

DenzoQuencer

DenzoQuencer is the easiest way to prepare harmonic and melodic background rhythms, for studying improvisation. My experience of improvising, has taught me the necessity of working on different bass lines and different rhythms, to develop skills. I always found difficulties in collecting songs for my study, so I decided to develop a song generator.

As the name suggests, DenzoQuencer is a kind of sequencer that allows you to edit notes, chords and rhythmic base in the easiest way possible. Suppose you want to try to improvise on a G C D D progression. Normally, you'd have to try to remember if you know of a song with this harmony and then play on it, or you'd try to edit a song on your sequencer: Editing notes is a relatively short exercise, but editing rhythm takes a little longer.

Now you don't have any more excuses or problems!

Using a simple interface in 5 minutes you can have all the progressions you want. All rhythmic and harmonic patterns can be saved and reused for other songs without any problems.

Features

- ?? Edit chords and melody
- ?? 9 tracks
- ?? any number of percussions
- ?? build your own rhythmic and harmonic patterns
- ?? save and reuse them where you want
- ?? hear song with midi sounds
- ?? save your song in MIDI format
- ?? use guitar method to define notes and chords
- ?? a complete mixer for adjusting your volume
- ?? a complete interface to edit your songs

History

When I started to develop this application, I wanted to be able to enter a chord progression in textual mode as I write: A C Dm and then defining some parameters, I wanted to be able to hear music and improvise using it.

Then I realized that I wanted to reuse some patterns for other songs, like a drum background, so I decided to modularize everything completely. Finally I built an interface, for allowing the user to enter a lot of specific parameters without having to know too much about my application.

So building a song is like becoming a kind of programmer: you can specify only chord progressions, but you can use a lot of instructions for building a real song.

Since you've come this far, you are ready to learn how to use this application.

PS: The main idea is that we can exchange our songs, rhythmic and harmonic patterns. Remember collaboration!

Starting

If you start DenzoQuencer you will see a great editable box, a list of notes and 2 strange grids below. This is all. To play a progression you only need to know what chords and what rhythm you want. You'll use the upper text box to enter your progression and the grids to define rhythm.

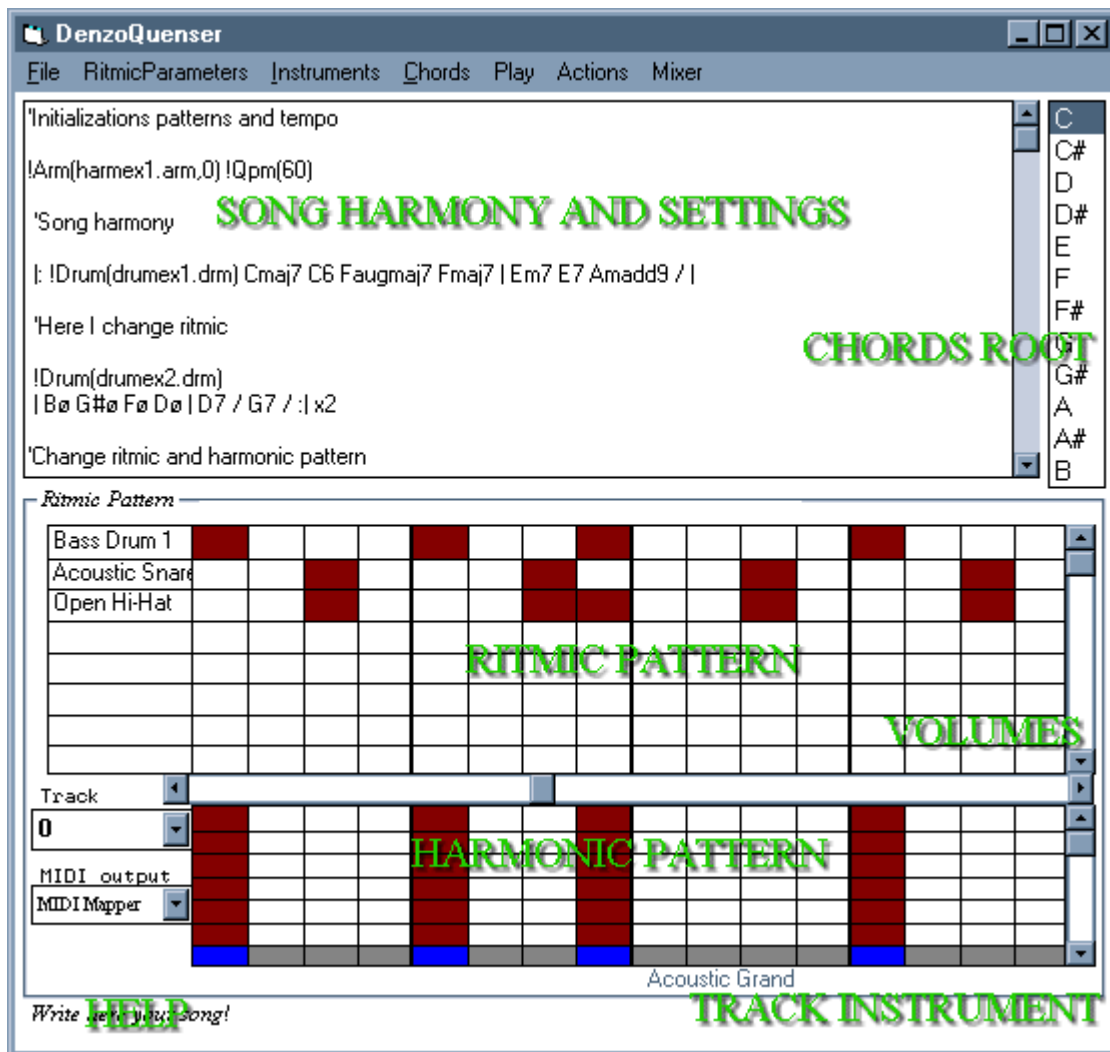
Song harmony and settings box

First of all you want to enter your song. So decide on your chords and write them using your keyboard. That's all.

If you want help or if you want to be sure that DenzoQuencer recognizes your chords you can use the interface: when you want to enter a chord select root on right list then select Chords from menu and the chords you want from the list that appears, double click on item you want and interface write it directly on cursor position. Is it simple enough? You can repeat this for any chords!

NB Its really important to use space between 2 consecutive chords in the right way. DenzoQuencer parser uses spaces to recognize an instruction (a chord is an instruction that tells DenzoQuencer what it has to play) and inside an instruction are not allowed instructions (spaces).

So Am is different from A m: in the second case you hear an A major chord and then a message of invalid instruction! This is the main reason for using interface for entering your song, but when you have learned this simple rule you can use directly keyboard.



Harmonic pattern

Before you can hear the song you edit, you have to define a harmonic pattern: you have to tell what notes in your chord progression have to be played. This is realized using one of the grids.

You can recognize the harmonic grid because it has always 7 row, and the last one is blue/grey (a 16*7 grid). For assumption 6 notes make every chord and you can select which of this 6 notes have to be played.

Each row represents a chord note; each column represents a portion of time. You can see that 16 columns are divided in groups of four columns.

According to the default at startup you can see 16 (divisions number) division and every 4 (accents) columns a larger separator: this represents a 4/4 in 16th: every cell represents duration of one 16th.

To hear a note you have to select some cells or with a left click (selecting a chord voice) or with a right click defining a note. In this case 6 rows represent 6 strings of your guitar and you have to enter the fret to be played on the selected string (you have to think this simply like an extension).

If you have understood this you are able to build your own music.

If you try to load one harmonic pattern you can see simply some white cells and some filled cells. The filled ones are the ones who make sounds!

The blue box on 7 row indicate when DenzoQuencer has to read a new chord from your song. Note in the example that the 3rd one is anticipate of a 16th. The complete vertical line indicates that all notes of chord are to be played.

At this point, if you have entered your song, and if you have defined your harmonic pattern, you can start selecting Play voice from the menu. To stop playing select Stop from the menu! Every harmonic pattern is saved separately from song, so you can use it for other songs.

Rhythmic Pattern

You can also define your rhythmic pattern using the same convention as in the harmonic pattern. A click in the left cells allows you to enter a percussion then you can select all cells you want.

Every rhythmic pattern is saved separately from song, so you can use it for other songs.

How to enter a song using interface

As we have seen previously, you can enter songs using keyboard or using the interface.

To enter a chord: select chord root from the right list, then select Chords from menu and choose the one you want from list, a double click and you can see it written under cursor.

In the same way you can define measure repetition or last chord repetition, pauses, etc. using voices in Actions menu.

You can also define a lot of parameters without knowing syntax simply by activating RegisterActions in Action menu: now every action you do will be written as a macro under cursor. So you can open a new rhythmic pattern, or define a new instrument.

Enter a new song

This little tutorial helps you to enter a very simple song: C /// | D D G G | for 2 times and finally C Am B° C. This song is really simple, but will show you how to use this software. Start with a new song from File menu.

1. you have to repeat for 2 times a riff so you have to open a section (|:) you can edit or select StartLoop from Actions menu
2. write C, or select it from roots list on the right side then select chords menu and doubleclick the first item (the blank one!) that means major chord.
3. Then write a / for three times that means repeat last chord or enter using action menu.
4. Insert an end of measure |
5. Enter new chord: or using keyboard or changing root and selecting chord form chords list.
6. ..
7. after second G close loop section with EndLoop voice from action menu or writing :|

8. To enter number of repetition use action menu or write x2
9. And so on for the last 4 chords
10. After this define a new harmonic pattern or load one
11. Then play
12. Finally add * at the end of song allows infinite repetition and you can improvise on this base

Actions menu

In this menu you can find the main functions for altering the sequence of song playing.