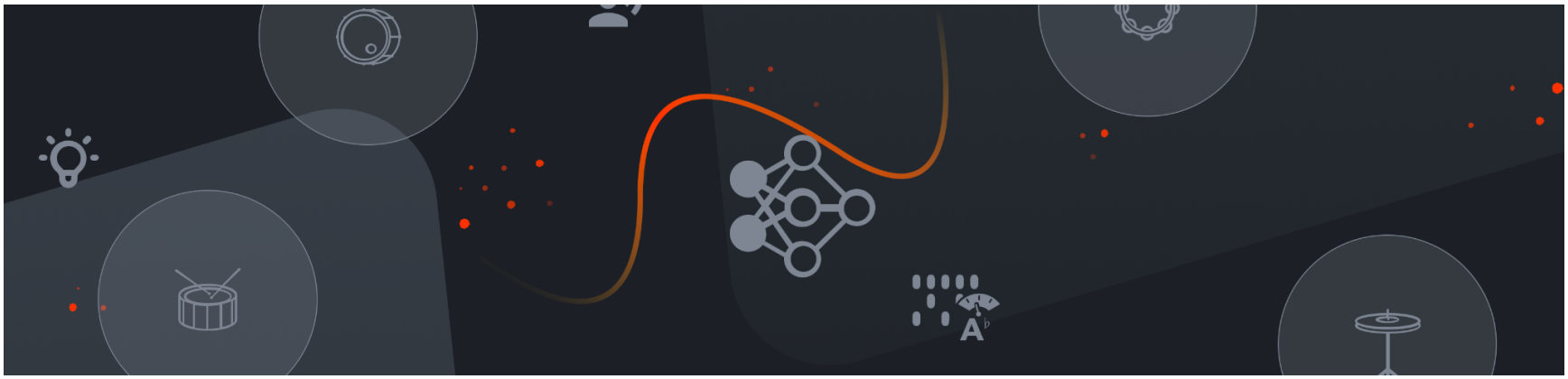


# Bace

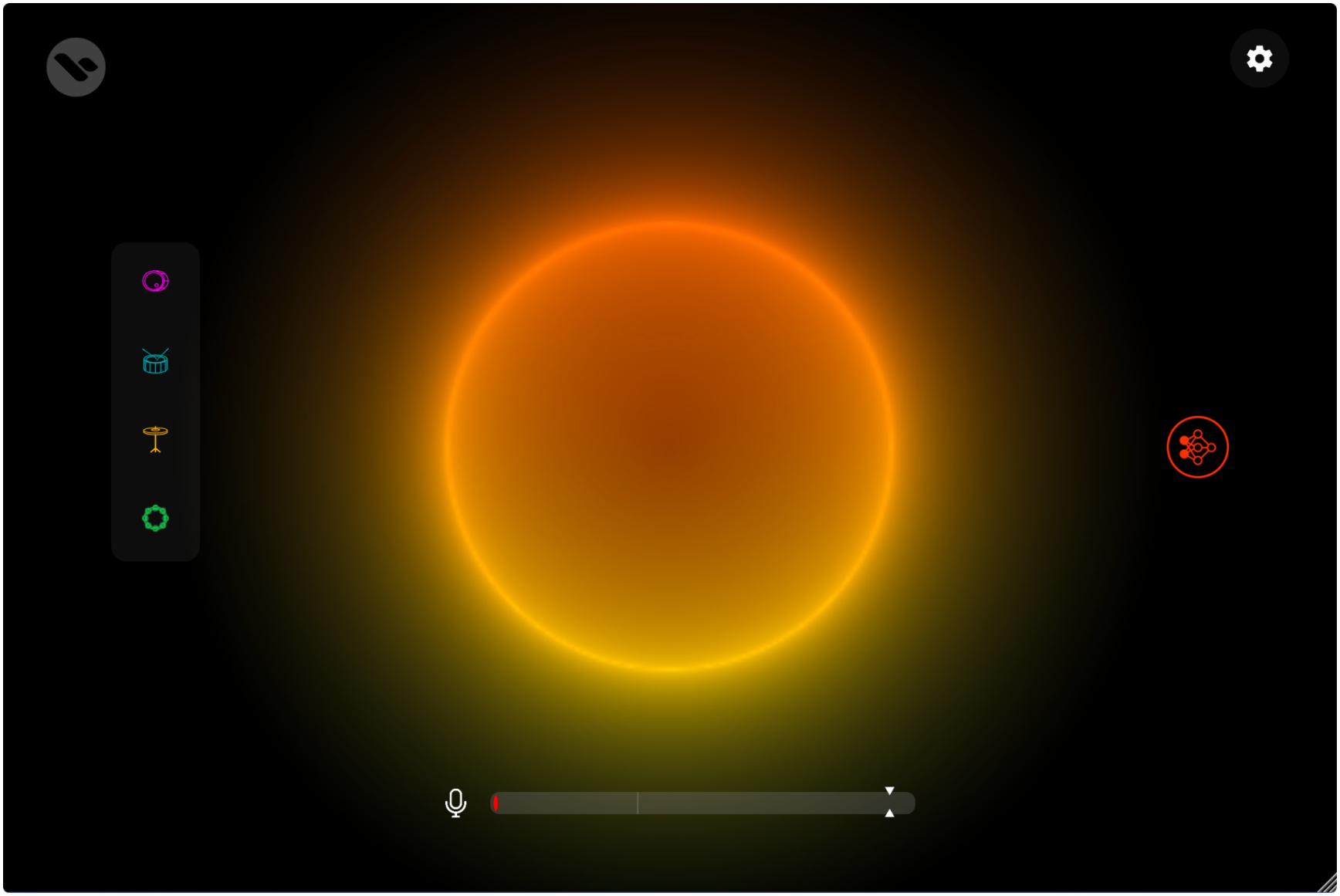
## User Guide

# About Bace

Bace transforms your voice into a virtual MIDI controller. Our patent pending technology utilizes artificial intelligence to seamlessly identify 4 vocalized sounds and map them to MIDI notes. Bace works with any microphone but we recommend using a dynamic mic for the best results. You can use Bace as an AU or VST plug-in in your DAW or the standalone app to control either software or hardware instruments.

## Minimum system requirements

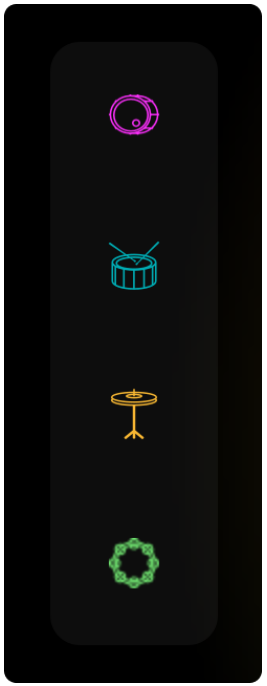
64-bit processor
8 GB of ram
50 MB HDD storage
Mac OS X 10.15 and above
Windows 7 SP1 / 8.1 / 10 (64-bit only)



# Walkthrough

**Drum Tracks (4)**

- Kick
- Snare
- Hi-Hat
- Percussion

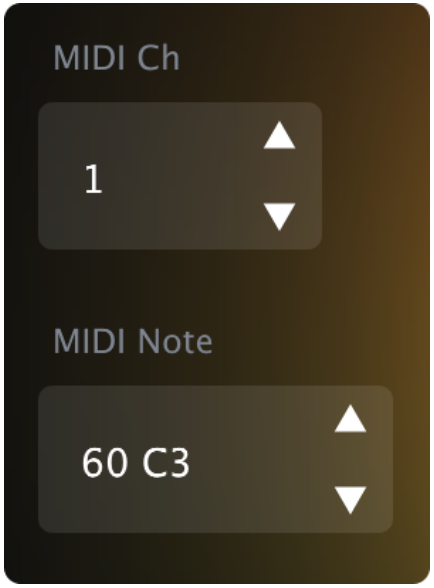


**Drum Menu**

- Mute button
- MIDI Channel dropdown
- MIDI Note dropdown

**Mute Button**

**MIDI Channels & Notes**



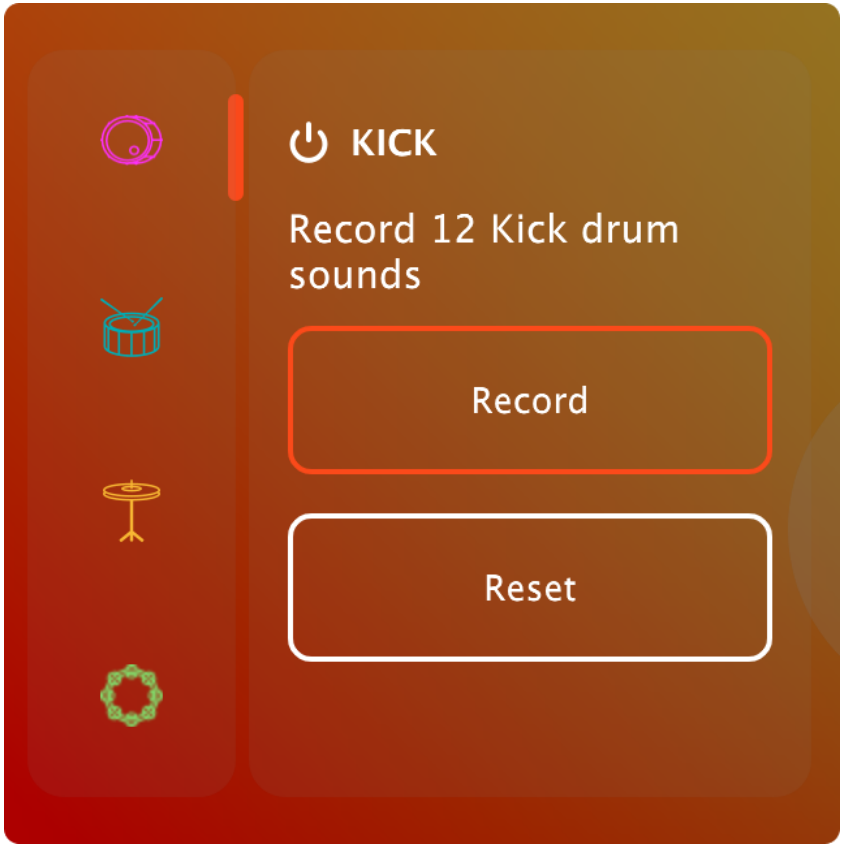

**VU Meter + Sensitivity slider**

| | |
|---|---|
| **Voice Trainer button** | |
| **Settings button** | |

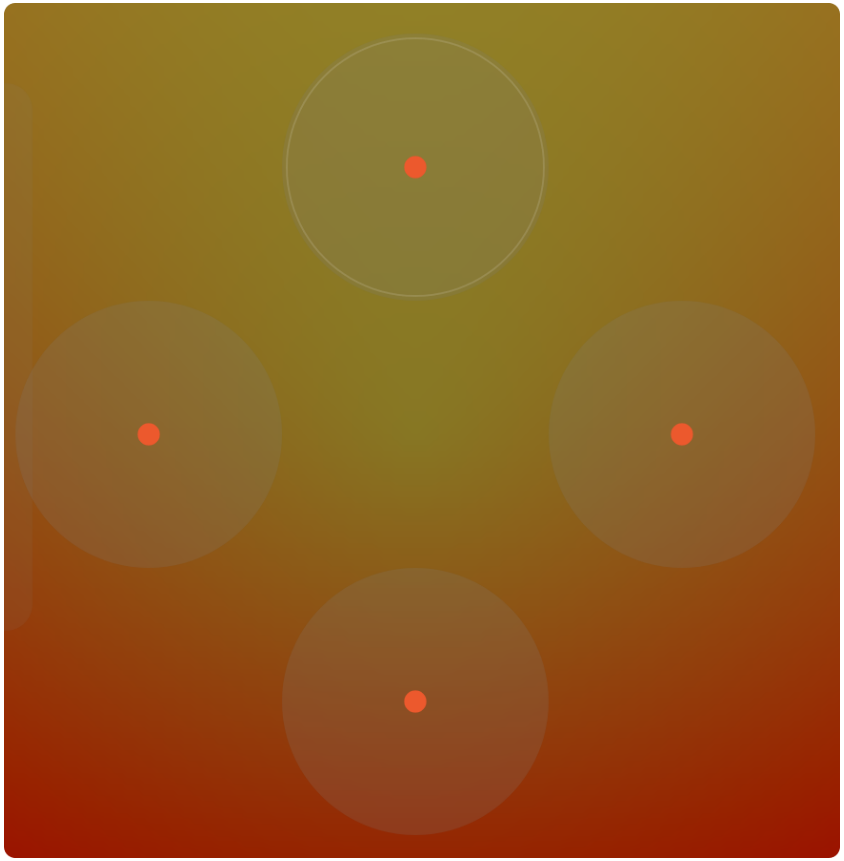
# Voice Trainer mode

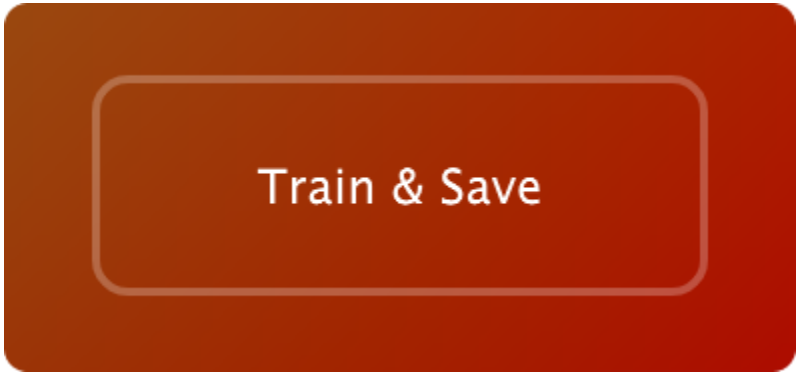
**Drum Menu**

- Mute button
- Record button
- Reset button

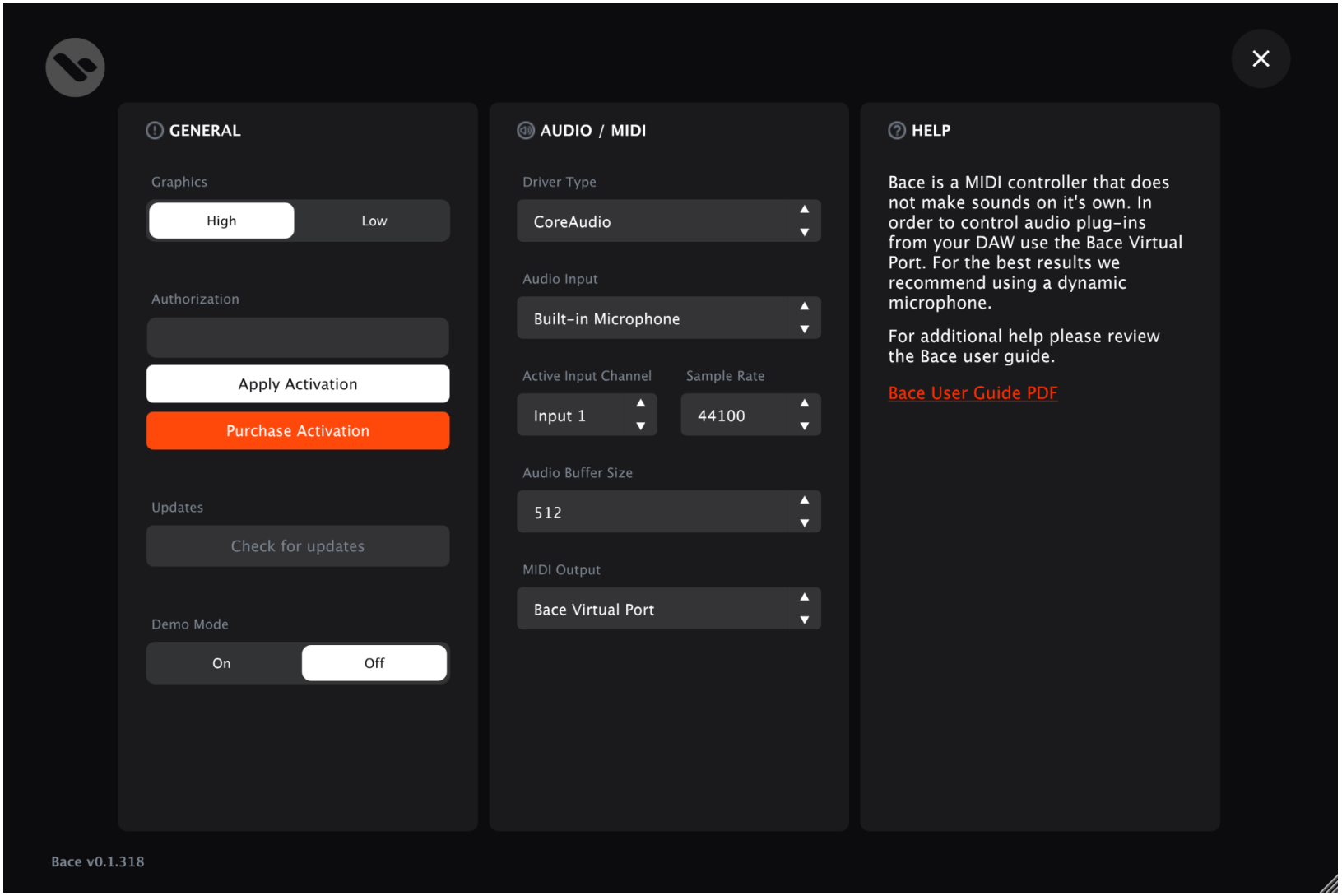


**Drum Atoms**
(Each Drum Atom will increase in size as more audio is recorded)



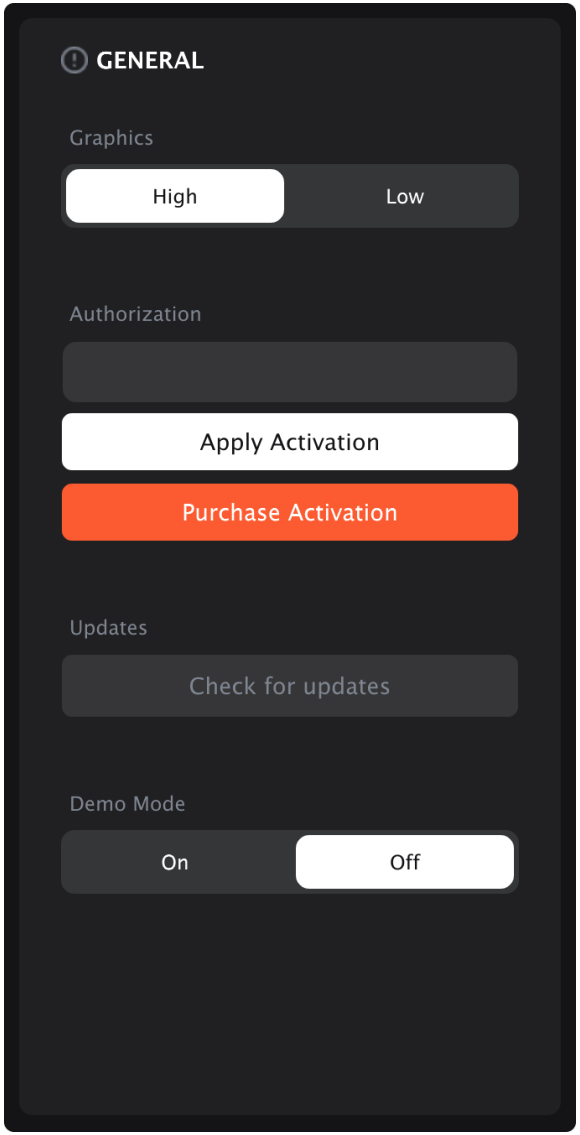
| | |
|---|---|
| **Train & Save button** |  |
| **Close button** | |

# Settings


GENERAL
Graphics
High
Low
Authorization
Apply Activation
Purchase Activation
Updates
Check for updates
Demo Mode
On
Off
AUDIO / MIDI
Driver Type
CoreAudio
Audio Input
Built-in Microphone
Active Input Channel
Input 1
Sample Rate
44100
Audio Buffer Size
512
MIDI Output
Bace Virtual Port
HELP
Bace is a MIDI controller that does not make sounds on it's own. In order to control audio plug-ins from your DAW use the Bace Virtual Port. For the best results we recommend using a dynamic microphone.
For additional help please review the Bace user guide.
Bace User Guide PDF
Bace v0.1.318

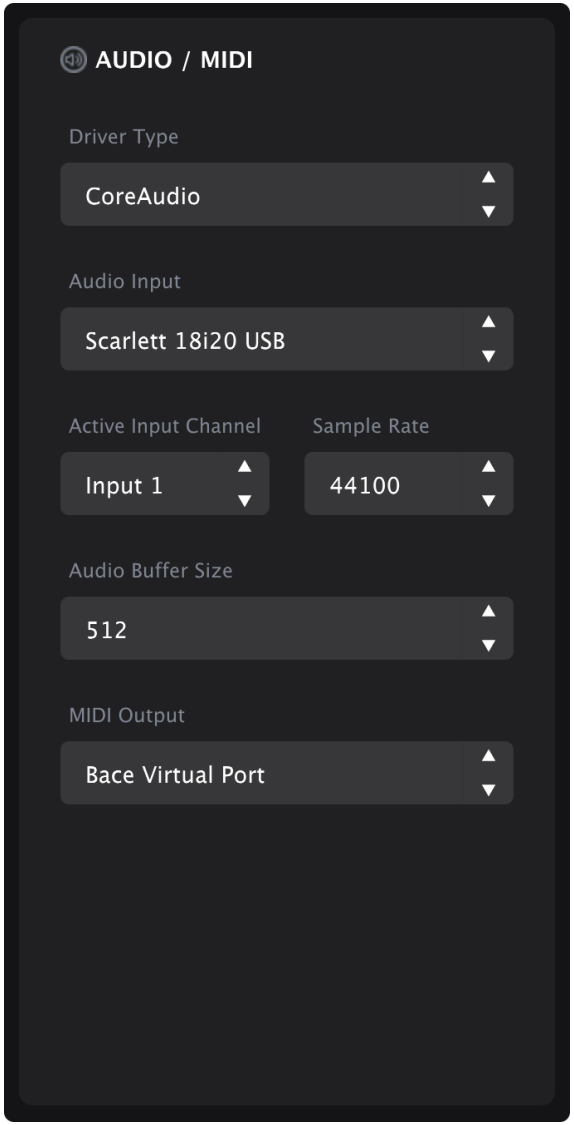
**General settings**

- Graphics resolution toggle
- Authorization
    - Serial Key input
    - Apply Activation button
    - Purchase Activation button
- Updates button
- Demo Mode toggle (saves user data to desktop)

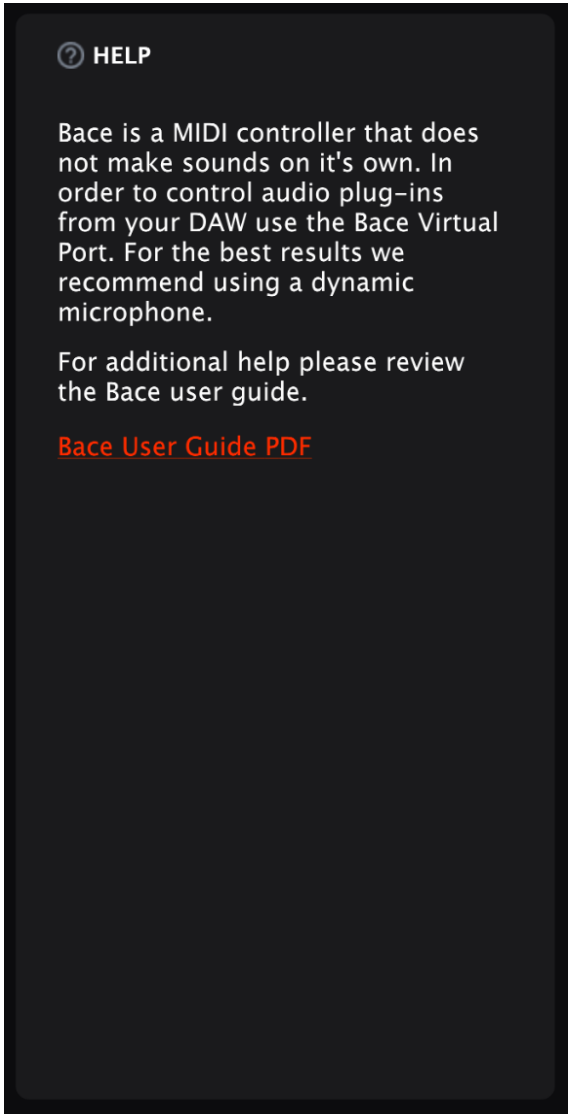


**Audio / MIDI settings**

- Driver Type dropdown
- Audio Input dropdown
- Active Input Channel dropdown
- Sample Rate dropdown
- Audio Buffer Size dropdown
- MIDI Output dropdown



## Help


HELP
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For additional help please review the Bace user guide.
Bace User Guide PDF

# How to use Bace

Bace, like all MIDI controllers, does not make sound on it's own. In order to use the Bace AU / VST plugin or standalone app you will need to connect it to your favorite instrument via the automatically created Bace Virtual Port. In order to control hardware instruments you will need an audio interface.

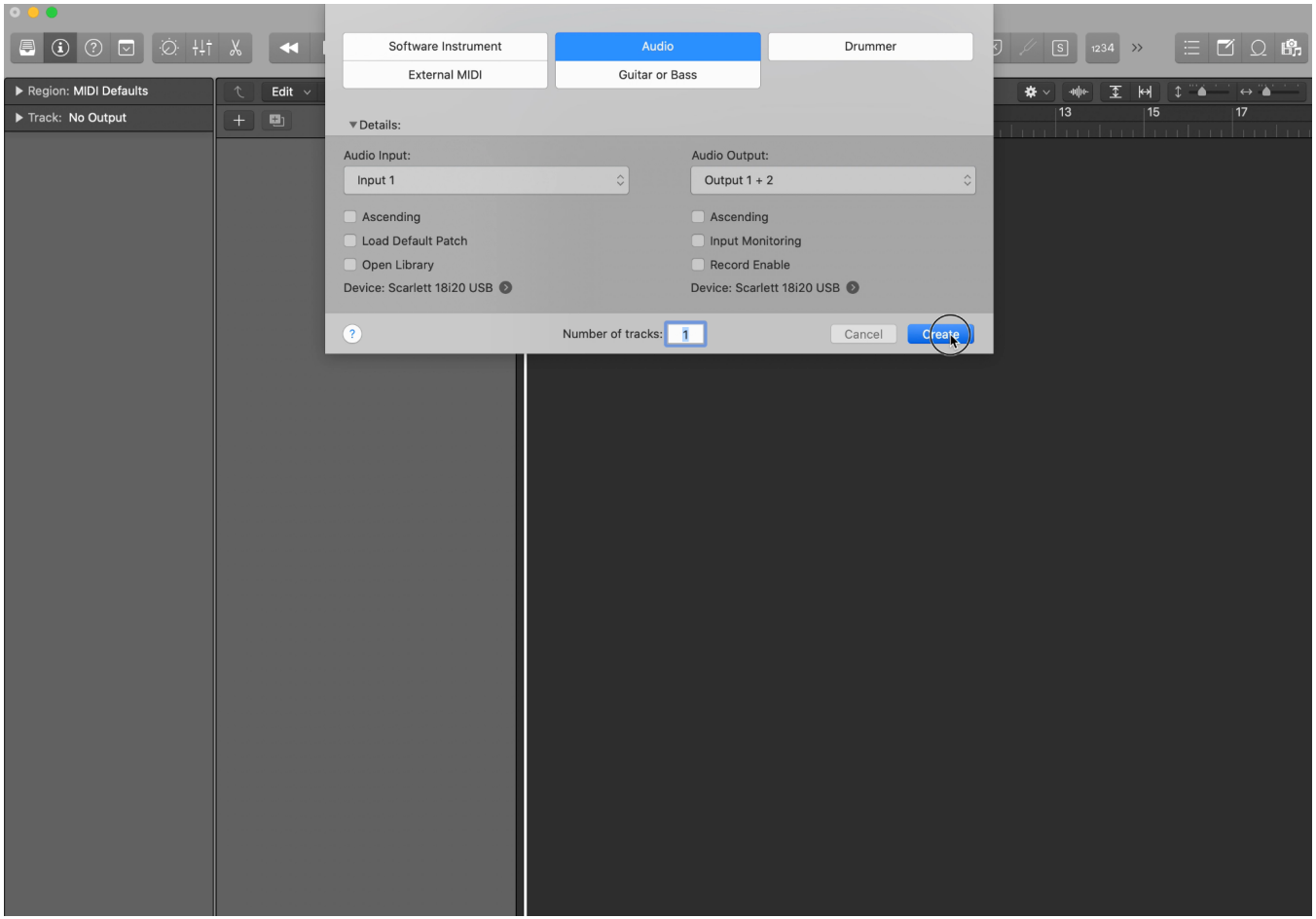
Note: Make sure your microphone is loud enough. Use the **Sensitivity slider** to adjust the results

**Below are a couple DAW specific setups.**

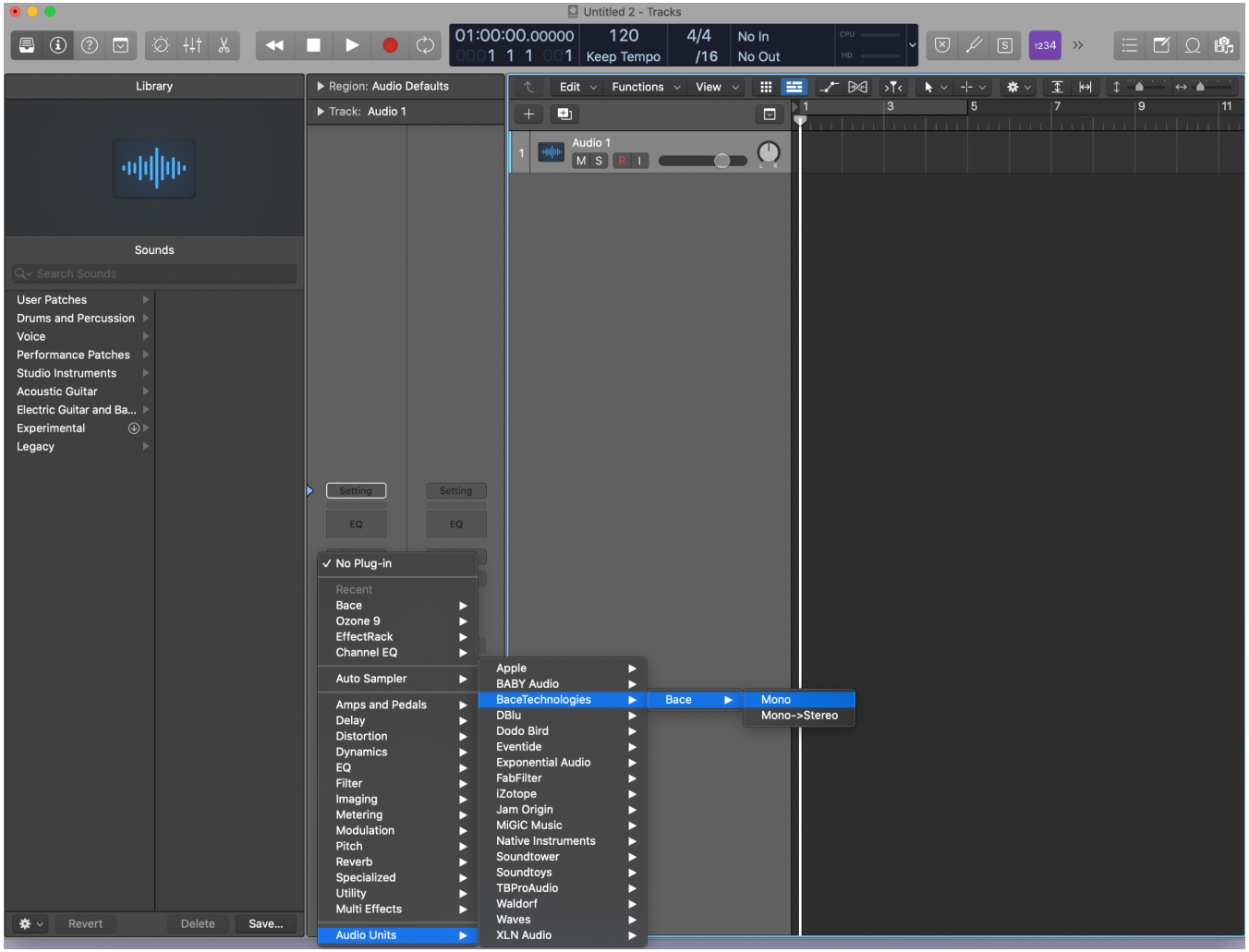
# Logic Pro

## Plugin

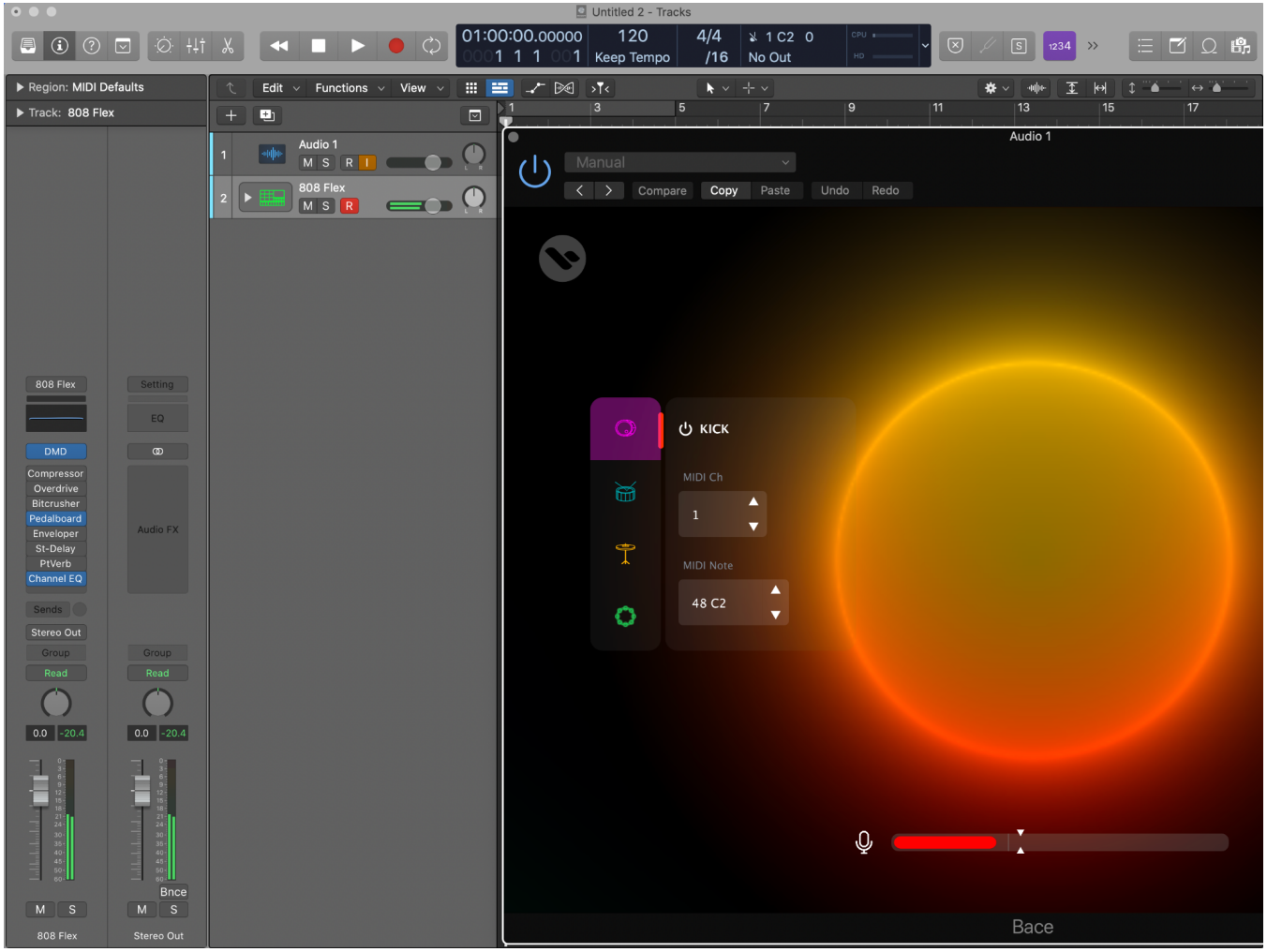
1. Create an **Audio track** and set it to the **same input as your microphone**.
    a. Make sure Input **Monitoring button** is enabled



2. Open the Bace plugin on the Audio track

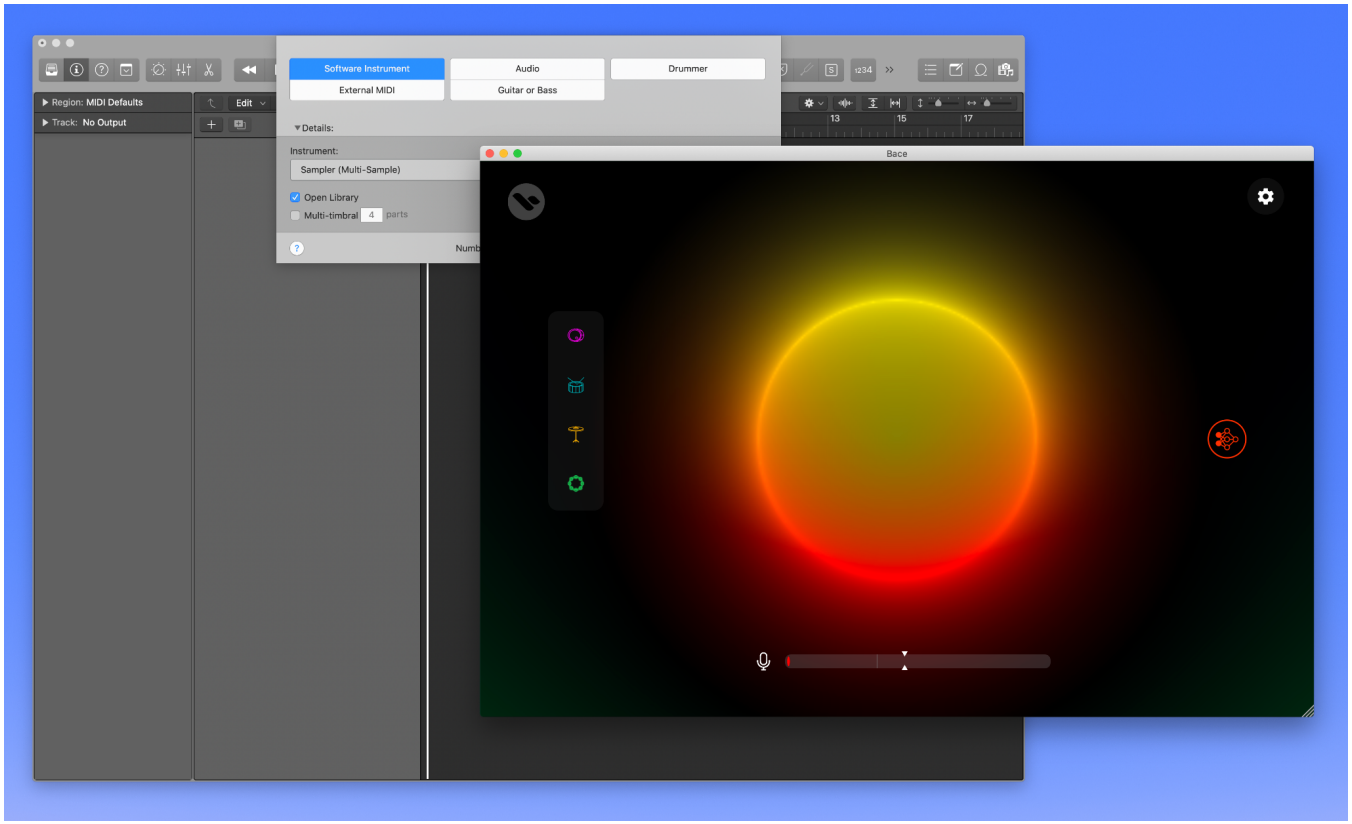


3. Open a **MIDI track** with your favorite Drum sound plugin

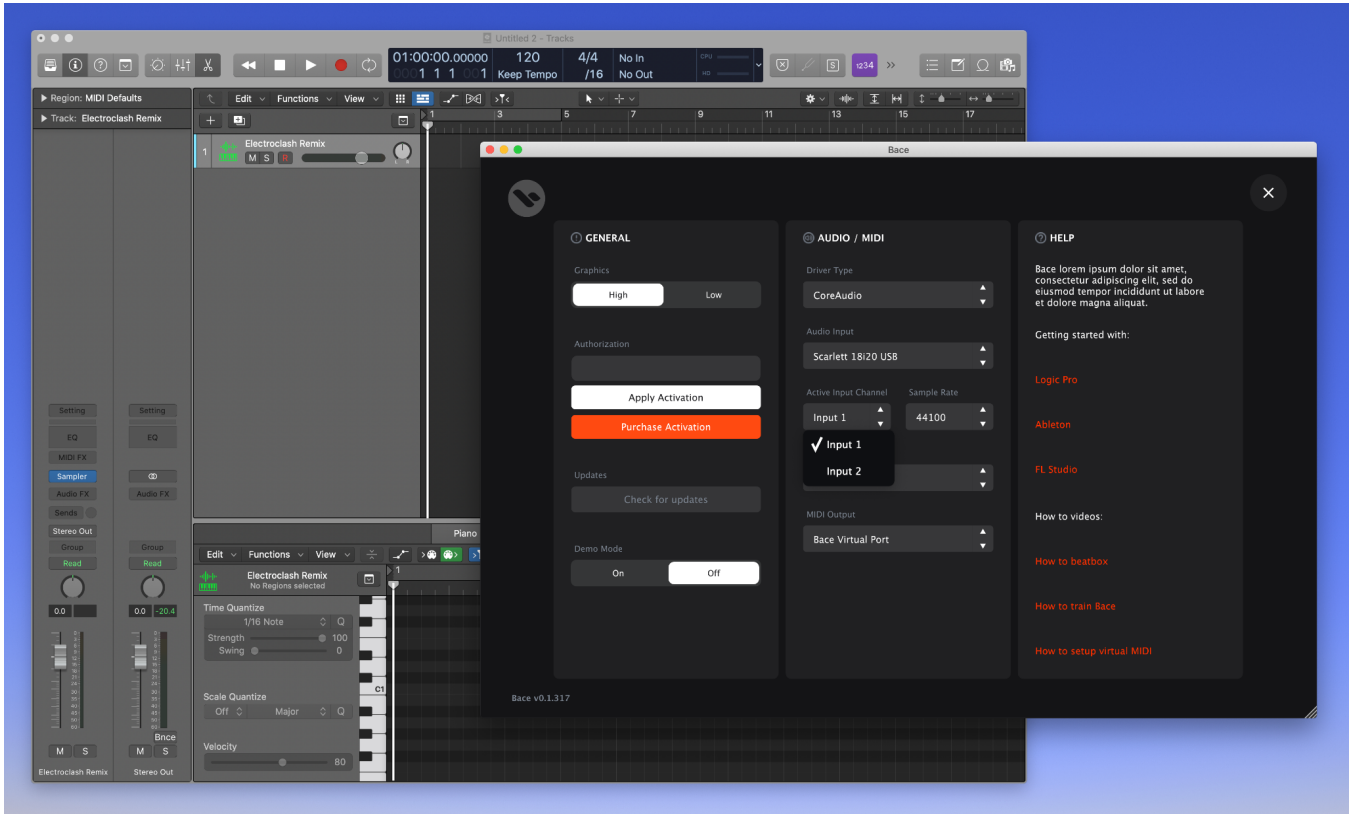


## Standalone

1. Open the Bace standalone app

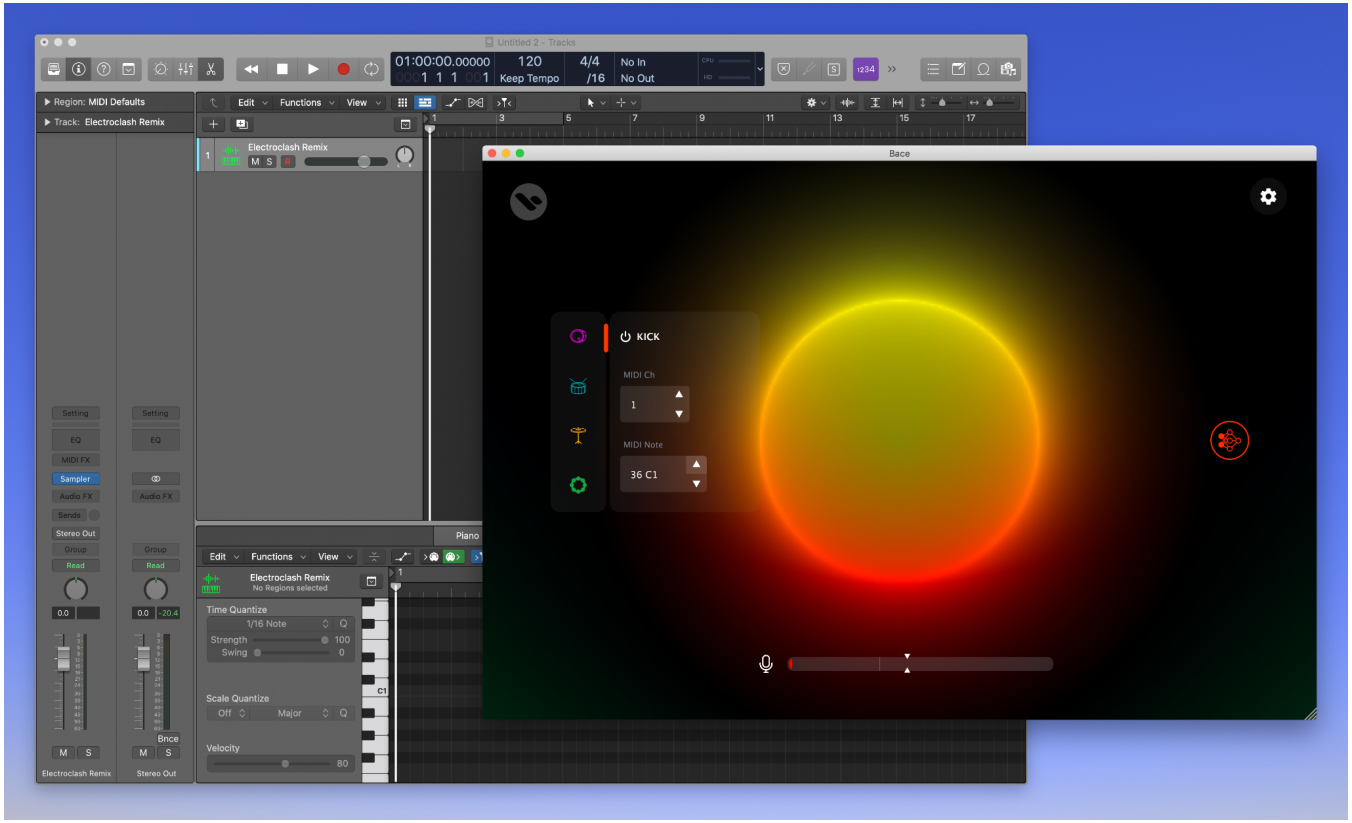



2. **Open Settings** and adjust your microphone settings




3. Create a **Software Instrument track** with a Drum kit plugin (or any audio plugin) in Logic Pro

4. Open the **Kick Drum Menu in Bace** and find the MIDI Note that controls your Drunk Kit plugin in Logic Pro.

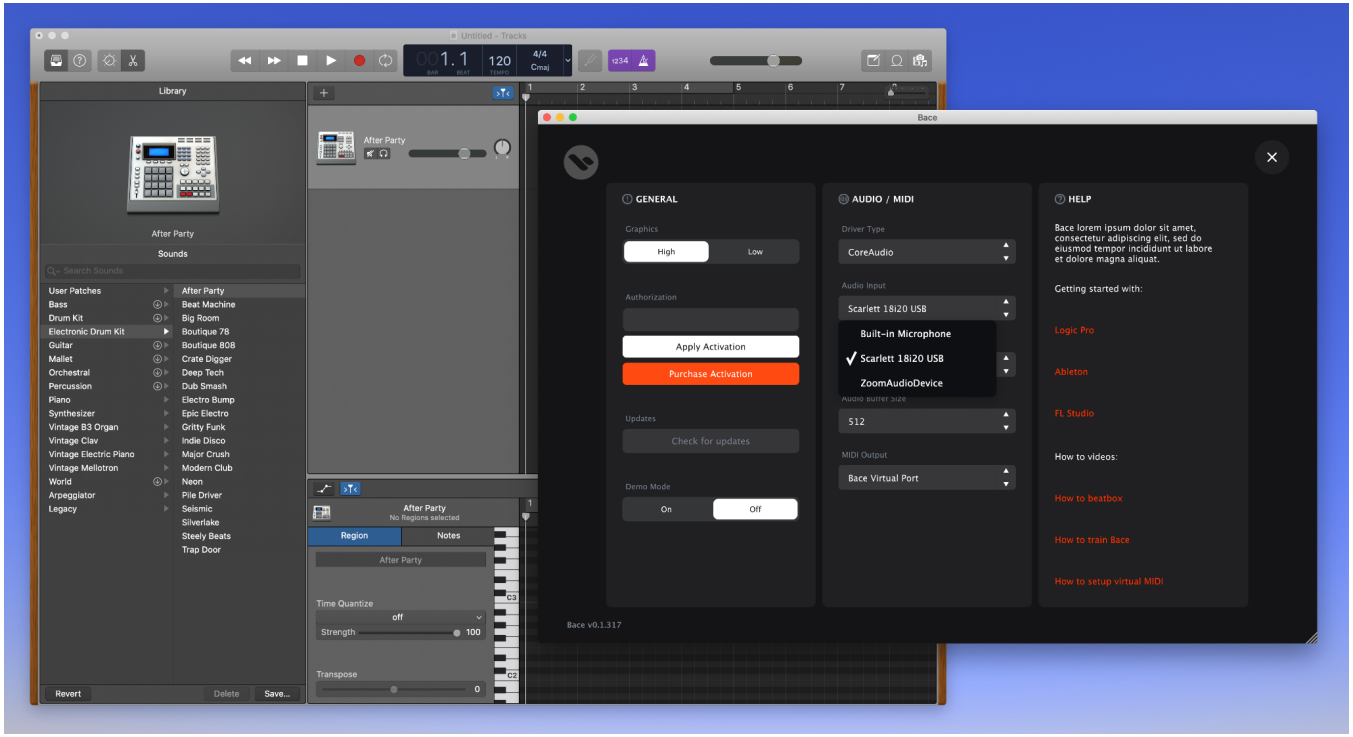



5. Repeat this for the remaining Drum Tracks.

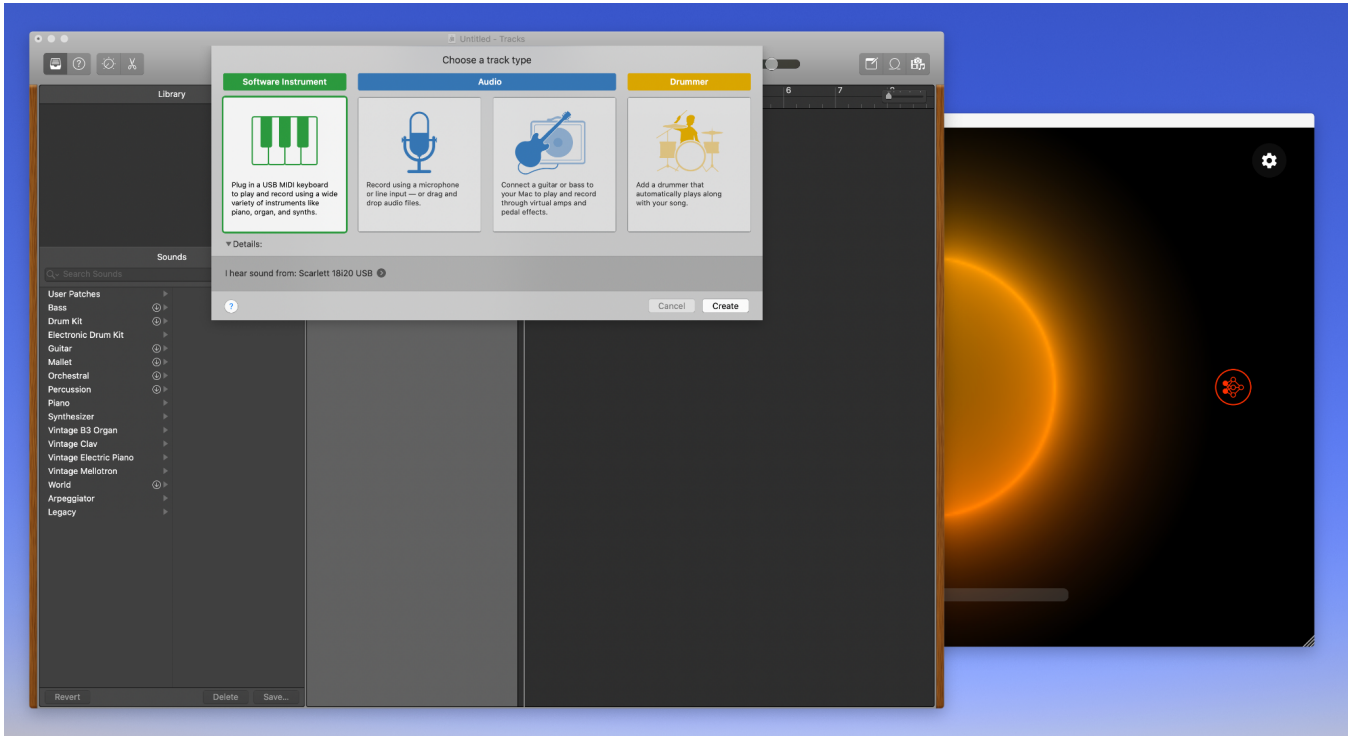
# GarageBand

(Standalone app only)

1. Open the **Bace standalone app**
2. Open **Settings** and adjust your microphone settings

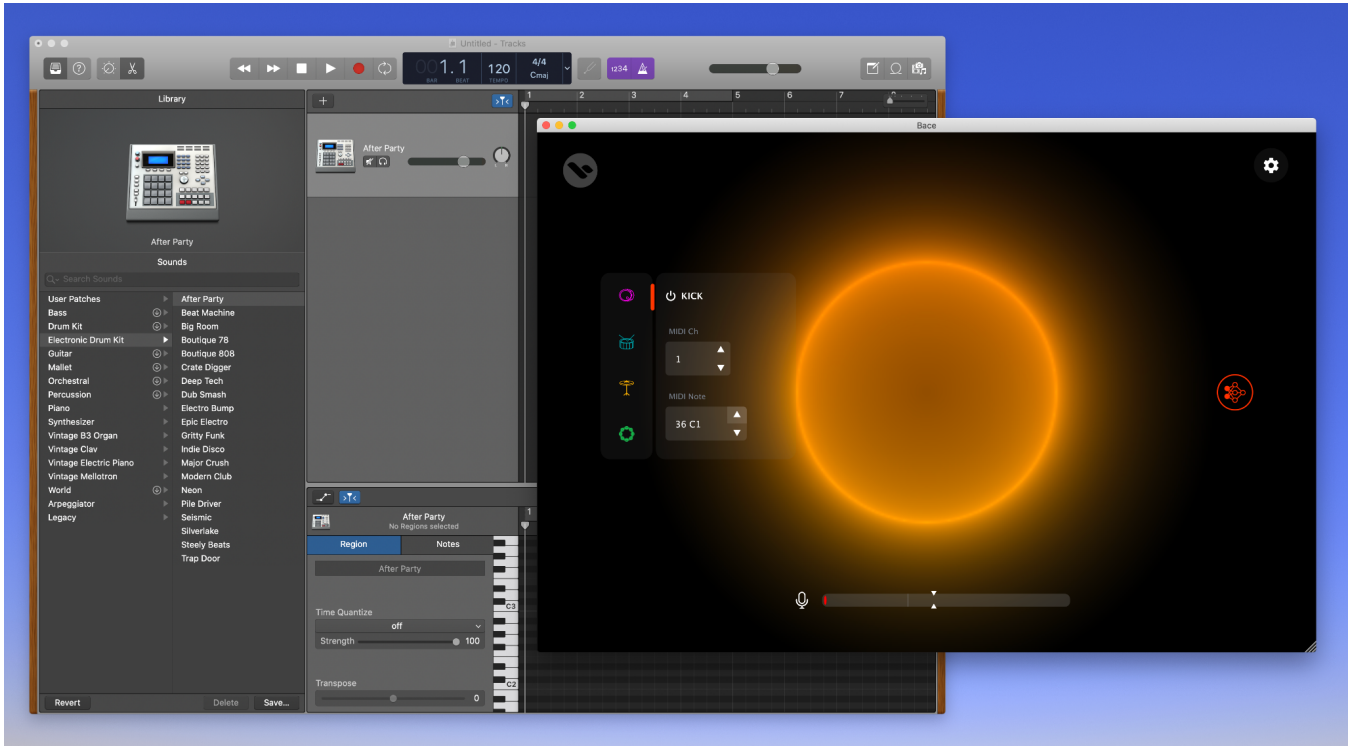



3. Create a **Software Instrument track** in GarageBand




4. Choose a **Drum kit** (or any sounds)

5. Open the **Kick Drum Menu** in Bace and find the **MIDI Note** that controls your Drunk Kit in GarageBand.



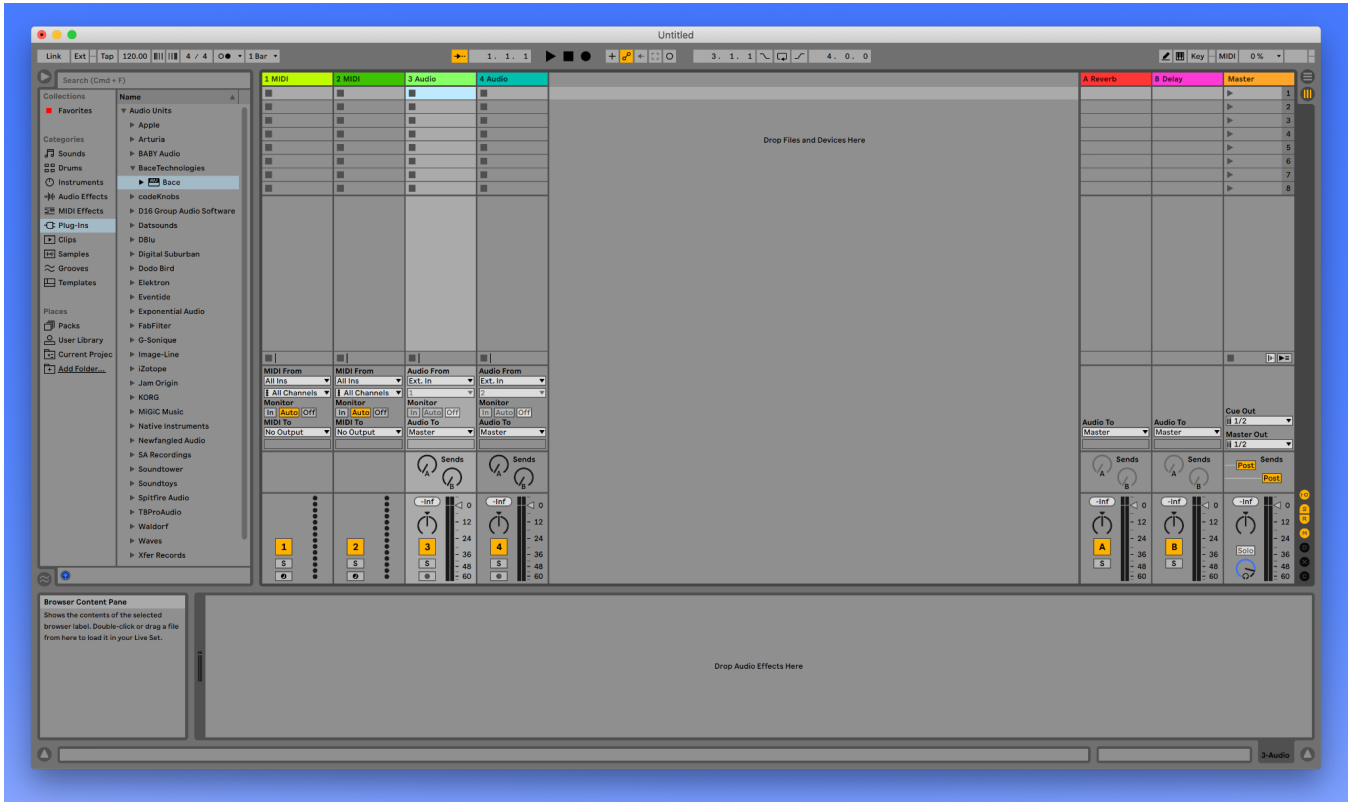

6. Repeat this for the remaining Drum Tracks.

Note: If Bace is not detecting your vocalized drum sounds then adjust the **Sensitivity Slider** (two arrows around the VU Meter)

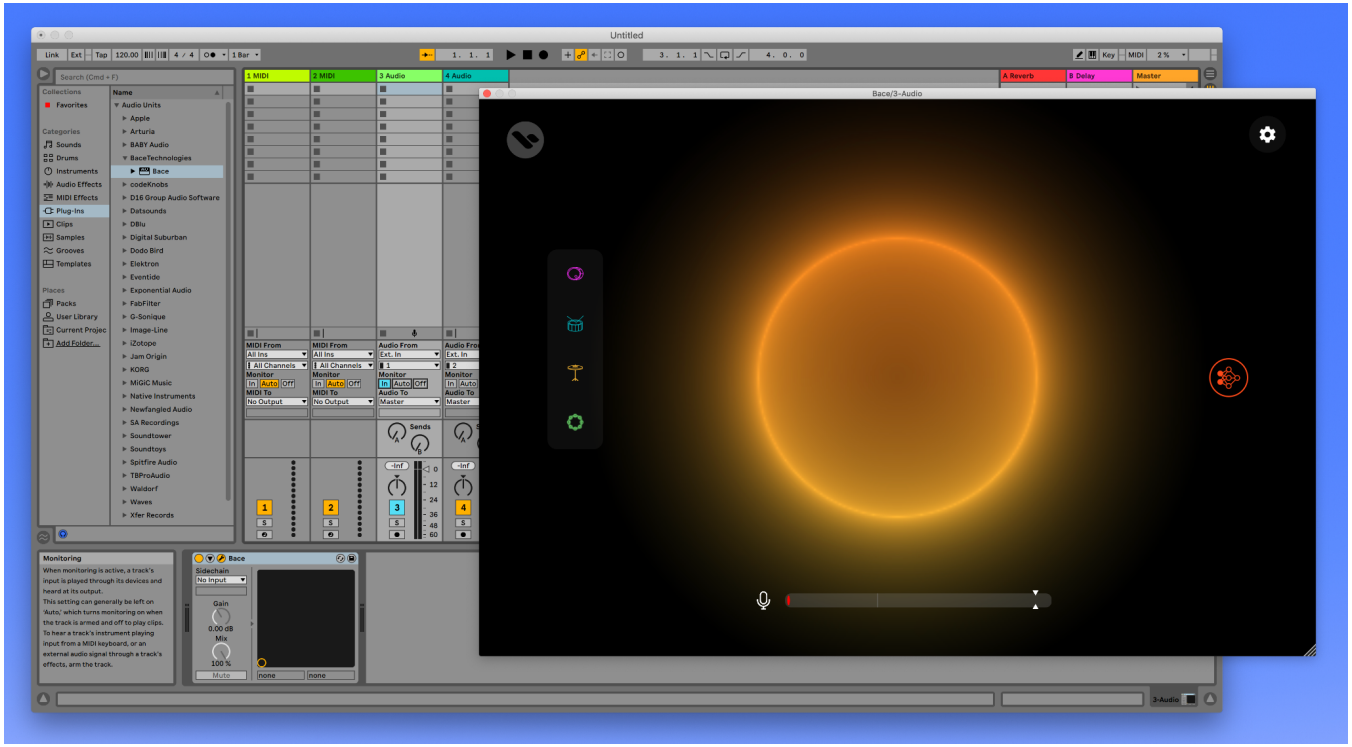
# Ableton Live

## Plugin

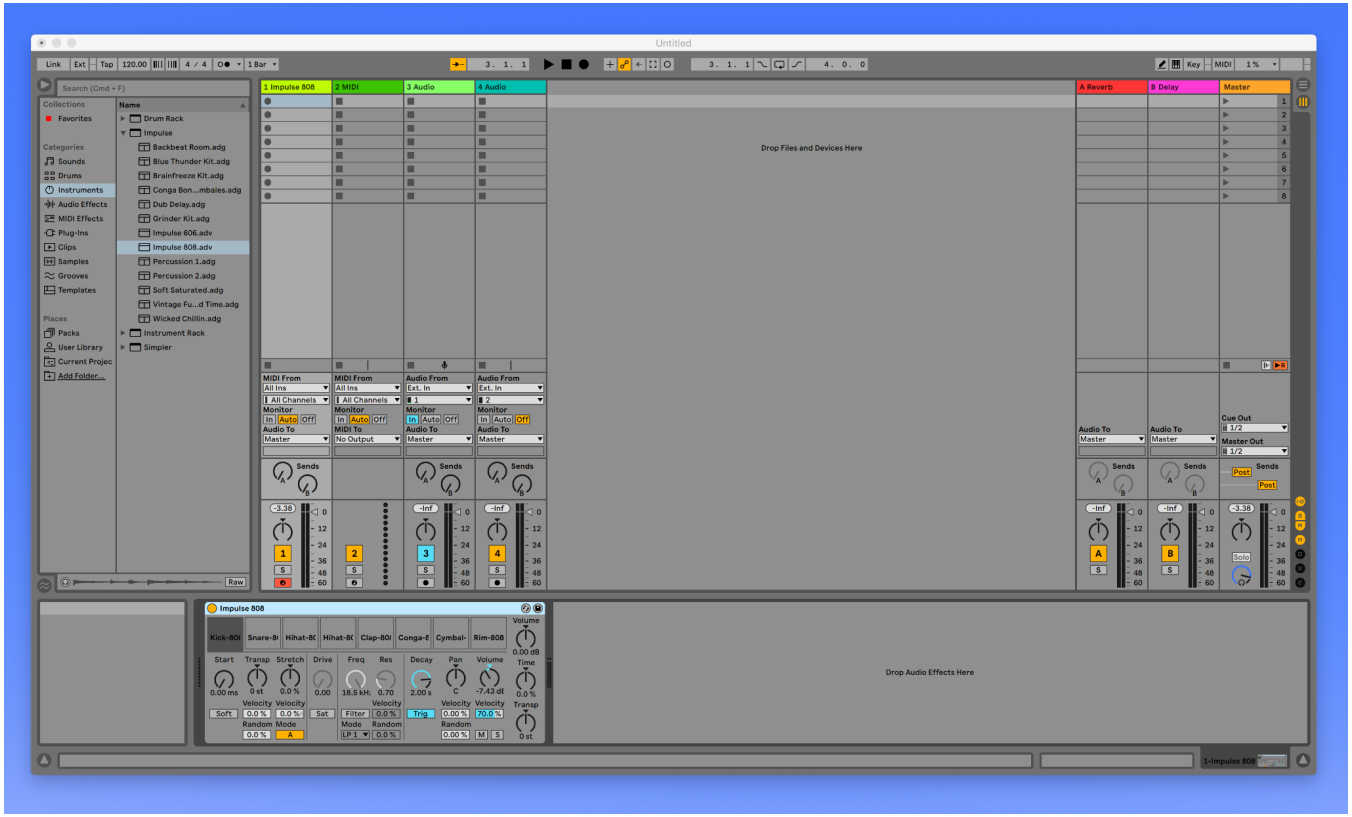
1. Insert or use an existing Audio Track and set the **Audio From** to the same input as your microphone.



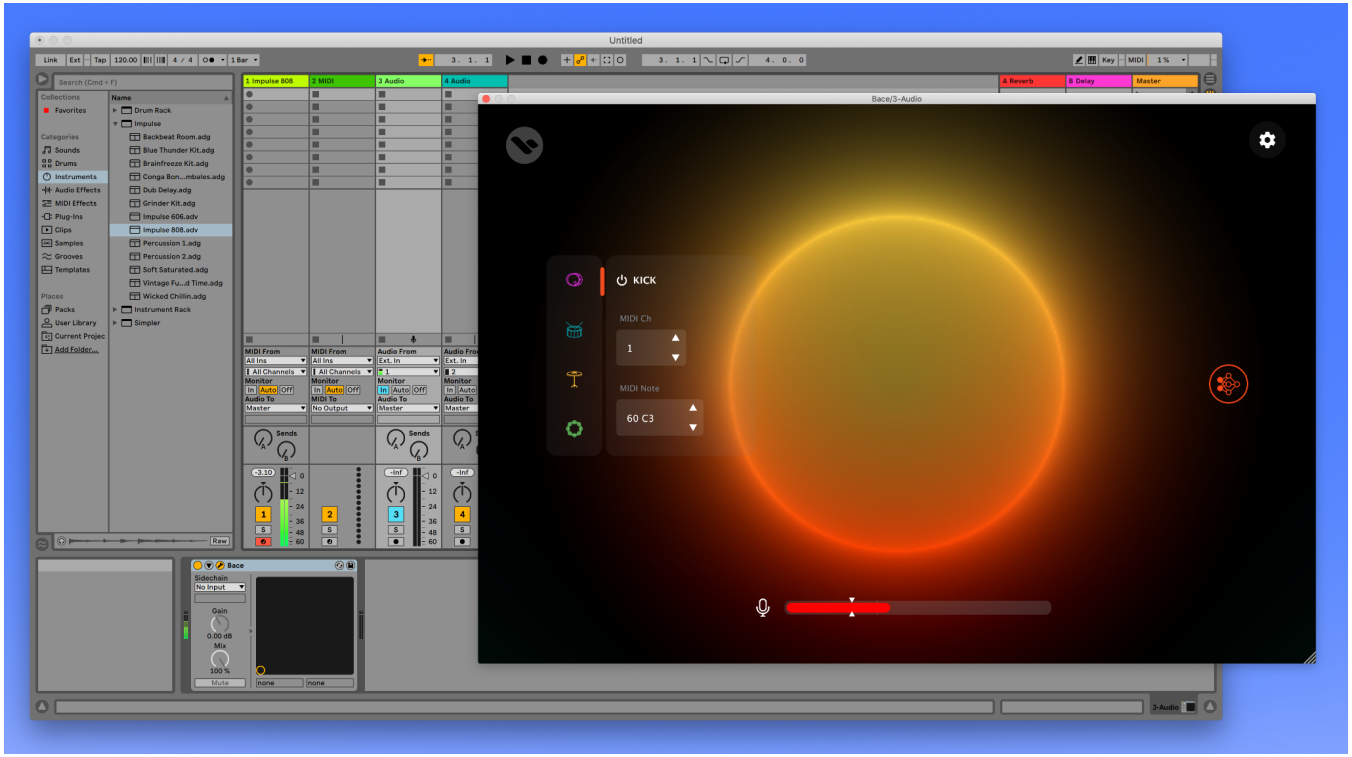

2. Navigate to **Plug-Ins > Audio Units** or **VST3 > Bace** and drag it onto your Audio track.




3. Insert or use an existing MIDI Track and drag and drop your favorite drum plugin onto the track.




4. From the Bace plugin adjust the Drum Tracks MIDI Notes to trigger your MIDI Track.

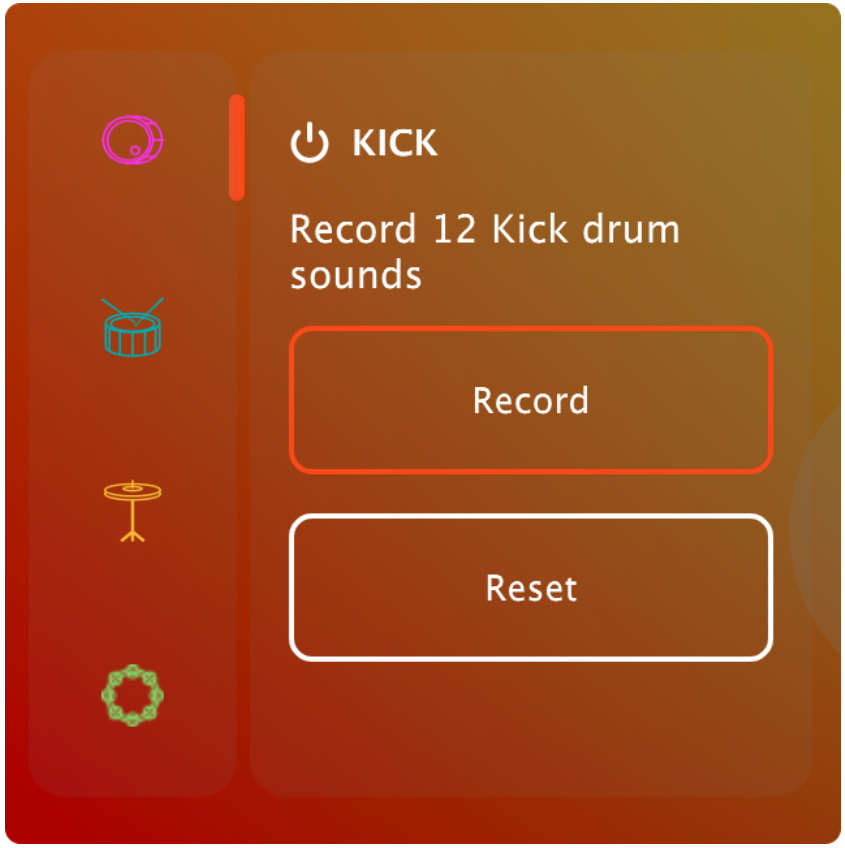

Untitled
Bace/3-Audio
KICK
MIDI Ch
1
MIDI Note
60 C3
Bace
Sidechain
No Input
Gain
0.00 dB
Mix
100 %
Mute
none
none
3-Audio

# How to train Bace

Bace has 4 drum tracks. Each drum track can be re-trained to recognize your voice (or any sound you record ;).

1. Open the Voice Trainer

2. The first drum track (Kick drum) menu opens automatically




3. Press the “Record” button

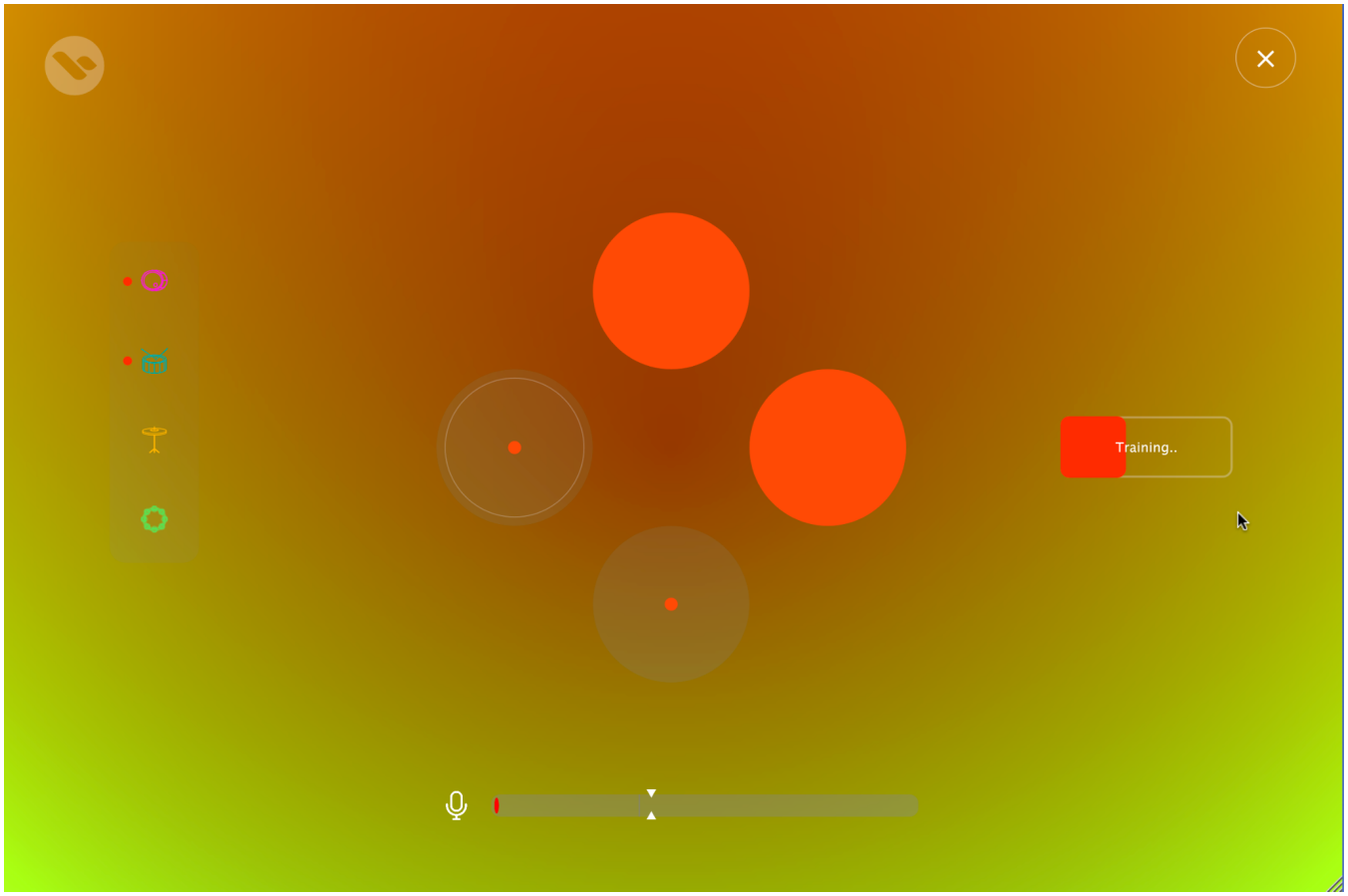
4. Make 12 Kick drum sounds with your mouth
    a. Note: while recording you’ll notice the first Drum Atom increase in size

5. Once you've recorded 12 sounds the next drum track (Snare drum) menu will open automatically

6. You can now press the "Record" button and start recording 12 Snare drum sounds.

7. You can choose to record all 4 drum tracks or only record the drum tracks you'd like to use

8. When ready, press the "Train & Save" button
    a. Note: the button will show the active save progress. Wait until the progress is complete.




9. Use the “X” button in the upper right corner to close Voice Trainer.