



AMBIENT ATELIER

USER GUIDE

VERSION 1.1

Introduction

Welcome to Ambient Atelier – a performance-ready ambient template, carefully crafted by KVNDRA and optimized for both Ableton Live and Ableton Push 3 Standalone. It turns a single set into a complete ambient instrument: load it, hit play, and start shaping evolving textures within seconds – on the hardware or in the DAW. Twelve curated sounds, ready-made MIDI sequences and a hands-on performance effect rack invite you to explore, combine and lose yourself in the sound. The default key is C Phrygian at 80 BPM – both fully adjustable.

12

Playable sounds (incl. 4 swap-ins)

40

Sound presets, saved as snapshots

16

Performance macros on the Main channel

7

MIDI sequences, now for every instrument

Key characteristics

- **Easy Integration:** Optimized for Ableton Push 3 Standalone and the Ableton Live workflow
- **Instant Performance:** Build evolving ambient pads and fade them in and out live
- **Safety Nets:** Every sound has a DEFAULT button and the Performance Effect Rack a CLEAN button – always return to the initial state, you can't break anything
- **Shared FX Space:** Every sound runs through one Effect Rack on the Main channel for a cohesive, even room
- **Fully Adjustable:** Swap and mangle sounds, change key and tempo, and record your own sequences freely

What's New in 1.1

Version 1.1 is a free update for everyone who owns Ambient Atelier. Here is everything that changed – just reload the project to get the new sounds, effects and sequences.

Performance FX Rack 2.0

- **New morphable filter** — a low-pass ladder filter at the start of the chain that morphs into a band-pass and high-pass filter, with resonance and LFO movement.
- **New Phaser** — a Phaser on the wet path for slow, evolving phasing – push the feedback for whale-like tones.
- **Reworked Echo** — the Echo now runs dotted and wider for more interesting, off-grid results.
- **Ten snapshots** — the six existing snapshots were reworked and four new ones added: "Slow Morph", "Helicopter", "No Lows Echo" and "No Lows Sweep".
- **Removed Stutter & Tide macro** — the Stutter effect was removed to save CPU, and the Longverb Tide macro was removed to make room for the new filter and Phaser controls. The reverbs themselves are unchanged.

Two new sounds

- **Arp – Filter Delay (Channel 11)** — a glassy, delay-driven arp with four presets – a new swap-in sound.
- **Pad – Chant (Channel 12)** — a choir-like chanting pad with three presets – also a new swap-in.

Reworked MIDI sequences

- **All instruments now play** — Bass and Pluck Dreamy now have MIDI clips for all seven sequences, so you can hit play in any scene and every instrument plays together.
- **Melodic Sequence 1** — Sequence 1 has been reworked for a more melodic feel.

The Idea Behind the Product

Ambient Atelier was built around one goal: an instantly accessible performance experience that lets beginners and advanced producers get playing fast. I use this template myself to quickly create beautiful ambient pads, lose myself in the performance, and experiment with sounds – and that's exactly what it is designed to invite.

The presets give every sound an immediate starting point, and from there the template encourages you to turn knobs, push the effect parameters and see where things lead. You

can't break anything: every sound has a Default button that snaps it straight back to its original tone, and the Performance Effect Rack on the Main channel comes with ten snapshots, including a dedicated Clean snapshot that resets all effects. One tap and you're instantly back to a place that sounds great.

The included MIDI clips lay down harmonic sequences, while combining different clips across scenes opens up new results. Use the Mixing page on Push or the faders in Session View to fade channels in and out – and record automation while you do it. Because every sound runs through the same effects (a morphable filter, a Phaser, Reverb, Grain Delay, Echo and more), they sit in one even, cohesive space that you reshape live with the 16 macros of the Ambient Performance Rack.

TL;DR

The idea is exploration. Ambient Atelier invites you to try things out, fade sounds in and out, combine them, and build long, evolving textures – ideally all the way to a complete ambient live set.

The Set in Detail

A detailed look at how Ambient Atelier is built – the sounds you get, how the performance rack works, and how it all comes together in the mix. The goal is to give you ideas for what you can do with each sound and what is going on under the hood.

Sounds

A rundown of all twelve sounds and their presets.

- **Bass** — Built on the Drift synthesizer with a sharktooth and a sine oscillator, running through a Saturator and Limiter for saturation and a Chorus for movement. It sits at -11 dB by default, a solid balance in the mix, but feel free to turn it up or down. The Default preset is great for standard bass tones. "Bright" and "LFO" open the filter and let the bass take up more of the frequency spectrum, while "Pitch LFO" modulates the pitch for wild pitch rides – the most experimental preset of the four. In version 1.1 the bass now has MIDI clips for all seven sequences, so it plays along in every scene.
- **Pluck – Dreamy** — By default a fairly tight pluck sound that works well for chords, almost like a keyboard. One of my favorite uses is its "Pad" preset, which lets you lay the sound underneath arpeggios as a soft bed. The "Wobble" preset brings far more movement into the sound through a much stronger LFO amount. In version 1.1 Pluck Dreamy also has MIDI clips for all seven sequences (it used to be play-live only), so it plays along in every scene too.
- **Pads** — Both pads are based on sounds from the Melodic Movement sound pack, adapted to fit their use in this set. Their MIDI sequences are identical but differ in pitch.

The snapshot presets make them darker or brighter, softer or a touch more aggressive.

- **Arpeggios** — Ambient Atelier features two arpeggio instruments that bring rhythmic sequences into the set. The Default presets are room-filling but never overpowering. The "Small" and "Big" presets adjust filter frequency, envelope amount and attack/decay times to make the sounds smaller or larger.
- **Arp SFX** — The arp sound effect offers many presets plus 7 MIDI sequences built with the Sting 2 sequencer and then fine-tuned. Its six sound presets range from melodic tones to weird atmospheric textures you can mix into the set to get more experimental. With this sound, try the Random button to randomize the 16 macros and create even weirder results - a great way to give the set a special moment.
- **SFX Noisepad** — The Noise Pad is based on the Wavetable synthesizer and mainly generates white-noise-like sounds in the high frequencies. It is very atmospheric and constantly modulated by three LFOs that you can shape via the macros, bringing in slow or more active movement. The "No Movement" preset gives you a static sound, while the "Helicopter" preset delivers helicopter-like textures that bring something wild into the set - which can be beautiful depending on what you are after.
- **Arp – Filter Delay (swap-in, new in 1.1)** — A beautiful, glassy arp on Channel 11, built on the Operator synth and a Filter Delay that creates evolving arp-delay repeats. A high LFO amount can conjure haunted, voice-like sweeps. Comes with four presets.
- **Pad – Chant (swap-in, new in 1.1)** — A choir-like, chanting pad on Channel 12 that sits beautifully in an ambient meditation. Slow, LFO-modulated filter movement makes the chants brighter and darker over time. Comes with three presets.
- **Lead – Moog Miles (swap-in)** — Each of the eight core sounds can be swapped for one of the four swap-in sounds to add more flair. This lead is not used as a bass here, but as a lead sound or even a drone.
- **Keys – Pressure (swap-in)** — Keys Pressure is also based on a Melodic Movement preset, adapted here so it can be played as a pad, a snappier sound, or a muted, piano-like tone - so it can be played in many different ways.

Performance

The KVNDRA Ambient Performance FX Rack 2.0 on the Main channel holds many different devices, all reachable through 16 macros so the performance stays as immediate and hands-on as possible. In version 1.1 the rack gained a new morphable filter and a Phaser, a reworked Echo, and lost the Stutter effect and the Longverb Tide macro to save CPU and make room for the new controls. It comes with ten snapshots to quickly create different moods; the "Clean" snapshot switches all effects off, so the signal passes through unaffected. The macros, in order, are:

- **Graindelay Dry/Wet** — sets the amount of Grain Delay applied to the whole signal. Great for adding a little sparkle and shimmer on top.

- **Reverb Dry/Wet** — controls the first reverb. It is the smaller room and is based on the stock Ableton Reverb.
- **Longverb Dry/Wet** — controls the second reverb. Based on Ableton's Hybrid Reverb, it is extremely long and room-filling – perfect for ambient. Its Tide now defaults to 0 for a natural, long space.
- **Filter Cutoff** — the new low-pass ladder filter sits at the very start of the chain and affects both the dry and the wet path. Turn it down to cut all frequencies before they even reach the other effects.
- **Filter Resonance** — adds resonance around the cutoff point for a more pronounced, singing filter.
- **Filter Morph** — morphs the filter type: low-pass at 0%, band-pass at 50%, and high-pass at 100% – and anything in between.
- **Filter LFO Amt** — sets how much an LFO modulates the filter cutoff, for automatic movement.
- **Filter Rate** — controls the speed of that filter LFO.
- **Graindelay Feedback** — controls how many grains the Grain Delay generates. More grains mean more sparkle but also a denser mix.
- **Echo Dry/Wet** — sets the amount of Echo applied to the whole signal.
- **Echo Feedback** — sets the feedback of the Echo. Push a lot of signal in, mute all channels, and let everything decay through the feedback alone. Careful not to turn it up too far, so you keep control of the sound.
- **Echo Noise** — adds a noise floor to the Echo. Nice and wide, perfect for ambient. Only audible when Echo Dry/Wet is turned up.
- **Echo Time** — one knob now controls both the left and right echo times together. The Echo now runs dotted for more interesting, off-grid results.
- **Phaser Dry/Wet** — sets how much of the new Phaser is applied. At 0%, no phasing at all. The Phaser sits at the start of the wet path, so the phased signal still runs through Echo, Grain Delay and Reverb.
- **Phaser Frequency** — sets the speed of the phasing.
- **Phaser Feedback** — the more feedback, the more prominent the phasing. At 90-99% the phaser starts to self-oscillate into nice, whale-like tones – hear it in the "No Lows Sweep" snapshot.

Mix & Master

By default, the twelve instrument channels in Ambient Atelier are set to different volumes. Some channels – like the arpeggios – are pulled all the way down to zero. The idea is to slowly fade channels in and out via the volume faders and try out different combinations of

the instruments.

Fading the channels is a key part of the performance: signals can be added and removed gradually, which fits the slowly evolving character of an ambient live set perfectly. You decide which instruments to focus on by bringing them up and lowering or fully pulling down others, creating a dynamic mix with plenty of variation across a whole set.

Everything is rounded off on the Main channel by the KVNDRA Ambient Mastering Rack, which delivers a full, rich sound without compressing the signal too much – dynamics are an extremely important part of ambient music. It also filters out unwanted frequencies (especially booming sounds in the 200 Hz range caused for example by the reverb), and a limiter at the end of the chain makes sure the signal never clips, always peaking at 0 even when you push a lot through it. Depending on how loud you want to play, and whether you are willing to trade dynamic range for loudness, you can turn up the Limiter Gain control further.

Requirements

- Ableton Live Suite 12.4 and upwards, or Ableton Push 3 Standalone
- No 3rd party plugins or Max for Live devices needed

Installation

Ambient Atelier comes as an Ableton Live Pack (.alp). Installing it is quick and easy.

Ableton Live

Simply double-click the .alp file or drag and drop it anywhere into Ableton Live. Ableton will prompt you to choose an installation destination and unpack the included project file for you. Once the project file is installed, open it in Ableton Live – and you can safely delete the .alp file afterwards.

Ableton Push 3 Standalone

First install the .alp file as described above. Once the Pack is installed, drag and drop the whole project folder ("KVNDRA Ambient Atelier Project") onto your Push 3 Standalone via the browser in Ableton Live. Please always copy over the entire project folder and not only the .als file.

Enjoy creating with Ambient Atelier.