

VARIA

Flow & Motion

USER MANUAL

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Introduction

Varia is mainly designed to add rhythm to your music. It is an entirely sampled acoustic string instrument with no pre-recorded loops or chords. Play a chord or a single note and Varia takes over. It picks the strings and frets and shapes the dynamics just like a session musician would. It works in any genre from cinematic, trailers and soundtracks to pop, rock and EDM. Varia can play in front of the mix or sit quietly adding motion to the background.

Varia plays melodies too, like any other instrument. It comes with hundreds of rhythm and FX presets to get started quickly and some of them lead to truly unexpected results. A masterclass in sound design.

Thank you for your support and choosing Flow & Motion - Varia. We worked on this instrument for years. It means a lot to us.

— Evgeny Emelyanov, Founder of Wavelet Audio

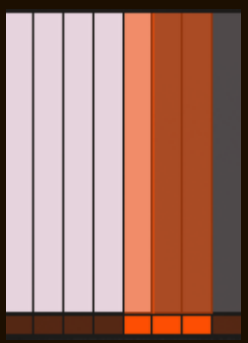
Performance



Each scene is built on a square grid. The vertical bars represent the steps in the rhythm, while their height controls the strength of each note. This lets you manually place accents and shape the dynamics, crafting expressive and nuanced grooves.

Peculiar properties:

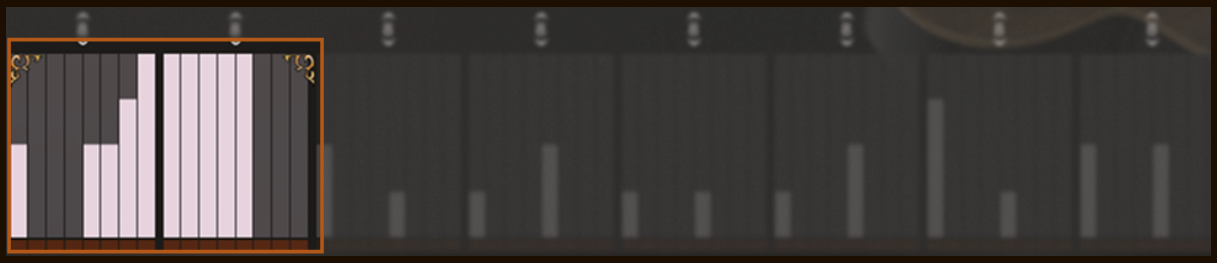
- Up to 16 steps per rhythm; each step can be divided into 1–8 substeps with the arrows above it.
- Visual control and precise editing.
- Works in any genre, from cinematic and rock to pop and electronic music.



- Nail + Finger — Four fixed velocity levels are available: Finger Soft, Finger Loud, Nail Soft, and Nail Loud.
- Nail Only / Finger Only — Velocity can be adjusted smoothly across a continuous range from 0% to 100%.

Active rhythm steps are highlighted in orange.

❖ Ruler — Sets the part of the current rhythm to loop.



❖ Keyswitches in Playable Mode:



- Green — Up-Down.
- Red — Articulations.
- Yellow-1 — Rhythm.
- Violet — Slide. While this keyswitch is held, all newly played notes will use the slide articulation.
- Blue — Notes.
- Coral (D5) — Kick.
- Yellow-2 (E5) — Pick Percussion.

❖ Keyswitches Outside Playable Mode:

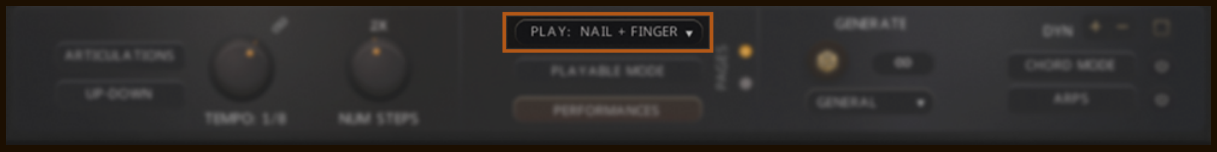


❖ Green — Up-Down.
❖ Red — Articulations.
❖ Yellow — Rhythm.
❖ Violet — Slide.
❖ Blue — Notes.
❖ Azure — Chord Mode. While this keyswitch is held, Chord Mode is enabled. Releasing the keyswitch turns Chord Mode off.
❖ Pink — Arpeggio. While this keyswitch is held, Arpeggio Mode is enabled. Releasing the keyswitch turns it off.
❖ Orange — Strum. Enables the Strum function while the keyswitch is held. This keyswitch is available only when Strum is enabled in the instrument settings.

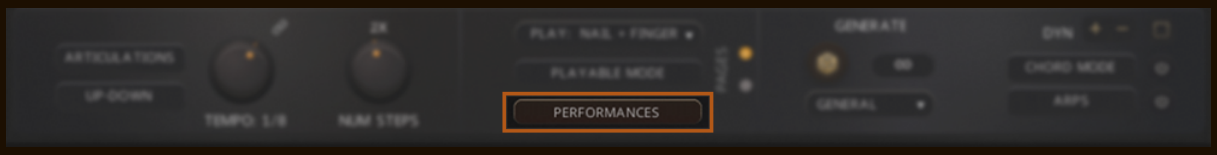
❖ Play: Nail/Finger — Selects the playing style. The samples were recorded using either a fingernail or the fingertip. Choose from three options:

- Nail + Finger.
- Finger Only.
- Nail Only.

Each of the four rhythm slots remembers its own setting.

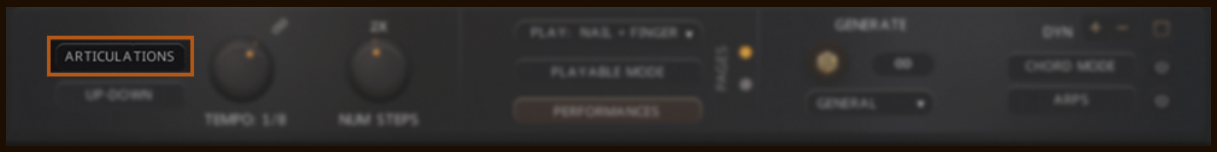


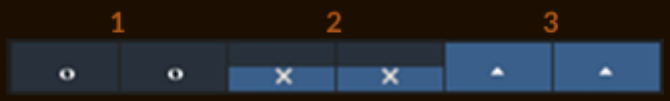
❖ Performances — Rhythm browser.



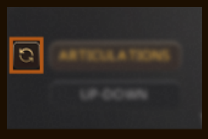
It opens the rhythm preset browser. A preset loads into the active rhythm slot; switch slots with the yellow keyswitches.

❖ Articulations — Selects the playing technique: Sustain, Palm Mute, or Harmonics. A lane appears below the rhythm steps, allowing you to draw the desired articulation for each step.



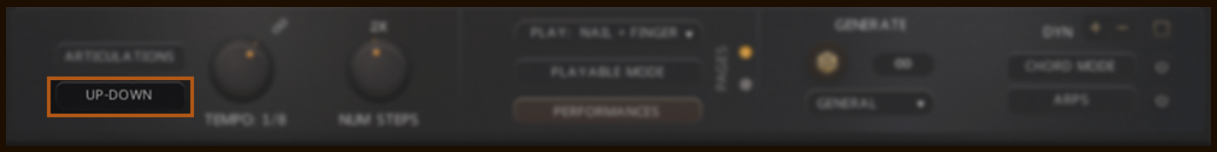


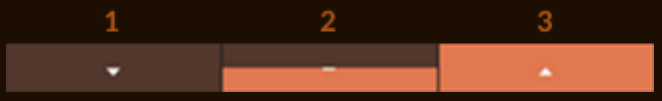
1— Sustain, 2 — Palm mute, 3 — Harmonics



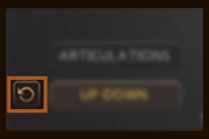
❖ Toggle Articulations — Swaps Sustain and Palm Mute in all steps; Harmonics steps stay as they are.

❖ Up-Down — Selects the pick stroke direction (Up or Down). A lane appears below the rhythm steps, allowing you to draw the stroke direction for each step.





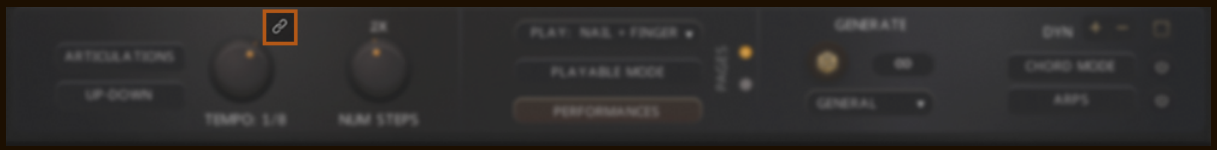
1 — Down, 2 — Up-down, 3 — Up.



❖ Reset Up-Down — Sets every step back to Down/Up.

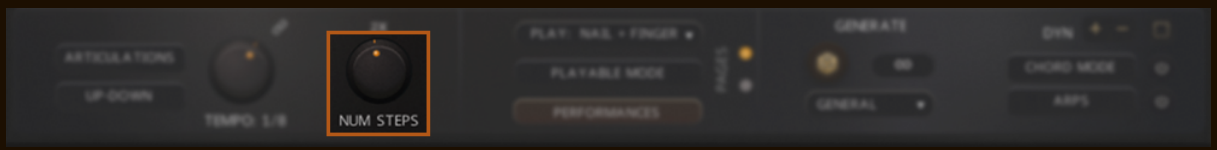
❖ Tempo — Sets the playback speed of the rhythm in sync with your DAW tempo. You can choose note values ranging from Whole to 1/32, including triplet values (Whole T, 1/2 T, 1/4 T, 1/8 T, 1/16 T). Each step is played according to the selected note value.





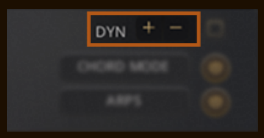
❖ Link — When enabled, links the tempo settings of all four rhythms. Changing the Tempo knob for one rhythm will also change the tempo of the other three rhythms.

❖ Num Steps — Sets the length of the scene (pattern) in steps.

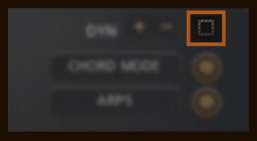




❖ 2X — Copies the current steps after themselves, doubling the rhythm length. Available when the rhythm has 8 steps or fewer.



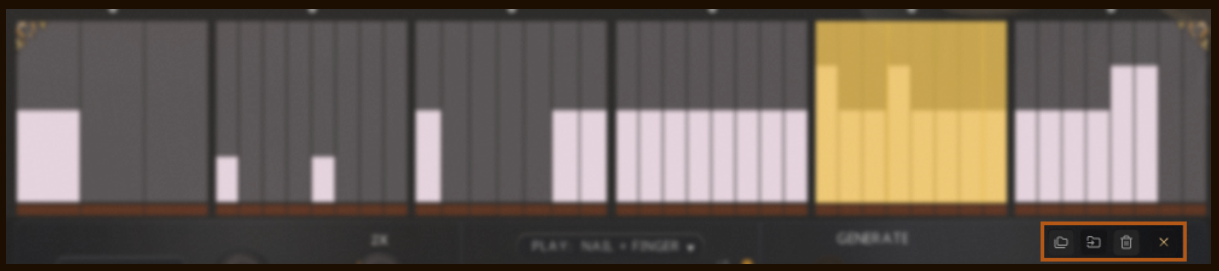
❖ DYN — Raises or lowers the dynamics of all steps by one level. Manages the general loudness and intensity of the performance. Adjusted using the + and - buttons.



❖ Additional controls — Selection tool.

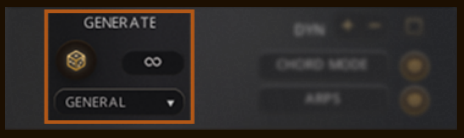
- Copy — Copies the selected steps.
- Paste — Pastes the copied content into a selection of the same size.
- Swap — Exchanges the content of two selected steps. Available only when exactly two steps are selected.
- Delete — Deletes the selected steps.

Click X to close the Selection Tool.



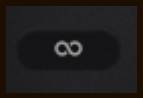
❖ Allows you to highlight a section of the scene to copy and paste content between slots. Speeds up the editing of rhythmic patterns.

❖ Generate — Rhythm generation.





Dice icon — Generates a new rhythm. If steps are selected (or the Ruler is on), only that part is generated.



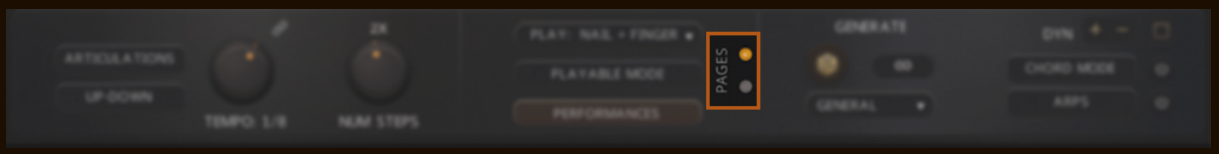
Infinity button — When enabled, adds small variation to the rhythm every time it loops, keeping the original as the base.



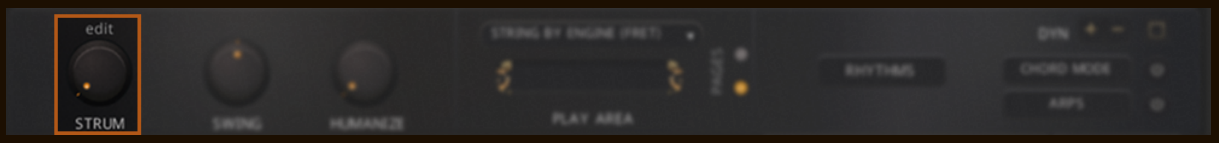
Randomization Algorithm:

- General: Basic randomization.
- Straight: Randomization that creates only straight rhythm steps.
- Triplet: Randomization results in a triplet pattern only.

❖ Pages — Switches the lower panel between page 1 and page 2.

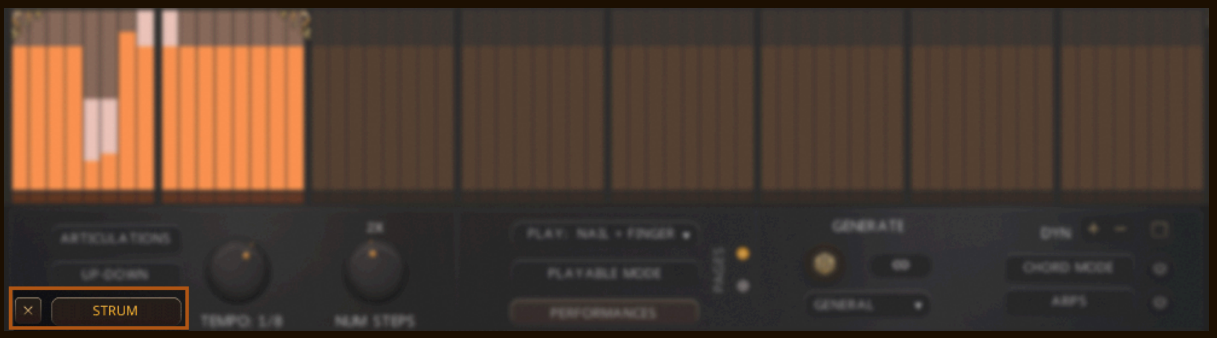


❖ Strum — Controls how long it takes to strum across the strings.

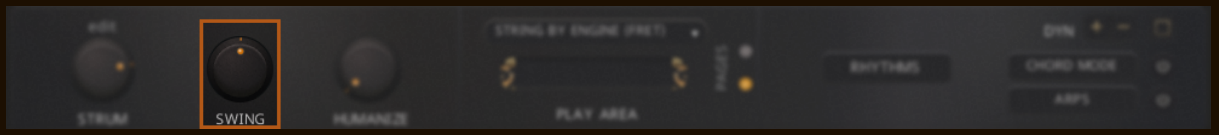


Edit lets you draw a different strum time for each step. When enabled, the rhythm steps are highlighted in orange and can be edited manually to suit the user's needs.

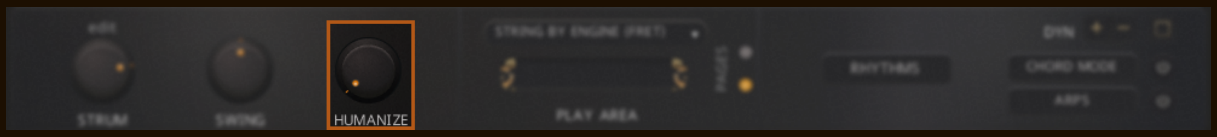
The **Strum** button will also appear on the main page. It can be turned on or off, or reset using the **X** button.



❖ Swing — Shifts the timing of certain notes to create a groovy, rhythmic feel. The value ranges from −50% to +50%.



❖ Humanize — Adds slight, natural variations in timing for a more organic, human feel. The value ranges from 0 to 40 ms.

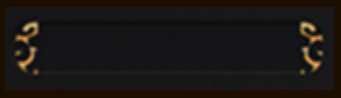


❖ String By — Determines how the instrument chooses which string to use when the same note can be played on more than one string.



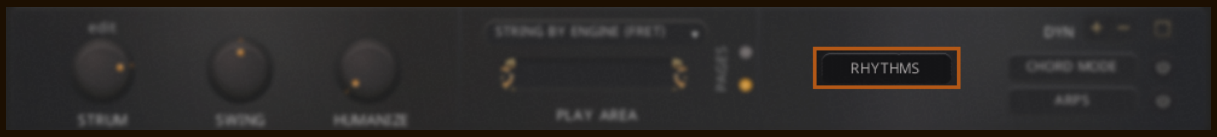
The instrument is sampled across all four strings and all frets, so the same note can often be played on different strings. Choose between two modes:

1. String by Engine (Fret) — The engine automatically chooses the string that best fits the current phrase. It tries to keep notes close to each other on the fretboard to avoid large position changes.

   — Use the slider to set the preferred playing area on the fretboard. The slider acts as a guideline rather than a strict limit: if the engine cannot play a note within the selected area, it may ignore the slider and use another position.
2. Velocity Mode — The string is selected based on the incoming velocity. The velocity picks the string: soft notes go to string 1, the hardest to string 4.

❖ Rhythms.



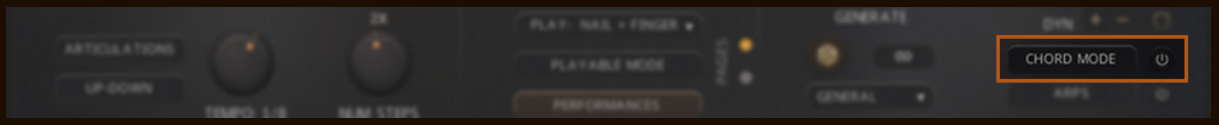


Scene Management — Allows you to manage the four rhythm slots:

- Copy — Copies the currently active rhythm.
- Paste — Pastes the copied rhythm into the currently selected slot.
- Swap — Exchanges two rhythms between slots. Hold Shift and click a slot number to swap it with the currently selected slot.
- MIDI Export — Drag the MIDI icon directly onto a track in your DAW to export the rhythm as a MIDI file.

Note: The Scene Management window is not available in Playable Mode.

❖ Chord Mode.





When enabled, Chord Mode detects the chord based on the notes you play and automatically selects a suitable voicing to play it. The detected chord name is displayed above the note grid. If the engine cannot identify the chord, N/A is displayed.

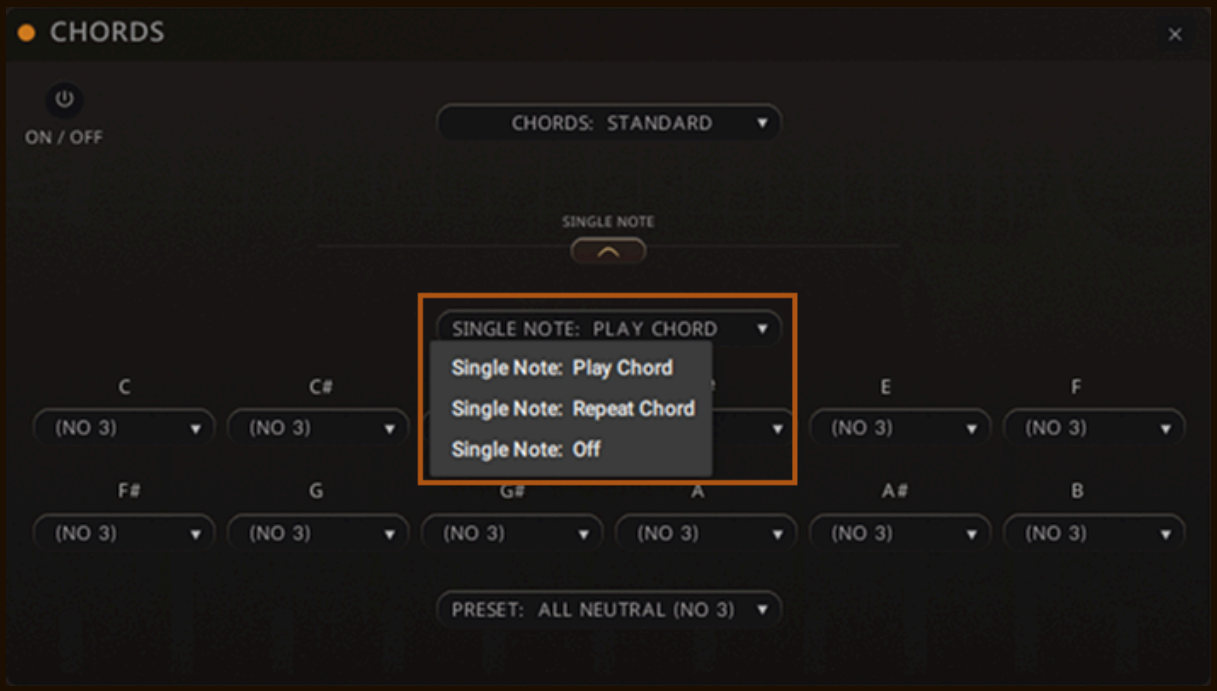
The engine can recognize 13 chord types:
Maj, min, sus2, 7, Maj7, min7, 7dim, sus4, min7b5, 6, m6, mb6, and (no 3).

Chord Mode can be enabled or disabled independently for each rhythm. To apply the setting to all four rhythms at once, hold Alt while clicking the Chord Mode button.

It offers four chord voicings:

- Standard — Plays the full four-note chord, using all four strings.
- Minimal — Plays a simplified two-note version of the chord.
- Alternative — A different voicing of the same chord, sometimes on three strings.
- High — The engine tries to play the chord as high up the fretboard as possible.

❖ Single Note.



Single Note determines how the instrument responds when only one note is played in Play Chord mode.

- Play Chord — The engine uses a single note to determine which chord to play. By default, NO 3 is selected, which produces a neutral chord without a third, so it is neither major nor minor. You can choose a different chord type for each note using the drop-down menus below the chord names. To make this process easier, you can use presets. Presets allow you to set all notes to Neutral, Major, or Minor chords, or use predefined combinations of major and minor chords. Your own choices are kept as Preset: User. The Song presets set major and minor chords for one key.

- Repeat Chord — The engine repeats the previously played chord when a single note is played.
- Off — A single note is not enough for the engine to determine a chord. At least two notes must be played.

❖ Arp Mode.



Arpeggio Mode allows you to play strings in step-based patterns. Each arpeggio step corresponds to one rhythm step and can trigger one or more strings simultaneously.

The arpeggiator works with strings rather than individual notes. Each active string is indicated by an orange dot.

The instrument includes 32 predefined patterns organized into seven groups: Fingerpicking, Riff, Melodic, Duo Strings, Strumming, Heavy Combos, and Experimental. Use the ← / → arrows to browse through the patterns. These patterns cannot be edited.

The arpeggiator automatically selects the appropriate row (4 STRINGS, 3 STRINGS, or 2 STRINGS) based on the number of active strings. At least two strings must be active for an arpeggio pattern to be used.

The arpeggiator can also be used independently, without being linked to chords.

❖ Playable Mode.



In Playable Mode the sequencer is off and every key plays a single note, like a regular instrument. Press a yellow keyswitch to leave Playable Mode and play that rhythm.

❖ Finger / Nail — Allows you to choose between Nail and Finger playing styles. When both buttons are enabled, velocity determines which style is used: lower velocity triggers Finger, while higher velocity triggers Nail. A red dot indicates which style is triggered. Click either button to use only that playing style. These buttons are hidden when Harmonics is selected.

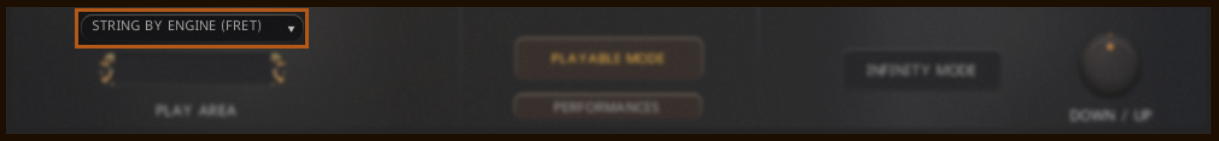


❖ Articulation — Allows you to switch between three articulations:

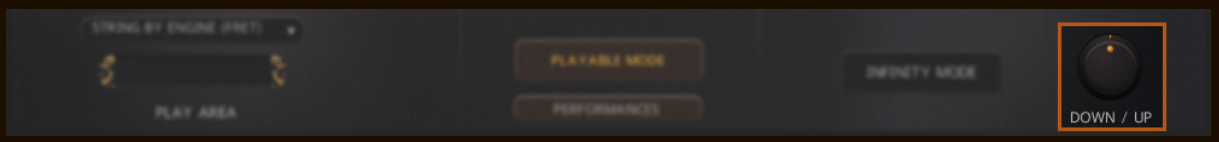
- ➢ Sustain.
- ➢ Palm Mute.
- ➢ Harmonics.



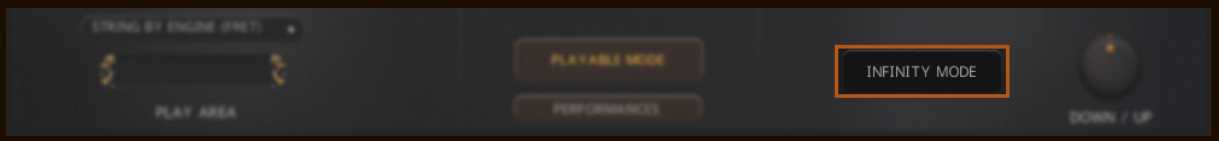
❖ String By — Determines which string is used to play a note. This setting is also available in Playable Mode, so you don't need to switch between tabs.



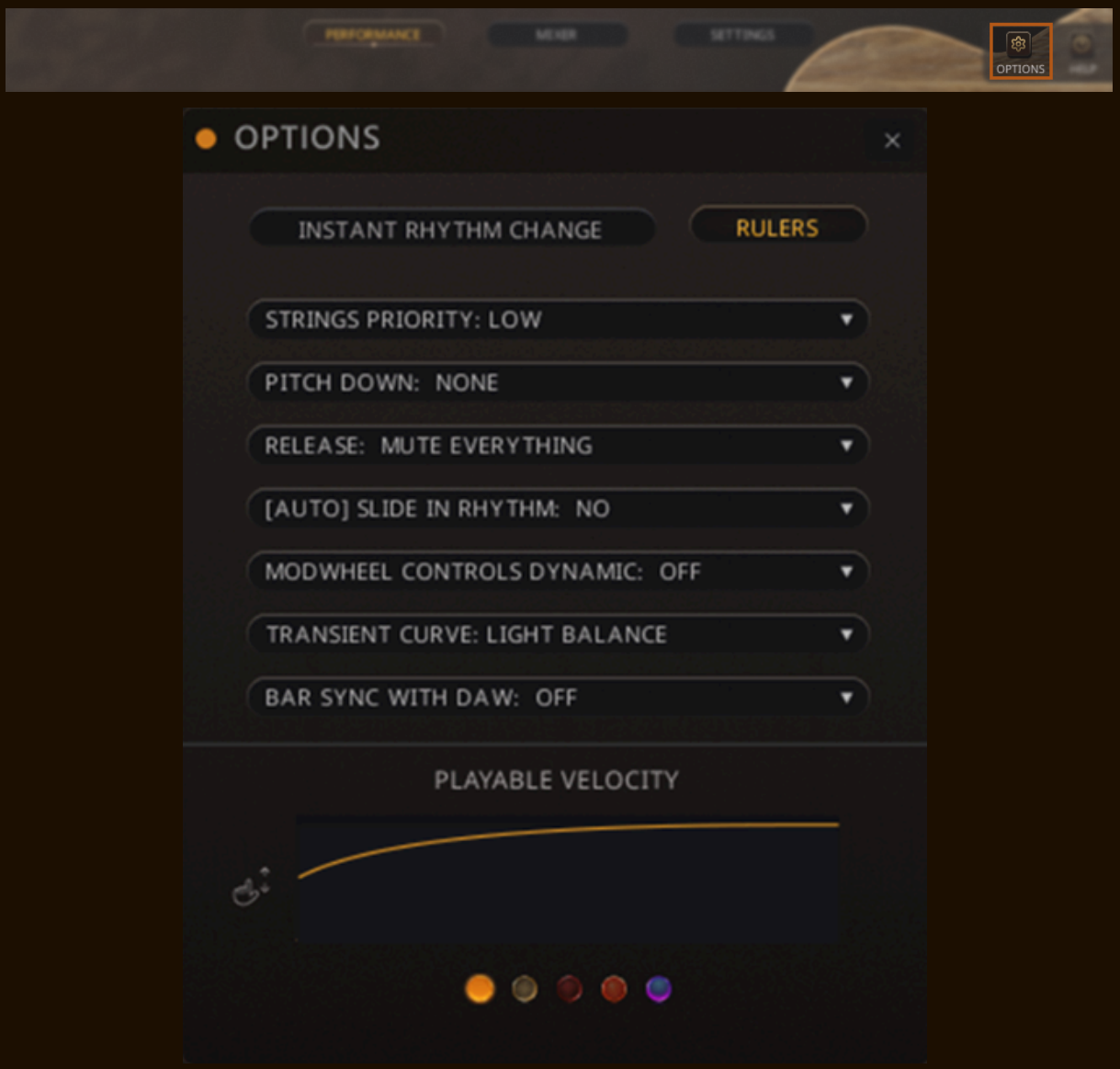
❖ Down / Up — Selects the pick stroke direction. Choose from three options: Down Only, Down / Up, or Up Only.



❖ When Infinity Mode is enabled, samples play all the way to the end, and note release does not work. Holding the sustain pedal turns Infinity Mode on temporarily.



❖ Options.



- Instant Rhythm Change — When ON, rhythms switch immediately. When OFF, the current rhythm plays to the end before switching (when using keyswitches).
- Rulers — Turns the Ruler on or off, allowing you to define a section of the rhythm to loop.
- Strings Priority — A drop-down menu that lets you set the priority of the strings to Low or High. With Low priority, the engine prefers to play notes on the thicker strings. With High priority, it prefers the thinner strings.
- Pitch Down — Offers three options: None, 1 Octave, or 2 Octaves. Lowers the pitch of the entire instrument by one or two octaves, depending on the selected option.

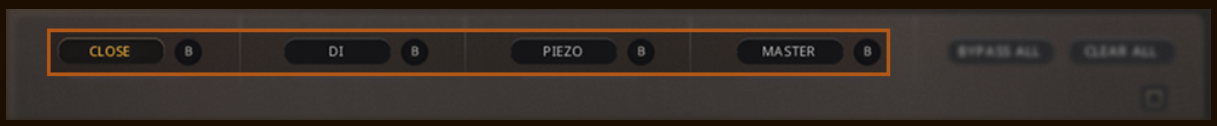
- Release — Determines how the instrument handles notes when keys are released. Choose from three modes:
    - - Mute Everything — Releasing a note immediately stops the sound of its corresponding string.
    - - Mute All Strings Only — The strings continue to sound until all keys are released.
    - - Mute Nothing — The strings continue to ring out naturally after the keys are released.
- Slide in Rhythm — Configures automatic slides between positions. When enabled, the engine will attempt to perform a slide when two notes on the same string are played consecutively.
- Modwheel Controls Dynamic — A drop-down menu that enables or disables control of rhythm step dynamics using the modulation wheel. The centre position plays the steps as drawn; up makes them louder, down softer.
- Transient Curve — determines how the Transient control affects the sound. Choose from Linear, Strong Balance, or Light Balance.
- Bar Sync with DAW — When the DAW transport is running, synchronizes the rhythm playback with the beginning of each bar.
- Playable Velocity Curve — Adjusts the sensitivity and response of the sound to your playing dynamics (works only in playable mode, depends on how hard you press the keys).
- Style Switcher — Changes the instrument's visual appearance. Choose from five designs: Default, Black & Beige, Black & Red, Lava, and Cyberpunk. These styles affect only the instrument's appearance and do not change its sound.

Mixer

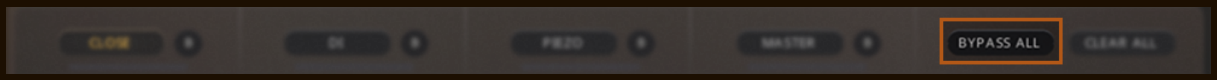
This section covers the effects and their settings, as well as the three signal sources used to record the instrument: Close Mic, DI, and Piezo.



❖ The instrument includes four FX racks: one for each source and one for the master output.



Click a rack name to edit it; B bypasses the effects of that rack, Bypass All bypasses all racks.





Each FX rack contains 8 effect slots.

Effects are organized into six categories, making it easy to navigate and choose the right type:



❖ *Click an empty slot to open the effect browser*

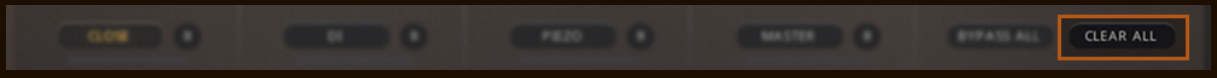


You can also drag and drop effects between slots to change their order.

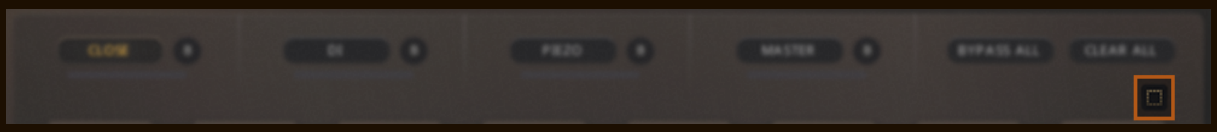


Each selected effect can be bypassed or removed using the corresponding buttons.

❖ Clear All — Removes all effects from all four racks (asks for confirmation).



❖ The Select button.





The Select button lets you copy effects from one rack and paste them into another.

❖ You can use factory presets or save your own custom presets:





❖ You can also control the percussion settings:





1 – Kick volume, 2 – Mute Stroke volume, 3 – Sample Start Offset (0–50 ms).

❖ Since all microphones have the same controls, we will use **Close MIC** as an example.



Each microphone can be soloed individually (1). You can also enable or disable the Double Track (2). The Body knob (4) controls the volume of an additional layer pitched one octave lower (0–100%). The Body Filter button (3) enables a filter applied to this layer. In addition, each microphone has pan (5) and volume controls (6).

❖ Double Track.



- Double Track can be enabled or disabled using the On/Off button (1). When disabled, the Double Track controls for each microphone are unavailable.
- The Pan (2) knob controls the stereo position of the Double Track, while the Delay (3) knob adjusts the delay between the original and doubled signals (0–25 ms). When Pan is set below 5%, only a single voice is heard, without the doubled layer.
- Double Track can also be automated on the main page using the Edit button (4). This adds a Double Pan lane, where you can draw the stereo position for each rhythm step. Click X to reset the Double Pan settings.

❖ Sculpt.



Sculpt can be enabled or disabled using the On/Off button (1). When disabled, the Sculpt samples are unloaded from memory.

- Transient (2) — Controls the attack and sharpness of the sample. At 0, the sound is softer and smoother; at 100, the attack is sharper and

more pronounced. Transient Curve determines how the Transient control affects the sound. Choose from Linear, Strong Balance, or Light Balance in the drop-down menu in the Options tab.

- Smooth (3) — Smooths out the dynamics of the rhythm pattern. At 100%, it evens out the volume differences between rhythm steps. Smooth works independently of Sculpt and is available only in Play: Nail + Finger mode.

Note: Both the Transient and Smooth knobs are hidden in Playable Mode.

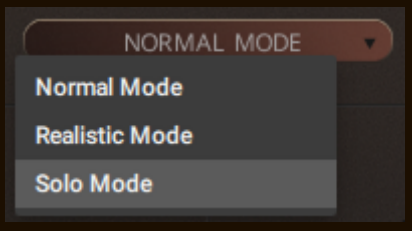
Settings





You can adjust the instrument's tuning by interacting with the 3D model. Drag a tuning peg up or down to retune that string (string 1: −3 to +7 semitones, strings 2–4: ±7).

❖ Poly Modes.



- Normal: up to four strings can play simultaneously. Notes on the same string do not interrupt each other, allowing them to overlap naturally.
- Realistic: simulates how the instrument would be played in real life: up to four notes can play simultaneously, with only one note allowed to play on each string at a time. If multiple

notes are triggered on the same string, each new note cuts off the previous one.

- Solo: only one note can be played at a time.

Note that Chord Mode and Arp always use Realistic mode.

❖ Strum settings.



It can be activated with an orange keyswitch. Press G5 while a rhythm plays to add a quick strum roll into the next step.

❖ Slide noise.



- On/Off button — On/Off slide and hand noise.
- Slide knob — Adjusts the volume of the slide sound, from -12 dB to +12 dB.
- Hand Noise — Controls the volume of the hand movement noise, from -24 dB to +12 dB.
- Speed knob — Adjusts the speed of the slide.

❖ Pitch range.



❖ Pitch Range — Sets the pitch bend range from 0 to 12 semitones, determining how far the pitch bend wheel can raise or lower the pitch.

❖ Link — When enabled, the same pitch bend range applies to all strings. When disabled, you can set a separate pitch bend range for each string.

❖ Expression.



- Attack knob — Controls the attack time, shaping how quickly the sound reaches its full volume after a note is played.
- Curve — Controls the curve of the attack



- Enabling the Pro button activates two additional knobs: Decay and Sustain.

❖ Parameters.



- Release — Controls the volume of the release noises.
- Sample Start — Controls the sample start point (the initial point of the sample playback). Sample Start is stored separately for rhythms and Playable Mode.
- Rhythm Fade Out — Determines how quickly the note decays in rhythm from 0 to 1000 ms.

Credits

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