

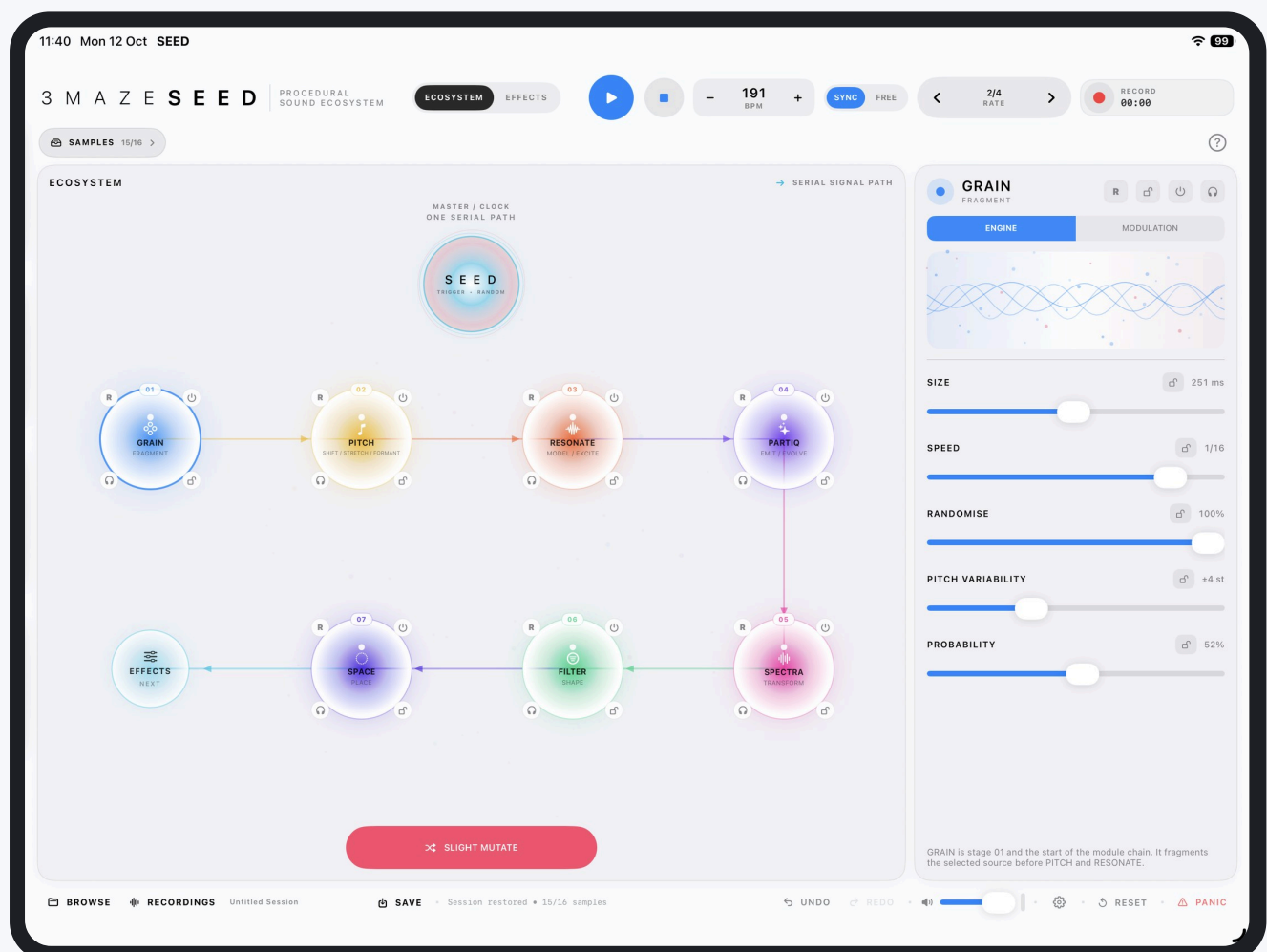


3 M A Z E S E E D



Quickstart guide

SEED 1.1 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. 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 14 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.

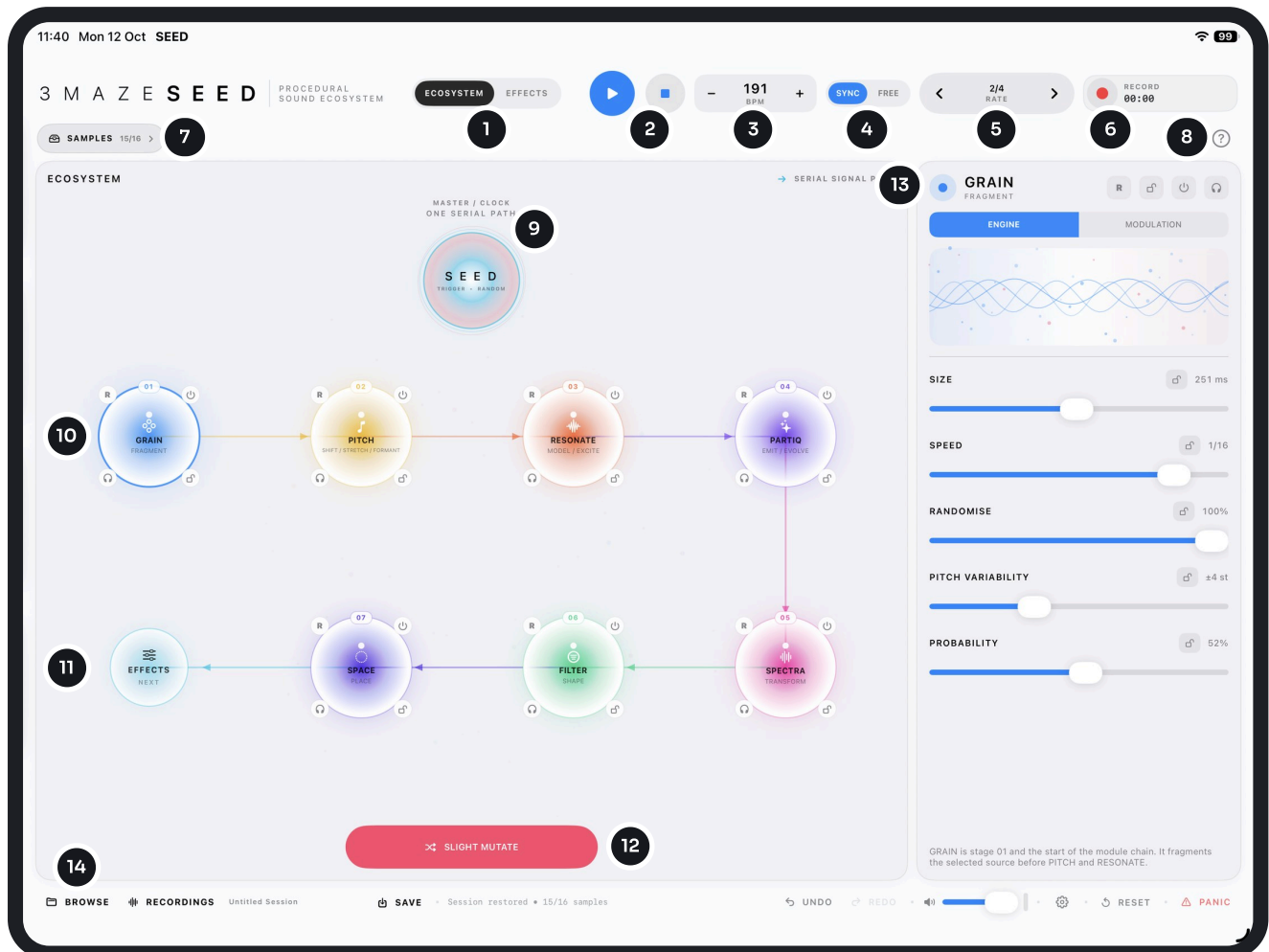
Recordings are 24-bit WAV files. They are also in the Files app, under On My iPad › SEED › SEED Recordings.

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.

The screen at a glance

In landscape, the ecosystem sits on the left and the selected processor's controls on the right. 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 the samples drawer, with up to 16 sounds.
- 8 **?** opens the quick start inside the app.
- 9 **SEED** randomises every unlocked control. When stopped, it also plays the current sample once.
- 10 **A processor**. Tap it to edit it. Its four small buttons are explained on the next page.
- 11 **EFFECTS** at the end of the path opens the effects chain.
- 12 **SLIGHT MUTATE** nudges unlocked controls a little instead of randomising them.
- 13 **The controls** of the selected processor, on two tabs: **ENGINE** and **MODULATION**.
- 14 **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 Fragment	Breaks the source into grains and scatters them. Every sound in SEED starts here. Size, Speed, Randomise, Pitch variability, 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 Model and excite	A resonant body that the grains set ringing. Tune its frequency and decay, and how hard the grains excite it. Amount, Frequency, Decay, Spread, Excite, Probability
 PARTIQ Emit and evolve	Releases particles of new material that live, move and fade, then passes everything on. Amount, Rate, Life, Scatter, Pitch, Motion, Probability
 SPECTRA Transform	Reshapes the spectrum of everything built so far: hold it, smear it, shift it, tilt it or warp it. Amount, 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

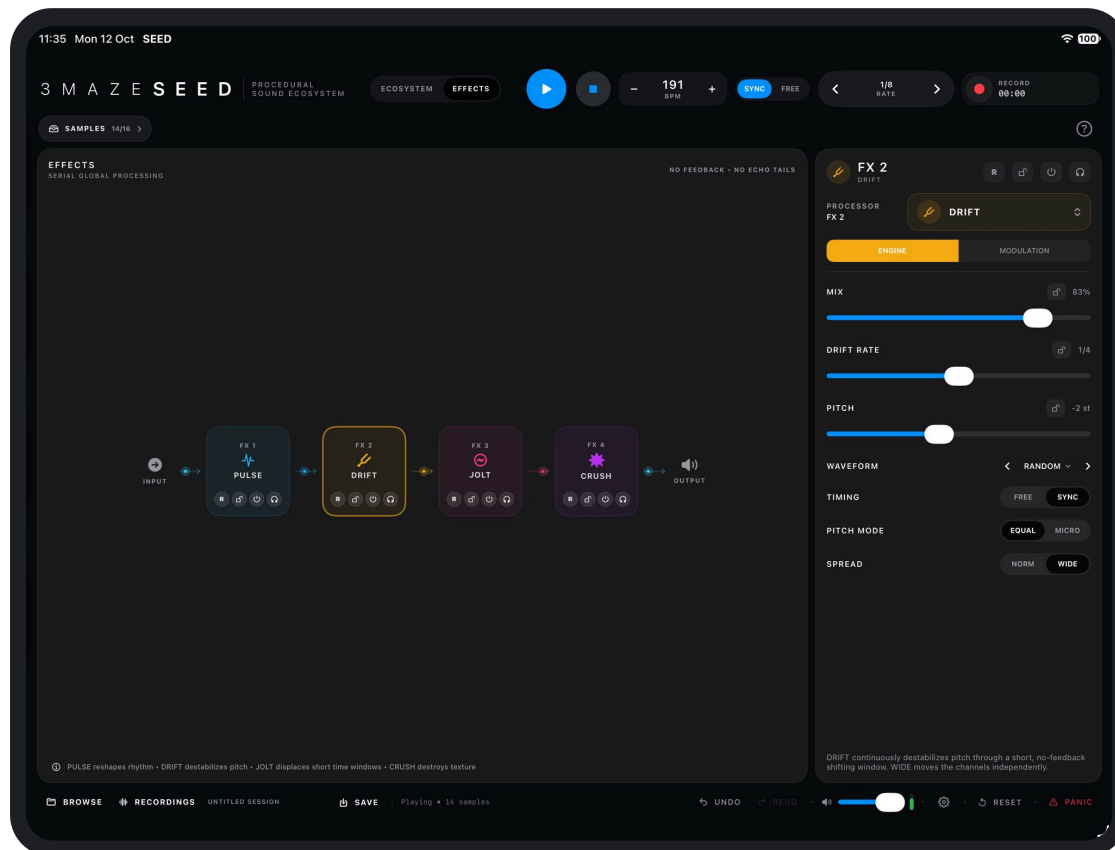
ENGINE holds the processor's sound controls. **MODULATION** gives it its own modulator: pick a shape (sine, triangle, saw, square or random), then set **RATE**, **DEPTH**, **PROBABILITY**, the **TARGET** control it moves, and **TIMING**, synced or free.

Lock single controls

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.

Effects

Tap **EFFECTS** at the top of the screen to see the effects chain. After **SPACE**, the sound runs from **INPUT** through four slots to **OUTPUT**. Tap a slot, then choose its processor in the panel.



PULSE

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

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

JOLT

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

Amount, Time, Depth, Chaos, Rate, Direction

The same four buttons

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

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

CRUSH

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

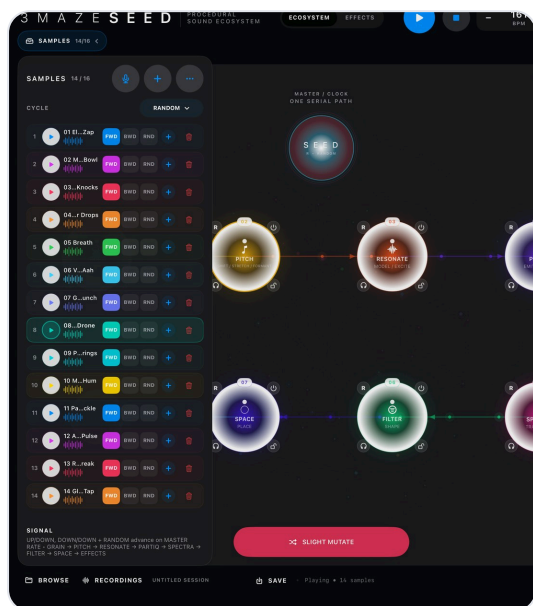
Mode (drive, clip or bitcrush), Destruction

No runaway tails

None of the effects uses feedback, so they never build up echoes or long tails. Stop means stop.

Samples

SEED holds up to 16 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 14 starter sounds also sets the order to random.

The order SEED plays them in

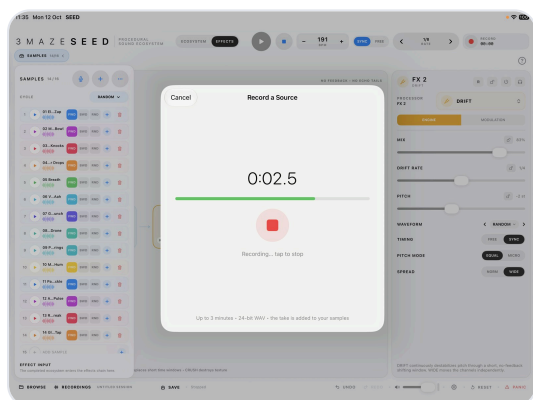
CYCLE sets how SEED moves through your samples. **HOLD** stays on one, **RANDOM** picks freely, and **UP / DOWN** and **DOWN / DOWN** step through the list.

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, 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 D#2 (36–51)	Sample slots 1 to 16
C3 (60)	SEED
C#3 (61)	Slight Mutate
D3 (62)	Undo
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.
- Lower PROBABILITY for sparser, more surprising results.
- Record long takes, then keep the best moments.
- 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