Drum Architect

Capture, arrangement analysis and MIDI routing | 2.1.0 Windows x64 VST3

SIGNAL FLOW

Source mix bus	→	Drum Architect	→	Export	→	Drum instrument
Audio input		Local analysis		Drag MIDI or save .mid		GM drum map

Insert Drum Architect as an audio effect on the master output or a dedicated analysis bus.

Capture workflow

01 **Confirm the input.** Play the source bus and check the INPUT meter. Cue the start of the passage you want to capture.

02 **Arm and record.** Press SCAN AUDIO and start playback. WAITING FOR AUDIO means the scan is armed. The REC timer starts when usable audio reaches the plugin.

03 **Stop and analyze.** Choose STOP CAPTURE at the end of the passage. Stopping the transport or sustained silence can also end the capture.

04 **Review the result.** At MIDI READY, check Arrangement Intelligence for the detected sections and the settings used for the take.

A/B scan with drum tracks active and muted

Drum transients and percussion energy affect the signal entering the analyzer. Capture the same bar range twice with the same generation settings, once with drums active and once muted. Export each take before rescanning. All six website demos use captures with the source drums muted.



Arrangement Intelligence and MIDI READY after the scan.

Generation and export

Drum Feel, Fill Style and Drum Behavior | 2.1.0 Windows x64 VST3

FEEL AND FILL STYLE

Drum Feel sets the default groove. Synthpop in active 4/4 sections uses a kick on every beat, snare on 2 and 4, and closed sixteenth-note hats with offbeat velocity accents.

Rolls. Original snare and tom transitions.

Bounce. Short syncopated accents.

Tom Fill. Four 16ths on beat 4, high/high/mid/low.

Snare Build. Eight rising hits over quarter-note kicks.

Drum Stop. Beat 3 rests. Heavy snare on beat 4.

Tom Fill, Snare Build and Drum Stop use fixed patterns at eligible 4/4 transitions into a groove. Other meters use the original fill behavior. Earlier projects and presets default to Rolls.

DRUM BEHAVIOR

Each control runs from -10 to +10. Default is 0.

Space. Drum density in quiet passages and breaks.

Rise. Movement leading into larger sections.

Impact. Accent strength at higher-energy entries.

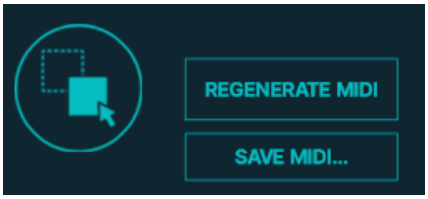
Movement. Variation in hats and percussion.

Tightness. How closely kick and snare follow the grid.

Fills. Frequency of fills at eligible transitions.

Regenerate and export

Adjust Drum Feel, Fill Style or a Drum Behavior control, then select **REGENERATE MIDI** to create a take from the last capture. Drag the result onto an instrument track or use **SAVE MIDI** and import the .mid file. Re-export after each regeneration.



Use a GM-compatible kit on MIDI channel 10, or remap notes in your DAW. Presets and projects store Fill Style. Capture data is session-based, so rescan after reopening a project.

Builds and capture limits

Platform	Plugin format	Download
Windows 10/11 x64	VST3	2.1.0 ZIP
macOS (Intel)	VST3 + AU	2.0.0 RC3 ZIP with DMG
Linux x86_64	VST3	2.0.0 ZIP

The trial lasts 7 days with up to 1 minute per scan. **A license allows up to 5 minutes per scan** and activation on up to two devices. Internet access supports activation and periodic validation. Audio analysis and MIDI generation run locally.

Downloads and installation | 2.1.0 release notes | Support