

OUTSIDIFY **B** BASTL INSTRUMENTS



OUTSIDIFY



DELAY

0 MS

FEEDBACK

AMOUNT

TONE



 **PLAYER** 

UNCROP CROP LOAD

AP PLAYER TO LOAD A FILE TAP PLI


0.25X **SPEED 1X** 4X

 **BASTL** 

 **RECORDER** 

COPY TO SPEED MATCH RECORD SAVE
PLAYER RECORD RECORD SOMETHING

MIC **MIX** PLAYER

MIC 

SPKR 

HERE YOU CAN FIND VIDEO TIPS FOR THE APP.

OUTSIDIFY

Outsidify allows you to manipulate and explore the sounds happening around your smartphone. The microphone and speaker of your phone are hiding exciting potential: create feedback, manipulate resonances, use your mouth as a resonant filter, capture the impulse responses of your coffee cup or the pipe at the construction site you're accidentally passing by. Just have fun. Your imagination is the only limit. Early electronic music was full of exploration of what you can do with just a microphone and speaker. Now it's your time to explore! Go outside and make sounds outside of your phone. What would you Outsidify?

YOU CAN...

- create feedbacks from your phone's microphone and speaker
- play sounds from the speaker and influence them with outside conditions
- the world is your resonator
- capture impulse responses of any space you can fit your phone into – anytime!

FEATURES

● **PLAYER**

- for replaying your files
- loop
- adjustable start and end points
- ¼ to 4x speed slider
- crop/uncrop

● **RECORDER**

- for recording and replaying sounds
- mix crossfader between the microphone and the player
- save wav files (export to files, airdrop, apps etc.)
- adjustable start and end points
- copy the recording buffer directly to player
- speed-match recording (re-adjusts the recorded speed proportionally to the player's speed preserving the pitch)

● **FEEDBACK PAD WITH AMOUNT AND TONE**

● **DELAY OF THE MICROPHONE GOING BACK TO THE FEEDBACK**

● **TIMER MACROS**

- set countdown time
- record trigger
- play & record trigger
- capture impulse response

MIC & SPKR

Your phone features an exceptional-grade microphone and speaker, both positioned at the bottom of the device. The MIC and SPKR dot indicators will respond and visually represent the sounds coming in and out.

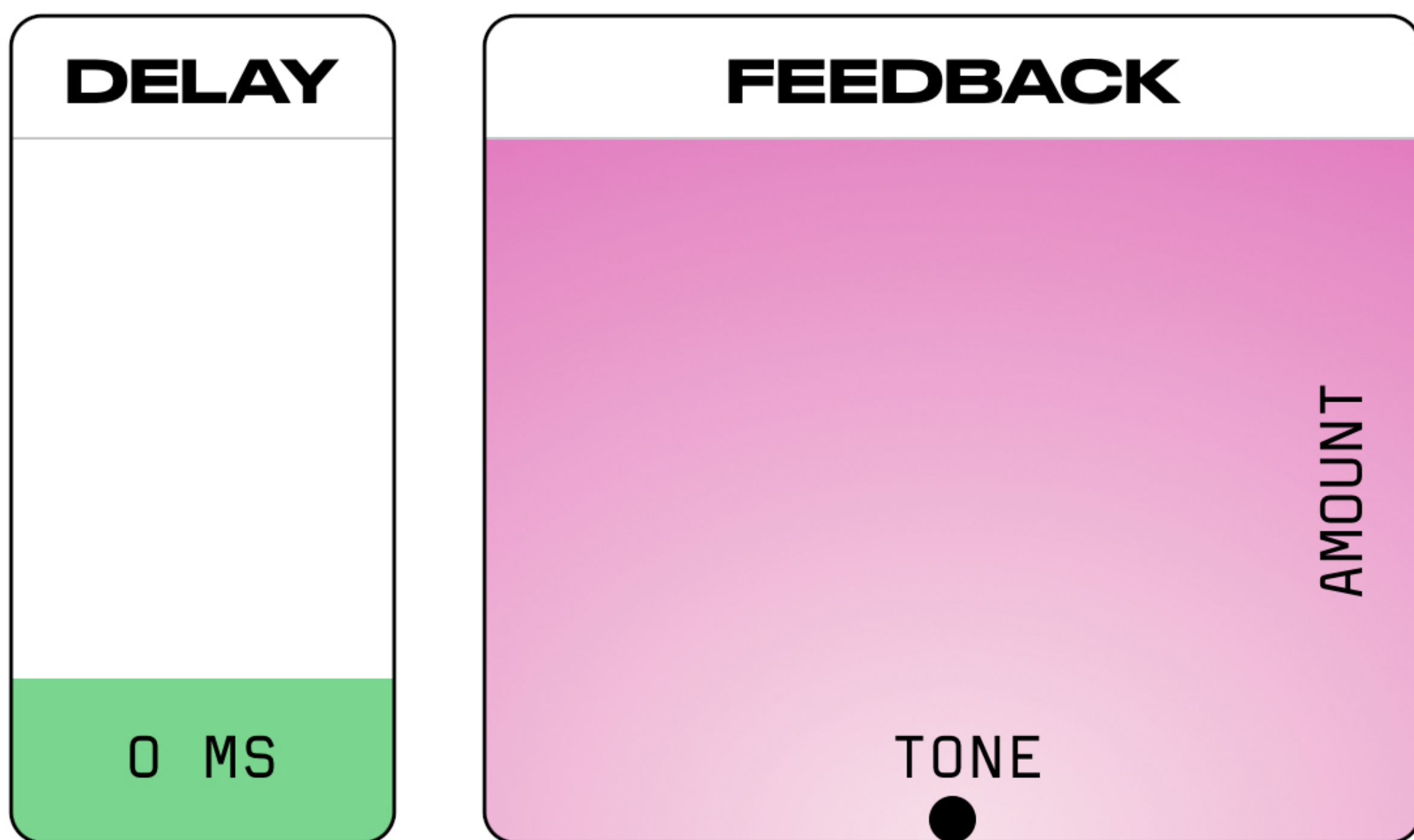
Use the volume buttons on your iPhone to amplify or attenuate the speaker peak level. You will get the most out of this app with higher volume settings.



FEEDBACK

How about routing the signal from the microphone back to the speaker?

The FEEDBACK pad will allow you to explore the tonalities of audio feedback and how you can modify them by altering the space around your phone.



AMOUNT

The higher you place the dot in the FEEDBACK pad, the more pronounced feedback you will get. However, it will also depend on how you set the speaker loudness of your phone.

TONE

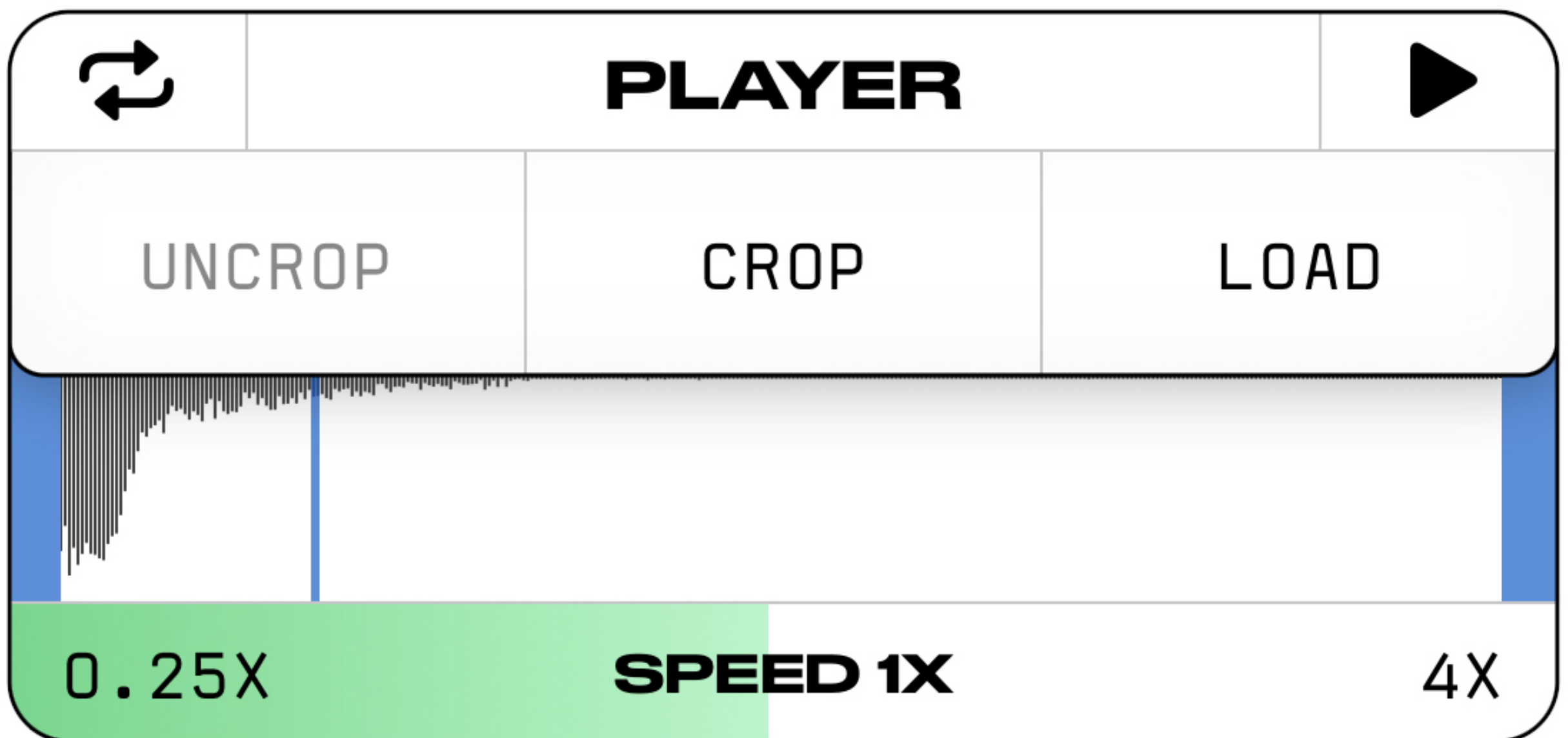
Moving the dot fully to the left will accentuate low-frequency feedback, while moving it up will accentuate higher frequencies. However, the main factor affecting the resonance of the feedback tone is what happens outside the app.

DELAY

The DELAY slider will delay the sound from the microphone before it passes thru the FEEDBACK pad and back to the SPEAKER. Use shorter delays to create lo-fi sci-fi sound effects for your voice, or bring the slider up to play with rhythms.

PLAYER

The PLAYER can load a sound from your phone and play it back, loop it, chop it, and speed it up or down. Combining your sounds with the feedback and the world around you is a great way to process your samples or songs, giving them a new texture, context, and flavor.




CLICK ON THE PLAYER HEADER TO SHOW A DROP-DOWN MENU.



LOAD

Choose LOAD to open the file browser on your phone. When you find the sound file you want, simply tap on it, and it will load into the PLAYER.

LOOP

Enable the LOOP  to continuously repeat your sound between the start and end points.

PLAY

Press PLAY  to start your sound, and press it again  to stop the replay.

SPEED

Adjust the slider to speed up or slow down your sound. Maximum is 4x slower or faster.

START & END

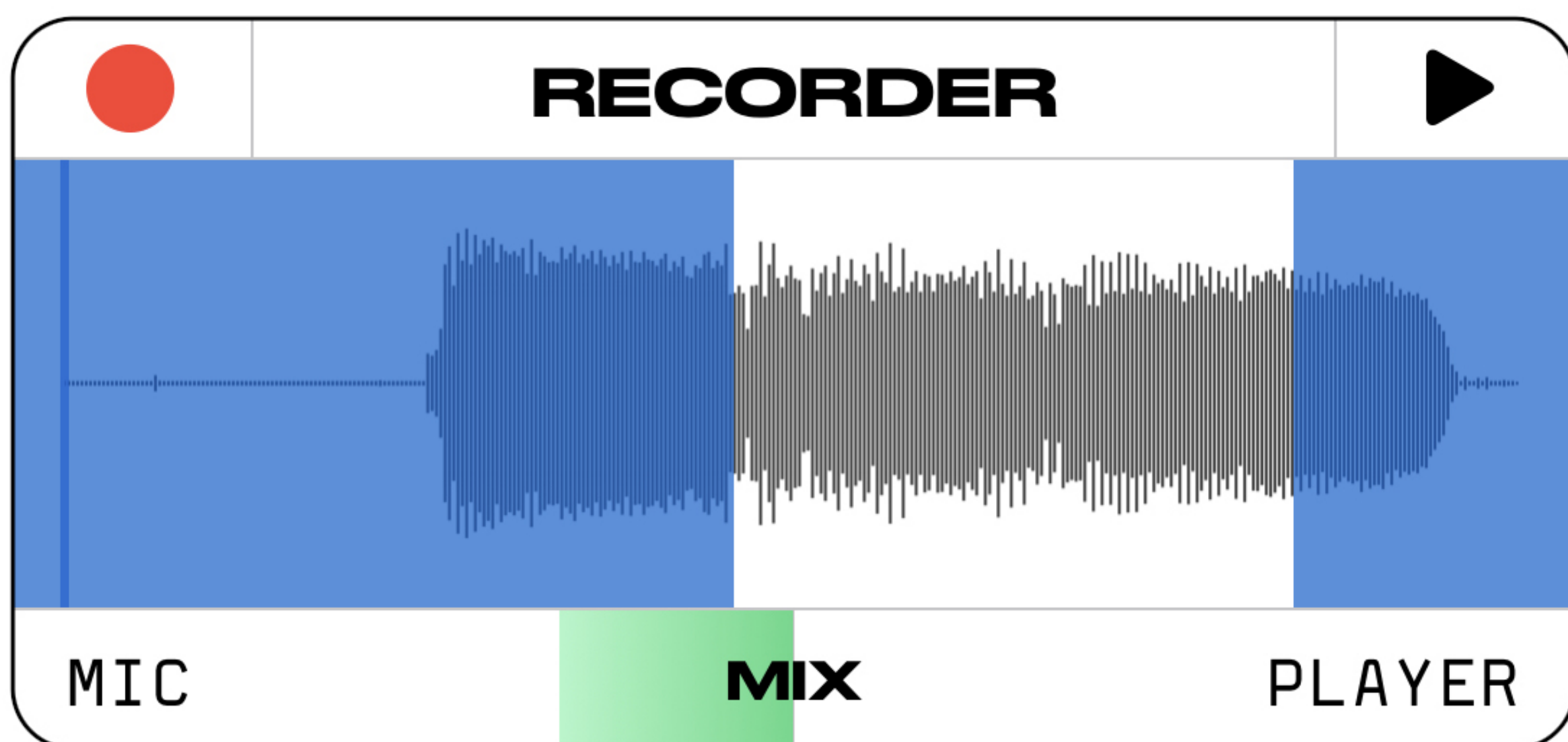
Tap and drag the blue edges of the waveform to set the start and end points for the playback and the loop.

CROP & UNCROP

If you need to zoom in on a longer sound, set the start and end points where you want to focus.


Then tap CROP in the drop-down menu to zoom in, and you'll have more precision in setting the start and end points. You can zoom in several times. Simply press UNCROP to zoom back out.

RECORDER





CLICK THE RECORDER HEADER TO SHOW A DROP-DOWN MENU.

RECORD

Tap RECORD  to start recording, and tap it again to stop recording. Note that each new start of recording replaces the old recording.

PLAY

Press PLAY  to listen to your recorded sound, and press it again  to stop the replay.

MIX

The MIX slider sets the balance of the recorded audio between the microphone and the player.

START & END

Tap and drag the blue edges of the waveform to set the start and end points for the playback and for what you want to save or copy to the player.

COPY TO PLAYER

This will copy the recorded sound, cropped by the start and end points, to the player. This speeds up the workflow, so you don't have to save a file in order to load it and use it in further recordings.

SPEED MATCH RECORD

By activating this option, you will record at the inverse speed to the speed set in the player. For example, if the player speed is set to 2x, the recording will be slowed down 2x in the end. This means that in the final recording, the pitch of the player audio will be true to the original, but any resonances and reverbs will be transposed up or down based on the player speed settings. Please note that due to technical limitations, the speed slider is deactivated when this feature is enabled and the recording is active.

SAVE

Press **SAVE**, and you can save your recorded sound, cropped according to the set start and end points. By default, the sound is named by the date and time of the recording. You can change the name by tapping on it.

Tap the **SHARE** button to access the system screen where you can directly air-drop the sound, open it in another app, or simply save it to your files. Outsidify saves standard stereo wav files.

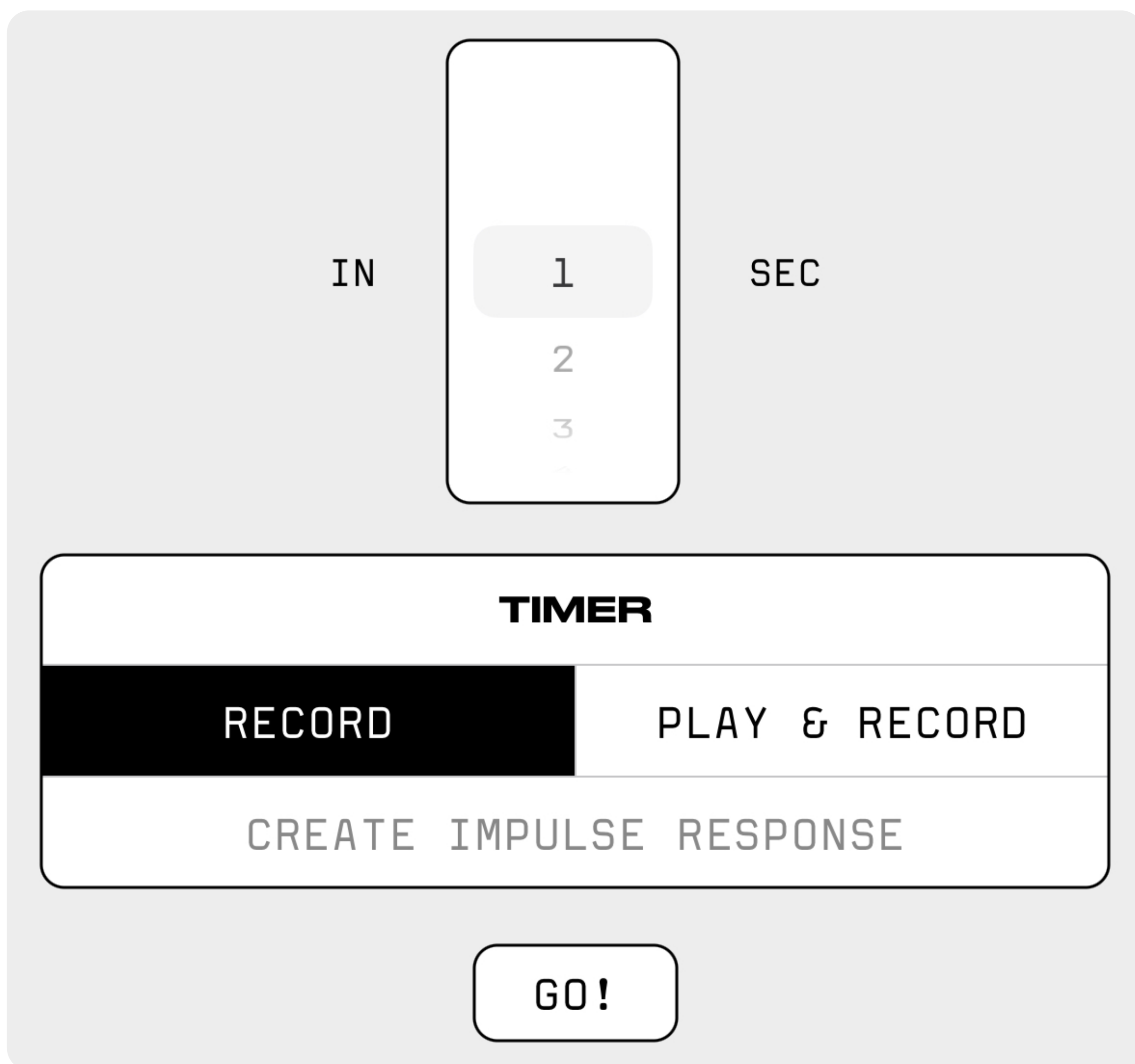
NAME	
TheBestSound	SHARE

TIMER

TAP THE TIMER ICON
TO GET TO THE TIMER SCREEN.

TIMER BUTTON

THE HELP BUTTON
WILL REDIRECT YOU
TO THIS PDF FILE.



The timer screen allows you to trigger a few macros that will activate once the time countdown expires.

This is very useful when you want to place your phone in a specific space, and perhaps close it, and then wait for the recording to start.

Set the countdown time in seconds using the jog dial, select your macro and press GO! to start the countdown.

RECORD simply starts recording once the countdown expires.

PLAY & RECORD will simultaneously start the playback in the player and the recording of the recorder.

CAPTURE IMPULSE RESPONSE will load a noise burst to the player, set the recording MIX fully to MIC and simultaneously start the player and the recording. This is useful for capturing impulse responses (IR) for convolution type plugins (for example Ableton Max for Live Convolution Reverb or Bitwig Convolution). Please note that you need to manually stop the recording and probably crop the end of your IR file.

CREDITS

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MAIN TESTERS: Juha Kivekäs, John Hornak

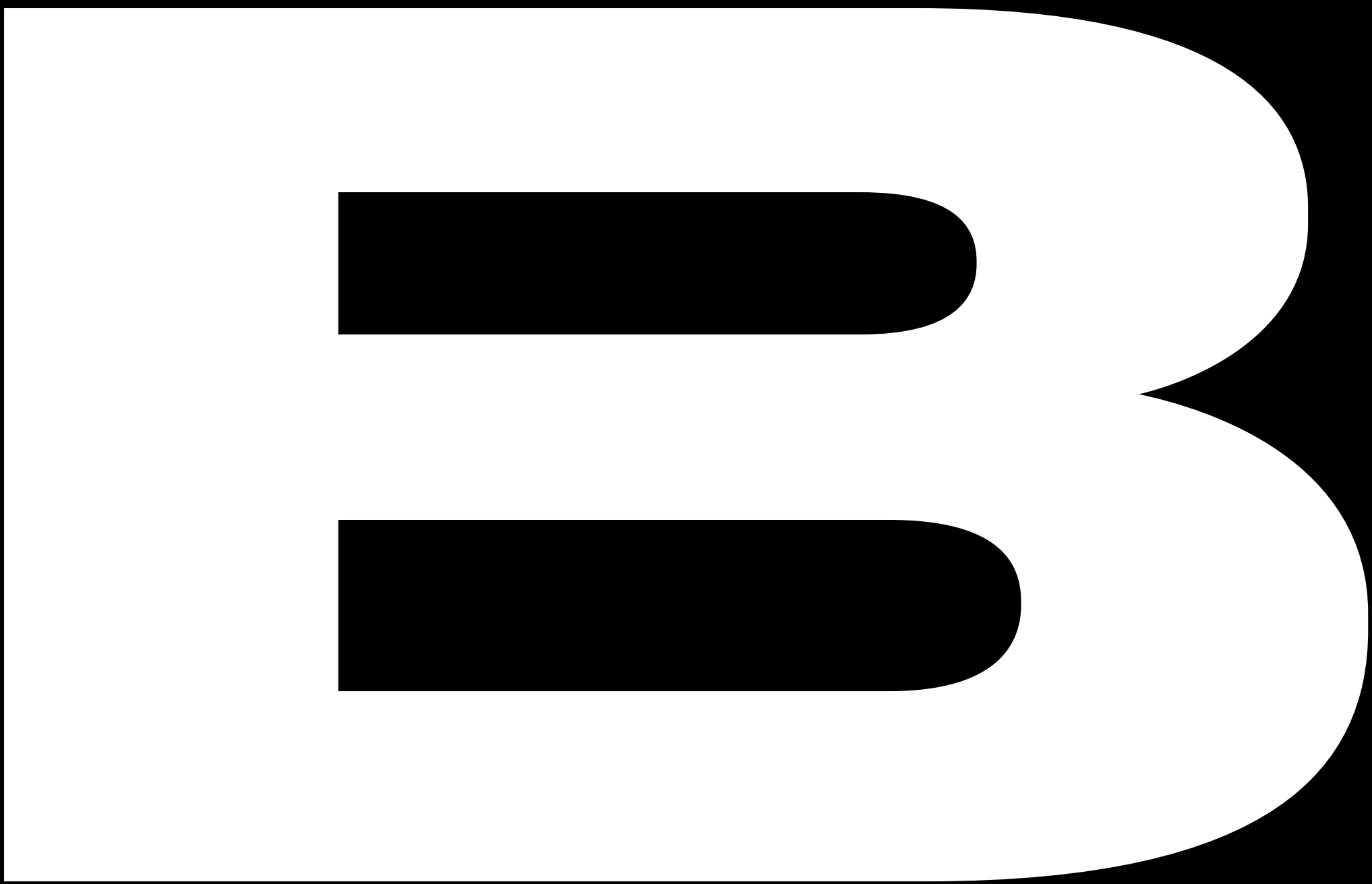
TESTERS: Václav Mach, Martin Klecl, Oliver Torr, John Dinger, Viktor Piorecký, Milan Říha, Patrik Veltruský, David Žáček, Antonín Gazda, Matěj Kotouček, Niels Doucet, Tomáš Niesner.

**HERE YOU CAN FIND
VIDEO TIPS FOR THE
APP.**

BASTL

more info
and video tutorials

www.bastl-instruments.com

A large, stylized white letter 'B' is centered on a solid black rectangular background. The 'B' has a thick, rounded top and a thick, rounded bottom. The vertical stem of the 'B' is composed of two horizontal bars, each with a rounded right end, stacked vertically.