



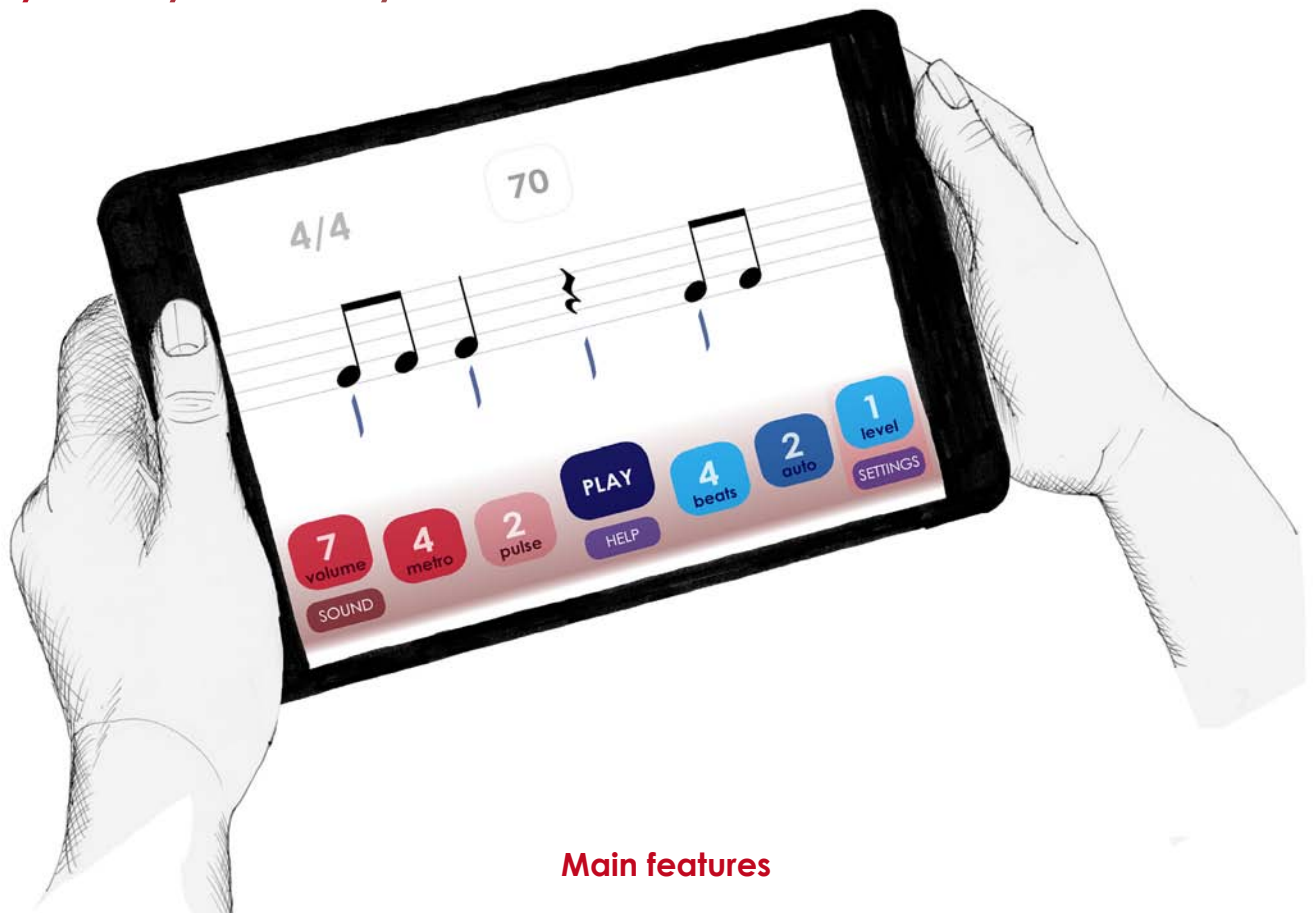
YouRhythm

Catch the Rhythm on the Fly

©Jean-Paul G Noguès — VSP-multimedia.com

**Rhythmic sight-reading,
from initiation to high level expertise.**

**A unique and universal evolutive method for learning and training the
rhythm at your own rhythm.**



Main features

- **20 difficulty levels** to tackle and combine all 86 rhythmic figures possible in one beat: duple time, triplets, triple time, irregular meters.
- **Many time-signatures from 2 to 11 beats** (binary or ternary) with an individual *lock* function for each beat (for a specific rhythmic figure or a specific level).
- **Random changes on demand or automatically** every 1 to 4 loops.
- **Smart metronome** with adjustable tempo, independent volume and different pulse modes to subdivide the beats (pulsations).
- **Very simple and intuitive interface, with all settings adjustable on the fly** (without stopping the player).
- Detailed user guide and **presets included** both for beginners training and training pro.

Increase your ability to **read, understand** and **share** any rhythmic pattern.

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3 basic gestures

This application uses an original sliders-buttons system specially developed by Jean-Paul G Noguès.

TouchTap

— **TouchTap** for a short time any visible button.

NB:

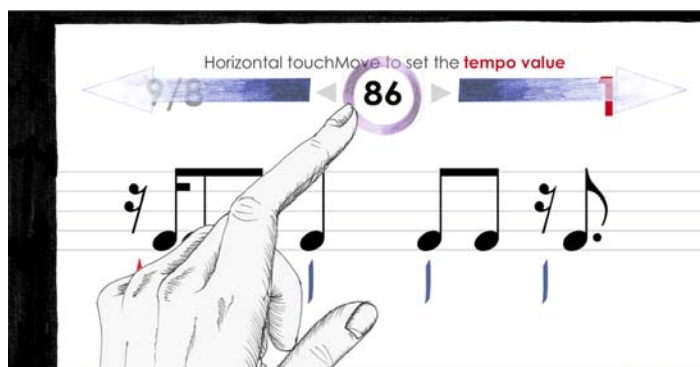
- Only **beats** (in main window) and **topic** buttons (in HELP page) are indifferent to TouchTape.



Horizontal TouchMove

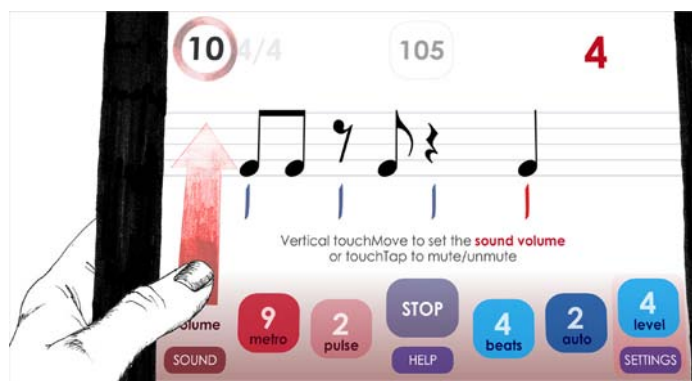
— **Touch** maintaining contact with your finger to reveal left and right small arrows attached to the button **then horizontally TouchMove** while keeping contact **to decrease** (left) or **increase** (right) the button value.

NB: - You can also upon your first Touch softly move your finger down in order to see the button value you want to set.



Vertical TouchMove

— **Touch** maintaining contact with your finger the button value at the top of the window **then horizontally TouchMove** still keeping contact **to decrease** downward or **increase** upward the button value.



About controls

All settings are adjustable on the fly, without stopping the player.

1/ Play/Stop the Player



TouchTap **PLAY/STOP** button to start/stop the player.

2/ Tempo Setting

— **Horizontal TouchMove** the tempo value button at the top center of the main window to decrease (left) or increase (right) the tempo value (40-130).

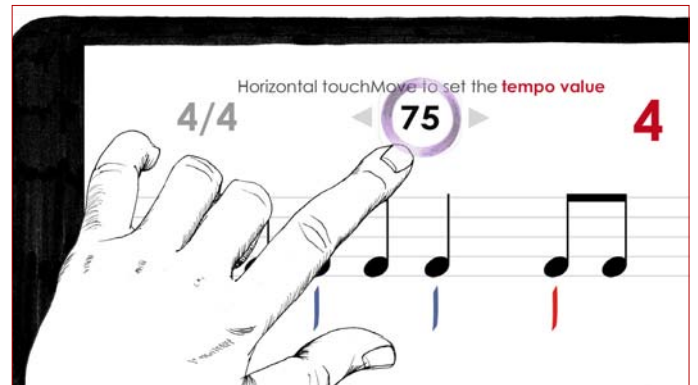
- [figure 1](#)

— **TouchTap** the bottom-left of the tempo value to decrease by 10 the tempo value.

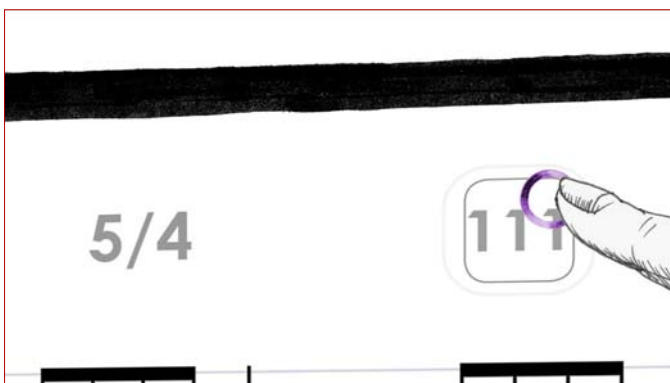
- [figure 2](#)

— **TouchTap** the top-right of the tempo value to increase by 10 the tempo value.

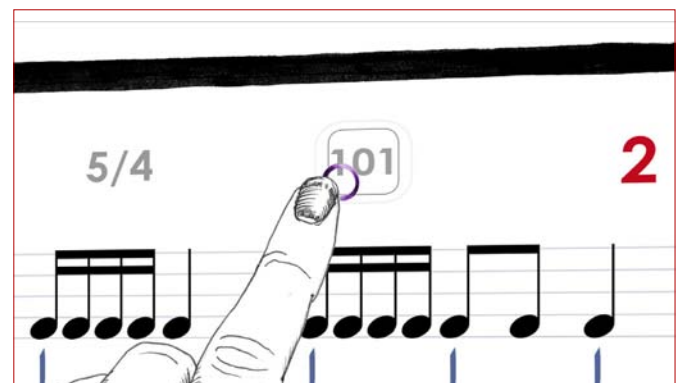
- [figure 3](#)



[figure 1](#)



[figure 3](#)



[figure 2](#)

3/Audio Setting



— **Vertical TouchMove volume** button to set the volume of the sound playing the current rhythms (1-10).

— **TouchTap** to mute/unmute.



— **TouchTap SOUND** button to change player sound (3 sounds available).

4/ Metronome and Pulse Settings



— **Vertical TouchMove metro** button to set the metronome volume(1-10).

— **TouchTap** to mute/unmute.



— **Vertical TouchMove pulse** button to choose a time division type (1-5).

— **TouchTap** to activate/deactivate pulse mode.

About Time Division Types

mode

1	All beats divided in 2	
2	All beats divided in eighth notes	
3	All beats divided in 3	
4	All beats divided in sixteenths	
5	Combination of 1 & 2	

NB:

Modes 1 and 2 are the same as in duple time (levels 1 to 10).

Modes 2 and 3 are the same as in triple time (levels 11 to 18).

5/ Rhythmic Patterns Change

Displayed rhythms can be changed on demand (at any time) or automatically at regular intervals, every 1 to 4 loops.



— **TouchTap level** button to get manually (at any time) a new rhythmic patterns configuration - [figure 1](#)

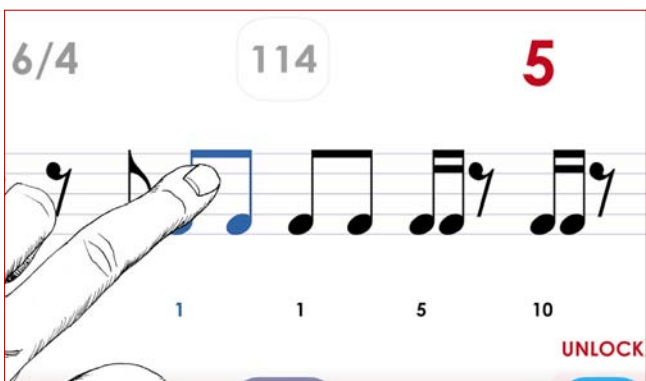
You can also do an **Horizontal TouchMove** on the staff.

NB: Patterns are randomly chosen among those found in the selected level (see further).



— **TouchTap auto** button to activate/deactivate automatic patterns configuration change.

— **Vertical TouchMove** to set the number of loops before the next automatic patterns configuration change - [figure 2](#)



[figure 1](#)

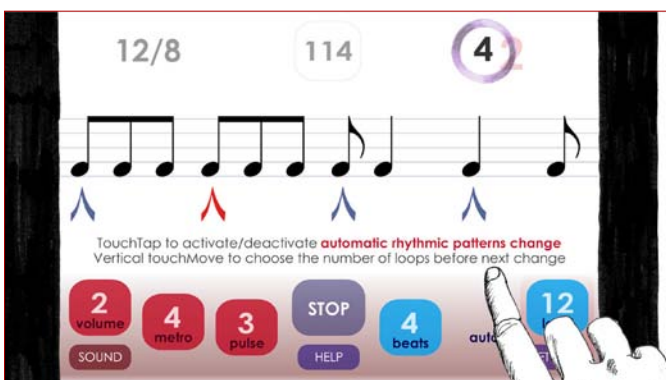
— **TouchTap** the music (notes, even rests) to lock/unlock the rhythmic pattern change for the selected beat - [figure 1](#)

The locked patterns appear in blue. As long as they're locked, neither manual nor automatic change can have effect on them.

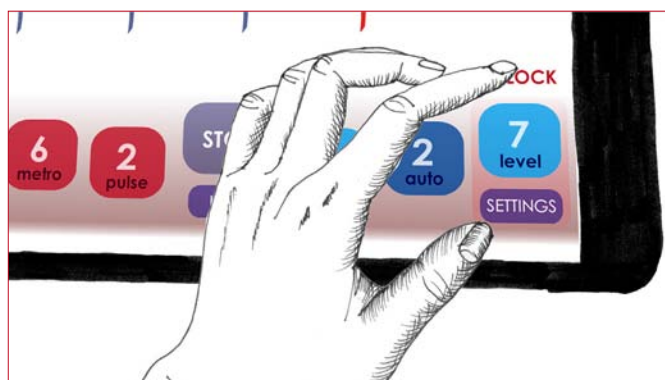


— **TouchTap** the word **UNLOCK** at the top of the **level** button on the right of the control panel to unlock all - [figure 3](#)

NB: if **UNLOCK** is not visible, nothing is locked.



[figure 2](#)



[figure 3](#)

6/ Global Level

Each level offers a combination of possible patterns (3-86) in one beat.

Levels 1 to 10 - Duple time - 1 beat = 

Levels 11 to 18 - Triple time - 1 beat = 

See further detailed explanation about the different proposed levels.



— **Vertical TouchMove** the **level** button to set the global level (1-20) - *figure 1*

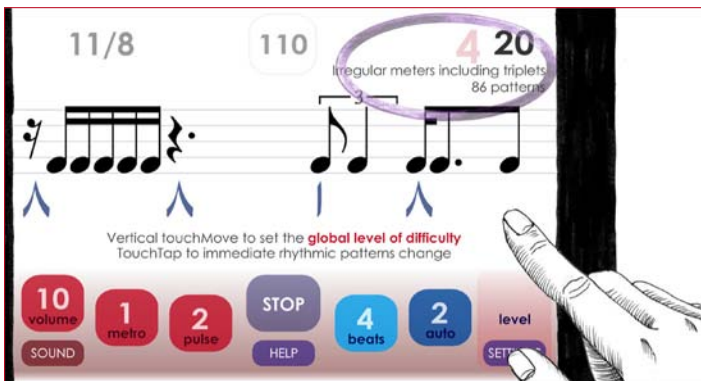


figure 1

7/ Individual Settings



— **TouchTap SETTINGS** button to open the individual settings panel (for each beat) - *figure 2*

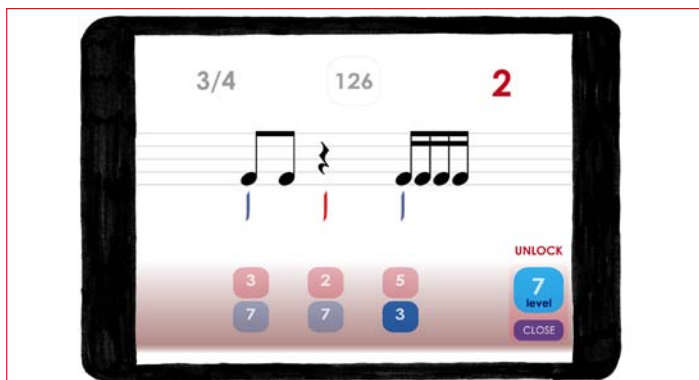


figure 2



- **Vertical TouchMove blue buttons** (on the bottom line) to select a fixed level for any specified beat in the bar. - *figure 1*
- **TouchTap** to unlock.



- **Vertical TouchMove red buttons** (on the top line) to choose a fixed pattern for any beat - *figure 2*
- **TouchTap** to unlock.



- **TouchTap** any button to lock/unlock
 - the selected pattern (**red buttons** - top line)
 - or the selected level attached to each beat (**blue buttons** - bottom line).



- **TouchTap the word UNLOCK** at the top of the **level** button on the right of the control panel to unlock all (if nothing is locked, **UNLOCK** is not visible) - *figure 3*

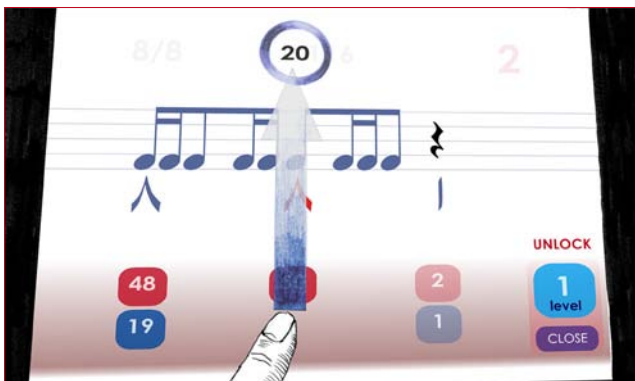


figure 1

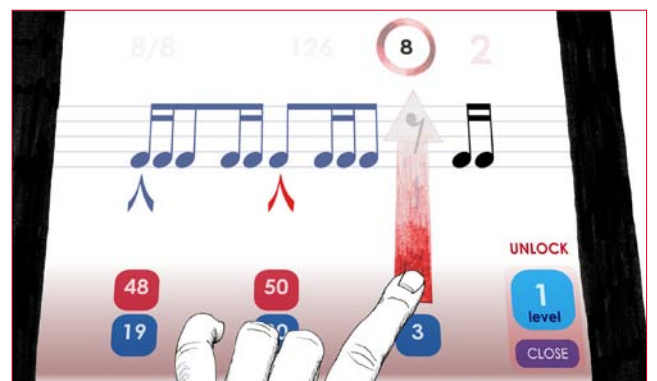


figure 2

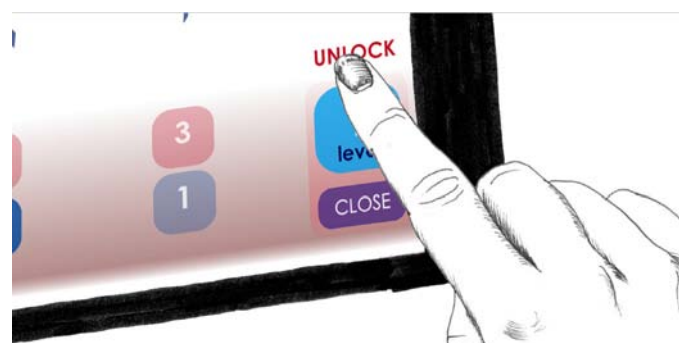
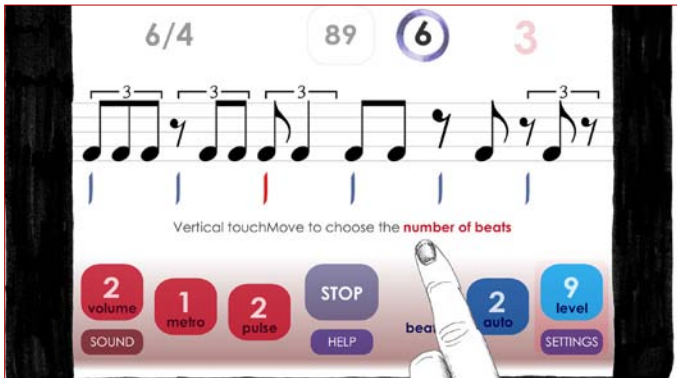


figure3

8/ Number of Beats in the Bar



— **Vertical TouchMove** **beats** button to choose the number of beats in the bar (2-11) - [figure 1](#)



[figure 1](#)

NB: The time signature is visible at the top left of the main window.

It's calculated automatically according to the number of beats and to the values of these beats determined by the selected levels.

Level 1 to 10 — Duple Time (2/4, 3/4, 4/4...)
Level 11 to 18 — Triple Time (6/8, 9/8, 12/8...)
Level 19-20 — Irregular Meters

9/ Show/Hide Visual Helps

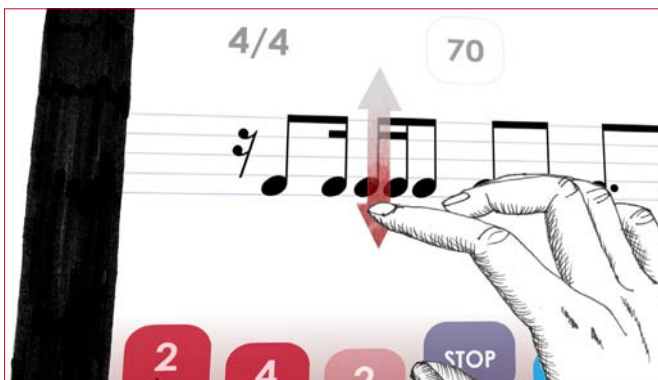


— **Vertical TouchMove** the music staff to show/hide beats marks (under the staff) - [figure 2](#)



— **TouchTap** the **beat number** visible at the top right of the window (only when the player is running) to erase the display of beats count - [figure 3](#)

NB: Hiding the beats count also will hide the beats marks. The beats count will appear again when beats marks are displayed again (**Vertical TouchMove** the music staff).



[figure 2](#)



[figure 3](#)

About levels

Each level offers a combination of possible patterns (3-86) in one beat.


















Levels 1 to 10 - Duple time -








1 beat = 1 quarter note

Levels 11 to 18 - Triple time -

1 beat = 1 dotted quarter

Learning Process for Beginners

Level	Base 2 and base 4 (binary and quaternary) 1 beat = 	Total number of patterns
1	3 simple patterns for a binary time division    <i>Help with pulse n°2</i>	3
2	1 pattern added to learn syncopation 	4
3	1 pattern added to learn time division in 4  <i>Help with pulse n°4</i>	5
4	Various double binary patterns...   	8
5	... more quaternary patterns ...   	11
6	... and others to practice the whole patterns in base 4     	16

Level	Base 3 for 2 (triplets) 1 beat = 	Total number of patterns
7	To learn exceptional time division in 3 in a binary rhythm  <i>Help with pulse n°3</i>	5
8	5 irregular triplet patterns 	8
9	Combination of simple binary patterns and triplets (You can find at level 14 exactly the same rhythms but written in triple time)	10
~~~~~		
	<b>Base 3</b> (ternary) <span style="float: right;">1 beat = </span>	
11	3 simple patterns for ternary time division  <i>Help with pulse n°2</i>	3
12	Plus 5 other patterns... 	8
13	... or 2 other patterns to divide in 2 a triple time  <i>Help with pulse n°1</i>	5
14	All patterns in base 3 (ternary)  <i>Help with pulse n°5</i>	10

At this step, you're no longer a beginner.  
 So, you can quietly begin the **Training Process Pro** describe page down.

You already read music. So, you have directly started the app with the professional level. Now, you can improve and get used to the tool while practicing **levels 6 (binary), 9 (+triplets), and 14 (ternary)**. If you feel at ease, then you're not a beginner anymore. But see the following levels below, they will give you a lot to think about.

## Training Process Pro

Level	Base 2, base 3 for 2 and base 4 (binary, triplets and quaternary) <span style="float: right;">1 beat = </span>	Total number of patterns
<b>10</b>	All binary patterns (including quaternary ones) + triplets	<b>22</b>
~~~~~		
	Base 3 and base 6 (ternary and senary) 1 beat = 	
15	19 senary patterns in which division 3 x 2 (triple binary) prevails <i>Help with pulse n°2</i>	19
16	17 senary patterns in which division 2 x 3 (double ternary) prevails <i>Help with pulse n°1</i>	17
17	More senary patterns that are combining time divisions in 2 and in 3 <i>Help with pulse n°5</i>	37
17	The whole senary patterns	64
~~~~~		
	<b>Irregular Meters</b> Random combination of beats =  or = 	
<b>19</b>	Various composite meters that are combining binary and ternary beats <i>Help with pulse n°5</i>	<b>80</b>
<b>20</b>	Various composite meters that are combining binary and ternary beats + triplets	<b>86</b>