slow** depending on whether you want *MelodySauce* to generate quicker or slower melodies, depending on the bpm of your project.

Transpose - transpose the output an octave higher or lower.

Swing - select to add swing when you generate melodies.

figure 2

The other parameters to experiment are **Mood,** which has 3 options: **light**, **dark** *or* **both**; and **Complexity**, which also has 3 options:: **simple**, **complex** *or* **both**. These options have been preset in their various combinations in the coloured **generator button** display (*figure 3*).

To **generate** a clip, simply click one of the coloured generator buttons to generate a melody using those mood and complexity combinations. *MelodySauce* will then generate a 4-bar or 8-bar MIDI clip (depending on whether the *fast* or *slow* speed setting is selected) in the next available scene slot.
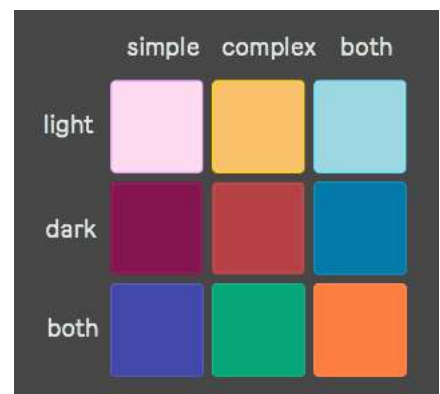

figure 3

MelodySauce also automatically places generated clips at the first beat of the next bar. This allows you to continuously audition new clips whilst your song plays by repeatedly pressing one of the coloured generator buttons, ideally timing your click somewhere before the next 4-bar or 8-bar section in your song). You could even generate clips in a live performance setting.

Clicking one of these generator buttons automatically begins playback if you project is not already playing.

The melodies clips *MelodySauce* generates are like any other MIDI clip - you can edit, copy or move them, and drag any you like into *Arrangement View*.

I hope you enjoy EVAbeat's *MelodySauce,* and feel free to send us any feedback or questions to info@evabeat.com.