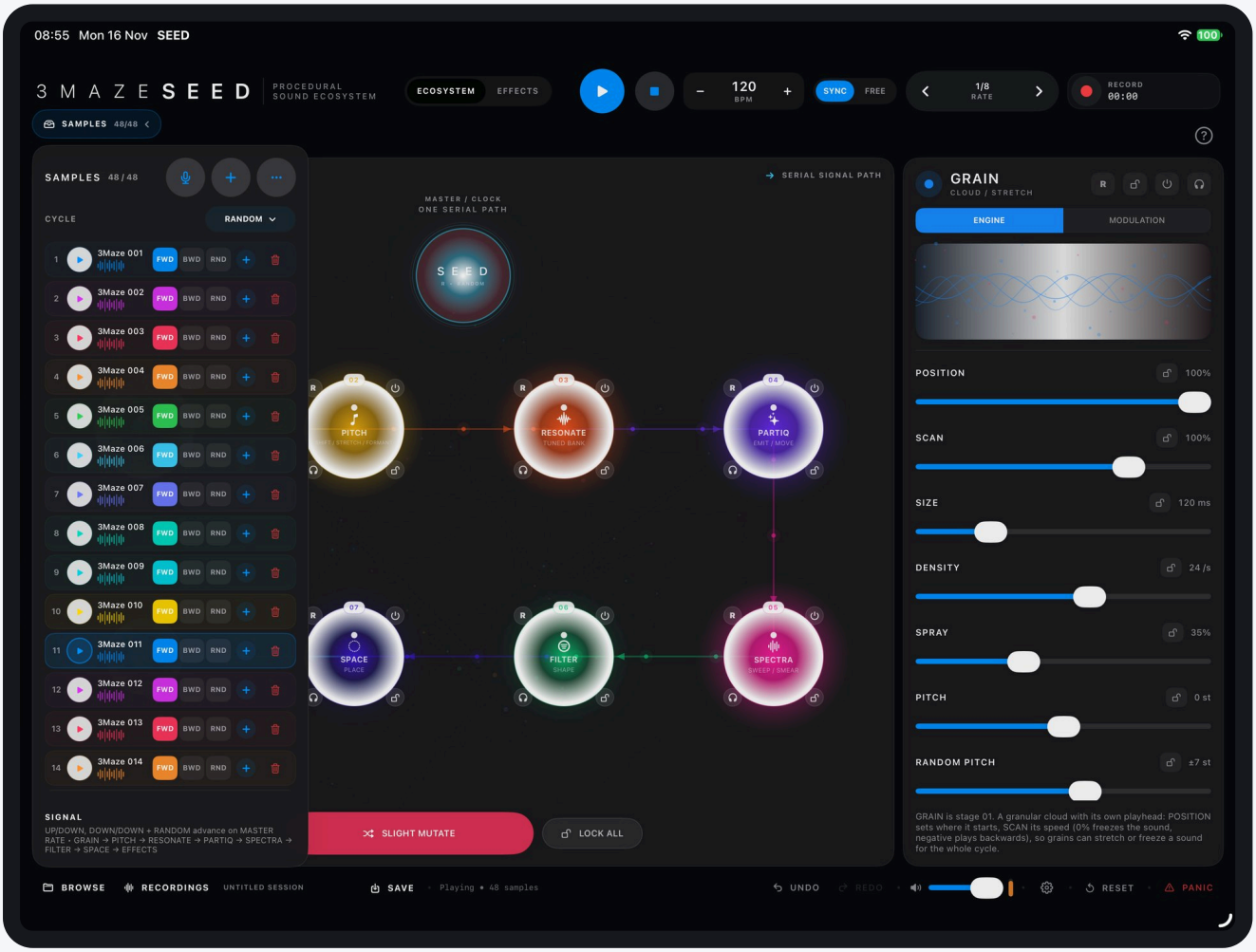
Quickstart guide

SEED 1.2 for iPad. How to load a sound, explore the ecosystem and keep what you make.



Your first sound

SEED is a procedural sound ecosystem. You give it a sound, and seven processors in one signal path fragment, shift, resonate and scatter it, followed by up to eight effects. Randomness and probability decide much of what happens, so the way to use SEED is to explore, listen and keep what you like.

1 Load a sound

Open SEED and tap **NEW**, or **CONTINUE** to pick up where you left off. Tap **SAMPLES**, then tap **+** to import audio from the Files app, the **microphone** to record a new sound, or the three-dot button for **Load Starter Sounds**. Then press **Play**.

No samples yet? The blue **LOAD STARTER SOUNDS** button next to **SAMPLES** gives you 48 sounds in one tap.

2 Explore the ecosystem

Tap the central **SEED** circle to randomise every unlocked control. When playback is stopped, the same tap also plays the current sample once. Tap any processor to edit it in the panel on the right, or tap its small **R** button to randomise just that processor.

Liked the previous sound better? Tap **UNDO**.

3 Keep what you make

Tap the red **Record** circle at the top right to capture what SEED plays, and the red square to stop. Every take appears in **RECORDINGS**. Tap **SAVE** to keep the whole session for later.

Recordings are 24-bit WAV files. They are also in the Files app, under On My iPad › SEED › SEED Recordings.

Coming back later

CONTINUE on the start screen resumes your last session. **BROWSE › SESSIONS** opens any saved session. Tap **?** at the top right of the screen to open the quick start inside the app.

NEW In SEED 1.2

- GRAIN, RESONATE and SPECTRA rebuilt
- SPECTRA with SWEEP, a HOLD tail and SMEAR
- Eight effect slots, up from four
- New effects: ROBOT, REVERSE SWELL, TAPE STOP, PITCH SHIFT
- PROBABILITY on every processor and effect
- 48 sample slots and 48 new starter sounds
- LOCK ALL protects every setting at once
- PARTIQ particles move across the stereo field

The screen at a glance

In landscape, the selected processor's controls sit on the right; here the samples drawer is also open on the left. In portrait, the controls move below the ecosystem.



1. **ECOSYSTEM** and **EFFECTS** switch between the seven processors and the effects chain.
2. **Play** and **Stop**.
3. **Tempo.** Tap − or +, or tap the number for the tempo editor.
4. **SYNC** follows the tempo. **FREE** runs on its own.
5. **RATE** sets how often SEED plays, from every four bars to every 1/32 note.
6. **Record** captures SEED's output. The clock shows the length of the take.
7. **SAMPLES** opens and closes the samples drawer.
8. **The samples drawer:** the CYCLE order and up to 48 sounds.
9. **?** opens the quick start inside the app.
10. **SEED** randomises every unlocked control. When stopped, it also plays the current sample once.
11. **A processor.** Tap it to edit it. Its four small buttons are explained on the next page.
12. **SLIGHT MUTATE** nudges unlocked controls a little instead of randomising them.
13. **LOCK ALL** protects every setting from SEED, R, Slight Mutate and RESET.
14. **The controls** of the selected processor, on two tabs: **ENGINE** and **MODULATION**.
15. **BROWSE, RECORDINGS, SAVE, UNDO, REDO,** output volume and meter, Settings, **RESET** and **PANIC**.

The ecosystem

Your sound passes through seven processors, always in this order, and then through the effects. Every processor has a **PROBABILITY** control, so it does not act on every hit. That is why no two hits sound quite the same.

GRAIN Cloud and stretch	A granular cloud with its own playhead. **POSITION** sets where it starts and **SCAN** its speed: 0% freezes the sound and negative values play it backwards. Every sound in SEED starts here. Position, Scan, Size, Density, Spray, Pitch, Random pitch, Reverse, Shape, Width, Probability
PITCH Shift, stretch, formant	Shifts pitch, stretches time and moves formants, each on its own, and can layer up to ten subtly spread voices. Pitch, Stretch, Formant, Voices, Spread, Probability
RESONATE Tuned bank	Up to 32 tuned resonators that the sound sets ringing, from a string (**CHARACTER** 0%) to a bell (100%). Amount, Pitch, Character, Resonators, Ring time, Brightness, Excite, Probability
PARTIQ Emit and move	Short particles of the sound, each travelling across the stereo field along its **PATH**. **DISTANCE** pushes some further away, quieter and darker. Amount, Rate, Life, Scatter, Path, Motion, Width, Distance, Probability
SPECTRA Sweep and smear	Rebuilds the spectrum of everything so far. **SWEEP** glides it up or down from every trigger, **HOLD** leaves a spectral tail and **SMEAR** turns it into a wash. Amount, Sweep, Sweep time, Hold, Smear, Shift, Tilt, Warp, Probability
FILTER Shape	Cascaded filter stages that morph and move, shaping the sound just before **SPACE**. Amount, Cutoff, Resonance, Morph, Motion, Probability
SPACE Place	Puts the sound in a space, from close to far away. The last stage before the effects. Amount, Size, Decay, Diffuse, Motion, Distance, Probability

R

Random

Randomises this processor only.

Lock

Protects it from SEED, R and Slight Mutate.

Bypass

Lets the sound pass through untouched.

Solo

Plays only what this processor adds.

Engine and modulation

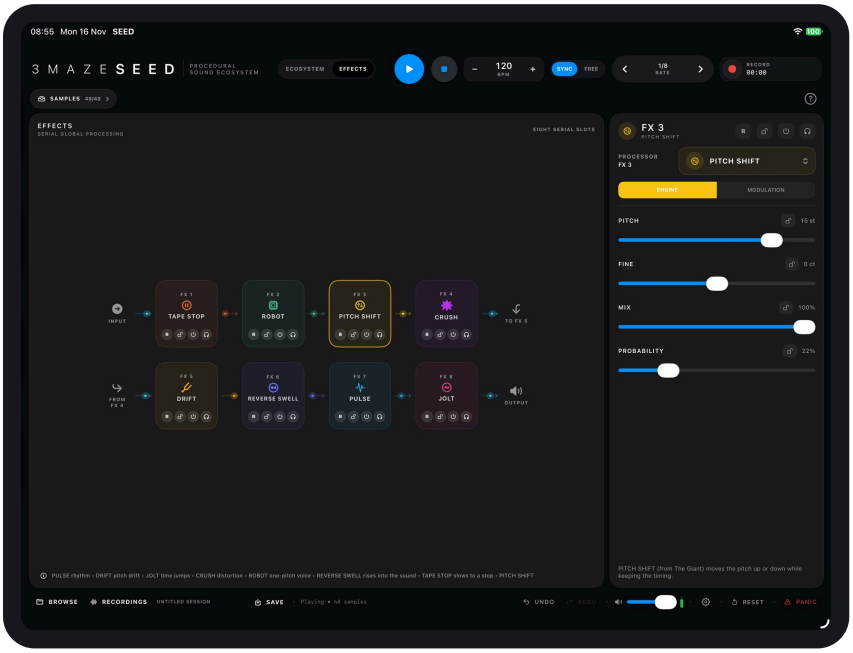
ENGINE holds the processor's sound controls. **MODULATION** gives it its own modulator: pick a shape (sine, triangle, saw, square or random), then set **RATE**, **DEPTH**, **PROBABILITY**, the **TARGET** control it moves, and **TIMING**, synced or free.

Lock single controls, or everything

Every control in the panel has its own small lock. Lock the settings you like, then keep tapping **SEED** to randomise everything else around them. **LOCK ALL**, below the ecosystem, protects every setting at once.

Effects

Tap **EFFECTS** at the top of the screen to see the effects chain. After **SPACE**, the sound runs from **INPUT** through eight slots, FX 1–4 on the top row and FX 5–8 below, to **OUTPUT**. Tap a slot, then choose its processor in the panel.



The same four buttons

Every slot has **R**, lock, bypass and solo, just like the processors, and its own modulation tab.

Probability on every effect

At 100% an effect acts on every hit, at lower values only on some, and at 0% it is off. **PROBABILITY** can also be a modulation target.

PULSE

A rhythmic pump or gate with adjustable digital grit. It changes dynamics and texture without adding repeats.

Amount, Rate, Grit, Mode (pump or gate), Timing, Probability

DRIFT

Keeps pitch slightly unstable, in time with the tempo or free. Wide spread moves the left and right channels separately.

Mix, Drift rate, Pitch, Waveform, Timing, Pitch mode, Spread, Probability

JOLT

Short, rolling jumps in time, backwards, forwards or at random, with no echo tail.

Amount, Time, Depth, Chaos, Rate, Mode, Timing, Direction, Stereo, Catch-up, Probability

CRUSH

Drive, hard clipping or bitcrushing, all the way to complete destruction.

Destruction, Mode (drive, clip or bitcrush), Probability

ROBOT

Keeps the sound's spectrum but replays it as a buzzing voice at one pitch, from 30 to 600 Hz.

Pitch, Mix, Probability

REVERSE SWELL

A backwards reverb that rises into each sound. The swell starts first, so this slot delays everything after it by about 1.8 × LENGTH.

Length, Level, Probability

TAPE STOP

Plays each source cycle normally, then slows it down to a stop. **STARTS AT** is measured through the sound.

Starts at, Stop time, Probability (how many cycles stop)

PITCH SHIFT

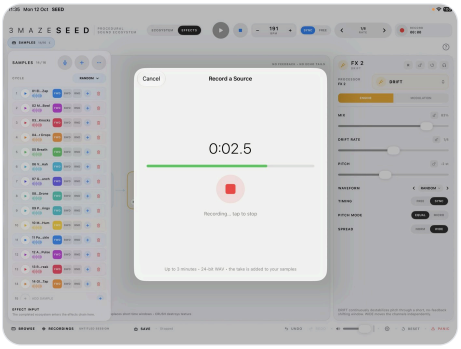
Moves the pitch up or down by up to two octaves while keeping the timing. At exactly 0 st the sound passes through untouched.

Pitch, Fine, Mix, Probability

Samples

SEED holds up to 48 samples. Tap **SAMPLES** at the top left to open the drawer.





Adding sounds

Tap **+** to import from the Files app. Most common audio formats work, such as WAV, AIFF, MP3 and M4A. SEED copies each file, so your original stays where it is. Samples can be up to three minutes long; longer files are shortened to their first three minutes.

The three-dot button has **Load Starter Sounds** and **Clear All Samples**. Loading the 48 starter sounds also sets the order to random. They fill every slot, so clear a few with the bin button to make room for your own.

The order SEED plays them in

CYCLE sets how SEED moves through your samples. **HOLD** stays on one, **RANDOM** picks freely, and **UP / DOWN** and **DOWN / DOWN** step through the list.

Each sample

The play button auditions it. **FWD**, **BWD** and **RND** play it forwards, backwards or in a random direction. **+** replaces it and the bin clears it.

Record a source

Tap the **microphone** in the drawer to record with the iPad's microphone. SEED's own sound pauses while the recorder is open. Record for up to three minutes, then tap **Use as Sample**, or **Record Again**.

Recordings, sessions and settings

Recordings

Tap the red **Record** circle to capture SEED's output, and the red square to stop. **RECORDINGS** at the bottom left lists every take: play, rename, share, save to Files or delete it, or drag it into another app.

Sessions

SAVE keeps your ecosystem, effects, samples and settings as a session. Its menu can also save a copy as a new session or start a new one. **BROWSE › SESSIONS** opens saved sessions.

Tempo

Tap the BPM number to step by 1 or 10, drag the slider from 30 to 300 BPM, or tap along on **TAP** at least twice.

MIDI

Turn on **MIDI Input** in Settings. SEED listens to USB MIDI, network MIDI sessions and other apps. Bluetooth devices work once paired in another app, such as GarageBand.

C1 to B2 (36–59)	Sample slots 1 to 24
C3 (60)	SEED
C#3 (61)	Slight Mutate
D3 (62)	Undo
D#3 to D5 (63–86)	Sample slots 25 to 48
Start, Continue	Play
Stop	Stop

Middle C (60) is C3, as in Logic Pro and GarageBand.

Settings

The gear button at the bottom holds **Dark Mode**, **Keep Playing in Background** and **MIDI Input**.

Safe output

The volume slider sets SEED's output level. Its meter turns red when the safety limiter is working. **PANIC** silences everything at once, and **RESET** returns SEED to a safe state.

Undo and redo

UNDO and **REDO** step back and forward through your changes, including SEED and Slight Mutate.

Ideas to try

- Load the starter sounds, press Play, and tap SEED every few bars.
- Lock the controls you like, then keep randomising the rest.
- Solo one processor to hear exactly what it adds.
- Turn up SPECTRA with a SWEEP and some HOLD for spectral rises and falls.
- Lower an effect's PROBABILITY so it only appears now and then.
- Record keys, paper or a glass with the microphone and let SEED transform it.

Need help?

Answers to common questions, and a way to contact 3Maze, are at **3maze.com/support.html**