

# KOALA

Koala is the ultimate pocket-sized sampler. Record anything with your phone's mic instantly. Use Koala to create beats with those samples, add effects and create a track!

Koala's super intuitive interface helps you make a tracks in a flash, there is no brake pedal. You can also resample the output of the app back into the output, through the effects, the sonic possibilities are endless.

App store link: <https://itunes.apple.com/gb/app/koala-sampler/id1449584007?mt=8>

- Record up to 64 different samples with your mic
- Transform your voice or any other sound with 8 superb built-in fx
- Resample the output of the app back into a new sample
- Export loops or entire tracks as professional quality WAV files
- Copy/paste or merge sequences just by dragging them
- Create beats with the high-resolution sequencer
- Import samples using AudioShare or just open them in Koala
- Import samples with the Files app
- Keyboard mode lets you play chromatically or one of 9 scales
- Quantize, add swing to get the right feel
- Add any (or all) of the 8 effects to the entire mix
- AudioBus 3.0 compatible
- MIDI controllable - play your samples on a keyboard
- Jam with others over WiFi with Ableton Link

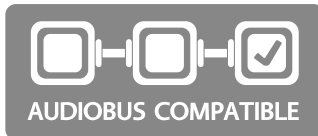
## Built-in Microphone FX:

- More Bass
- More Treble
- Fuzz
- Robot
- Reverb
- Octave up
- Octave down
- Synthesizer

## Built-in DJ Mix FX:

- Bit-crusher
- Pitch-shift
- Comb filter

- Ring modulator
- Reverb
- Stutter
- Gate
- Resonant High/Low Pass Filters



Download the FREE mac version here: <https://www.elf-audio.com/koala/koala.app.zip>

## INSPIRATION

Some time in 2015-2016 I learnt that the notorious (late) hip-hop producer [J Dilla](#) had been the hugely influential driving musical force behind many of the hip-hop tunes I grew up with. I'd always marvelled at the way these tracks were so simple in their construction - but the art was in the expert discovery and curation of a handful of samples that sound like they were born to be together, even if they were from different ends of the musical universe. And it seems J Dilla was the king of that.

Sadly, in 2006, he died after a lengthy battle with a particularly nasty blood disease. During all the time he had to spend in hospital, he would make tracks, which eventually turned into his last album - Donuts. Most of the tracks (29 of 31), he purportedly made with a [BOSS SP-303](#), and a bunch of records. It turns out this myth might not totally true, but it inspired me!



When I heard this rumour he'd made Donuts on an SP-303, my jaw dropped. I'd never used one, but if you look at the front panel, you can see how straight-forward it is - no undo, no sample libraries, no piano roll input, or all the other functionality we're used to these days. Yet it was enough of a vehicle for him to make such a stellar album.

What the SP-303 does have, though, is a workflow that forces you to just get on with it and make some music. This is the essence I wanted to capture in Koala. It has the ability to sample itself, "resampling" - which I love, and have incorporated. Also, you can put effects directly onto the input, so you can really turn sounds from your mic into anything. And of course, once you've recorded with those effects, they're baked in, there's no going back!!

## OTHER ATTEMPTS

I've made a bunch of samplers over the years, mostly with the angle of sampling immediately and making music as quickly as possible.

### Sampletoy

Sampletoy is an app I made in 2010, that focused on the joy of messing with a single audio sample. Literally encouraging you to *play* with an audio sample, to the point of taking it beyond recognition, on the threshold of granular synthesis.

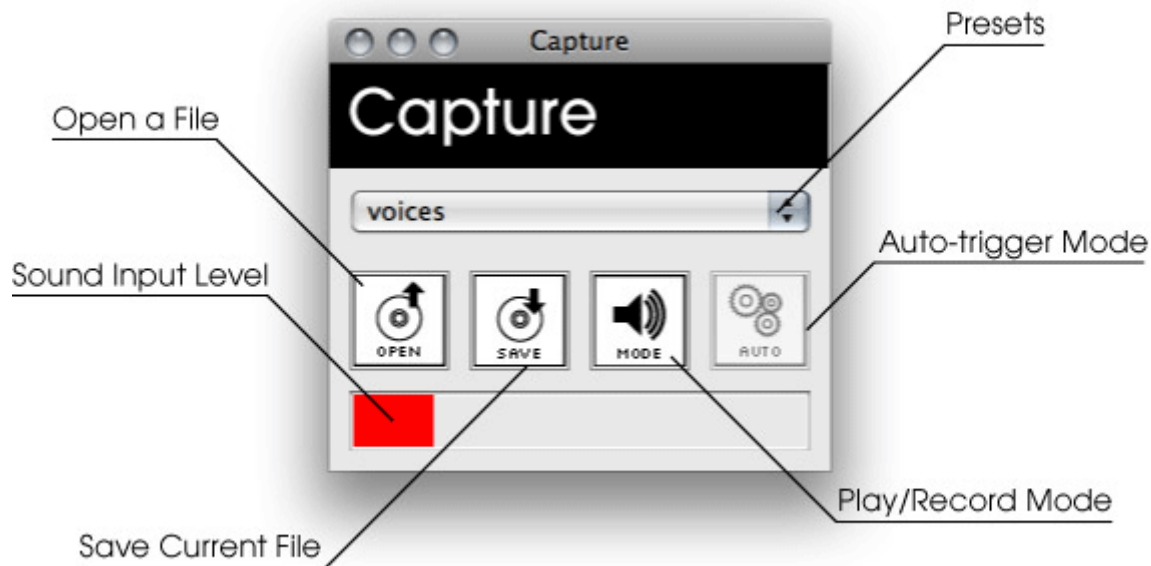


[More info here](#) | [iTunes Store link](#)

### Capture

I made this in 2009, and called it "the democratic sampler" - the blurb was

Sampled sounds have become increasingly sterylized. This sampler intends to create rough and ready sample presets that are incredibly easy to make without being too precious about the recording process. It's very similar to a mellotron.

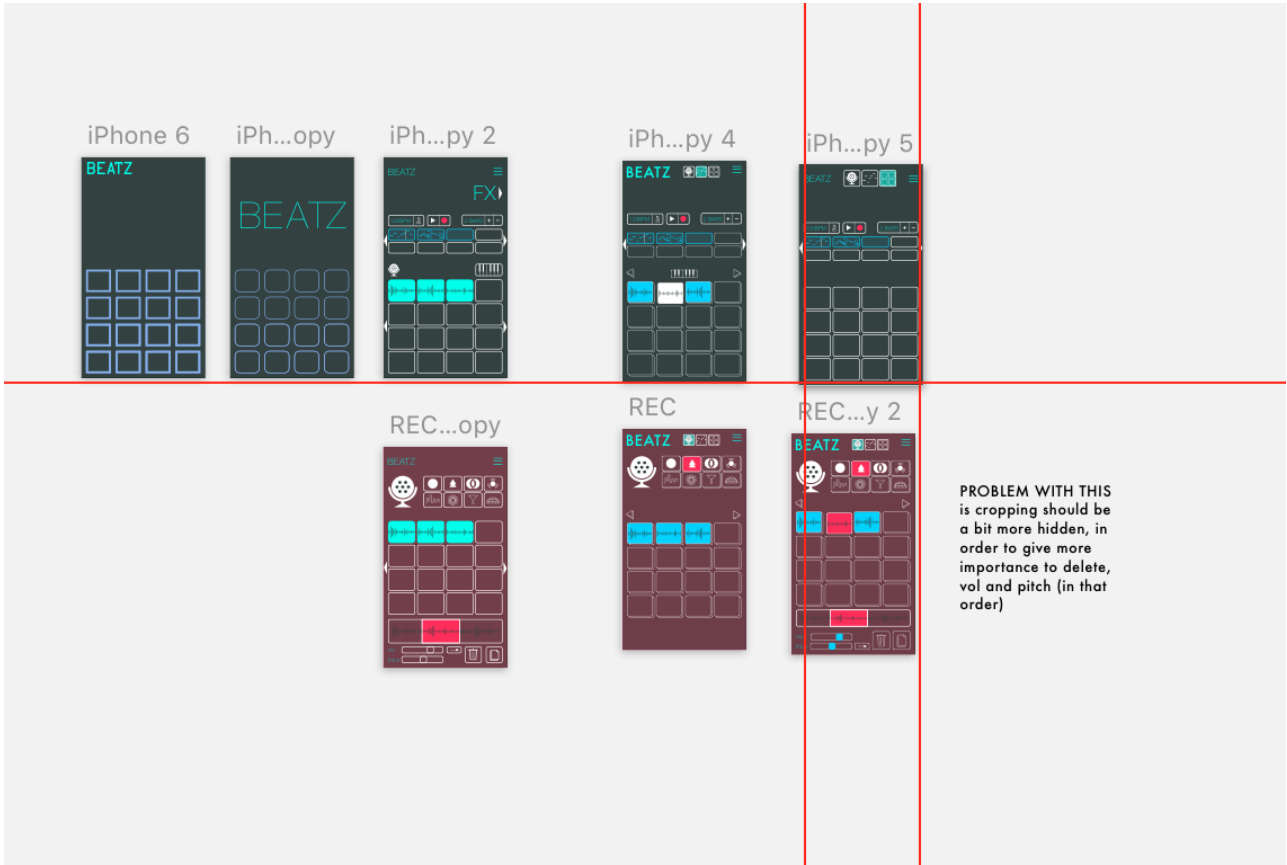
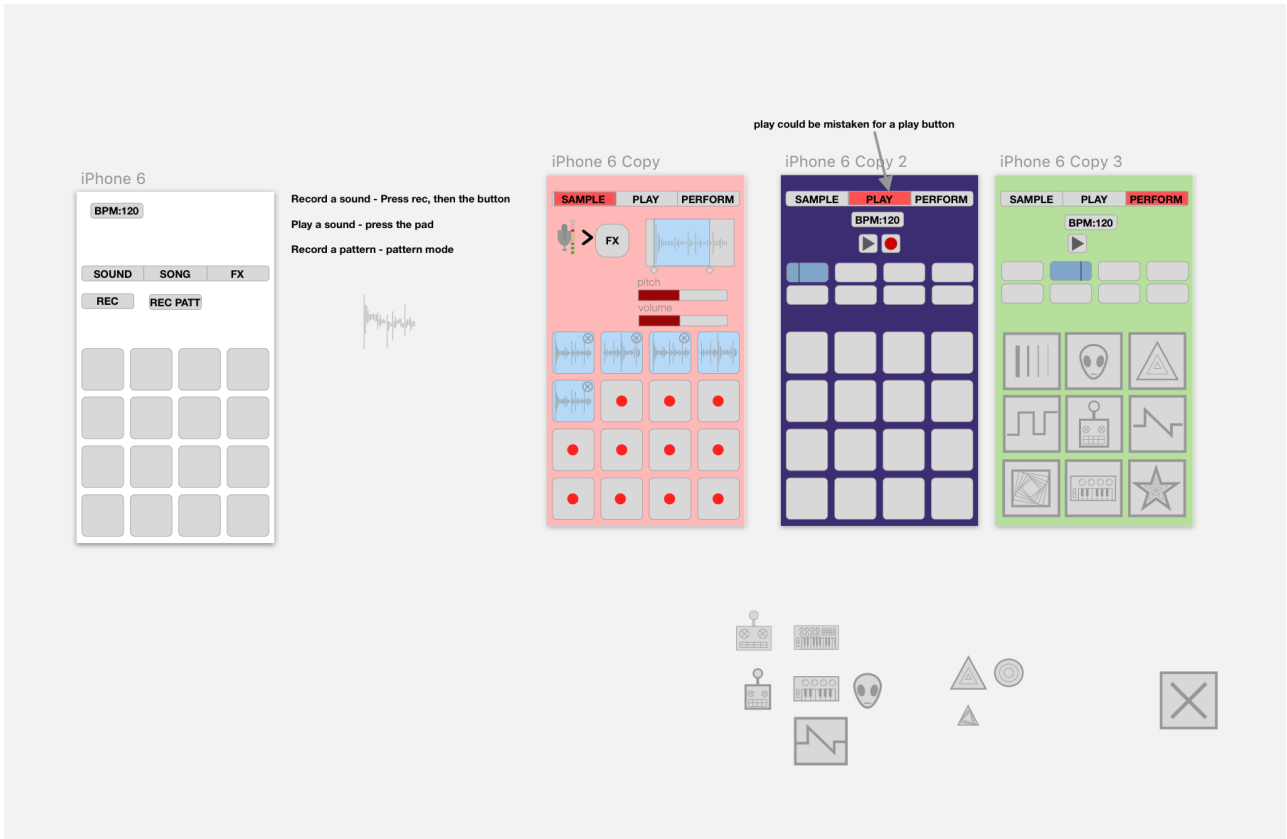


[Click here for more info](#)

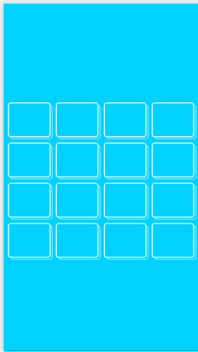
## DESIGN

Here are some screenshots of my design process. I'm not really a graphic designer, so it took me quite a while to get everything right. All the graphics were made in Sketch, which is extremely useful for designing UIs compared to something like Adobe Illustrator. An added bonus that I used very heavily is that you can right-click on anything to export it to an SVG file.

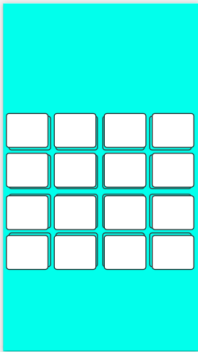




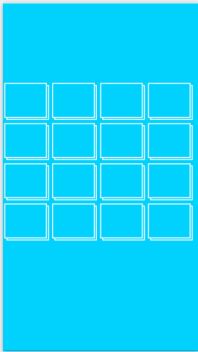
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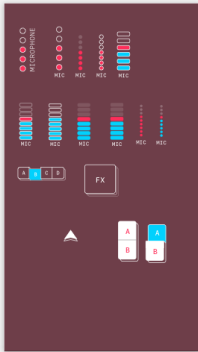
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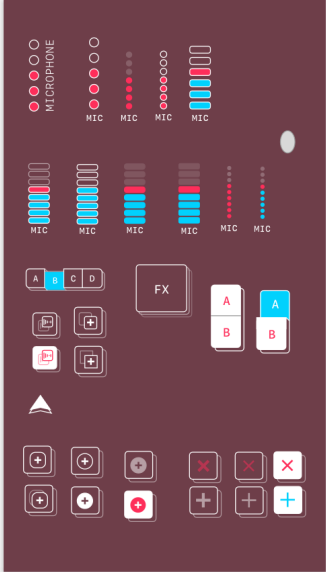
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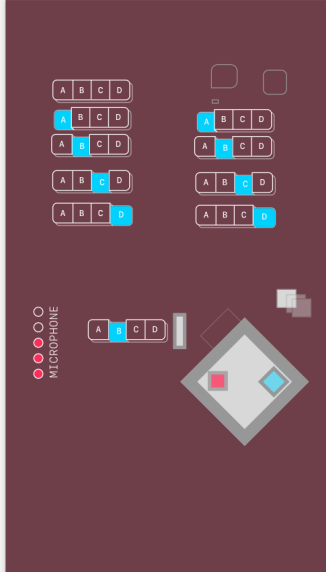
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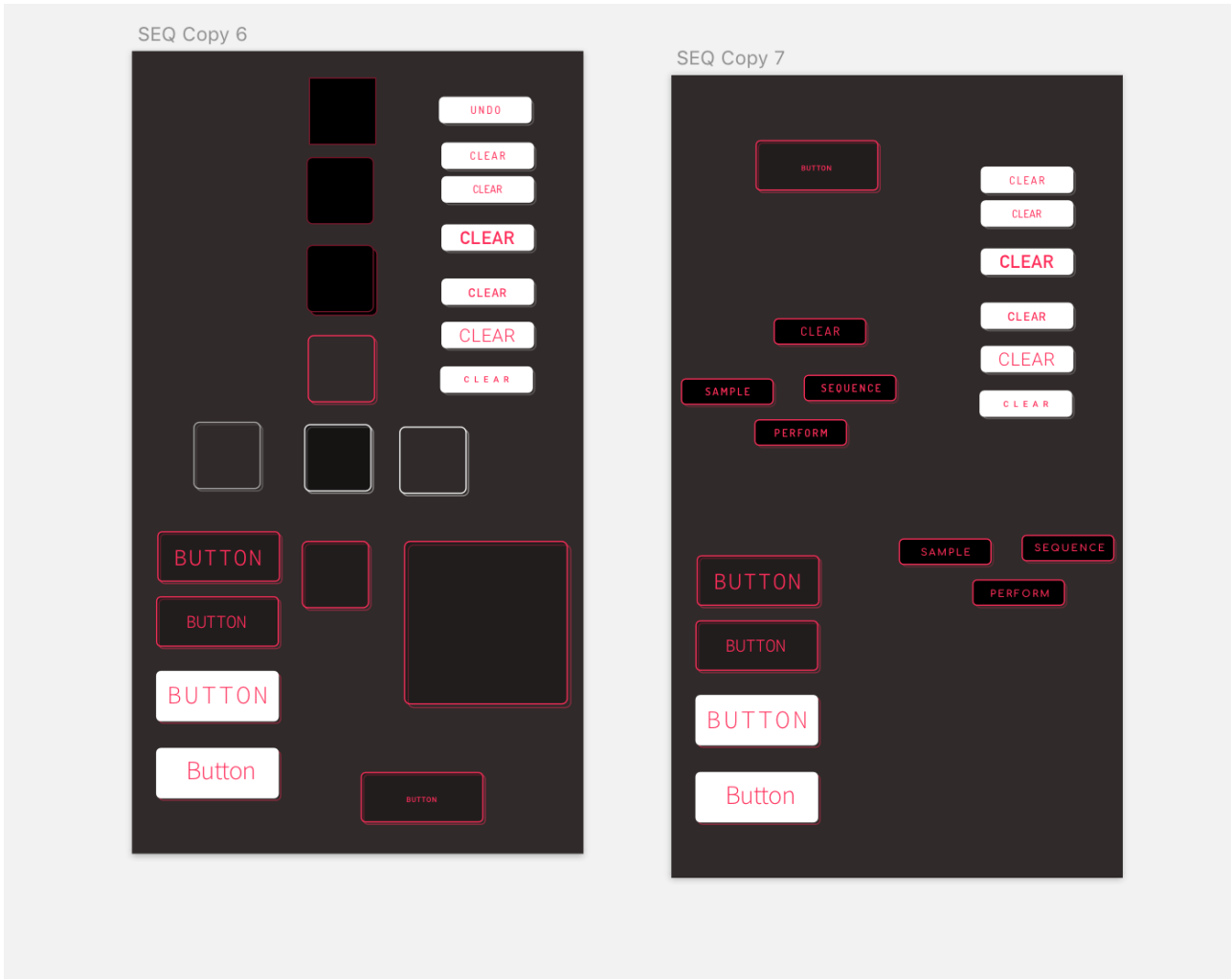


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## BETA TESTERS

I rounded up a bunch of people to be my guinea-pigs, probably should have involved them a bit earlier in the process, but here they all are (in alphabetical order), I'm very grateful for your help!

- [Andrew Beaton](#)
- [Annette Jezierska](#)
- [Arthur Carabott](#)
- [Beardyman](#)
- [Chris Cairns](#)
- [Chris Curtis](#)
- [David Abravanel](#)
- [Felix Faire](#)
- [Jordan Rudess](#)
- [Karl Sadler](#)
- Lukas Girling
- [Marcos Alonso](#)
- MJ Cole
- [Pete Fraser](#)

## SOFTWARE DEVELOPMENT

Every time I ran koala in development, it would make a screenshot of itself, so I could make this short video of the interface being constructed

## Koala Sampler Making of



I've long been a fan of a bit of a programming library called openFrameworks, but for this app, I decided to build my own C++ framework that runs on Mac and iOS, and allows for a concept called "live-coding" where I can type a few lines of code and see their effect without having to compile the whole project again - this is very helpful for developing DSP routines, where you need to be constantly listening whilst coding to get the sound right. One day I might release the library but it really is a rats nest at the moment.