

MUSYC

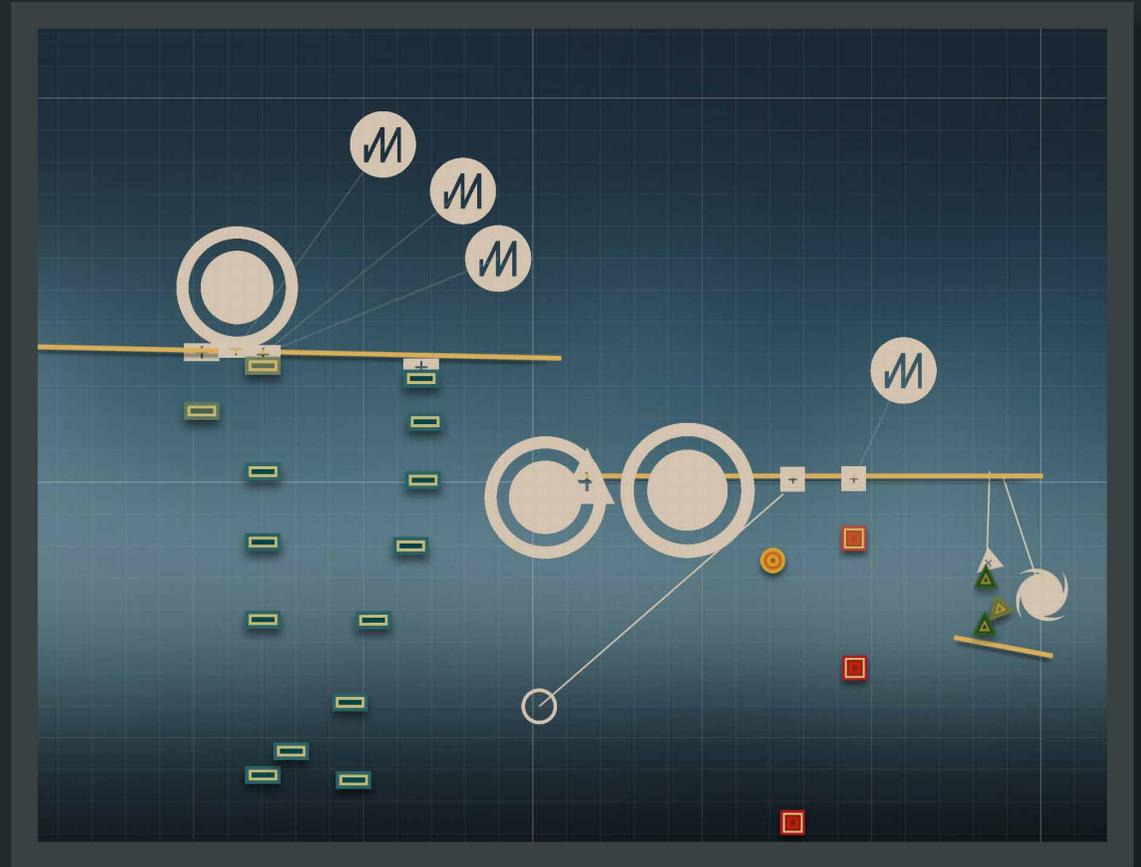
U S E R G U I D E

1. INTRODUCTION

Musyc is a new way of composing and playing music.

No piano keyboard or sheet music. Musyc is a visual, game-based approach.

You simply draw shapes and Musyc's physics engine does the rest, bringing your sound compositions to life.



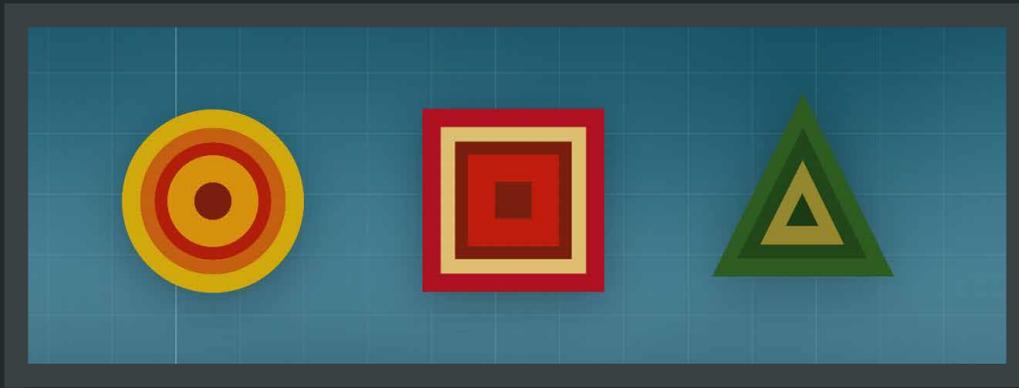
Watch Musyc videos:

<https://vimeo.com/channels/musyc>

2. THE BASICS

SOUND OBJECTS

There are 4 objects that can produce a sound. The CIRCLE, SQUARE and TRIANGLE are melody.



The RECTANGLE is rhythm.



It's the contact between two different objects that plays a sound.

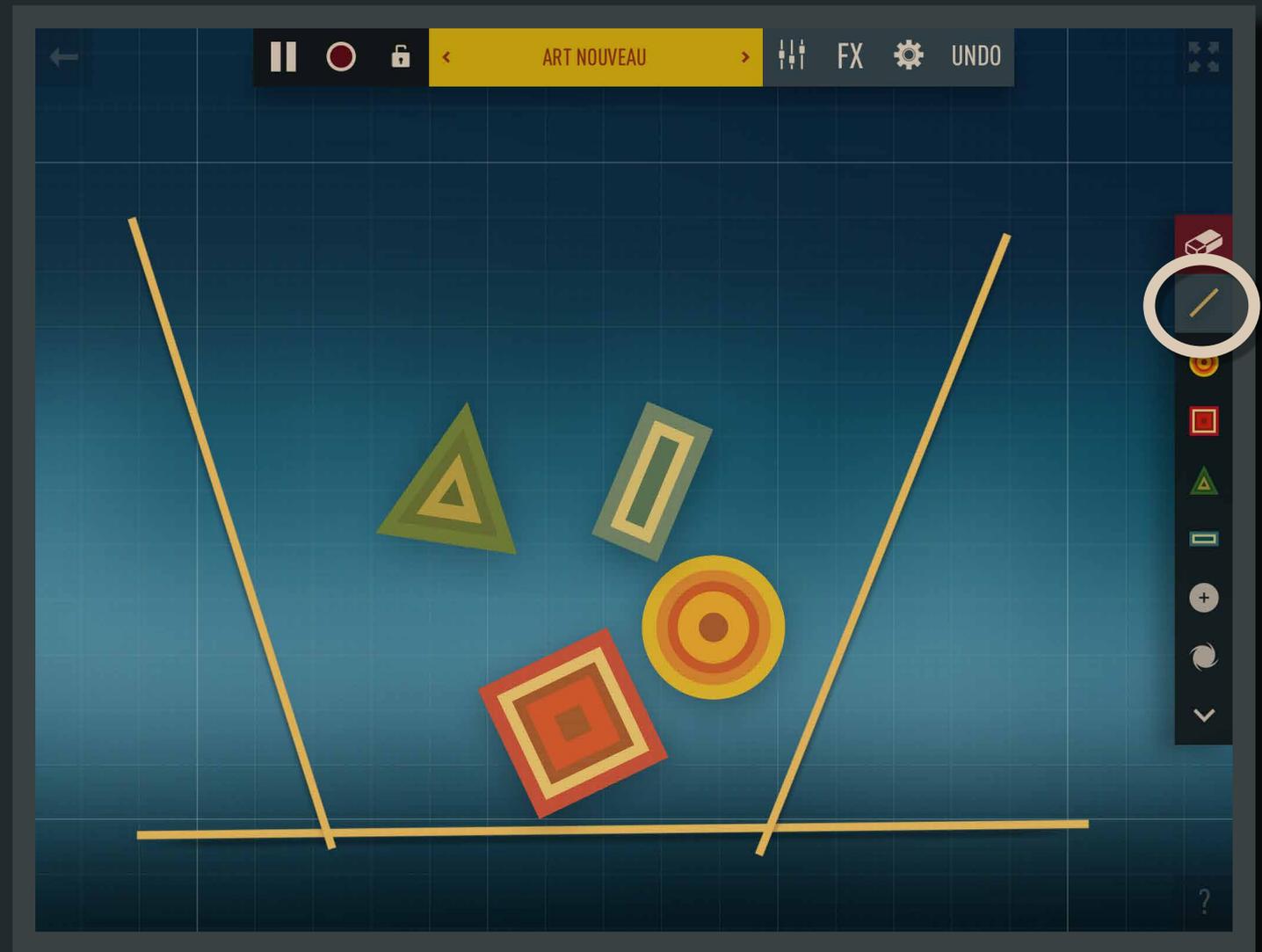


A sound object can be changed to any of the four shapes in the right-hand bar.

The note played on contact depends on its position on the screen.

LINE

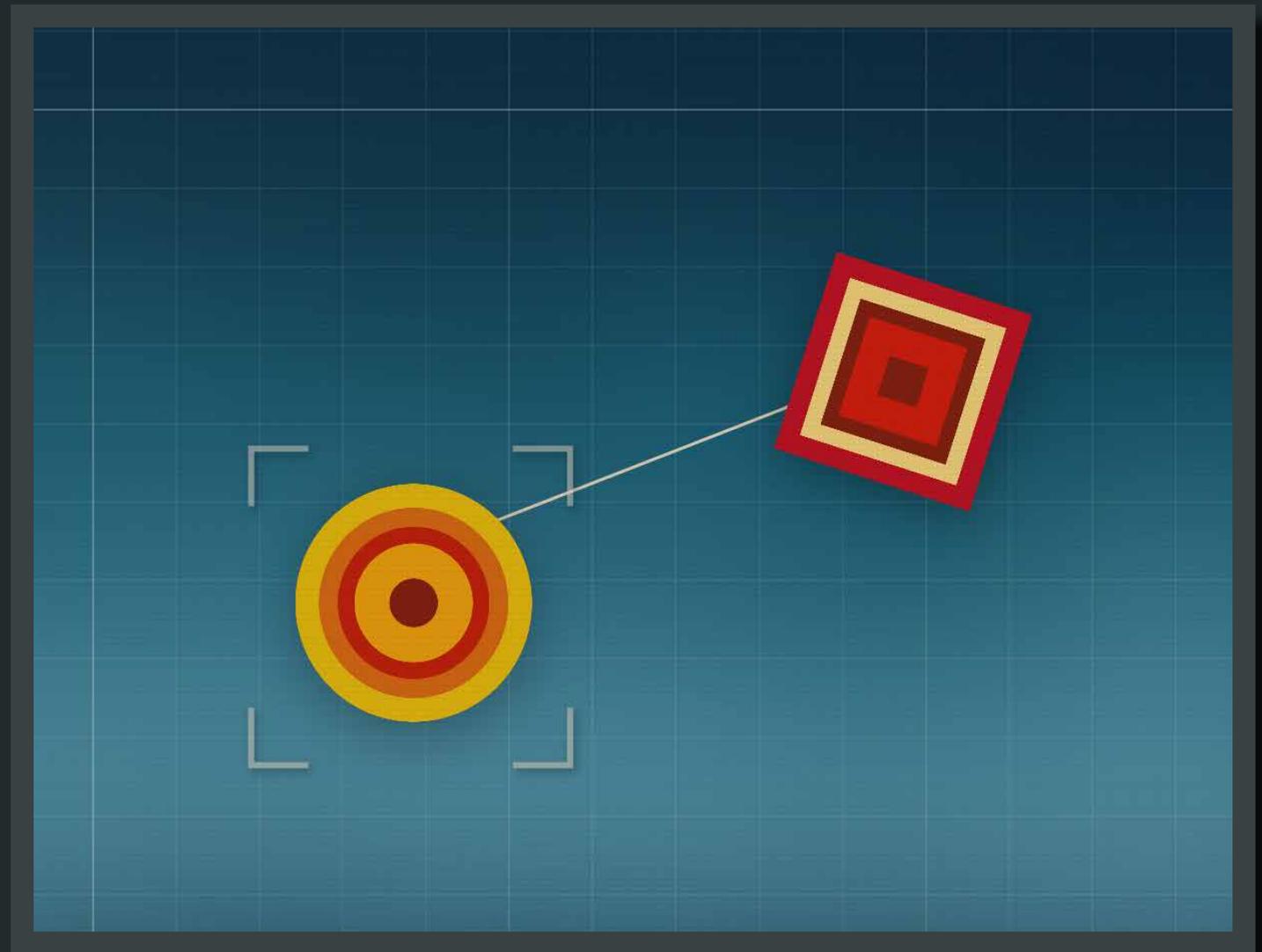
The Line is a static object for creating “walls,” which sound objects can bounce off of.



STRING

A string can attach two objects.

To create a string, place one finger on an object and touch another object with a second finger.

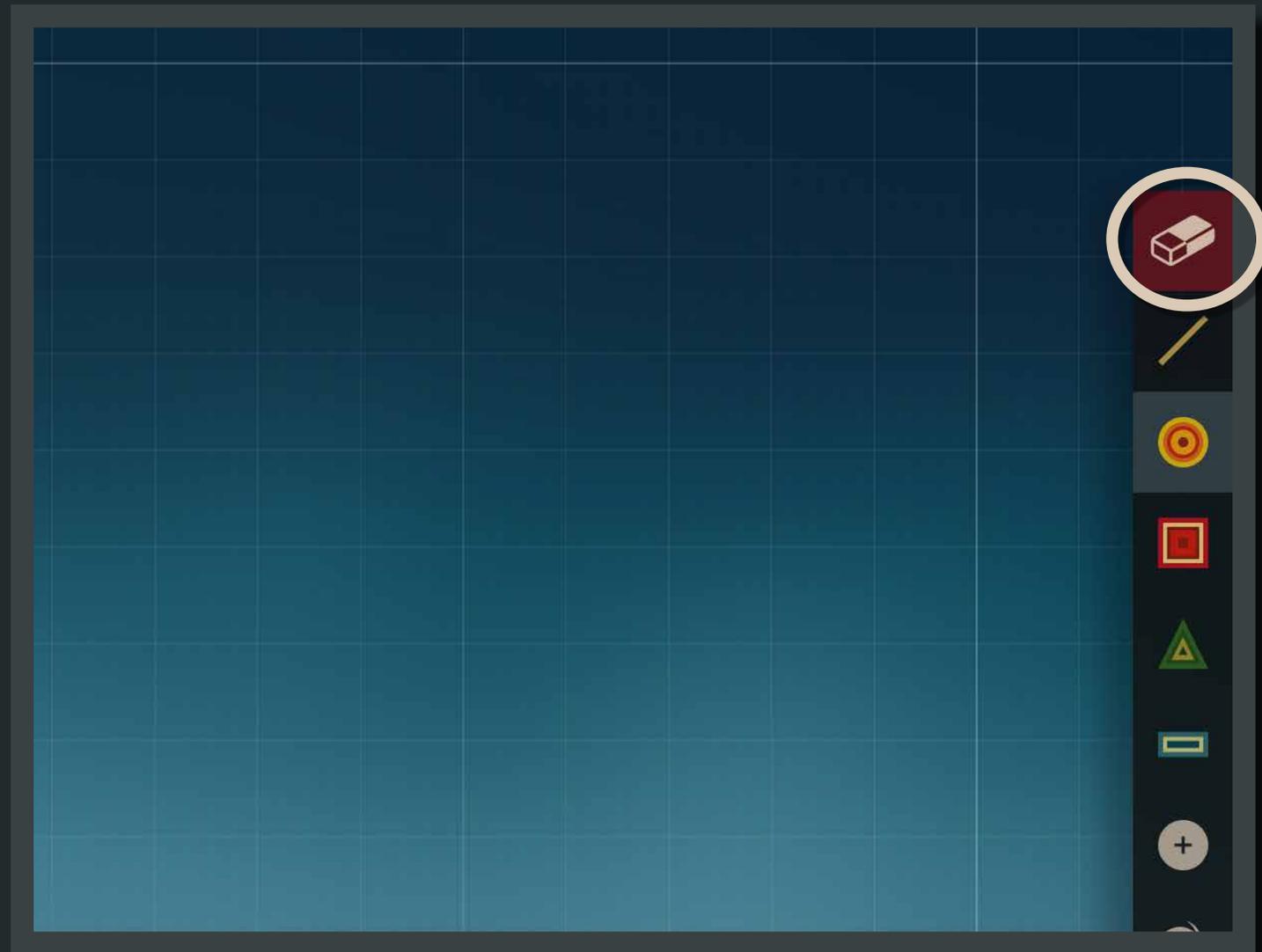


ERASER

The eraser will erase any of the objects in the scene.

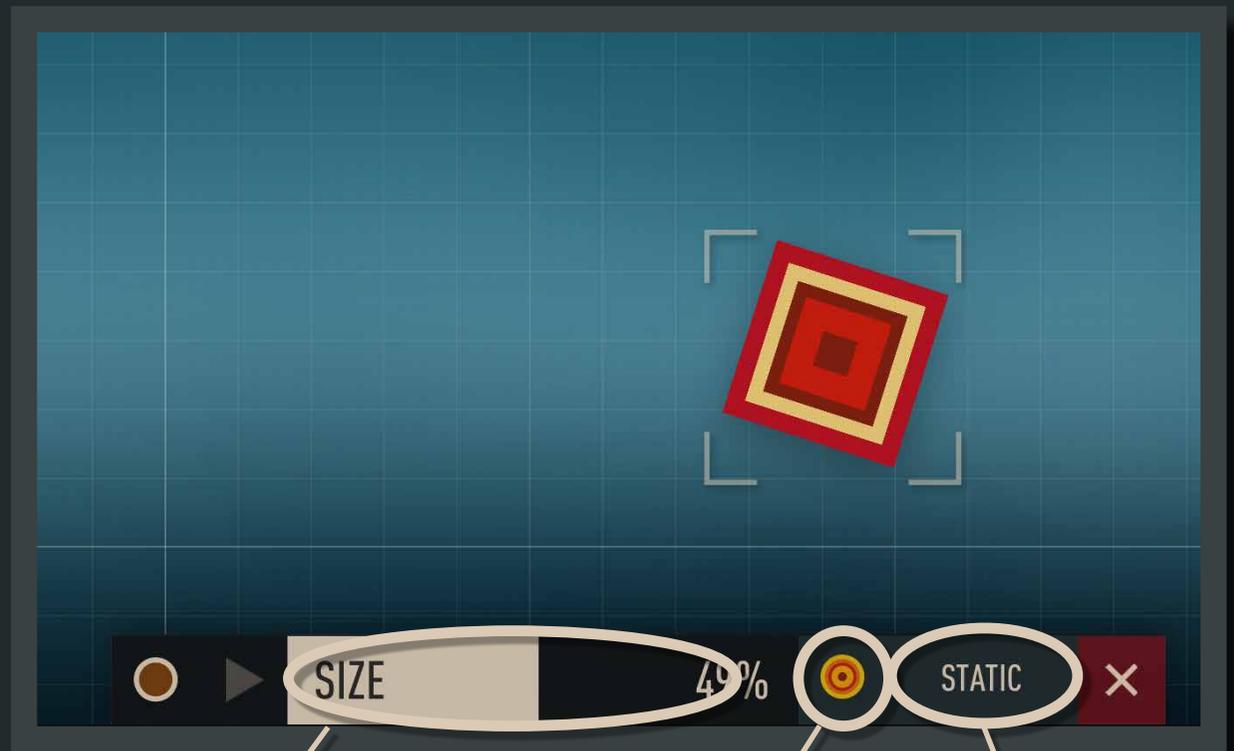
Strings can also be erased.

Tip: Hitting Pause (upper right-hand bar) helps you use the eraser.



PROPERTIES MENU

The Properties Menu appears at the bottom of the screen when an object is selected. You can use it to change the object's attributes.



The object's size

The object's shape

In motion or motionless

3. MAIN MENU

SOUND KITS

Every sound object shape (circle, square, triangle or rectangle) has its own sound. Taken together, these four sounds form the Sound Kit.

The current kit is shown in the yellow rectangle. Tapping the rectangle opens the list of all available kits.

You can also swipe the yellow rectangle in the main menu to browse through the available kits.

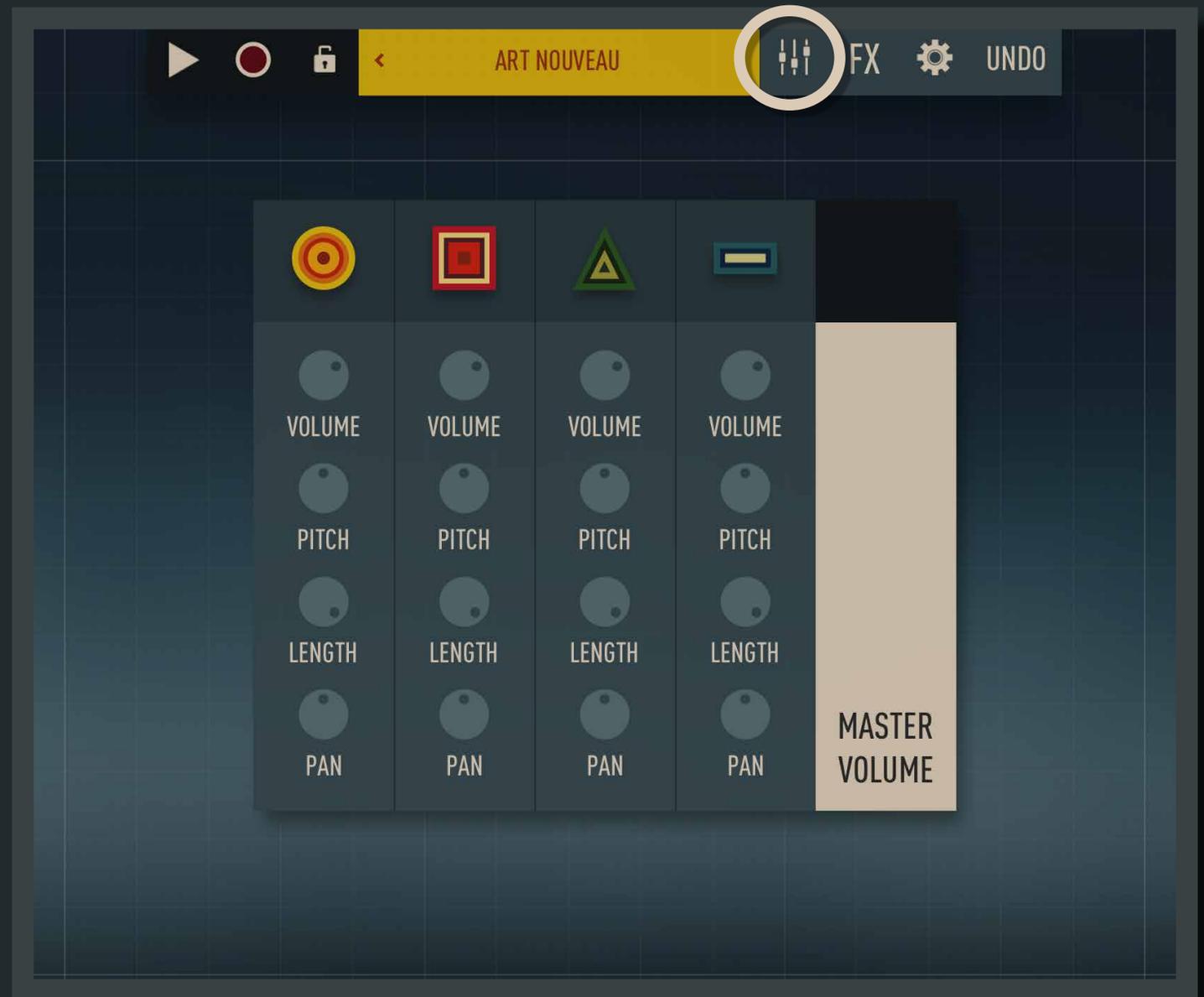


MIXER

The mixer changes the sound of each sound object.

You can also adjust Musyc's main volume ("VOLUME MASTER") or disable the sound of one sound object.

Tip: Tap on the drawing of a shape to turn a track on or off.



EFFECTS

You can choose two effects to apply simultaneously, from the many effects available.



Chosen effect (swipe)

Effect level

Activate the effect
for each sound object

Effect settings

PREFERENCES

The image shows a software preferences window with a dark blue background and a grid pattern. At the top, there is a yellow bar with the text "ART NOUVEAU" and a gear icon circled in white. Below this, a menu is open with four items: "SPEED", "GRAVITY", "TEMPO", and "GRAVITY WITH ACCELEROMETER". Each item has a slider or checkbox. The "SPEED" slider is at 29%, "GRAVITY" is at 48%, and "TEMPO" is at 170 BPM. The "GRAVITY WITH ACCELEROMETER" item has an unchecked checkbox. Four white callout lines point from text labels to the sliders and checkbox. The labels are: "Overall speed" (pointing to the SPEED slider), "Force of gravity" (pointing to the GRAVITY slider), "Use the accelerometer to change gravity" (pointing to the GRAVITY WITH ACCELEROMETER checkbox), and "Tempo (for Sequencer objects)" (pointing to the TEMPO slider).

Parameter	Value
SPEED	29%
GRAVITY	48%
TEMPO	170 BPM

GRAVITY WITH ACCELEROMETER

Overall speed

Force of gravity

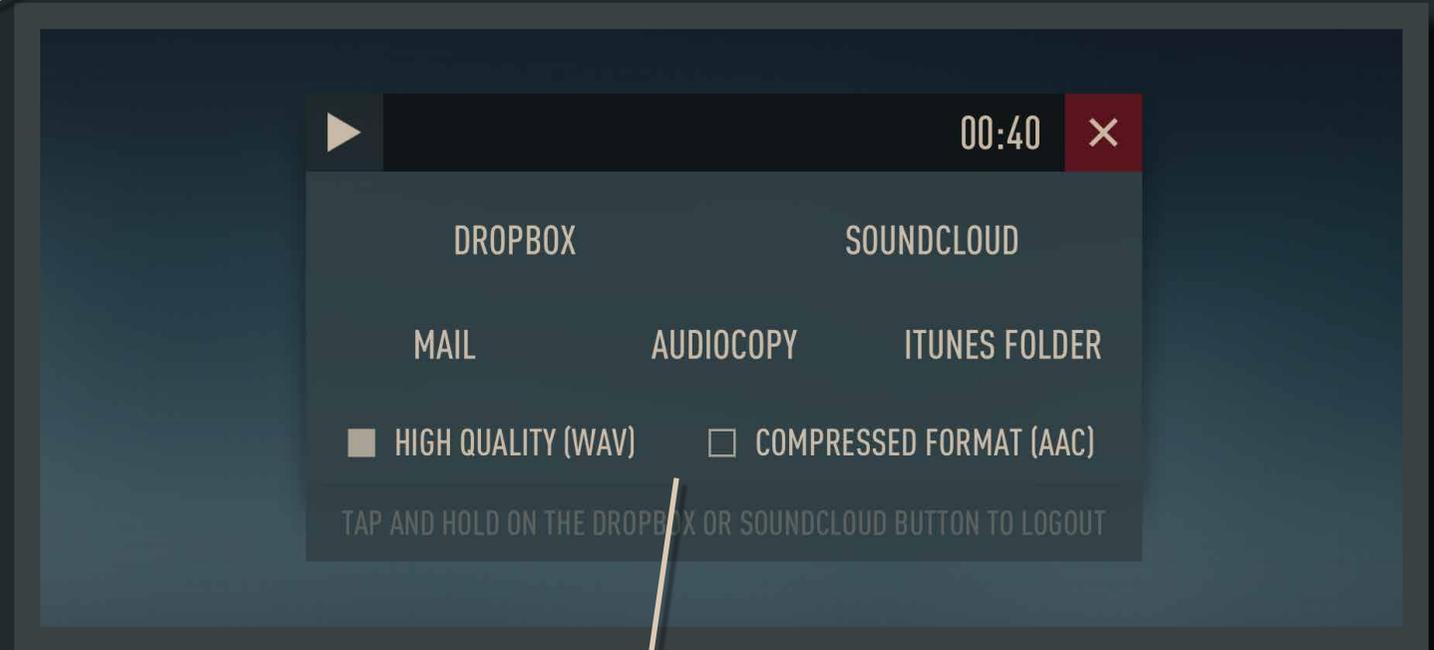
Use the accelerometer to change gravity

Tempo (for Sequencer objects)

RECORDING



1. Use real-time audio recording to export your songs.

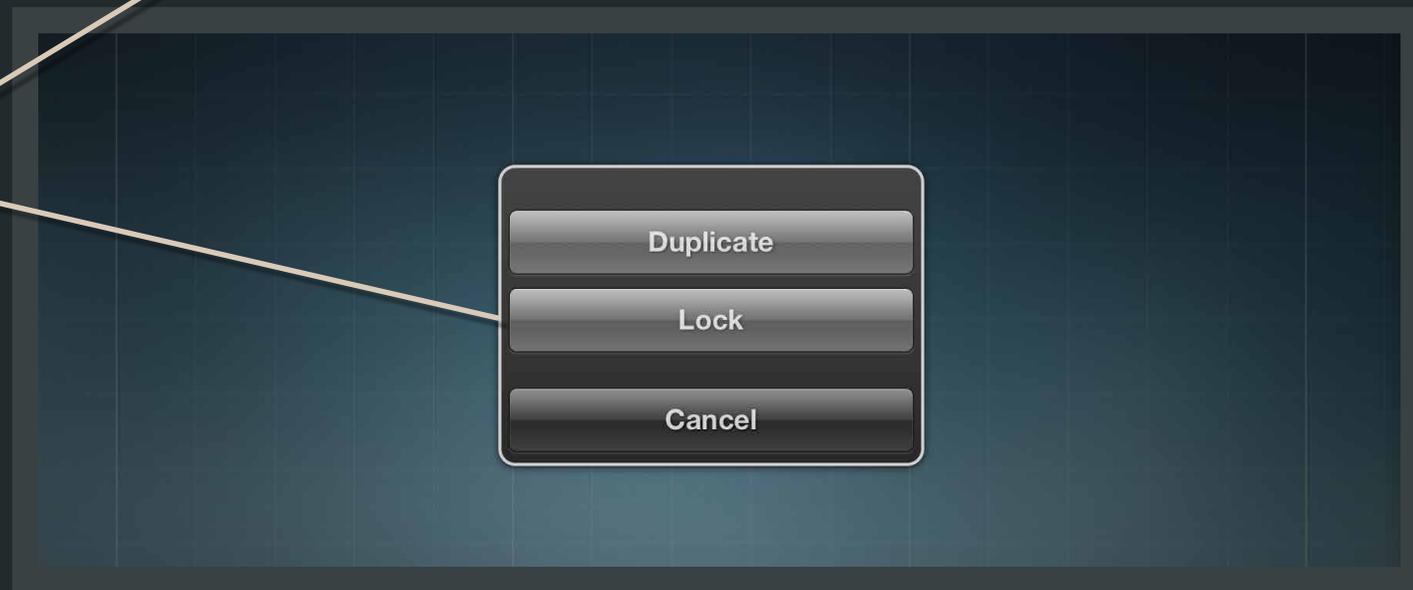


2. Once the song is recorded, you can export it to SoundCloud, DropBox, AudioCopy, iTunes file sharing, or e-mail it in compressed (AAC) or non-compressed (Wav) format.

LOCK & COPY

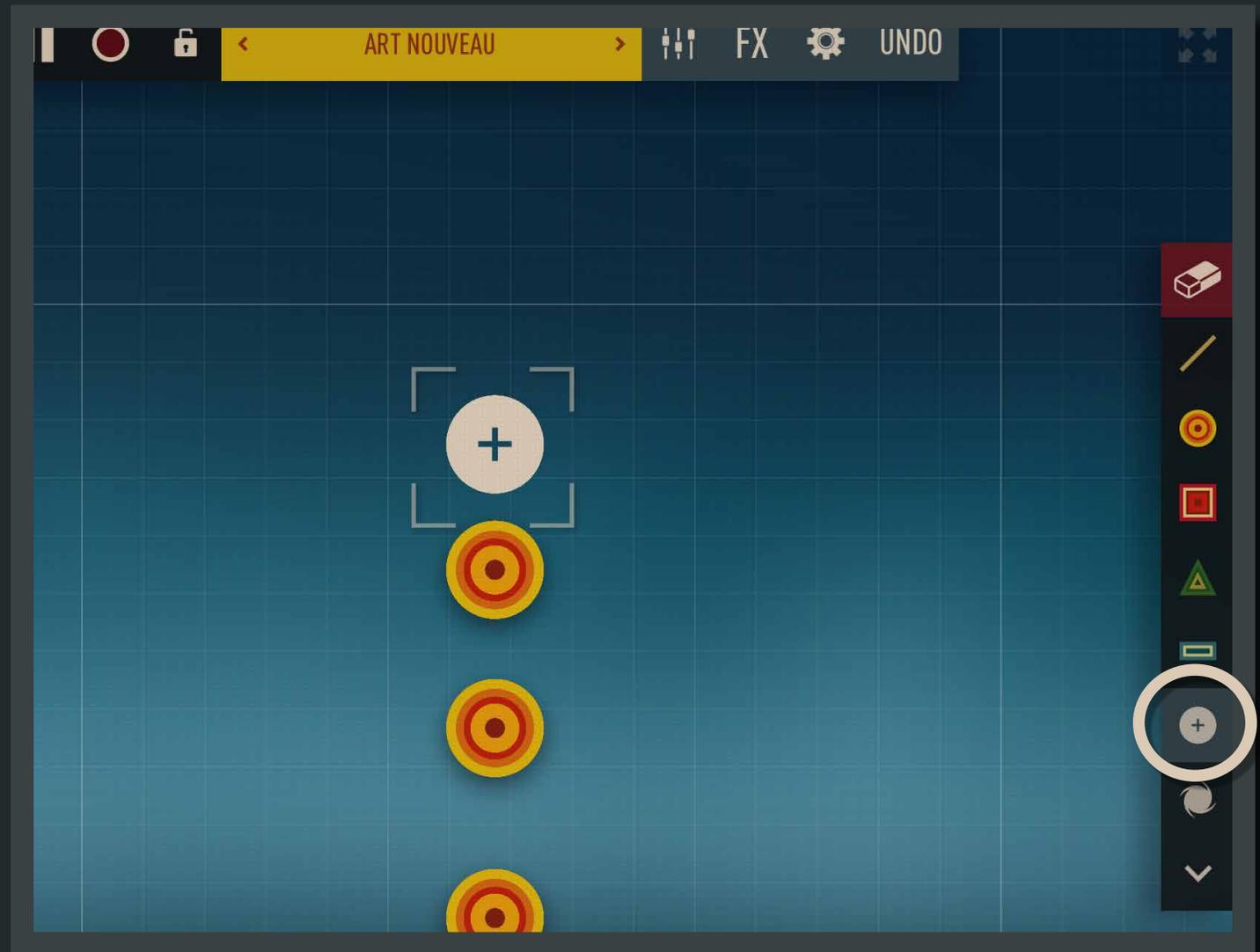


Tap here to lock,
unlock or copy
your song.



4. SEQUENCER OBJECT

This generates sound objects at a given tempo and sequence. Like a drum machine.



The Sequencer's tempo can be adjusted in Musyc's settings, in the upper bar: 

Sequence mix

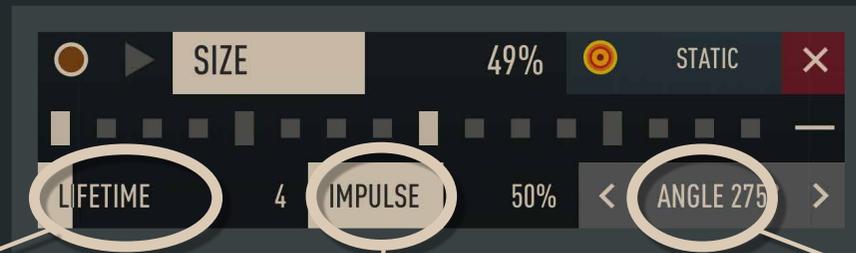
Object size

Object shape

In motion or motionless



The Sequencer has advanced functions (“+” button in bottom menu).

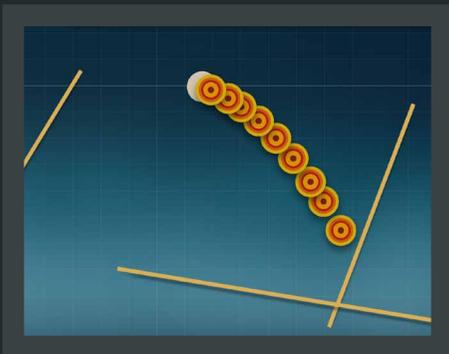


Number of bounces
before disappearing

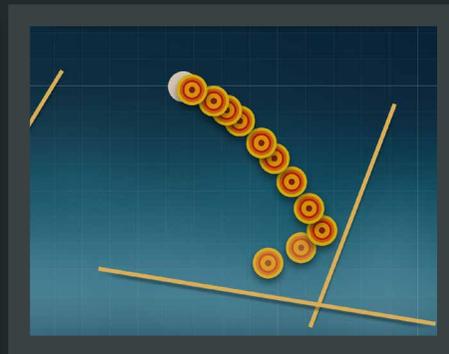
Force of impulse

Angle of impulse

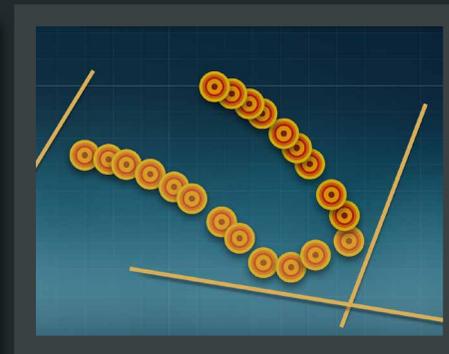
Life = 1



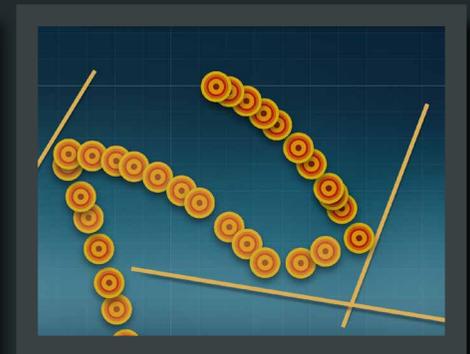
Life = 2



Life = 3



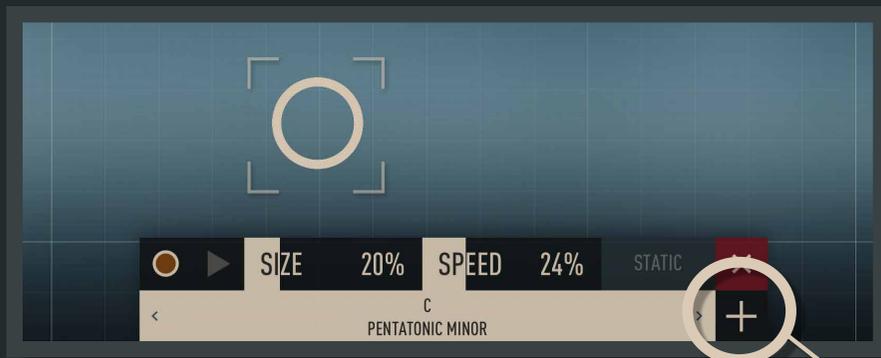
Life = 4



5. ADVANCED OBJECTS

RANGE

This changes the harmonic range used by sound objects. You can create several ranges. The objects' range depends on the position of the range object on the scene (from left to right).



1. Add a range
2. Choose a range
3. The scene is "divided" into two ranges



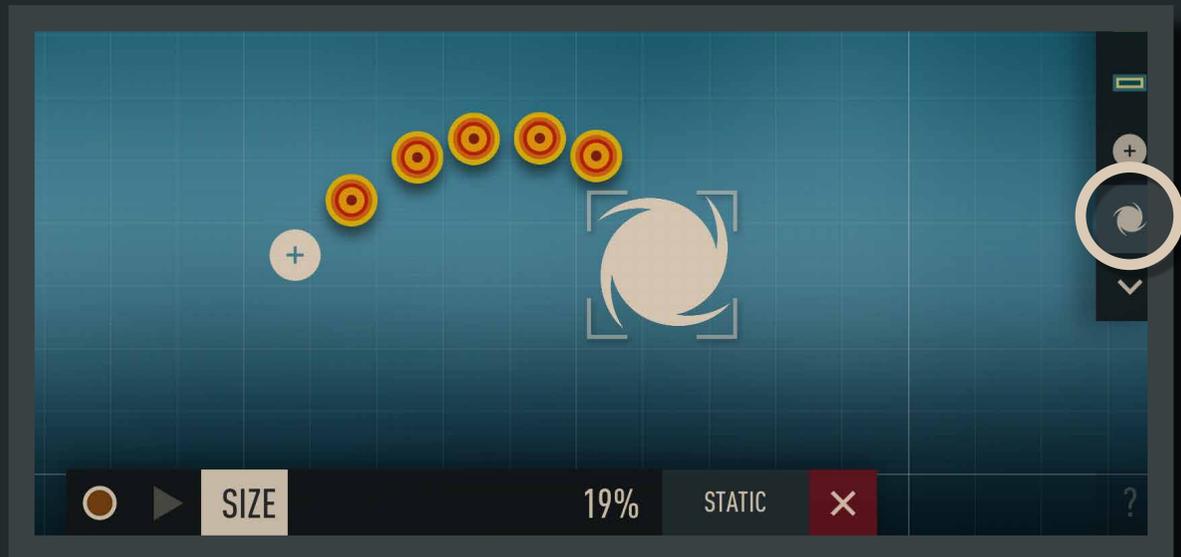
MOTION RECORDER

Records the movement of an object and then plays it in a loop.



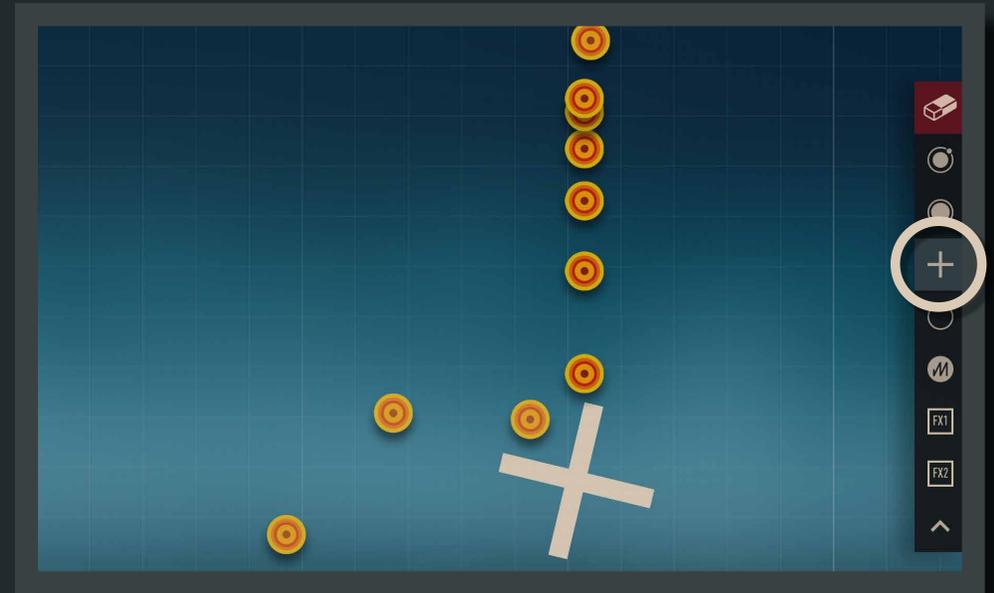
BLACK HOLE

The Black Hole “swallows” all the sound objects that touch it.



CROSS

The Cross is an object that turns on its central axis. Rotation speed can be adjusted in the Properties menu.



MODULATOR

The Modulator varies the scene settings (overall speed, force of gravity, tempo) or an object setting (size, volume, etc.) in real time.

To link an object to the Modulator: one finger on the Modulator, and another one on the object.

To “modulate” the scene, a single modulator on the scene is enough.



Modulation speed

Minimum and maximum modulation

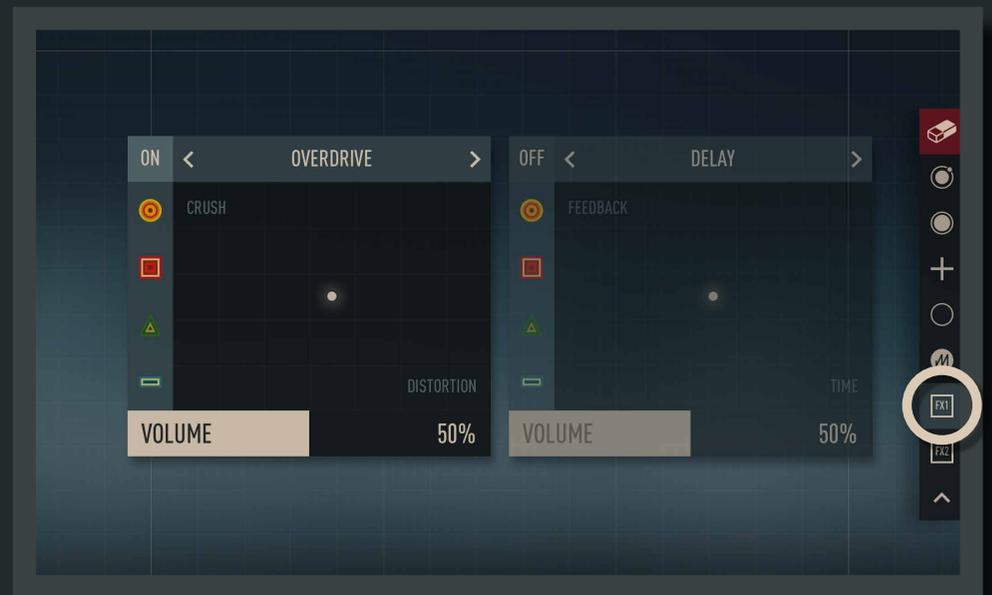
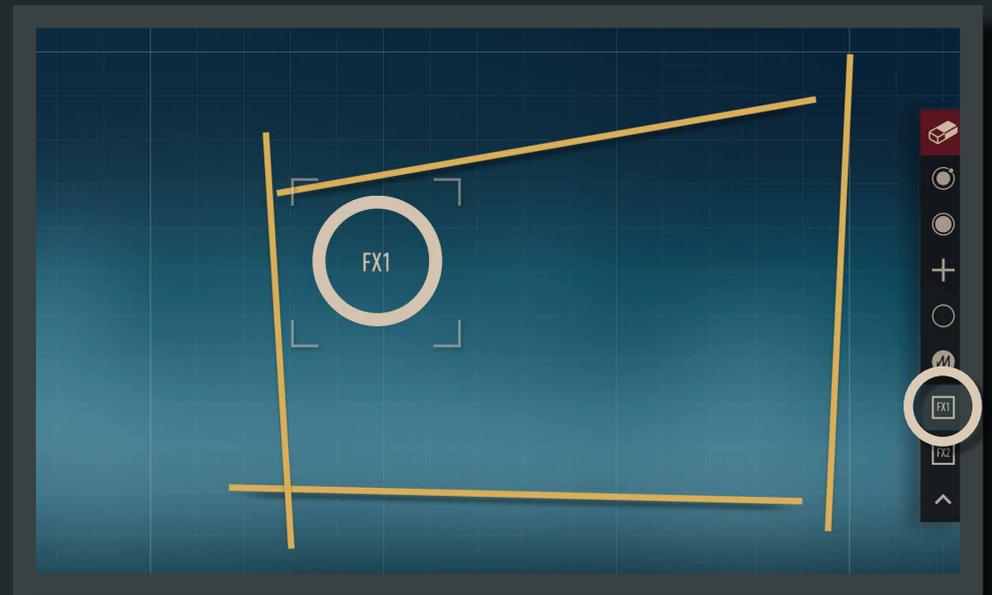
Modulation type

Setting to be modulated

EFFECT OBJECT

The Effect object changes the values of the X and Y settings by one effect, based on its position on the scene.

In the example opposite, the FX1 object (top) steers the “light point” to the left of effect 1, “DELAY” (bottom).



6. SHORTCUTS

These quick and clever gestures change objects without using menus:



Tap to create or select an object.



Tap and slide to draw a line.



Use two fingers to move the camera or zoom.



Tap two shapes to connect them with a string.

ADVANCED SHORTCUTS



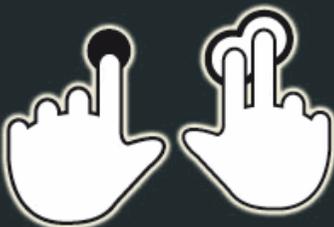
Slide horizontally with three fingers to change the overall speed.



Select an object and slide into the empty space with another finger to change its size.



Select an object and tap on the empty space with another finger to change its shape.



Select an object and give a long tap with two fingers to change its static state.



Select a Sequencer object and tap in the empty space with two fingers to change the direction and force of impulse of the objects issued.



Select a Sequencer object and slide into the empty space with two fingers to change the life of the objects issued.