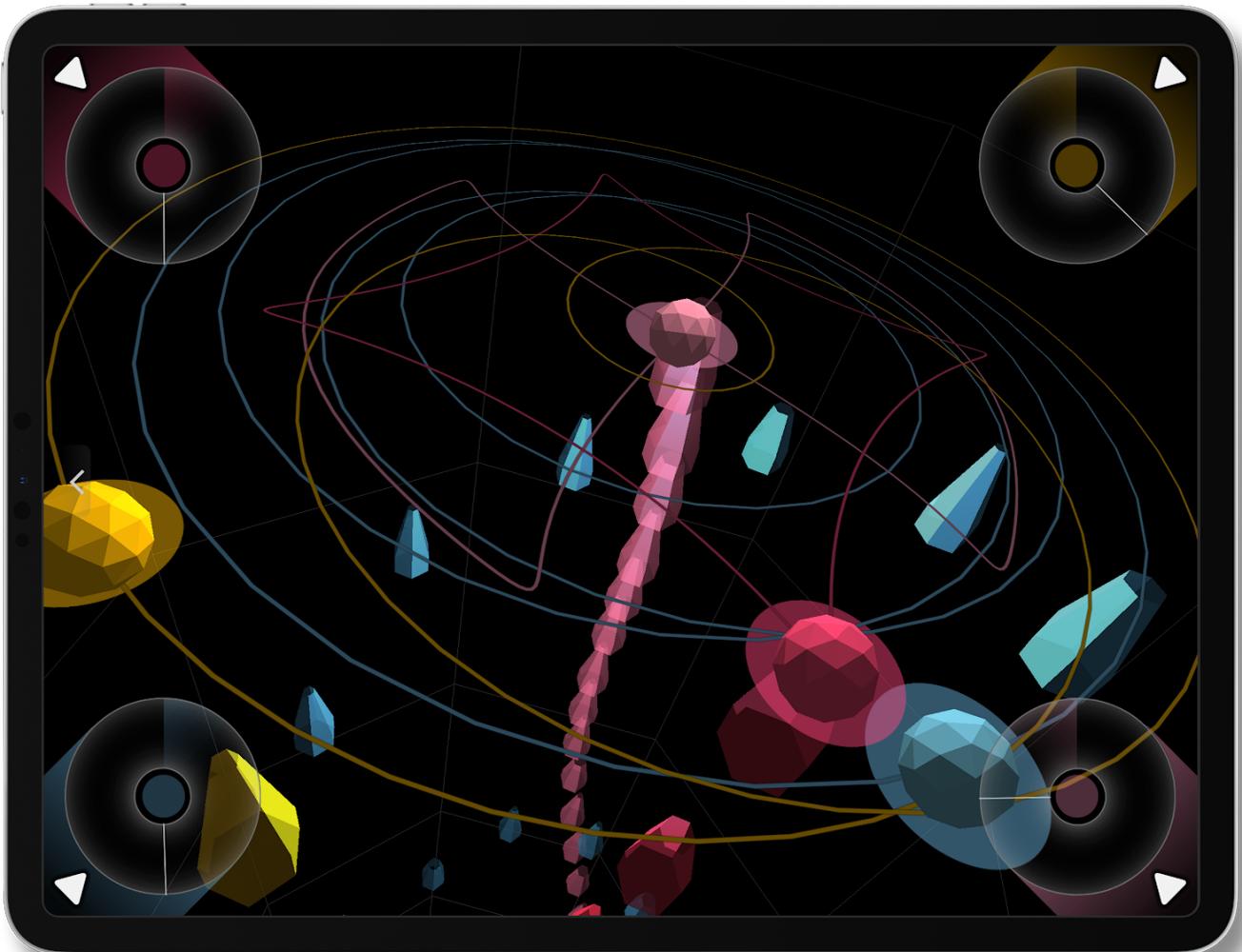


APHELIAN

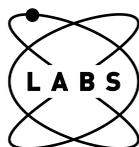
User Manual v1

By Aphelian Labs



Aphelian is an innovative music composition tool that lets the user explore the relation between geometry and music. It introduces a new visual editing metaphor that provides a way to see musical forms and manipulate them taking full advantage of the multitouch gestures.

In this manual you will learn how to use each of the elements of the user interface, and how to enable the app to connect through MIDI and SYNC technologies.



Content

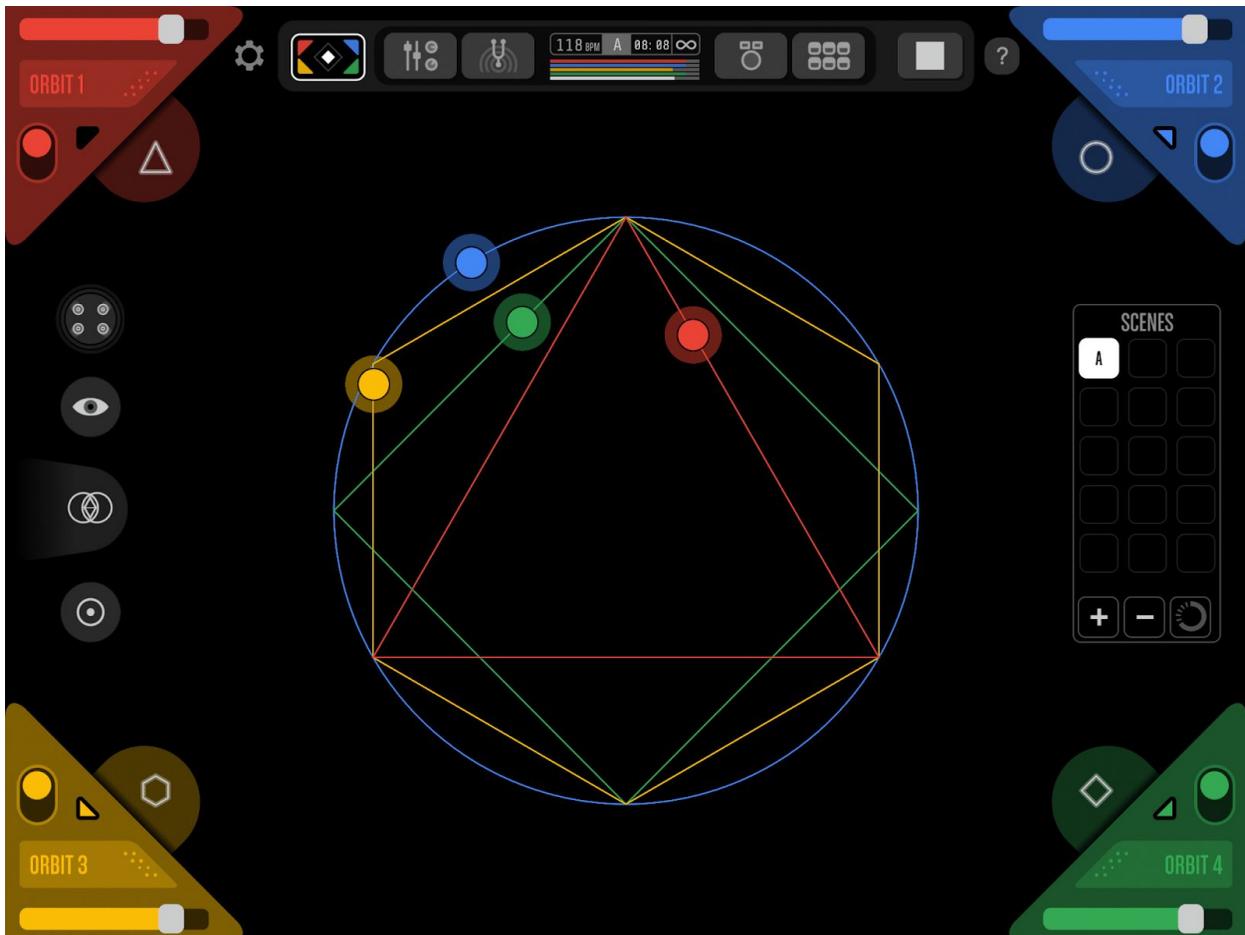
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The Scene View

A SCENE is a configuration of up to 4 ORBITS (or CHANNELS) with their own melodies and sounds, plus a DRUMS channel if needed. The different SCENE VIEW screens allow to edit all global aspects of the current SCENE.

Musically a SCENE is a loop. A SONG can have multiple SCENES. Visually a SCENE is a colorful planetary system in motion which generates a 3D projection of the music along a tube.

The SCENE VIEW is formed by the following sections.



Home View

The HOME VIEW is Aphelian's main screen and can be reached by tapping the SCENE button on the left side of the MENU BAR from any other screen.

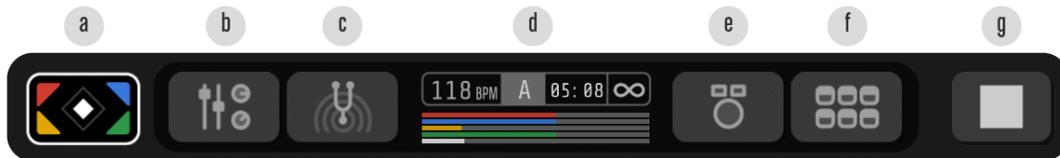


SCENE Button

It shows an overview of the current SCENE and allows to make quick editions. All Aphelian's screens can be reached from the HOME VIEW.

Menu Bar

While at the SCENE VIEW the MENU BAR will present the access to all the SCENE related screens. It's composed of the SCENE button (a), the MIXER button (b), the HARMONY button (c), the SCENE SETTINGS DISPLAY (d), the DRUMS button (e), the SONG button (f) and the PLAY/STOP button (g).



Scene Settings

The SCENE SETTINGS DISPLAY show the SONG's BPM, the duration of the SCENE, the current PLAY MODE as an icon in the upper right corner and a time bar for each CHANNEL.

A tap over the SCENE SETTINGS area of the MENU BAR will open the SETTINGS POPUP where you will be able to edit the QUANTUM length (a), the TEMPO (b), the PLAY MODE (c), all ORBIT's length (d, f) and see the DRUMS loop length.

The TEMPO can be changed by tapping the arrow buttons on both sides of the device or by tapping the BPM display and dragging horizontally. This gesture has speed sensitivity: the fastest the gesture is performed the larger BPM value variation is obtained.

The PLAY MODES are SONG and SCENE. SONG MODE will play a succession of SCENES previously defined in the SONG EDITOR. SCENE MODE will loop indefinitely the current SCENE.

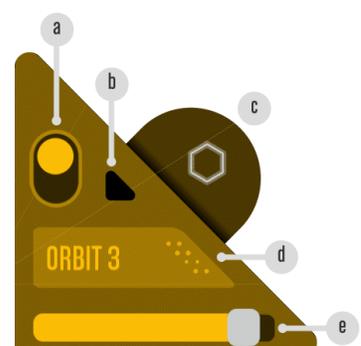


SETTINGS POPUP

Orbit Panels

There are 4 ORBIT PANELS located in the corners of the screen. Each panel provides basic tools to modify its ORBIT. These functions are an ON/OFF button (a), a NOTE ON display (b), a RANDOM SHAPE SHIFTER button (c), an ORBIT VIEW button (d) and a VOLUME FADER (e).

The RANDOM SHAPE SHIFTER button requires double tap to respond.

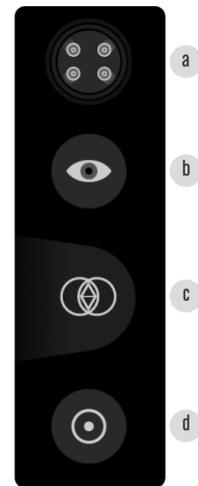


Global Tools

Aligned close to the left margin of the screen there is a group of tools that affect the whole SCENE. These are the LIVE MODE button (a), the MOOD button (b), the RANDOM GLOBAL SHIFTER (c) and the GLOBAL RESET button (d).

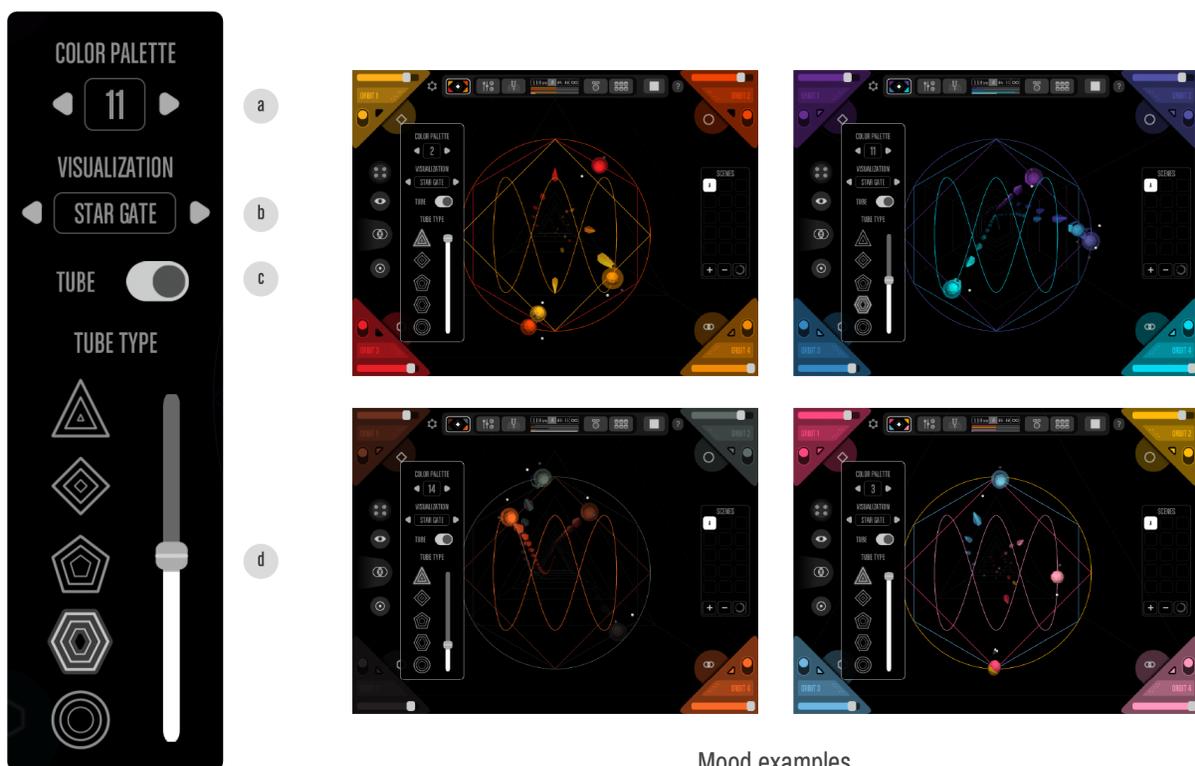
The RANDOM GLOBAL SHIFTER button requires double tap to respond.

The GLOBAL RESET button takes the shape of all ORBITS to their original state at once.



Mood

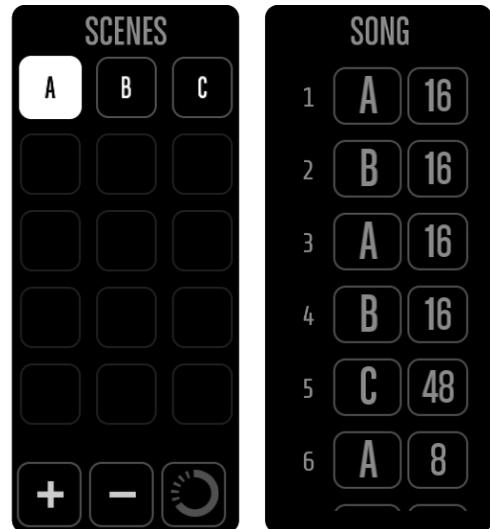
The MOOD button opens a popup where the visual aspects of the SCENE can be edited. You can choose between 24 COLOR PALETTES (a) and combine them with the STAR GATE visualization (b) which will project 3D audio events from the PLANET along the TUBE (c). The TUBE's speed and shape (d) can also be defined.



Mood examples

Scene/Song Column

Located by the right side of the screen is the SCENE/SONG COLUMN. This section of the interface adapts its state to the [PLAY MODE](#) selected in the MENU BAR. While in SCENE MODE the column will show a list of scenes and the tools to CREATE and DELETE a SCENE, and to WAIT till the end of the current SCENE before playing the next one. In SONG MODE the column will show a scrollable list of the SCENES that form the current SONG.



Orbit Edition

ORBITS can be transformed through tactile gestures performed over their paths. To enter an ORBIT just tap over it.



Drag to rotate.



Pinch to scale.



Tap an orbit to go to its settings.



Tap and hold to move.

Mixer

Aphelian includes a classic multi channel MIXER. To enter this screen you will have to tap the MIXER button located in the MENU BAR (SCENE VIEW) or in the lower-right corner of the SOUND screen (ORBIT VIEW).



MIXER Button

The MIXER has two modes: AUDIO and MIDI.

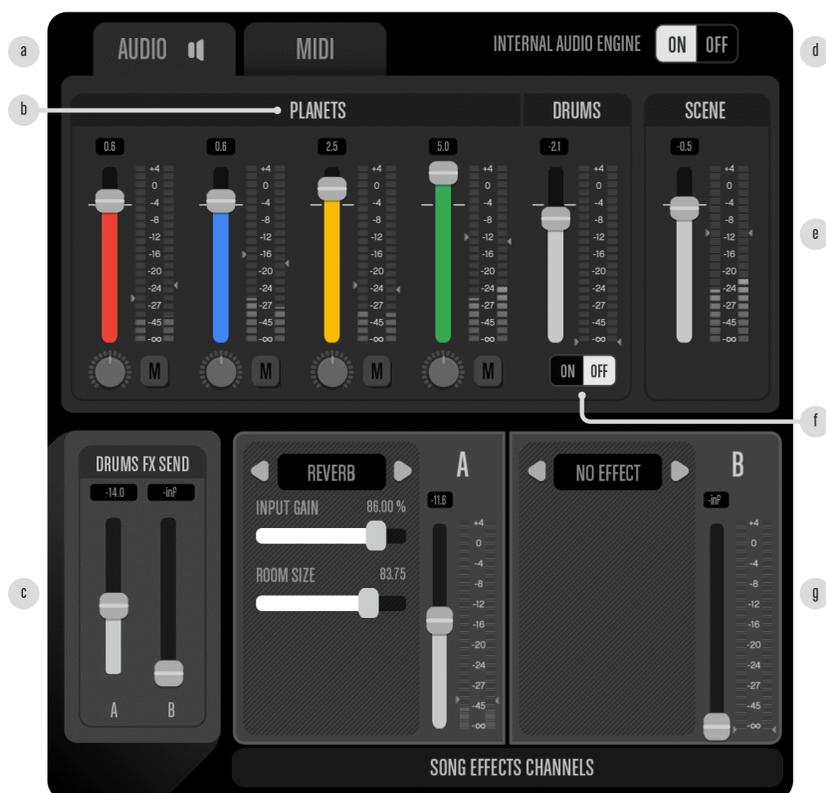


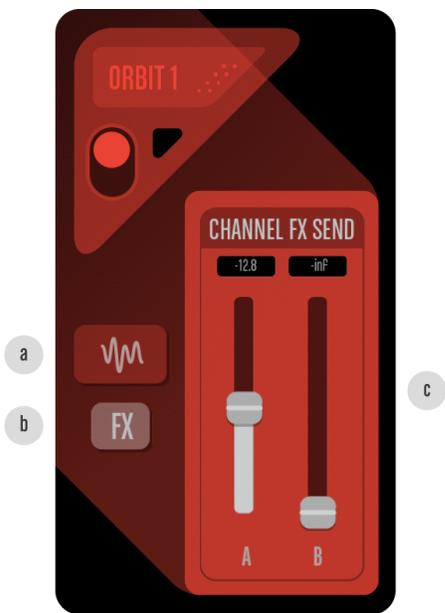
Audio

The AUDIO MIXER is focused on the internal instruments.

The main section of this screen features an AUDIO/MIDI mode selector (a), 4 ORBIT volume faders (b) with their own MUTE button and PAN knob, 1 DRUMS volume fader (f) with a DRUMS ON/OFF button and a SCENE master volume fader (e).

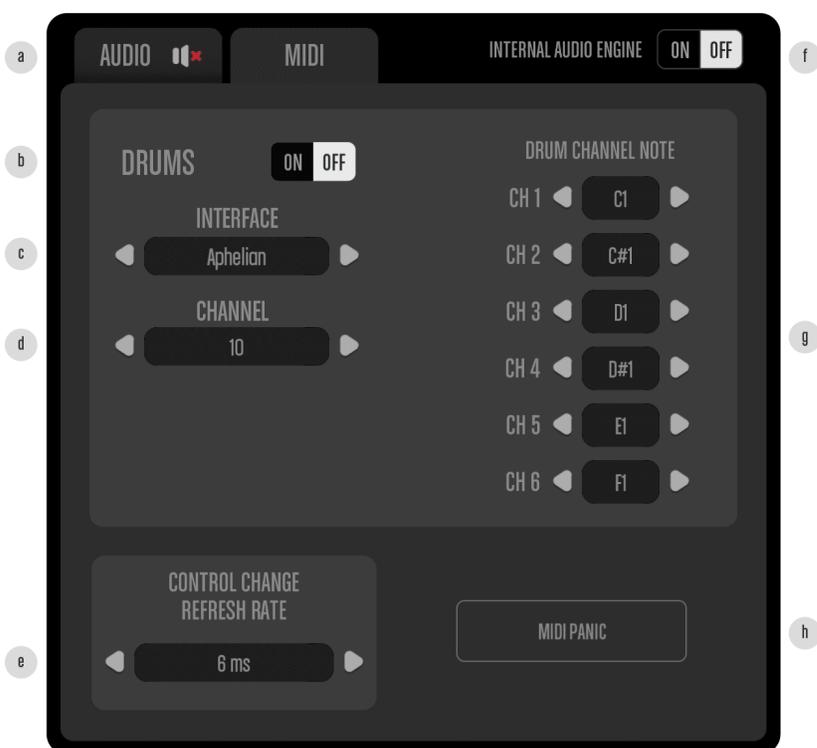
It also features a DRUMS FX SEND panel (c) to apply the general effects to the DRUMS channel and the SONG EFFECTS CHANNELS (g) which allows to set up to 2 general effects (DELAY, REVERB, FLANGER, PHASER or CHORUS) applicable to any internal instrument.





This MIXER mode projects extra functions from each ORBIT PANEL. Those functions are a SOUND button (a) that takes straight to that particular ORBIT's instrument (SOUND) in ORBIT VIEW, a FX button (b) to edit the ORBIT's internal effect, and the CHANNEL FX SEND panel (c) to apply the general effects to the ORBIT.

Midi



Aphelion can be used as a MIDI CONTROLLER for external apps and instruments. To set the MIDI connections you need to select the MIDI MODE (a) at the top of the device.

The middle area contains the DRUMS MIDI settings. To use the DRUMS as a controller you need to activate them (b), connect to a compatible external interface (c) and set a MIDI CHANNEL (d). You can assign a NOTE to each of the 6 DRUMS INSTRUMENTS in the DRUM CHANNEL NOTE panel (g).

In the lower margin are located a CONTROL CHANGE REFRESH RATE selector (e) and a MIDI PANIC button (h) to SHUT all the MIDI EVENTS.

This MIXER mode projects extra functions from each ORBIT PANEL. Those functions are a SOUND button (a) that takes straight to that particular ORBIT's instrument (SOUND) in ORBIT VIEW, a MIDI SEND ON/OFF button (b), a MIDI CONNECTION selector (c), a MIDI CHANNEL selector (d) and a list of the existent CC#s created in the SOUND/MIDI screen.



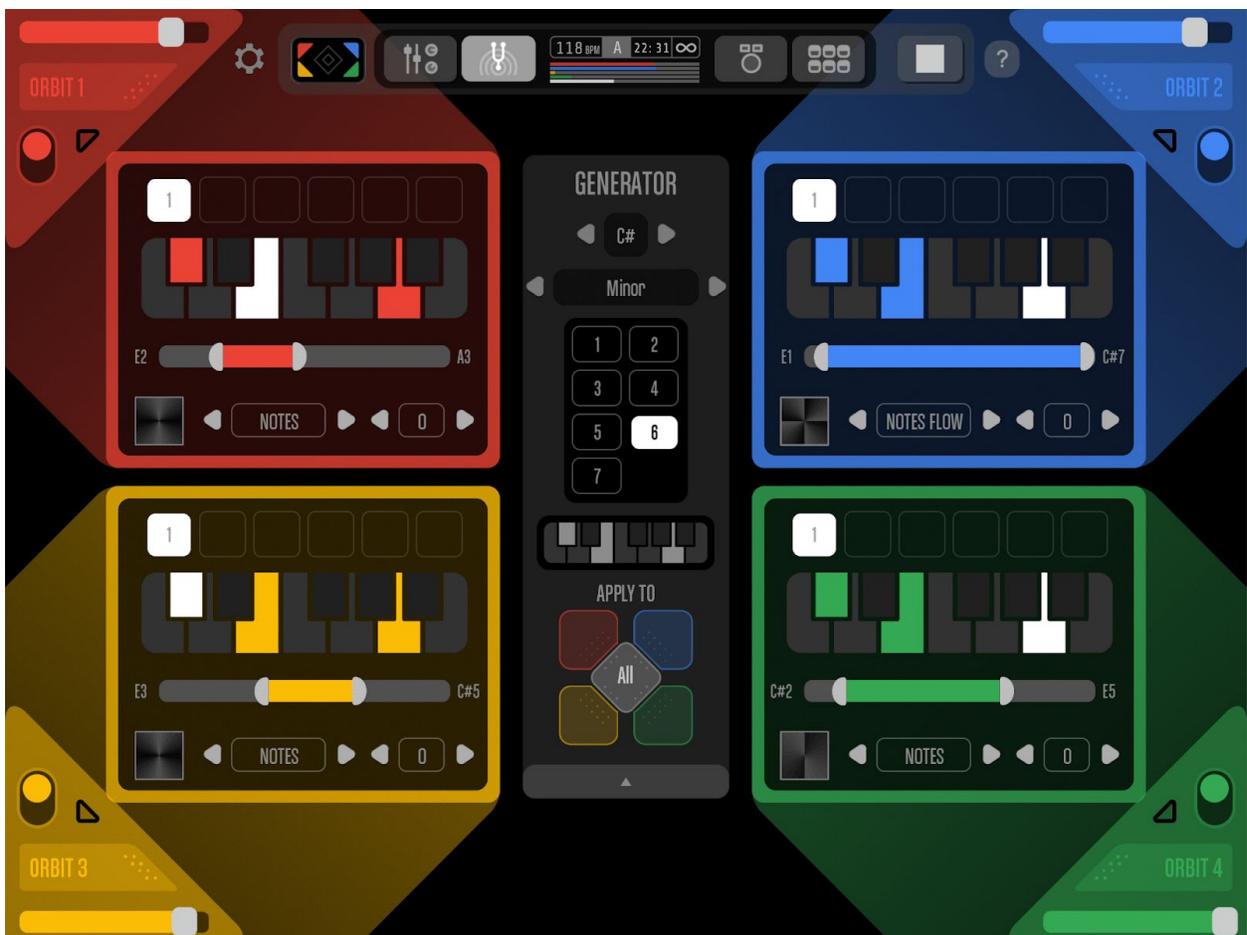
Harmony

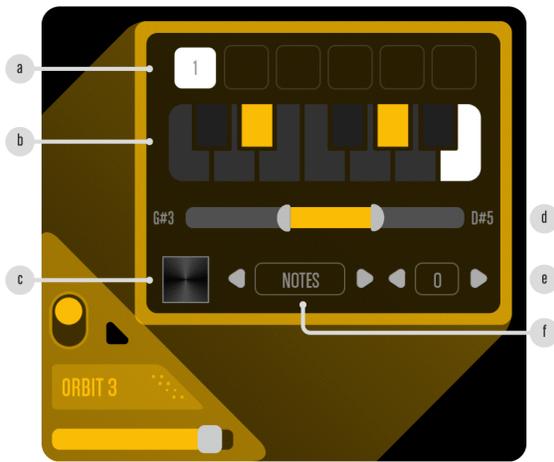
Even though each ORBIT's scale can be defined in ORBIT VIEW, there is a HARMONY screen where the tonal characteristics of all the ORBITS can be compared and edited together. To enter this section you will have to tap the HARMONY button, next to the MIXER button in the MENU BAR.



HARMONY Button

HARMONY has two basic components: The SCALE PANELS projected from the ORBIT PANELS and the GENERATOR.





A SCALE PANEL contains the tools to modify the basic tonality and scale aspects of a specific ORBIT. Close to the upper margin of this device there is a STEPS DISPLAY (a) which shows the number of STEPS defined in the EVENTS screen (ORBIT VIEW) and highlights the current one.

The middle section focuses on the notes to be played in the current STEP. The SCALE EDITOR (b) allows to set particular notes in a piano keyboard. The OCTAVE RANGE seekbar (d) defines the number of octaves to play by setting the lowest and highest notes.

The TONE MAP button (c) opens a list of all available tone mapping options. Even though it is recommended to edit the TONE MAP in the EVENTS screen (ORBIT VIEW) this feature allows to make fast and drastic melodic changes.

The NOTES/FLOW selector (f) is a reduction of the similar tool described in [TONE MAP SETTINGS](#).

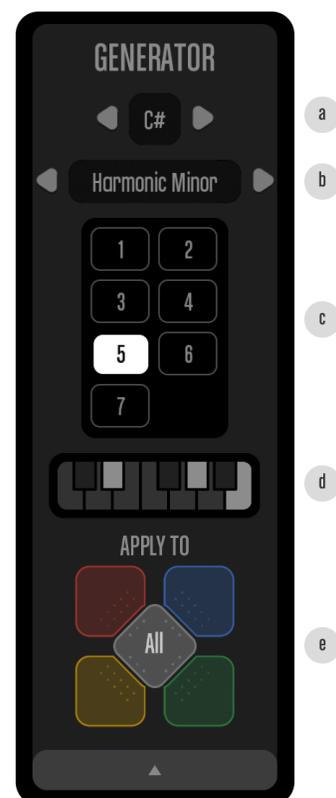
The last component sets the amount of GLISSANDO (e).

Minimized between ORBITS 1 and 2 SCALE PANELS it's the GENERATOR. One tap will maximize it and show a number of tools to edit all ORBITS together.

The upper section is focused in preset scales. It allows to set the TONIC (a), the SCALE TYPE (b) and its variation (c).

The changes made in the upper section are reflected in the SCALE EDITOR (d) which also can be edited the same way than in the SCALE PANELS.

In the lower section are located the APPLY TO buttons. Through these buttons you can choose which ORBITS to apply the scale setting defined above.



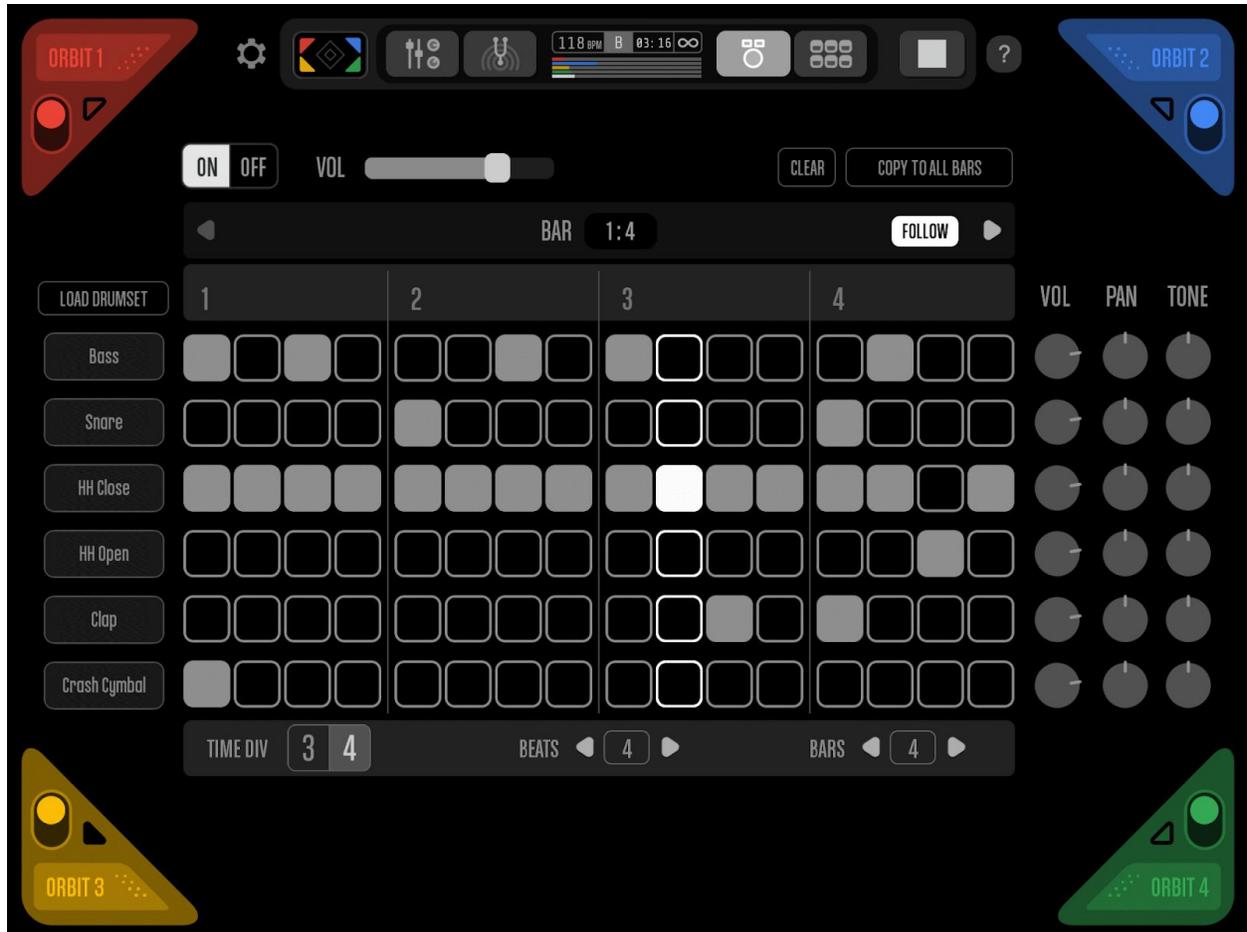
Drums

Aphelian includes an internal 6 channels GRID based DRUMS machine reachable from the DRUMS button located next to the SCENE SETTINGS DISPLAY in the MENU BAR.

You can write DRUM EVENTS by tapping on an empty slot in the grid. To delete a DRUM EVENT tap on it.

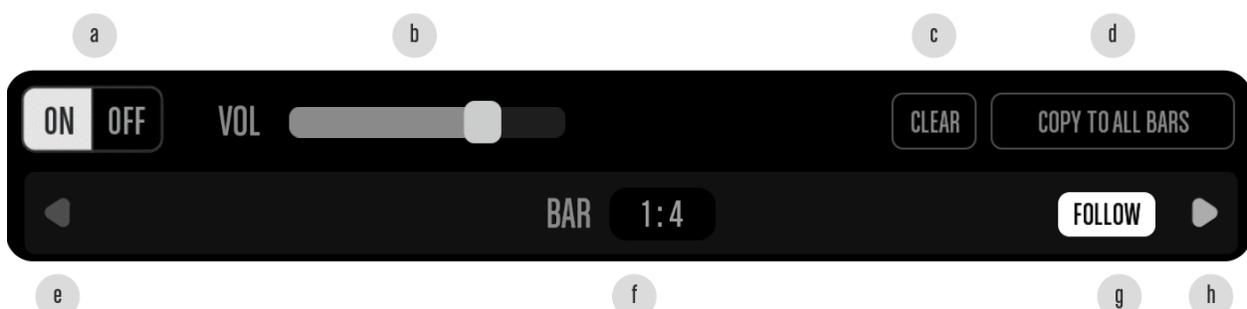


DRUMS Button

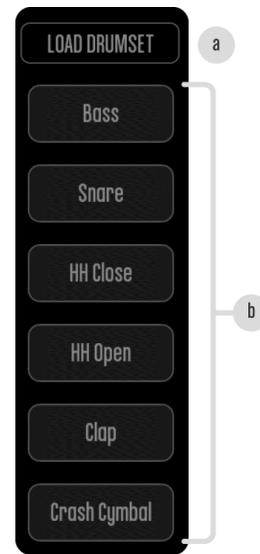


Over the GRID are the DRUMS EDITION TOOLS. This section is formed by an ON/OFF button (a), a general DRUMS VOLUME fader (b), a CLEAR button (c) which deletes all the DRUMS EVENTS at once and a COPY TO ALL BARS button (d) that copy the DRUMS EVENTS from the currently displayed BAR to the rest of them.

It also has navigation buttons (e, h) to scroll between BARS, a CURRENT BAR display (f) and a FOLLOW button (g) to automatically scroll the GRID as the loop advances.

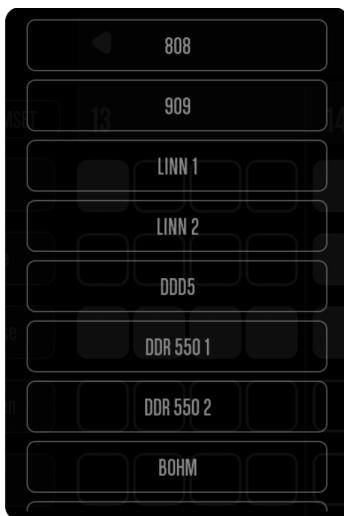


By the left margin of the GRID is the DRUMSET COLUMN. This is where the DRUMS SAMPLES are selected. You can select an entire PRESET DRUMSET by tapping the LOAD DRUMSET button (a) or create a custom DRUMSET by tapping on each DRUM CHANNEL button (b).

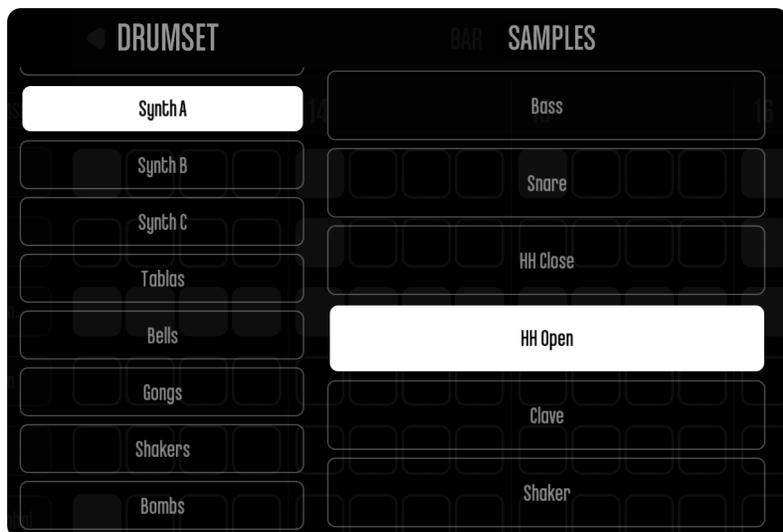


The LOAD DRUMSET button opens a scrollable popup with 16 PRESET DRUMSET options to choose.

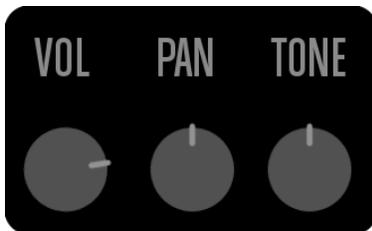
The DRUMS CHANNEL buttons allow to select each CHANNEL's sound. They open a scrollable popup with 96 DRUMS SAMPLES to choose.



DRUMSET popup



SAMPLES popup



Next to the right margin of the GRID there is the DRUM MIXER with basic mixing functions for the 6 DRUMS CHANNELS

Under the lower margin of the GRID are located the GRID EDITION TOOLS. This is the section where to modify the GRIDS setting for the current SCENE. It has a TIME DIVISION selector (a) that allows to divide the grid in 3 or 4 SLOTS every one BEAT, a BEATS PER BAR selector (b) and a BARS LENGHT selector (c).



The Orbit View

The ORBIT VIEW focuses in the edition of every aspect of the ORBIT. In Aphelian the timelines are ORBITS in which paths the music is written and played by the PLANETS. To enter this group of screens you need to tap 1 of the 4 ORBIT VIEW buttons, located in the ORBIT PANELS.



ORBIT VIEW button

The ORBIT VIEW contains the following screens.

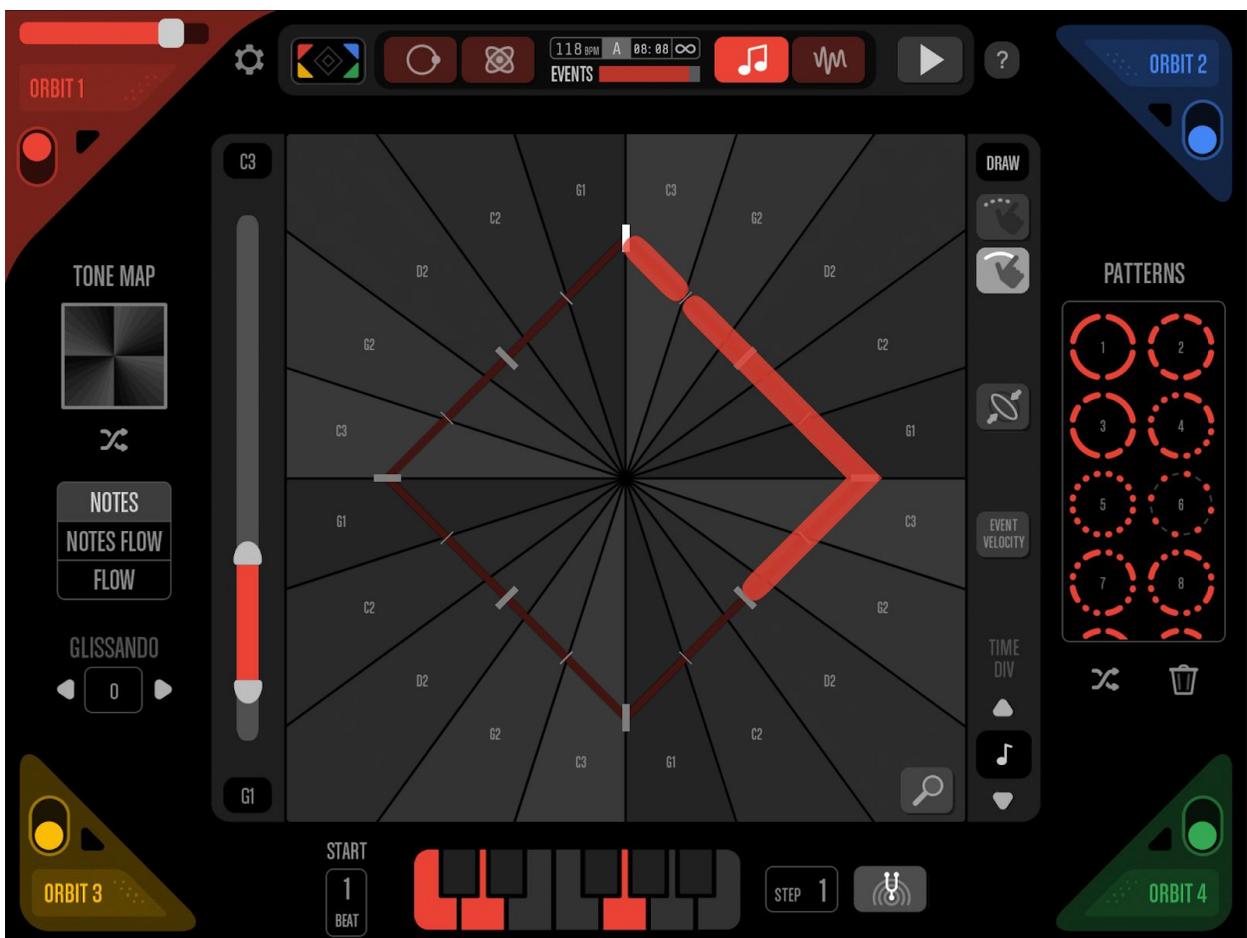
Events

This is where the music is written on the ORBIT's path and the notes distributed over the TONE MAP. To access EVENTS you will need to be in ORBIT VIEW and tap the EVENTS button in the MENU BAR.



EVENTS button

Centered in the screen is the TONE MAP. This section defines how the notes are mapped in the plane where the ORBIT is located.



Event Edition Tools

The EVENT EDITION TOOLS are grouped in the right margin of the TONE MAP.

In the upper section there's a WRITING MODE selector (a) which allow to choose how to manipulate the EVENTS.

The middle section has a FREE TRANSFORM tool (b) that assign the tactile gestures to basic transformation functions and the EVENTS VELOCITY button (c) which opens the EVENTS VELOCITY popup.

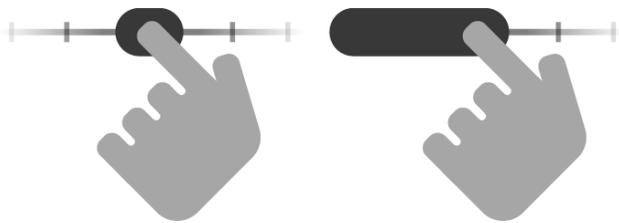
The lower section is for the TIME DIVISION selector (d). This device defines the amount of subdivisions the path will have. Those subdivisions are the slots where the EVENTS are written.

The WRITING MODES are PAINT and DRAW.

PAINT MODE allows to write EVENTS by tapping on the subdivisions of an ORBIT's path.

A tap over an existent EVENT will delete it.

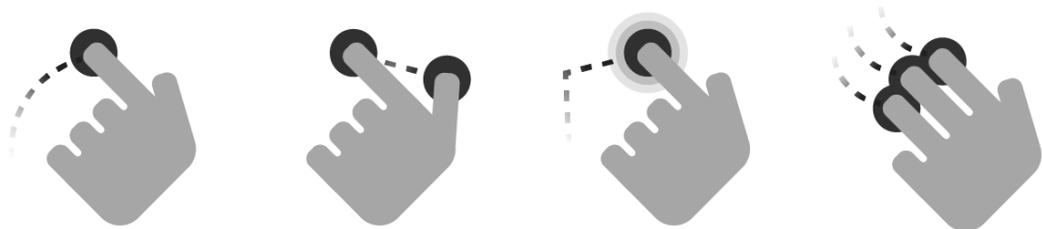
DRAW MODE adds to the previous functions the ability to stretch an EVENT by dragging from one of its extremes.



Tap to add or remove an EVENT.

Drag to stretch an EVENT.

The FREE TRANSFORM tool is used to edit the ORBIT's shape by performing tactile gestures.

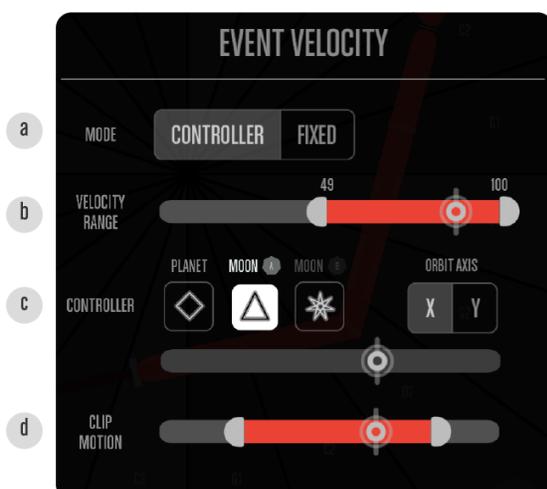


Drag one finger to rotate.

Pinch to scale.

Hold and drag to move.

Drag three fingers to transmute.

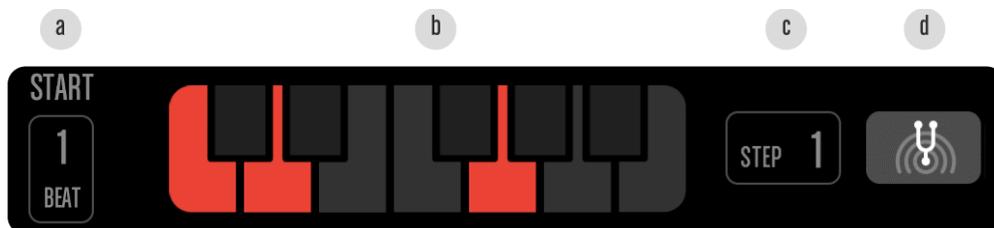


The EVENTS VELOCITY button opens a popup where you can edit the VELOCITY settings. This section's main device is the VELOCITY MODE (a) which can be CONTROLLED (variable) or FIXED (constant). The rest of the settings depends on the chosen VELOCITY MODE. The VELOCITY/VELOCITY RANGE seekbar (b) allows to set the minimum and maximum amount of VELOCITY. In CONTROLLER MODE the EVENTS VELOCITY popup will also show a CONTROLLER selector (c) and a CLIP MOTION seekbar (d). The CONTROLLER options are the current PLANET, one of iits 2 MOONS and the X/Y axis from the chosen CONTROLLER.

Harmony Settings

At the bottom of the screen is the HARMONY SETTINGS section. Centered on it is a SCALE EDITOR (b) identical to those in the [HARMONY](#) screen (SCENE VIEW) where you can set the notes to be played. On its left side is the STEP START display (a). To the right is located the STEP SETTINGS button (c) and next the HARMONY button, which takes to the global HARMONY screen.

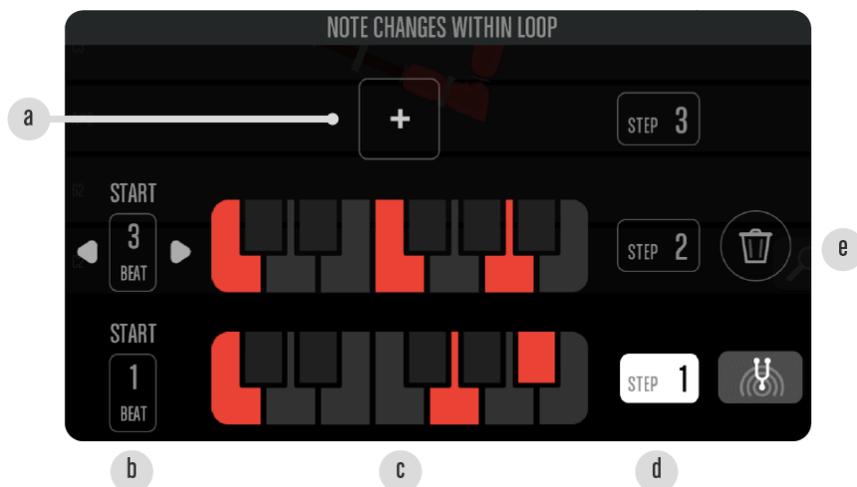
You can define the OCTAVE RANGE by setting the lowest and the highest playable NOTES in the seekbar located in the left margin of the TONE MAP.



Steps

By tapping on the STEP SETTINGS button you will open the STEP EDITOR. Here you can add NEW STEPS (a), define the BEAT where each STEP starts (b), set the STEP SCALE (c), see the STEP NUMBER display (d) and DELETE any STEP (e).

You can have up to 6 STEPS per ORBIT per SCENE.



Tone Map Settings

The TONE MAP is the plane over which the ORBIT is located and from where the EVENTS get their NOTES. The NOTES defined in the [HARMONY SETTINGS](#) will be distributed in the TONE MAP. The TONE MAP SETTINGS positioned by the left margin of the screen has the tools to set how those NOTES will be mapped in the plane and how the PLANET will play them.

The TONE MAP TYPE button (a) allows to define in which way the TONE MAP will be partitioned into the sections that holds the NOTES. The RANDOM button (b) RANDOMIZES the distribution of the NOTES between the sections.

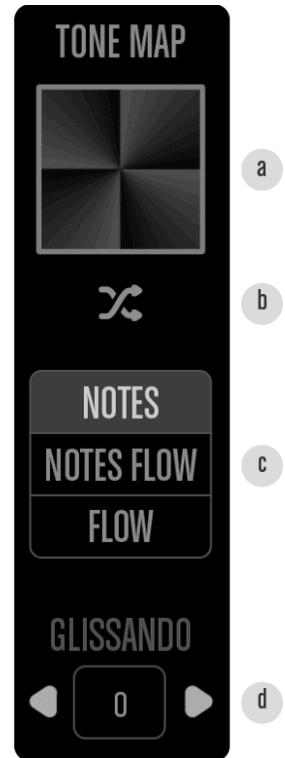
The NOTES/FLOW selector (c) gives 3 options of how the EVENTS will react to the TONE MAP:

NOTES: The EVENT will play only the NOTE over where it starts.

NOTES FLOW: The EVENT will play all the NOTES over where it is located. The NOTE will change as the PLANET moves through the TONE MAP sections.

FLOW: The EVENT pitch does not snap the the NOTES.

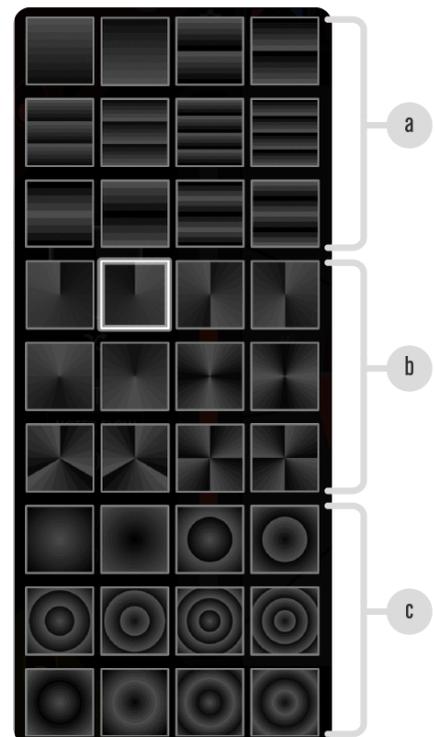
You can also set the amount of GLISSANDO (d) between NOTES.



Types of Tone Maps

The TONE MAP has as many subdivisions as NOTES set to be played. The NOTES are represented in shades of gray, meaning that the lowest NOTE is in the darkest subdivision and the highest NOTE is the brightest one.

The TONE MAP can be subdivided in 3 different ways: horizontally (a), radially (b) and concentrically (c). Each of these TYPES OF TONE MAPS has 12 variations, making a total of 36.



Patterns

EVENTS can be written manually as explained in [EVENTS EDITION TOOLS](#), but there are also PRESET PATTERNS (a). You can explore grooves easily by using these pre designed EVENTS configurations. There are 32 different PATTERNS.

You can look for spontaneous rhythms using the RANDOM button (b) and clear all EVENTS at once with the DELETE button (c).

The PATTERNS adapt to the TIME DIVISION value automatically.

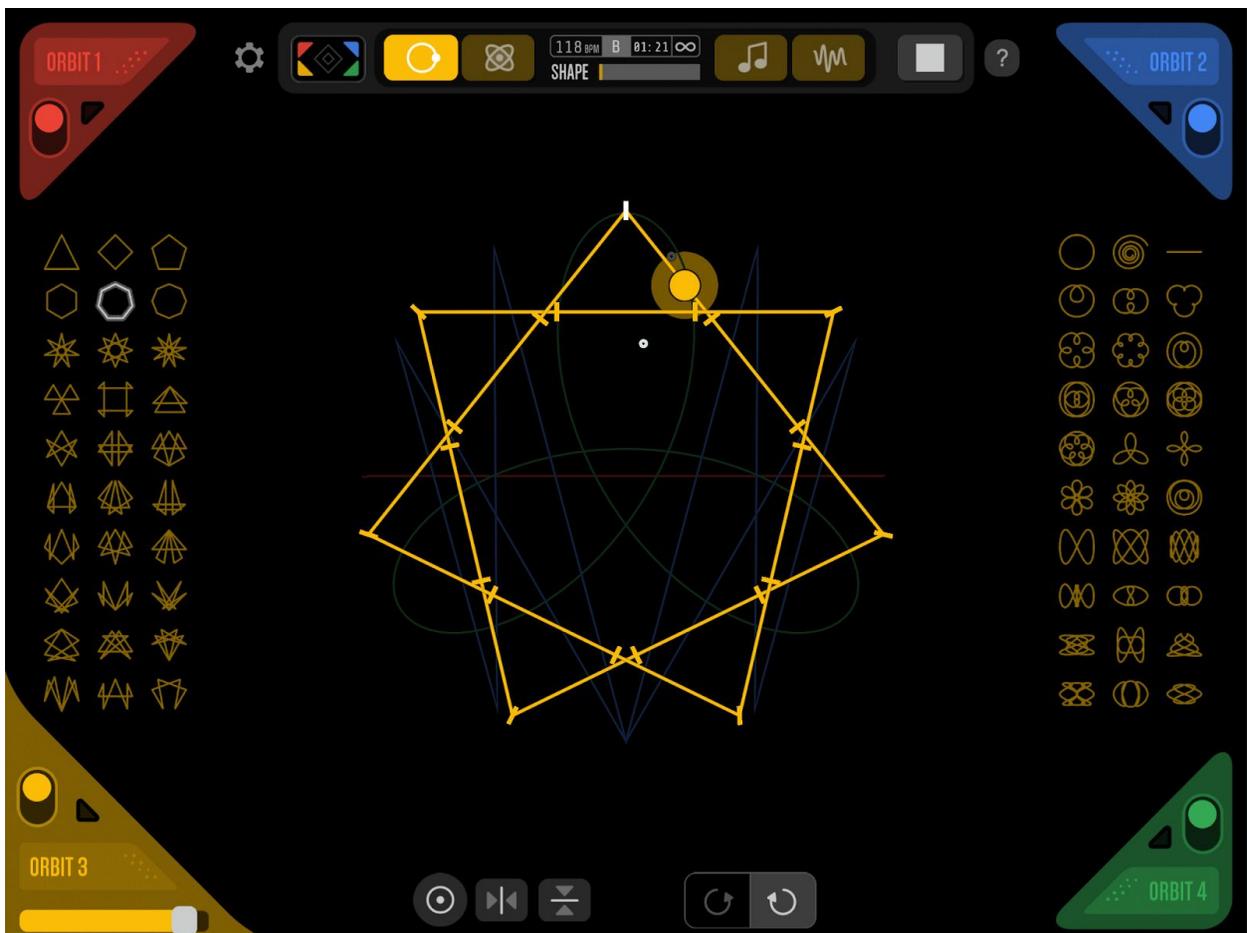


Shape

The ORBITS can have many different SHAPES and sizes. To enter this section you will need to tap the SHAPE button in the MENU BAR.



SHAPE button



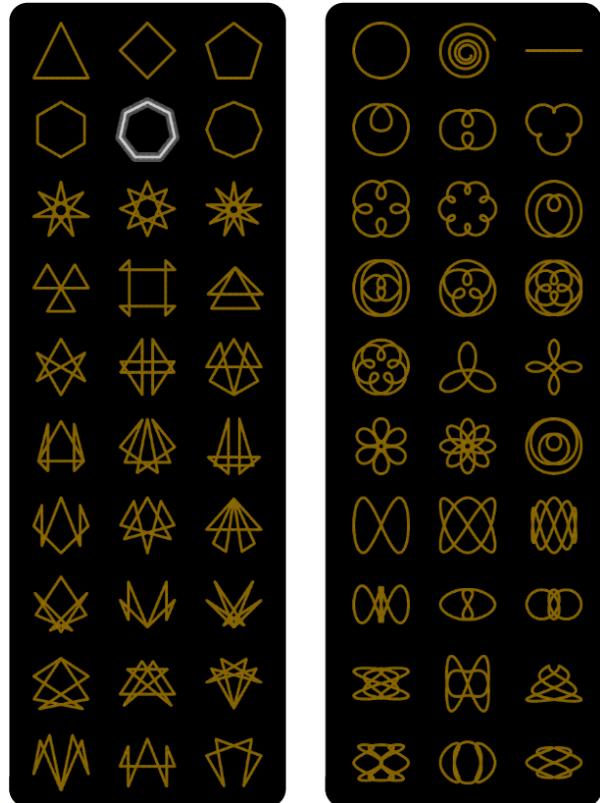
Shapes Library

Located on both sides of the ORBIT is the SHAPES LIBRARY. It has 60 basic SHAPE options divided in 2 groups: INORGANIC and ORGANIC.

INORGANIC SHAPES are straight and pointy while the ORGANIC ones are soft and curvy.

Each group of SHAPES has its own rhythmic and melodic characteristics. Each SHAPE will give a very different melodic result than the others.

SHAPES can be used as they come or can be transformed and TRANSMUTED.



INORGANIC shapes

ORGANIC shapes

Shape Edition Tools

To edit an ORBIT's shape you have to perform basic tactile gestures in the middle area of the screen. The basic transform functions are ROTATE, SCALE and MOVE.

The TRANSMUTE function gives the most dramatic SHAPE shifts. Each SHAPE has its own TRANSMUTE form.



Drag one finger to rotate.



Pinch to scale.



Hold and drag to move.



Drag three fingers to transmute.

Grouped centered in the lower margin of the screen are the RESET button (a) which returns the SHAPE to its original state and the ALIGN buttons (b) to center the current shape in X or Y axis.

There is also a ROTATION SENSE selector (c) to specify the direction of the path in which the PLANET will move.



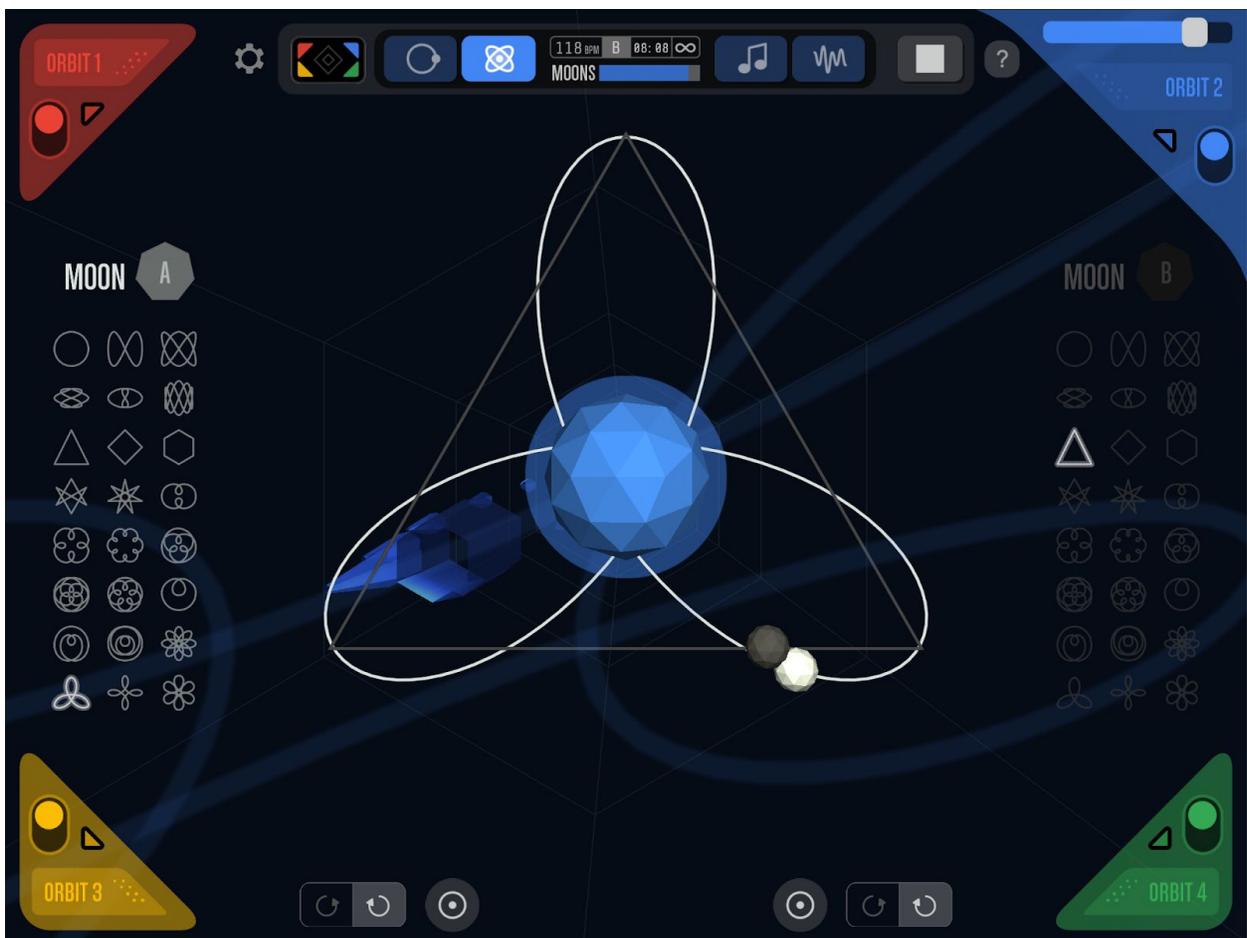
Moons

Each PLANET has two MOONS orbiting around. These MOONS work as additional controllers for any properties of the INTERNAL SYNTH in the [SOUND](#) section, the [EVENTS VELOCITY](#) or to be sent as a [MIDI](#) signal to an external app or instrument.

This sections is reachable through the MOONS button positioned on the left side of the SCENE SETTINGS display in the MENU BAR.



MOONS button



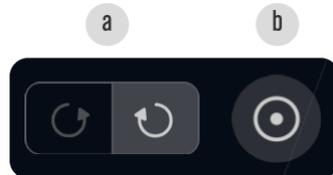
Moon Edition Tools



The MOONS' properties are similar to the PLANET's ones but simplified. Both MOONS have ORBITS which are shown together. The left side of the screen is for MOON A and the right side for MOON B.

Each MOON has a LIBRARY with 24 SHAPE options.

In the lower section of the screen are a ROTATION SENSE selector (a) to specify the direction of the path in which the MOON will move and the RESET button (b) which returns the ORBIT's SHAPE to its original state



The MOONS' ORBITS can be ROTATED or SCALED, but can not be MOVED or TRANSMUTED.

Sound

The SOUND section is where you can define what instruments will PLAY the current ORBIT.

There are two SOUND modes: AUDIO and MIDI. The mode is selected in the upper right corner of the SOUND device.

To enter this screen you need to tap on the SOUND button, next to the PLAY/STOP button in the MENU BAR.



SOUND button

Audio

This mode allows to generate the sound within Aphelion. Each ORBIT has its own INTERNAL SYNTH and FX.



Parameter Automation

The PLANET and the MOONS can be assigned as controllers to any of the INTERNAL SYNTH parameters. To do so you need to tap the ADD CONTROLLER button positioned close to the ORBIT 1 PANEL.



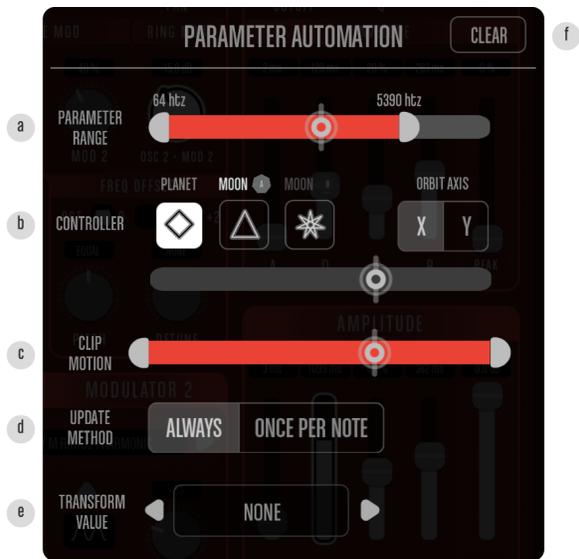
All parameters start fixed.



By tapping the ADD CONTROLLER button the parameters become selectable.

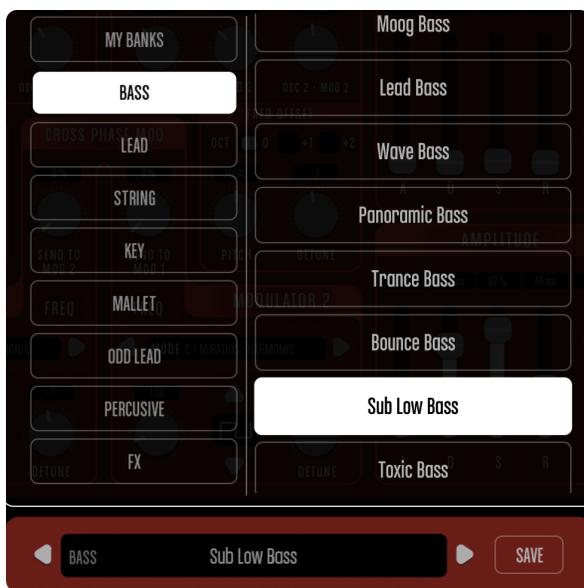


Then you can assign the CONTROLLER to any parameter. Automated parameters will remain selectable.



By tapping on an automated parameter you will be able to edit the PARAMETER AUTOMATION settings. The PARAMETER RANGE seekbar (a) lets you define the minimum and maximum parameter values. The CONTROLLER selector (b) lets you choose between the PLANET, one of its 2 MOONS and the X/Y axis from the chosen CONTROLLER. The CLIP MOTION seekbar (c) allow to calibrate the PARAMETER RANGE minimum and maximum values. The UPDATE METHOD selector (d) defines if the parameter value will keep varying during an EVENT or if it will remain fixed until the end of it. The TRANSFORM VALUE selector (e) allows to alter the automation value in predefined ways.

Preset Sound Banks



In the lower margin of the screen is the PRESET SOUND BANKS section.

Tap on the sound name display to open the PRESET SOUND BANKS library and choose among 124 different SYNTH configurations divided in 9 categories.

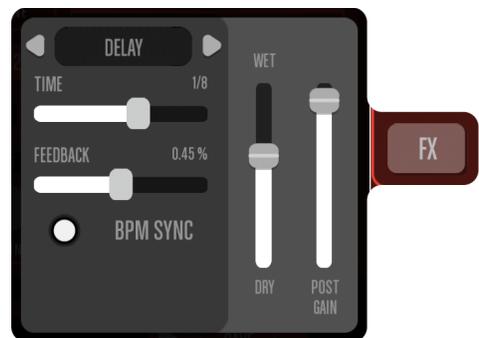
You can create and save your own SOUND BANKS.

Internal FX

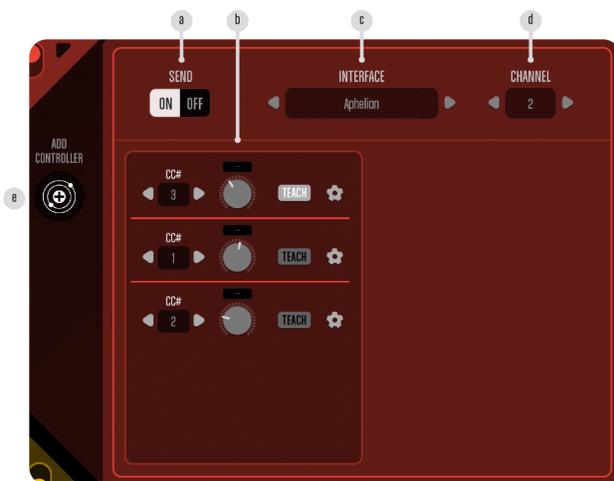
Tap the FX button over the MIXER button in the lower-right corner of the SYNTH to open INTERNAL FX settings.

Unlike the general effects this one will only apply to one SYNTH.

The currently available FX options are DELAY, REVERB, BITCRUSHER, FLANGER, PHASER, CHORUS or DISTORTION.



MIDI



SOUND/MIDI is where you set the connections with other apps and instruments. This mode brings a SEND ON/OFF switch (a) to enable the current CHANNEL as a CONTROLLER, a MIDI CONNECTION selector (c) and a MIDI CHANNEL selector (d).

The CC# list (b) shows all active CC# connections' settings. You can create as many as you need by tapping the ADD CONTROLLER button (e).

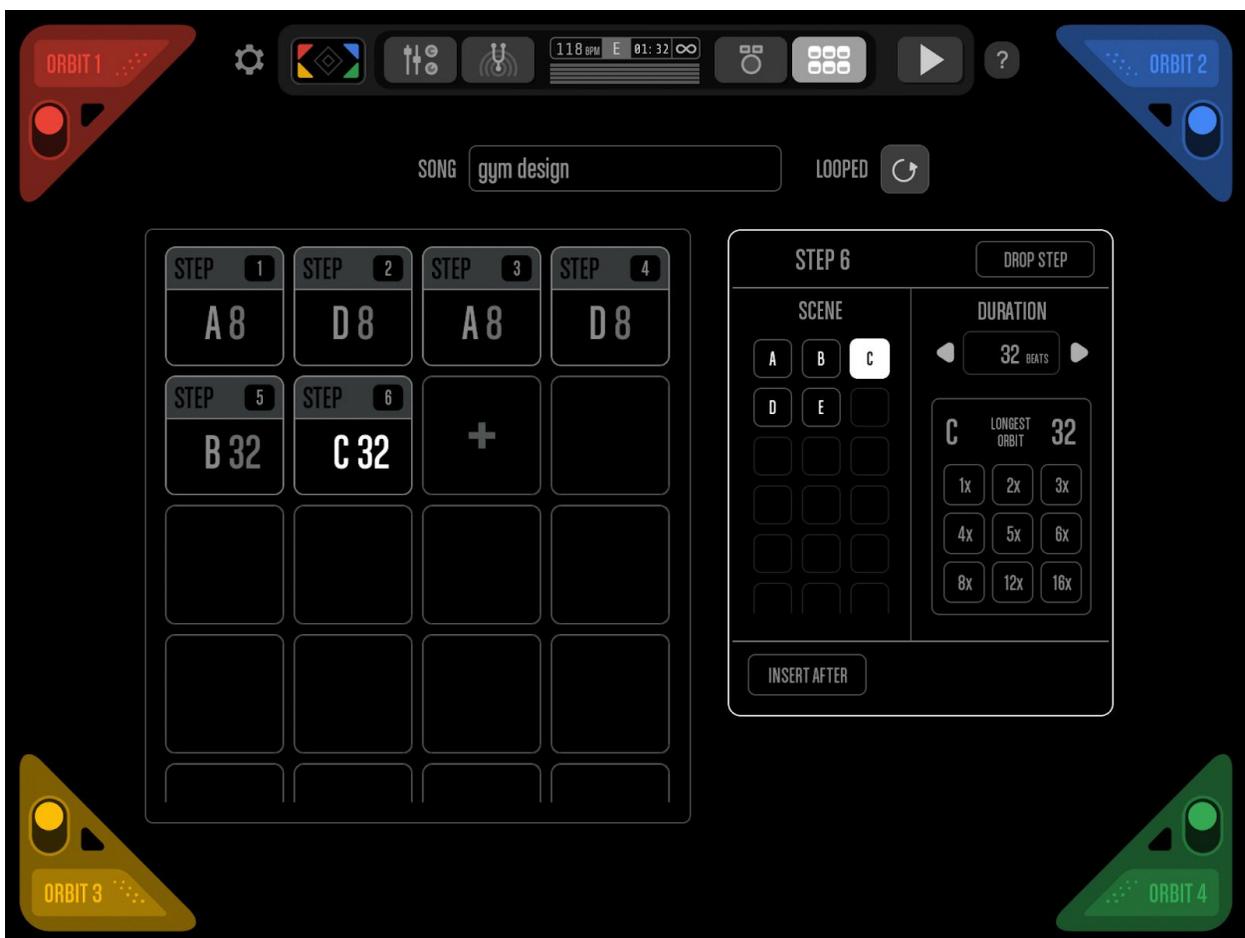
The Song

This is where you edit the structure of the SONG. To enter this screen you must tap on the SONG button, next to the PLAY/STOP button in the MENU BAR.

There are two main sections: The STEP GRID and the STEP EDITOR.



SONG button



The Step Grid

The left side of the screen contains the grid where the succession of STEPS that form the SONG is defined. Each grid SLOT contains a STEP. You can add as many steps as you need. To edit a STEP tap on its SLOT.



Unselected STEP



Selected STEP



Add new STEP

The Step Editor

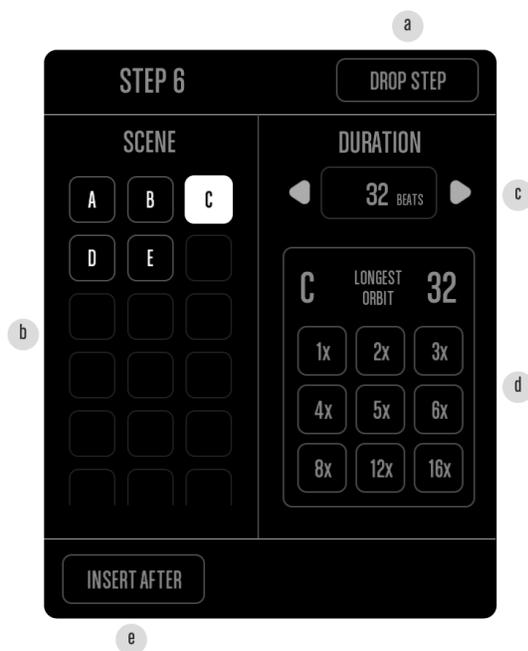
Tapping on a STEP SLOT will open the STEP EDITOR. This popup features the following tools:

The SCENE LIST (b) lets you choose which SCENE to play in the current STEP.

The DURATION section allows to set the number of BEATS for the STEP to last. The amount can be set manually (c) or by repeating # times the duration of the longest ORBIT (d).

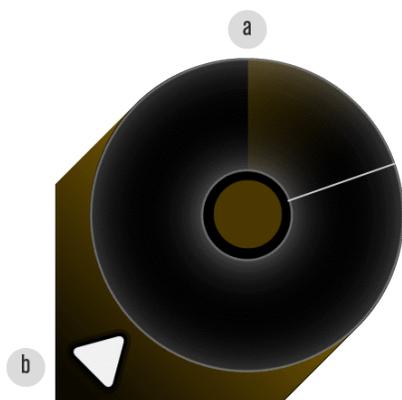
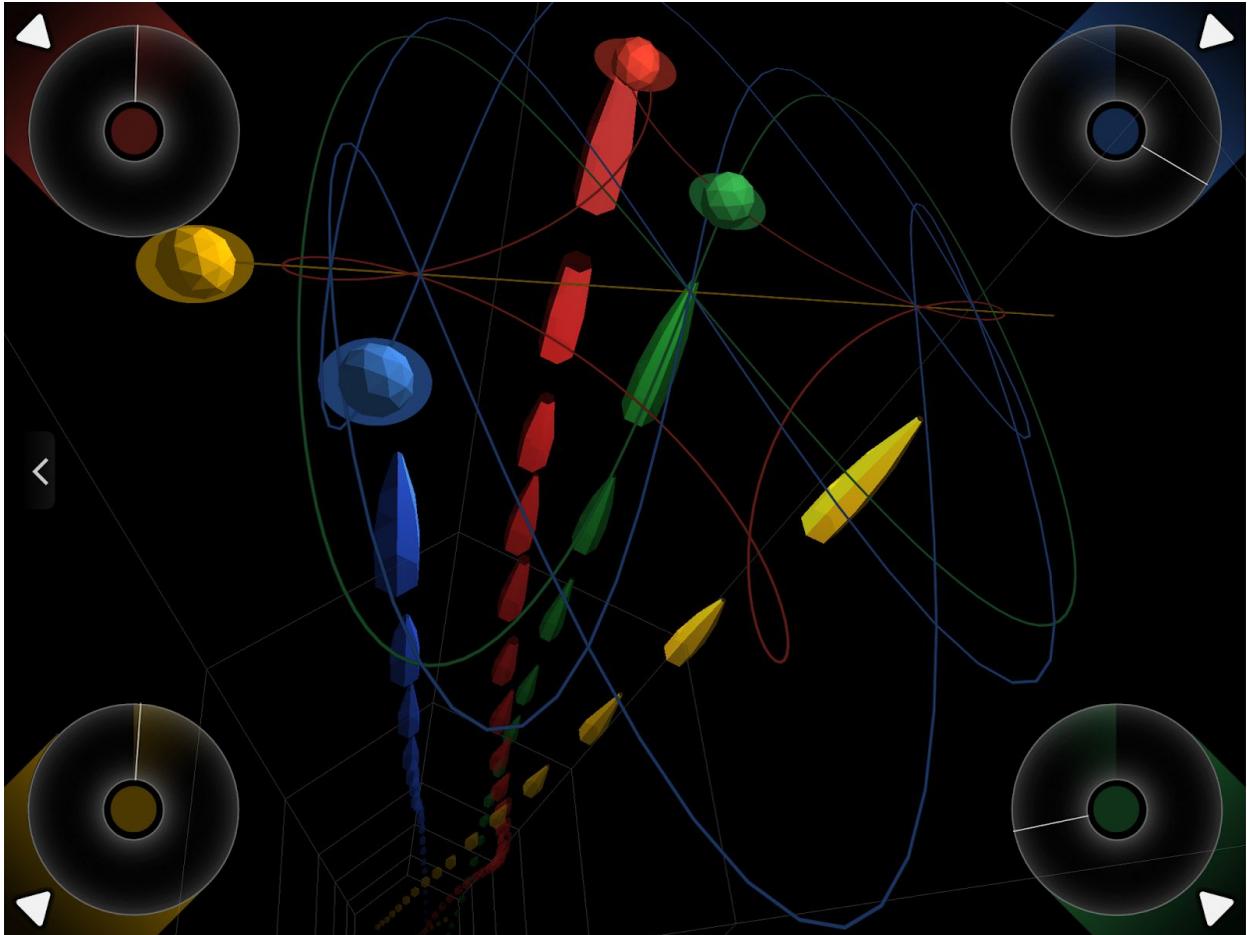
The INSERT AFTER button (e) will insert a copy of the selected STEP in the SLOT at its right.

The DROP STEP button (a) will DELETE the selected STEP.



Live Mode

This is the mode that makes Aphelian a playable instrument in addition to a sequencer. All edition functions disappear generating a minimalistic instance of the UI with just 4 PLAY PADS and a BACK button.



The PLAY PADS (a) are rotatory controls that move the PLANETS along the ORBITS. A 360° rotation of a PLAY PAD equals a complete PLANET cycle.

The SEQUENCE ON button (b) maintains the original sequence playing while the PLAY PAD is unused. By turning this toggle off the sequence will be shut.

Visually LIVE MODE focuses in the ORBIT SYSTEM, allowing you to set the camera zoom and rotation.

Sync



Inter-App Audio

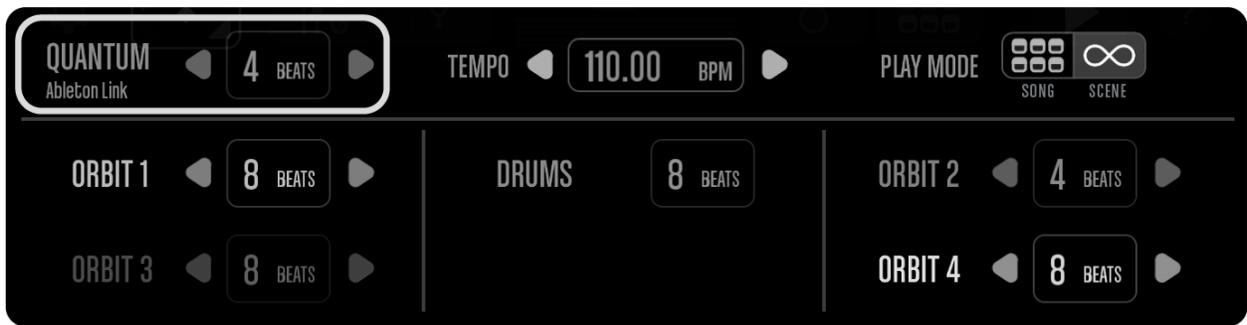
The IAA output of Aphelion outputs its master channel, including effects.

If you want to use IAA Clock Sync you must enable it from the Settings Menu.

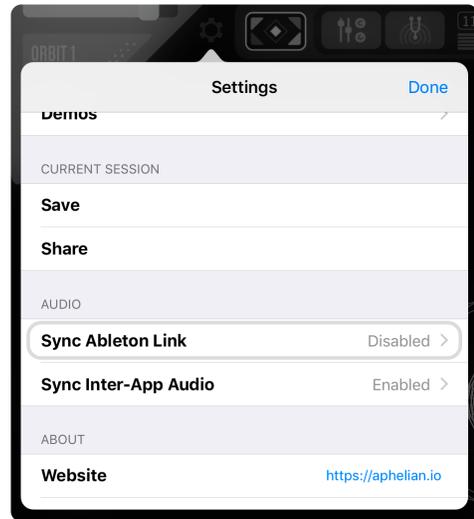


Link

Ableton Link allows apps to share a clock across a wireless network (or on a single device). You can control Ableton Link Quantum from the upper popup bar.



If you want to use Ableton Link you must enable it from the Settings Menu.



Read more about [Ableton Link](#).

AudioBus

Aphelian supports being loaded in AudioBus and AudioBus State.

Midi

[See MIXER MIDI mode.](#)

[See SOUND MIDI mode.](#)

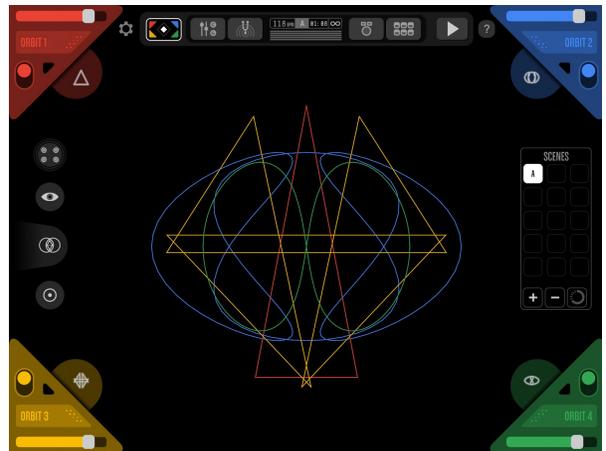
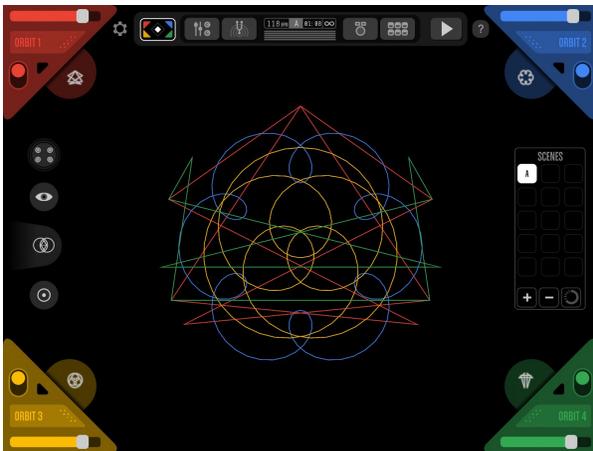
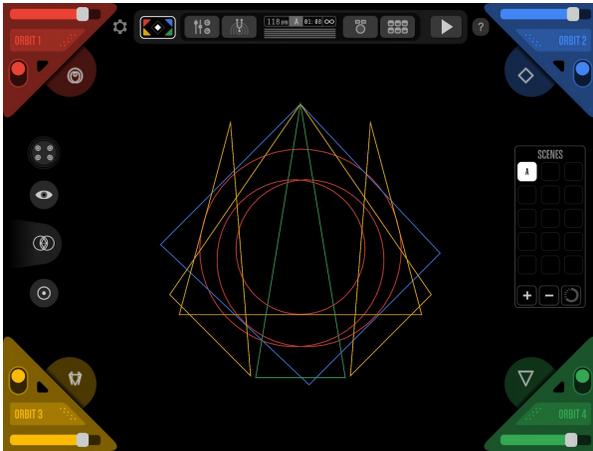
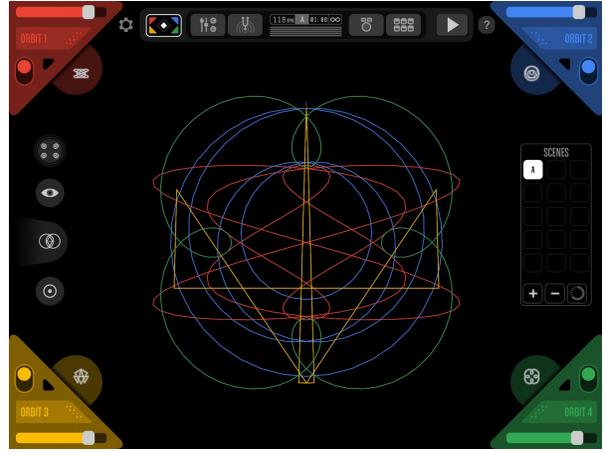
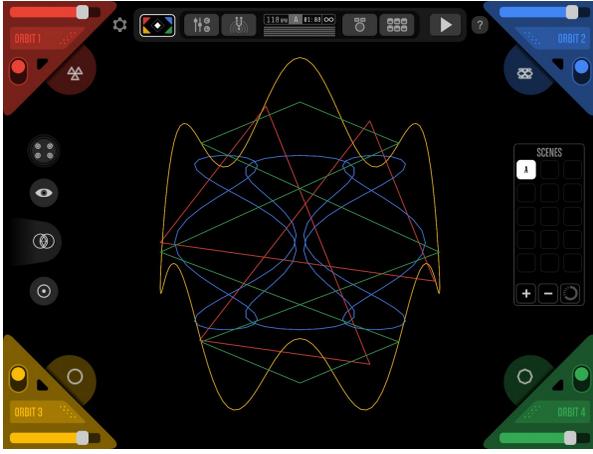
Creative Tips

Randomize



Use the RANDOM GLOBAL SHIFTER in the [HOME VIEW](#) to find **unexpected SHAPES combinations**. Listen to infinite melodic variations of your ORBITS.

This powerful tool helps to find **good starting points** for your compositions.



You can randomize separately each [ORBIT's EVENTS](#) and [TONE MAP](#) generating quick but notorious melodic and rhythmic variations on a single channel.

Look for this icon in the EVENTS screen.

Explore the Scale Generator

Cacophony can be great, but only when it's desired! The GENERATOR helps you **organize your SCENE's melodies without the need to know scales or chords.**

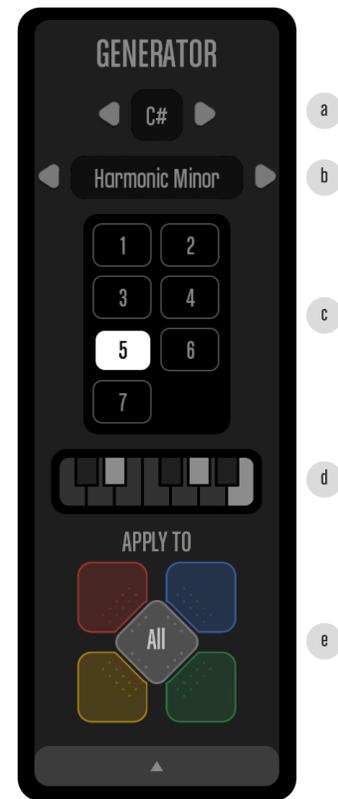
This device is located minimized in the center of the [HARMONY](#) screen. One tap will maximize it and show a number of tools to edit all ORBITS' tonal properties together.

The upper section is focused in preset scales. It allows to set the TONIC (a), the SCALE TYPE (b) and its variation (c). Try combinations until you find the one that **feels how you want.**

The changes made in the upper section are reflected in the SCALE EDITOR (d) which also can be edited by tapping the piano keys.

In the lower section are located the APPLY TO buttons. Through these buttons you can choose which ORBITS to apply the scale setting defined above.

Explore these tools and see how different SCALES can make your composition **cause totally different emotions.**



Thank you for using Aphelian!