Roland™

Fantom-X

Workshop

The Fantom-X Experience

About the Fantom-X Workshop Booklets

The Fantom-X Workshop booklets explain some of the exciting features of Roland's Fantom-X family of products. Each Workshop booklet covers a single topic, and is intended as a companion to the Fantom-X manuals.

This booklet requires Fantom-X O.S. Version 2 or higher. To learn about the latest Fantom-X software, visit *www.RolandUS.com*, or call Roland U.S. Product Support at 323-890-3745.

Other Fantom-X Workshop Booklets

- *The Sounds of the Fantom-X*—A tour of the Fantom-X sounds and Patch mode.
- *The Rhythms of the Fantom-X*—Exploring the pads, drum sounds, and rhythms of the Fantom-X.
- *The Fantom-X Effects*—This booklet helps you get the most out the powerful effects processing in the Fantom-X.
- *Sequencing on the Fantom-X*—Learn how to record using the Fantom-X sounds and its full-featured sequencer.
- *Sampling on the Fantom-X*—Capture loops, vocals, or any other sound with the Fantom-X's built-in sampler.
- *Smart Storage in the Fantom-X*—Learn all about the Fantom-X's storage options for samples and other data.
- *Performing with the Fantom-X*—Splits, layers, realtime controllers, and more make the Fantom-X hot onstage.
- *Making a CD of Your Fantom-X Music*—Learn how to turn your Fantom-X music into a final audio CD.
- *Advanced Fantom-X Sequencing Techniques*—Learn how to use time-based effects, create arpeggios, work with mastering effects, and record realtime patch tweaks.
- *Audio Tracks*—This booklet explains how to record live vocals and instruments in your Fantom-X songs.

About This Booklet

One of the best things about the Fantom-X is the inspiring way in which all of its elements come together to make the creative process such a complete musical experience.
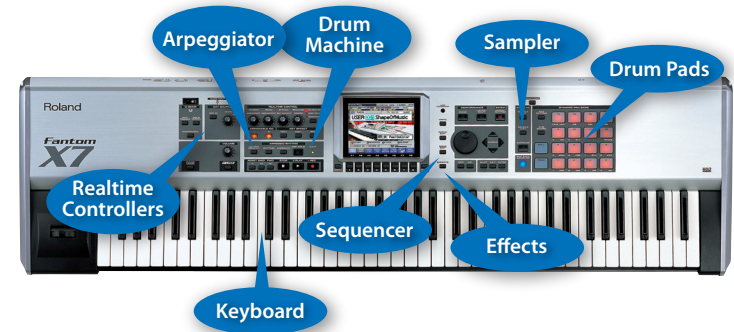
While each of the other Fantom-X Workshop booklets covers one area in depth, we felt there had to be one that brought all of the pieces together. That's what this booklet is about.

Understanding the Symbols in This Booklet

Throughout this booklet, you'll come across information that deserves special attention—that's the reason it includes one of the following symbols.

A note is something that adds information about the topic at hand.

A tip offers suggestions for using the feature being discussed.

Warnings contain important information that can help you avoid possible damage to your equipment, your data, or yourself.

Getting Ready

You'll want to listen to the Fantom-X as you go through this booklet, so plug a pair of headphones into the Fantom-X's rear-panel PHONES jack—you'll need headphones with a 1/4" plug—or connect the Fantom-X's A (MIX) L (MONO) and R outputs to the left and right inputs, respectively, of your mixer or other monitoring system.

📌 For more about connecting the Fantom-X to headphones or your audio system, see your *Fantom-X Owner's Manual*.

You'll also need to connect the Fantom-X to a grounded AC power source using the supplied power cord, and then turn the Fantom-X on, of course.

Patch Mode

Press PATCH/RHYTHM. The Fantom-X display looks like this:

When you press PATCH/RHYTHM, you put the Fantom-X in "Patch mode," where you can select and play single patches. A patch is a Fantom-X sound.

📌 We're referring to a patch as simply a "sound" here so we don't get too caught up in technical details for now. However, a patch can actually be an amazingly complex, multi-faceted thing. To learn more about patches, check out *The Sounds of the Fantom-X* Workshop booklet.

📌 The Fantom-X also has a Performance mode, designed for working with multiple patches at the same time, onstage and during recording.

📌 If you've already stored some of your own patches in the Fantom-X, the patch names you see may be different that the ones shown here.

The Basic Fantom-X Tools

Let's take a moment to get comfortable with the display and the controls you'll use to get around on the Fantom-X.

The Fantom-X's Color Display

The display is your window into all Fantom-X operations, providing information and constant visual feedback.

The F Buttons

Beneath the display are eight "F buttons," labeled "F1-F8." The buttons interact with what's on the display, so their functions change depending on what you're up to. Each F button's current job is shown on the display above the button.
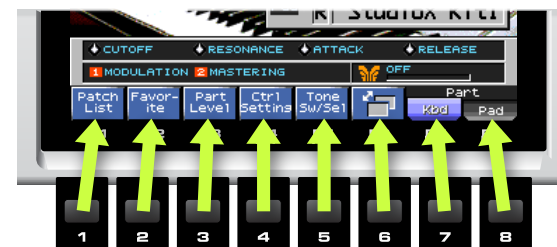
In the Workshop booklets, when we refer to an F button, we put its current function in parentheses, as in "F1 (Patch List)."

The Cursor Buttons and the VALUE Dial

Many Fantom-X displays contain multiple settings, each of which is called a "parameter." Before you can change a parameter's value, you must select it. When a parameter's value is selected, it's highlighted, as shown here.
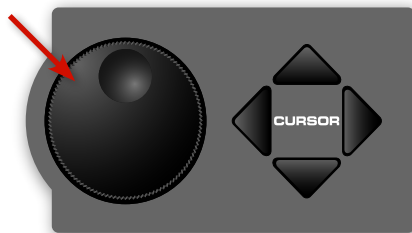

Right now, the patch number "001" is highlighted in blue, and therefore selected.

To select a parameter and change its value:

1. Press the appropriate CURSOR ◀ , ▶ , ▲ and/or ▼ button until the parameter is highlighted.
2. Turn the VALUE dial to choose the desired setting.

The VALUE dial

We'll see how these controls work together in a little while.

The Keyboard and Pads

In a sense, the Fantom-X is like two instruments in one: a synthesizer and a drum machine, and both of these instruments are always available. At any time you can:

- play a patch on the keys.
- play a rhythm set on the drum pads.

(If you've had your Fantom-X for much more than a few seconds, you've probably already discovered this.)

In Patch mode, the keyboard typically plays a single patch up and down its entire length. The pads, on the other hand, typically play a "rhythm set." A rhythm set is a special type of patch in which each pad plays its own sound.

💡 If you want, you can play a rhythm set on the keyboard—so that each key plays a different drum or percussion sound—or play a normal patch on the pads—so that the same sound plays on all pads, at different pitches.

Selecting Patches and Rhythm Sets

To Select a Patch for the Fantom-X Keyboard

1. Press F7 (Part Kbd) so "Kbd"—in the lower-right-hand corner—turns light blue on the display if it isn't already.

📌 Nothing changes when you press F7 if the keyboard part was already selected. In real-world keyboard patch selection, though, the process begins with this button-press.

2. Press F1 (Patch List). The Patch List display appears, as shown on the next page.

3. Press F2 (↓) and/or F1 (↑) to display the type of patch you'd like to select.
4. Turn the VALUE dial to select the desired patch.
5. Press F8 (Select) to confirm your choice.

You can also select patches according to the memory locations in which they're stored. See the *Fantom-X Owner's Manual* to learn more.

For the purposes of this booklet, select the Soft Pad category and Patch USER: 022, named "Motion Pad," before proceeding.

To Select a Rhythm Set for the Fantom-X Pads

1. Press F8 (Part Pad) so "Pad" turns light blue on the display.
2. Press F1 (Patch List). The Patch List display appears.

3. Press F2 (↓) and/or F1 (↑) to display the desired rhythm set bank.

The Fantom-X stores factory "preset" patches and rhythm sets—as well as your own "user" patches and rhythm sets—in groups called "banks." To learn more about banks, see the *Fantom-X Owner's Manual*.

4. Turn the VALUE dial to select the desired rhythm set.
5. Press F8 (Select) to confirm your choice.

For the purposes of this booklet, select the User bank and Rhythm Set USER: 001, named "StudioX Kit1," before proceeding.

A Brief Realtime Detour

The current keyboard patch, "Motion Pad," responds in interesting ways to the Fantom-X's realtime controllers. Press F7 (Kbd), and then play the keyboard:

- Push the modulation lever located to the left of the keyboard forward, and then release it to hear how vibrato can be added to the sound, and then removed.
- Press ASSIGNABLE beneath the D Beam so it lights, and move your hand up and down over the D Beam to hear what it does to the pitch of the patch's various elements.
- In the REALTIME CONTROLLERS area, press the button beneath "ASSIGNABLE" repeatedly until the ASSIGNABLE LED lights. Turn the four REALTIME CONTROL knobs as you play—hear how each changes the sound in some way.

The Fantom-X offers extensive realtime manipulation of its sounds. For more, see your *Fantom-X Owner's Manual* and the *Performing with the Fantom-X* Workshop booklet.

Just above the F-button labels, the display shows you what the realtime controls are currently programmed to do when you light the ASSIGNABLE buttons for the D Beam and in the REALTIME CONTROL area.

Meet the Beats

The Fantom-X contains a full-featured drum machine, perfect for jamming and songwriting.
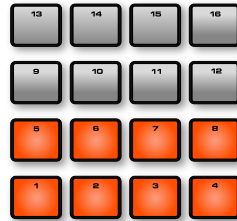
1. Press RHYTHM so it lights.

You've turned on the Fantom-X's built-in beat box.

2. Notice how the top two rows of pads are now dark, while the other pads remain lit.

When a pad is lit, it plays a drum or percussion sound.

So, why have Pads 9-16 gone dark? When a pad goes dark, it's set to play a rhythm pattern.

3. Hit Pad 9—its pattern plays and Pad 9 flashes.

The harder you strike a pad, the louder its rhythm plays.

4. Now strike other unlit pads to hear different patterns.

"Rhythm groups" allow you to assemble collections of rhythm patterns. There are built-in rhythm groups and you can create your own, as described in the Workshop booklet *The Rhythms of the Fantom-X*.

5. Mix and match patterns to create your own rhythm arrangement—note how the Fantom-X switches between patterns without losing the beat.

6. Hit Pad 9 to play its pattern.

You can press the TEMPO button and turn the VALUE dial to change the rhythm pattern's tempo if you like. Set it to 120, and then press F8 (Close) when you're done.

7. Press F7 (Part Kbd), and then turn the VALUE dial to select USER: 001 UltimatGrand.

8. Play along with the pattern on the keyboard. This isn't just fun—it's also often a great way to start writing a song.

9. Jam a bit to find something brief you'd like to record.

10. When you've figured out something to record, press Pad 9 to turn off the rhythm.

You can turn off the drum machine altogether by pressing the RHYTHM button again so it's not lit.

Clearing the Demo Song

By default, the Fantom-X loads its demo song automatically when you power up. (If you'd like to hear it now, press the RESET button to make sure you're at the top of the song, and then press PLAY. Press STOP when you're done listening.)

To record your own song, though, you've got to unload the demo song by clearing it from song memory. Here's how:

1. Press SONG EDIT to display the Song Edit screen.

2. Press F4 (Song Utility)—the Song Utility menu pops open.

3. Since Song Clear is already highlighted, press F8 (Select).

4. When the Fantom-X asks if you're sure you want to proceed, press F8 (Exec).

You can set the Fantom-X so it doesn't automatically load the demo at startup. See Page 234 of the *Fantom-X Owner's Manual*.
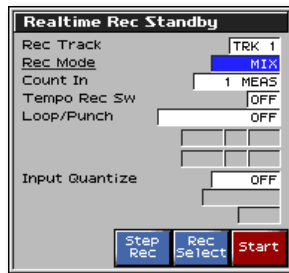
Recording a New Idea

The Fantom-X is always ready to record when inspiration strikes. It's designed to let you record a new idea fast.

1. Press REC, for "RECORD."

All of the recording-related buttons are grouped together on the Fantom-X panel.

The Realtime Rec Standby window pops open and the Fantom-X metronome starts playing.

The metronome's especially handy when you're not playing along with a rhythm. (You can also disable it if you prefer, as described in the *Sequencing on the Fantom-X Owner's* Workshop booklet.)

The parameters in the Realtime Rec Standby window allow you to customize your recording session in a variety of ways. These parameters are explained in the Workshop booklet *Sequencing on the Fantom-X*.

Set the Count In parameter to WAIT NOTE so recording doesn't begin until we start our rhythm again. Ready?

2. Strike Pad 9—the rhythm starts playing and recording begins. The Realtime Recording window opens.


3. Play your keyboard part whenever you feel ready.
4. Once you've finished playing, press STOP. That's it—you've just made a new recording.
5. Press RHYTHM to turn off the rhythm pattern.
6. Press RESET, and then PLAY to hear your new recording.

We didn't want to distract you earlier, but when the Realtime Recording window is open, you can rehearse without recording. Once you've made a recording, tools in this window also allow you to erase notes and other things in realtime, and re-record, or "punch in," anything you'd like to fix. These tools are described in the Workshop booklet *Sequencing on the Fantom-X*.

Undoing Your Work

If you'd like to start over again, you can "undo" your recording.

1. Press MENU—a menu pops open in which UNDO/REDO is already selected.
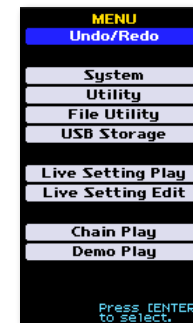
2. Press ENTER.

3. Press F8 (Exec) to complete the Undo procedure.
4. Now that you're back to Square One, press RHYTHM and hit Pad 9 to resume playback of your rhythm pattern, and then repeat the steps in "Recording a New Idea."

About What You've Just Recorded

The Fantom-X recorded your playing in its "sequencer." A sequencer captures MIDI data that the keyboard and rhythm section produce. When it plays back this data, your performance is reproduced. You haven't yet actually recorded any audio.

You can do all sorts of things to refine your music by editing this captured MIDI data. You can fix the timing of your performances, add or remove notes, and much more.

Once you've recorded something, you can move over to the PERFORMANCE area to add more tracks. See the *Sequencing on the Fantom-X* Workshop booklet to learn more about recording sequence tracks.

Recording an Audio Track

The Fantom-X—as of its Version Two software—can also record audio tracks into its sequencer. An audio track may capture:

- *singing*—into a microphone (or "mic") plugged into the Fantom-X.
- *an instrument*—connected to the Fantom-X.
- *any other sound*—played into a mic.

Let's add an audio track to our sequenced recording.

Got a Mic, Guitar, or Bass?

For this section, you'll need a mic—with a 1/4" plug or an XLR-to-1/4" line-matching transformer—an electric guitar, or bass.

If you don't have a mic, guitar, or bass handy, you can just read along or skip to the next section.

1. On the Song Edit screen, press F3 (Audio Track) to display the Audio Track Edit screen—this is where you record audio tracks.
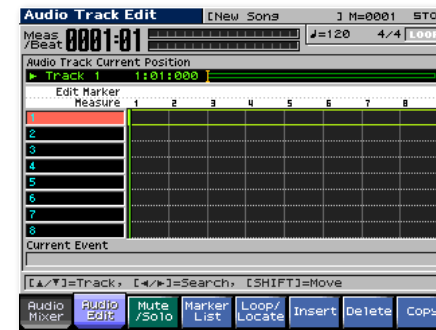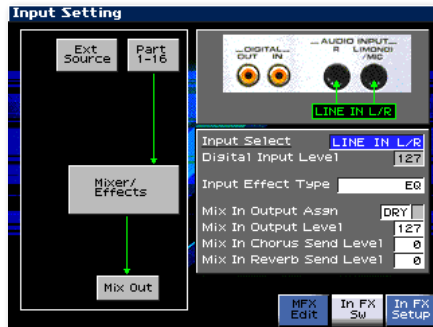

Audio tracks also have their own mixer screen, which you can see by pressing F1 (Audio Mixer). Press F2 (Audio Edit) to return to the Audio Edit screen before proceeding.

2. Plug your mic or instrument into the Fantom-X's L/MONO/MIC input.

   Now we've got to let the Fantom-X know the input you're using.

3. Hold down SHIFT and press the MIX IN button.
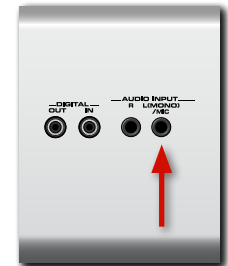
The Input Setting screen appears.

This screen has lots of input options, but for now, we're just interested in one of its parameters.

4. Set Input Select to MICROPHONE, and then press the EXIT button.

5. Press the MIX IN button once more so it lights to turn on your input.

6. Make some noise—sing into the mic or play your instrument—and turn the EXT SOURCE LEVEL knob up as high as possible without causing its red PEAK indicator to light.

7. Press the RESET button to return to the top of your song. Now we're ready to record.

8. Press REC—the Audio Rec Standby window opens.
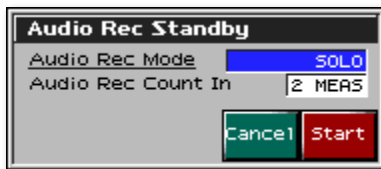
It's pre-set to give you a two-measure—or eight-beat—countoff before recording begins. Ready?

9. Press F8 (Start) to begin the two-measure countoff.

10. After the countoff, starting singing or playing your guitar or bass.

11. When you're done, press STOP—the Audio Rec Sample Assign window pops open.
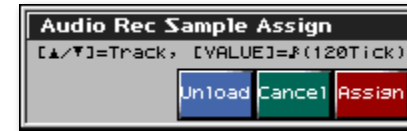
12. Press F8 (Assign) to complete the audio track recording process.

13. Press RESET and then PLAY to hear your new recording.

To learn about audio recording in detail, see the Fantom-X *Audio Tracks Workshop* booklet.

The Arpeggiator

The Fantom-X's built-in arpeggiator produces repeating note patterns called "arpeggios." These repeating lines can provide the basis for dance grooves, or supply texturing to any other kind of music. The arpeggiator is also great for producing automatically-generated, smart bass lines for any chord.

Before we check out the arpeggiator, turn VALUE to select User: 001 UltimateGrand again.

1. Press ARPEGGIO so it lights.

2. Hold down a handful of notes on the keyboard—listen to how the arpeggiator takes the notes you're playing and uses them in the currently selected arpeggio.

3. Let go of the keys.

4. Hold down SHIFT and press ARPEGGIO to display the Arpeggiator editing screen.
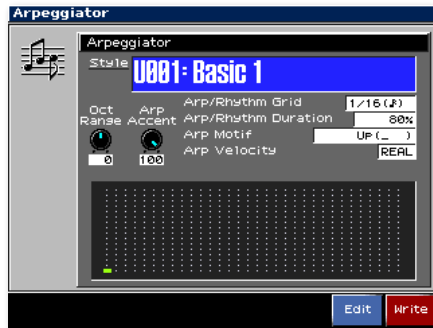
On this screen, you can select a different arpeggio—referred to as a "style"—or even create your own.

5. If the Style parameter isn't highlighted, press ▲ until it is.

6. Hold down some notes on the keyboard with one hand.

7. While you're holding down the notes, turn the VALUE dial to select different arpeggio styles. Listen to how they can do many different things with the same notes.

8. When you're done experimenting, press ARPEGGIO once more to turn off the arpeggiator.

The arpeggiator uses the same tempo as the Fantom-X rhythm patterns and sequencer, so when you use the sequencer, rhythms, and the arpeggiator together, they automatically stay perfectly in time with each other.

To learn about using the arpeggiator with the Fantom-X sequencer, check out the *Advanced Fantom-X Sequencing Techniques* Workshop booklet.

Skip Back Sampling

As you probably know, the Fantom-X contains a powerful sampler. What you may not know is that it's *always* listening to what you do on the Fantom-X.

This means that you never need lose a sudden flash of musical brilliance again. When you've just played something unexpected and great, the Skip Back Sampling can easily retrieve it for you as a new sample.

1. Select a patch you'd like to play.

2. Play anything you like on the keyboard, for about 10 seconds.

3. Press the blue SKIP BACK SAMPLING button. The Fantom-X goes back in time and creates a new sample from the last 10 seconds of your playing.

Skip Back Sampling can be pre-set to grab anywhere from the last 5 to 40 seconds of music. 10 seconds is the default setting.

4. When the Fantom-X has captured your sample, it displays the Skip Back Preview screen where you can see the newly captured sample.
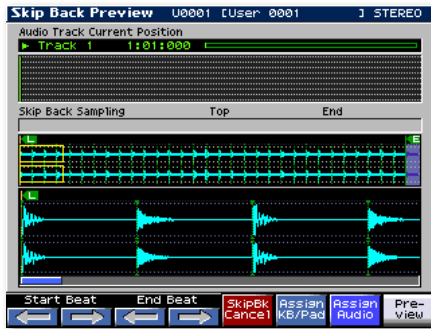
5. Press F8 (Preview) to hear your new sample.

6. Use the F1 and F2 Start Beat buttons to find the front of the music you played, pressing F8 (Preview) to hear where you are.

This is especially easy if you played along with a rhythm.

7. Use the F3 and F4 End Beat to find the end of your idea.

The Skip Back Preview screen's F6 (Assign KB/Pad) and F7 (Assign Audio) buttons offer you the option of sending your Skip Back sample to:

- *the keyboard*—to play it in a patch.
- *a pad*—to play it as part of a rhythm set.
- *an audio track*—to add it to your current song.

You can trim your Skip Back sample to save space in the Fantom-X's sample memory. To learn how to edit samples, see the *Sampling on the Fantom-X* Workshop booklet.

Skip Back sampling captures not only the sound produced by keyboard, but your rhythms and arpeggios as well.

To avoid losing a sample when you turn off the Fantom-X, you must save it. To learn how to save a sample, see the *Sampling on the Fantom-X* Workshop booklet.

The End

We hope you've enjoyed this brief tour of the Fantom-X. Check out its other Workshop booklets, as well your *Fantom-X Handbook*, *Owner's Manual*, and the *Audio Track Expansion* guide. We're confident you'll have a great time with the powerful, inspiring Fantom-X.

For the latest Fantom-X updates and support tools, visit the Roland U.S. Web site at www.RolandUS.com. If you need personal assistance, call our amazing Product Support team at 323-890-3745.

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