

**OPUS**  
**WRITE**

User Manual

## INTRODUCTION

Hello, and welcome to Opus Write.

Opus Write is a music composition app designed for the modern songwriter to create songs on the fly by selecting chords and experimenting with progressions to capture ideas in a simple, intuitive way.

The Opus Write workflow provides the entirety of the musical triad spectrum at your fingertips. Select chords, combine them, invert them and find what's right to fit your style.

Our modular approach to composition gives space to your creative process and ensures that your attention can be focused on the music without breaking your creative flow.

Once you've put some ideas together, you can create progressions with selections of chords and organize them in different sections that suit your song. Each chord can be individually edited to create original grooves and provide a basis for you to layer music and add lyrics.

Once your song is put together, you can export it via pdf or midi and follow its way to production.

From an idea to a song, the journey starts here.

For additional information, up to date support articles and a form to contact our Technical Support Team please visit the Opus Help Centre at: <https://opusmusicapp.com/support>

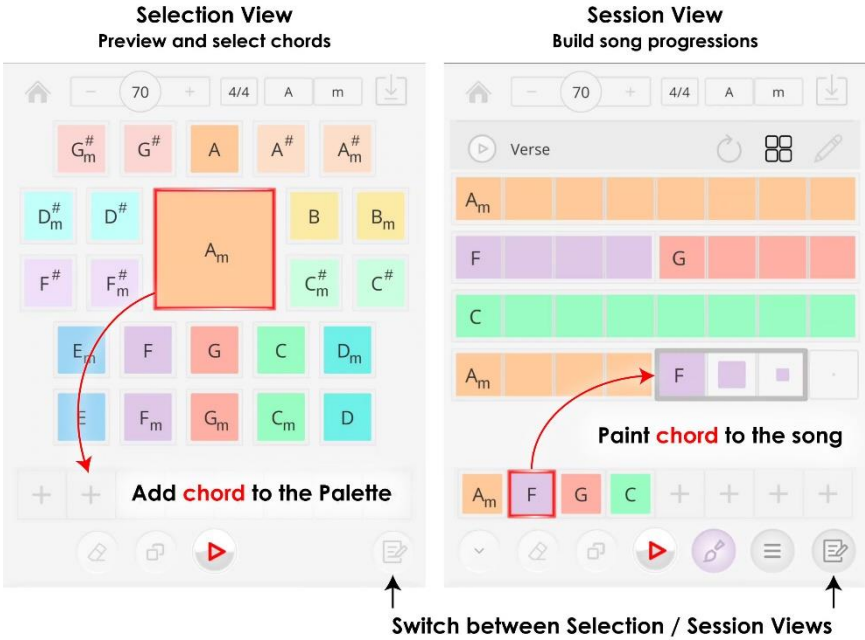
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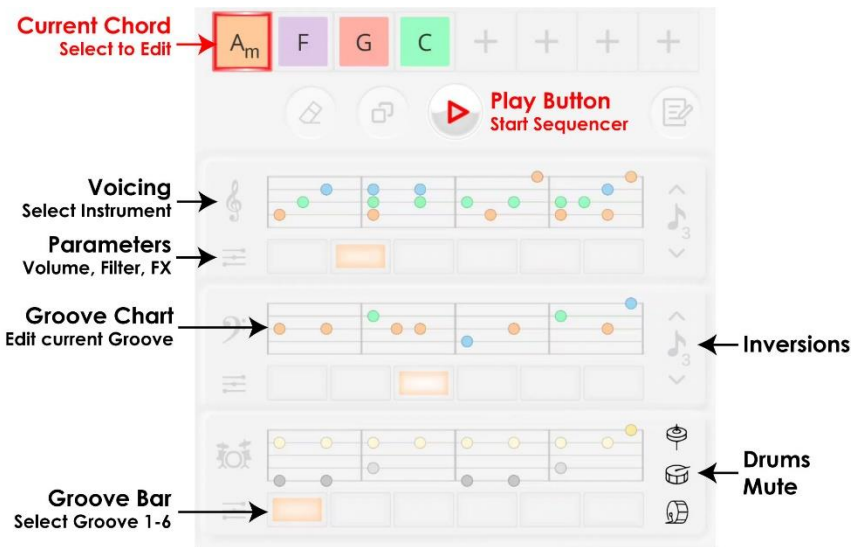
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# 1. Quick Start

Opus Write uses two main layouts: Selection View and Session View. Selection View is used to select chords into the Chord Palette which can be used to paint progressions in Session View.



In each mode, you can access the sequencer options to preview chords, arrange Grooves (patterns of notes) and edit instruments.



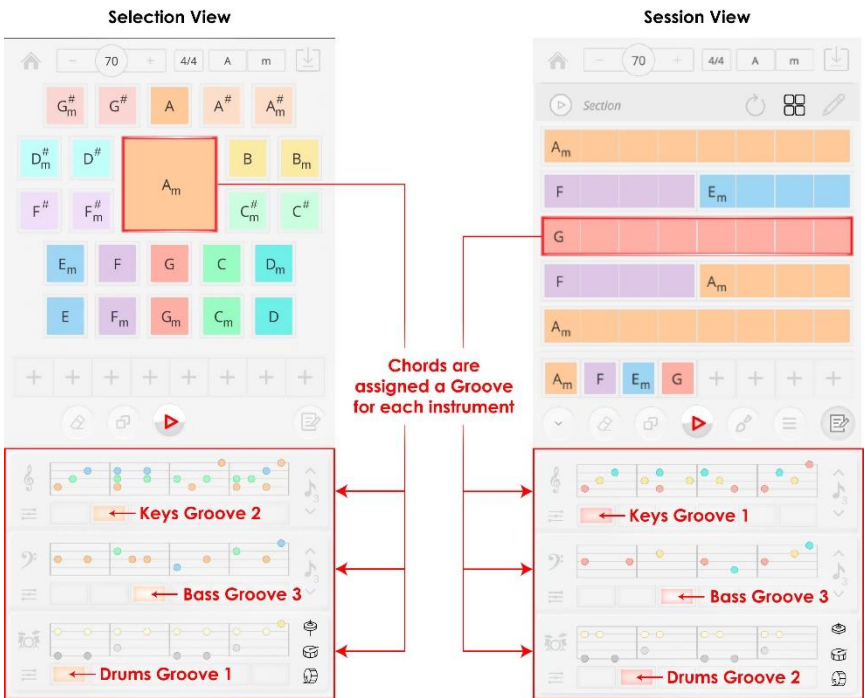
- In Selection View, the sequencer will loop the Grooves of the currently selected chord. Selecting another chord while playing will arm it to the sequencer.

- In Session View, the sequencer will play the song from the currently selected chord. Palette chords, will be looped/armed to the sequencer as in the Selection View.

## CHORDS AND GROOVES

The Opus Write workflow is based on arranging chords into compositions. A single chord is represented by a colored square and is assigned three separate Grooves (patterns of notes) for each of the sequencer instruments: keys, bass and drums.

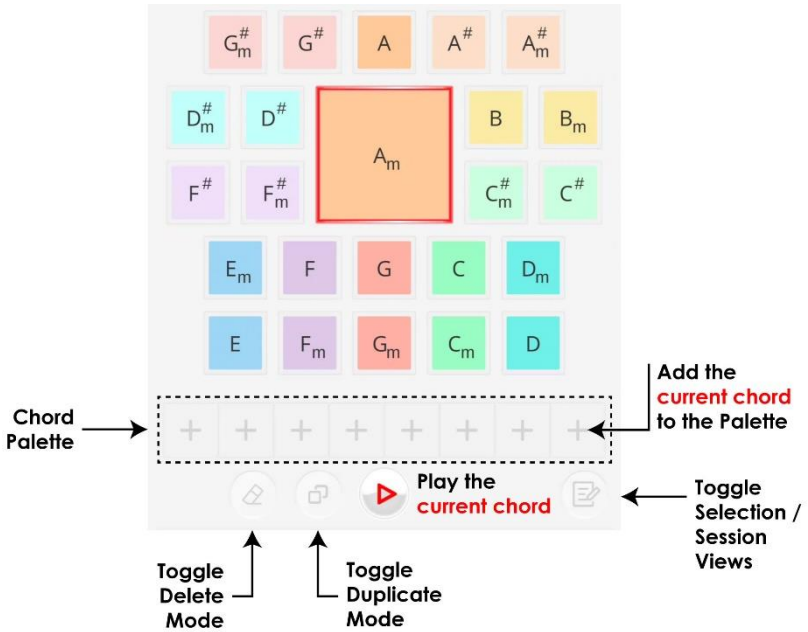
- To assign a Groove to a chord, select a chord and choose a Groove from the Instrument Groove bar
- Grooves can be edited using the Groove editor by selecting the Groove chart of an instrument.



⚠ Editing a Groove will affect all chords assigned to that Groove.

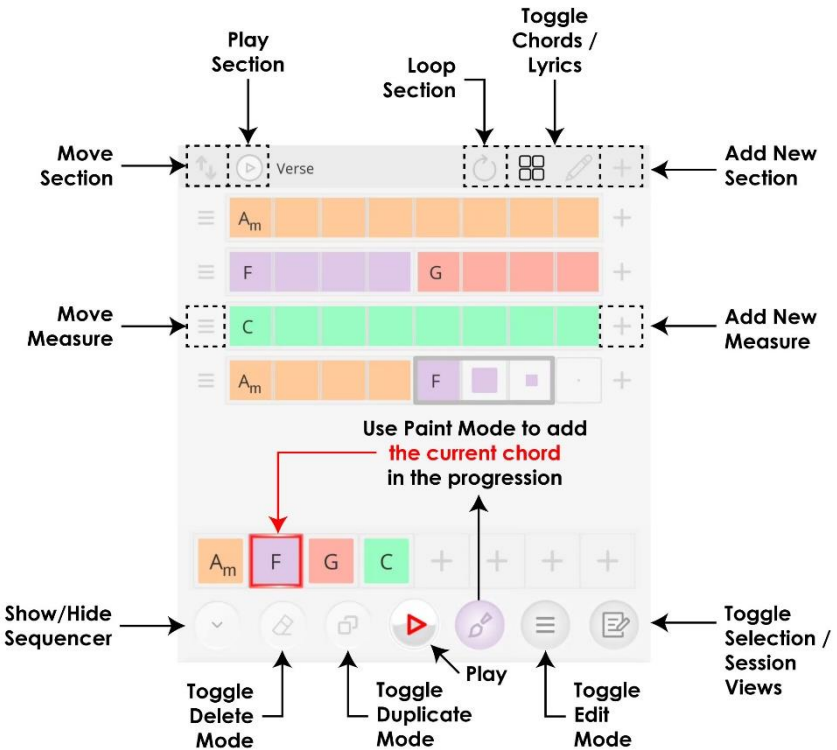
## SELECTION VIEW

Preview using the Chord Circle and add them to the Palette



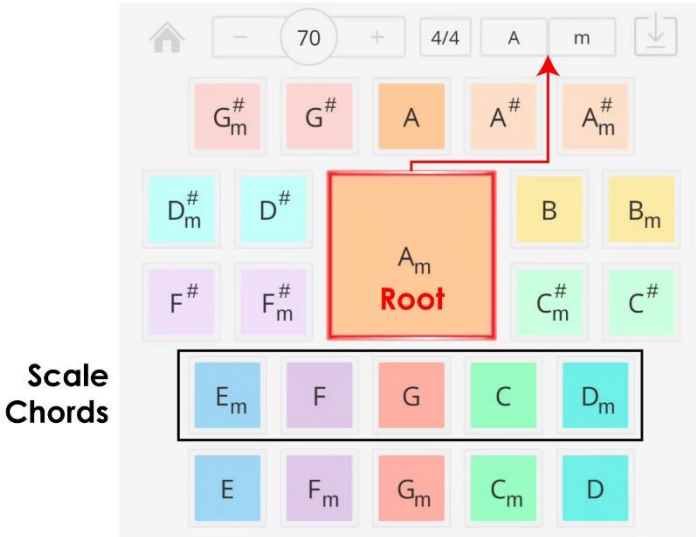
## SESSION VIEW

Use Palette Chords to build Song Progressions



## 2. Selection View

Selection is the default view of Opus Write, offering the entirety of the musical triad spectrum in one place. Here, you will be able to experiment by previewing different chords and combining them into ideas for progressions.



In the middle of the selection view, is your scale key chord around which other chords will be organized. You can change the note of the scale and its harmony from the top bar, which will reorganize the selection panel around the new scale.

Below the key, you will see the scale chords and their opposite harmonies. These chords will sound natural as they follow the patterns of the circle of fifths.

Above the selected key is displayed its inverted harmony and, on each side, the semitone chords. The rest of chords that are not in the current scale are displayed on each side of the key and while these might not sound as natural, you are free to experiment with the whole musical spectrum at your fingertips.

### PLAYING CHORDS

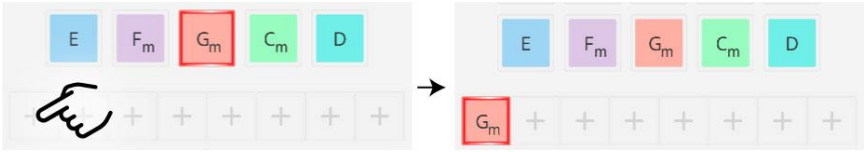
In selection mode, the play button will play the currently selected chord through Opus Write's sequencer. Switching to another chord will arm it to the sequencer, allowing you to preview progressions on the fly.

This is a great way to experiment with different sounds and also gives you space to map out the rhythmical flow of your composition.

## SELECTING CHORDS

Once you've found your ideas, you can start adding individual chords to the palette, and store them for use in session mode.

To add a chord, simply click on the desired position on the palette.



You can move palette chords around by dragging them across to an empty space or over other chords.



The palette can store up to eight chords, which can also be played through the sequencer and retain their individual grooves, which you can edit in the Sequencer section.

To delete a chord from the palette, toggle delete mode and select the chord you want to remove.



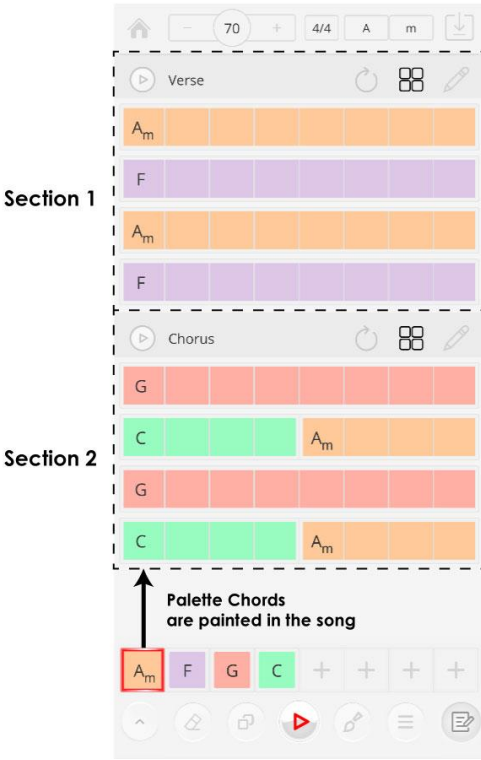
To duplicate the current chord, toggle duplicate mode and select the chords you want to apply the current chord's groove to.






### 3. Session View

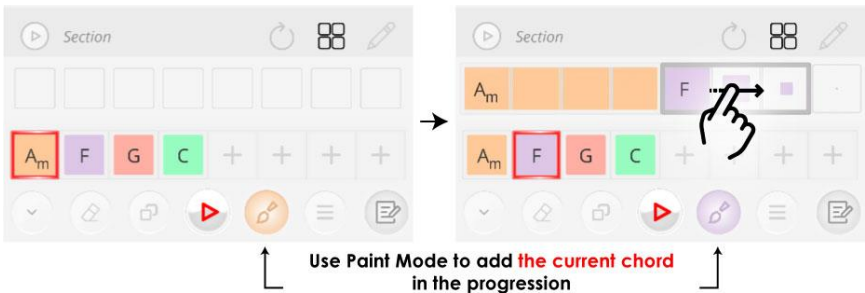
Session mode is the part of the app where your song will take shape. In session mode, you can create progressions with selections of chords and organize them in different sections that suit your song.



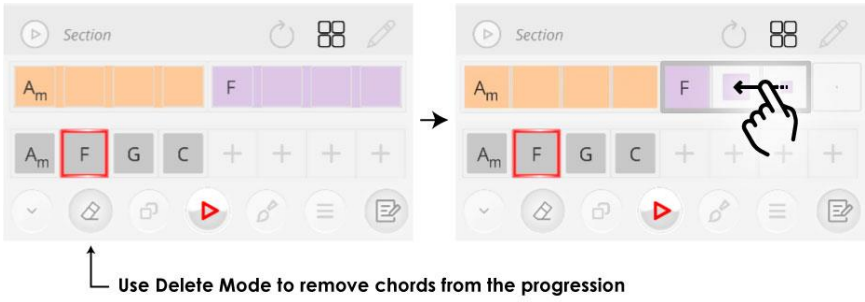
Session mode is organised in sections, each comprising a title bar and a group of measures. Measures are made up eight half beat steps that can each contain a separate chord.

#### EDITING CHORDS

To add chords from the palette to your song, you can toggle paint mode using the  button. Dragging on the measure steps will now apply the current chord to the progression.




You can shorten chords using the Delete mode button and select the steps you want to remove. Removing all the steps of a chord will delete the chord.

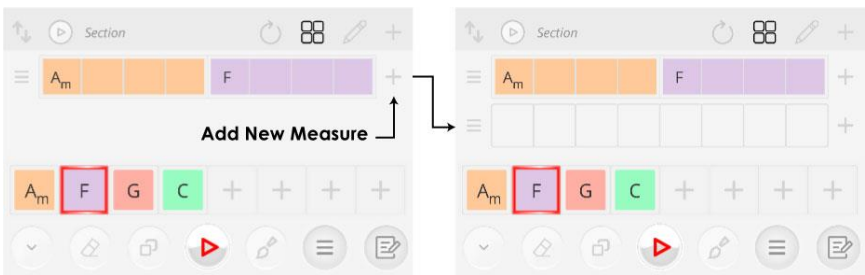


❗ In Delete Mode, Palette Chords will be **greyed out**. Selecting a Palette Chord in this mode will remove it from the palette.

## EDITING MEASURES

To edit sections to the song, toggle the Edit Mode using the  button.

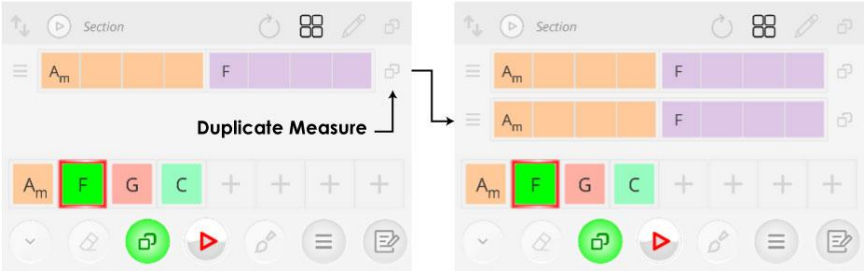
While in Edit Mode, use the + buttons to add new measures to the section.



Toggling Delete Mode while in edit mode will allow you to remove measures and sections.

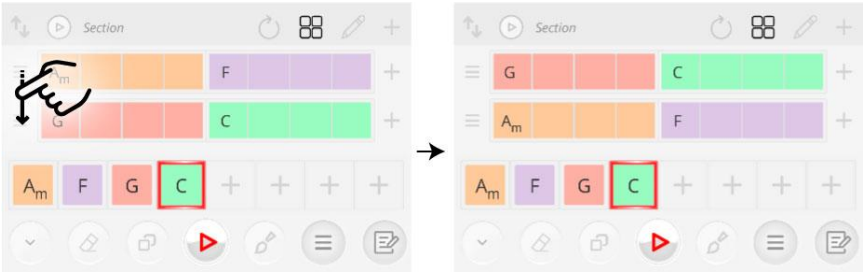


toggling Duplicate Mode while in Edit mode will allow you to duplicate measures and sections.



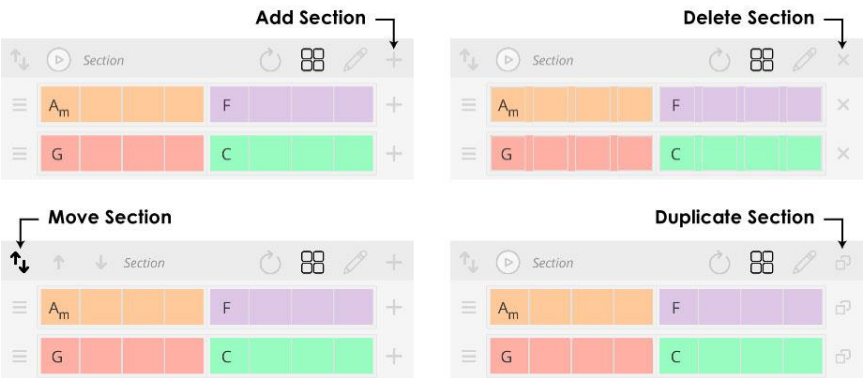
⚠ In Duplicate Mode, the **Current Chord** will be **green**. Selecting any other chord will duplicate its Groove to that chord.

While in Edit Mode, the handles on the left hand of the screen will allow you to swap the positions of measures.



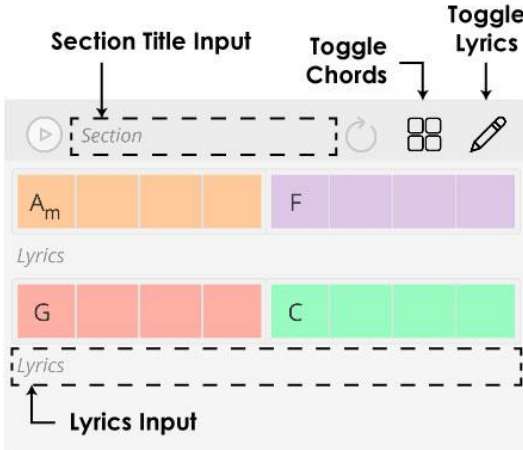
## EDITING SECTIONS

Edit, Delete and Duplicate Modes function in similar ways for section. Use each mode to create, copy and move sections around and create new structures for your song.



## ADDING LYRICS

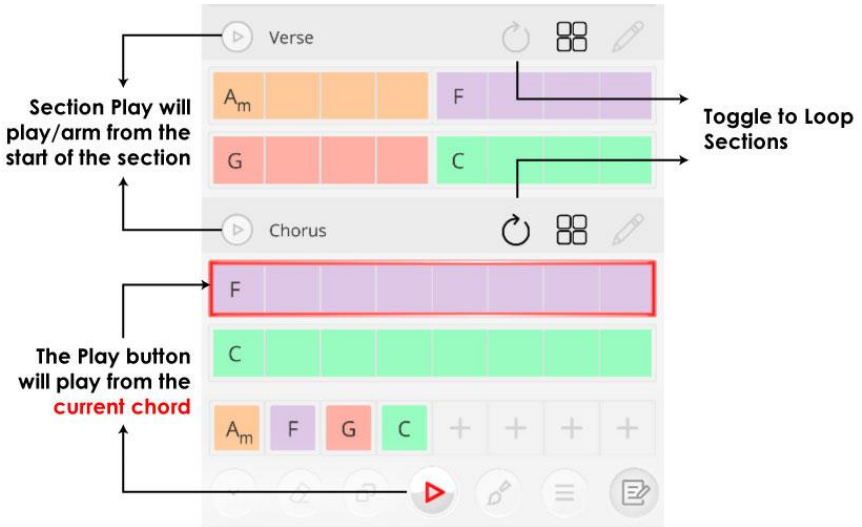
In addition to Chords, every measure can be assigned a Text Input field for lyrics or notes. To toggle different views for the section. To show lyrics and/or chords, use the toggles on the section header. A text input is also available for every section title.



## PLAYING CHORDS

There are two ways to play the sequencer in Session View:

- Using the Sequencer Play button to play from the current chord
- Using the play buttons on the title bar of each section

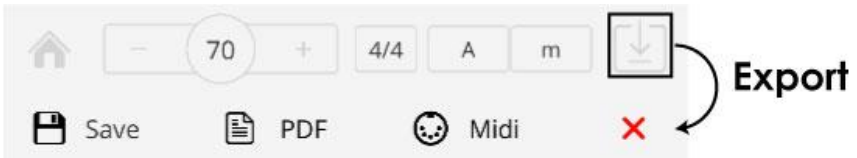


The sequencer will play the chords of the songs sequentially and loop any sections that have been toggled to do so.

⚠ Every chord in Session View is independent and can be assigned individual grooves and inversions.

## SAVING AND EXPORT

Opus Write allows to save your music in three different ways. To access saving functionalities, use the top right button in the header bar.

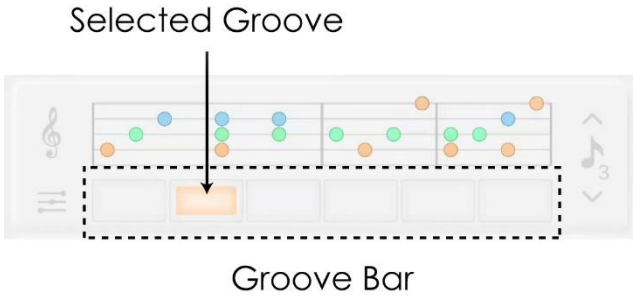


From here you will be able to select from three different options:

- **Save** will store your song in the app, allowing you to load it from the home menu.
- **PDF Export** will render the song in a reader friendly PDF format, exporting chord charts and lyrics when available.
- **MIDI Export** will render the song in a 3 channel MIDI file, using the selected voicing for each instrument.

### 3. Sequencer

Opus Write offers a sixteen-step sequencer for its three instruments: keys, bass and drums, each with six editable grooves that you can use to create different melodies for your song.



To select a groove, press one of the groove buttons at the bottom of the chart. This will swap out the active notes for that instrument and produce a new melody.

#### EDITING GROOVE NOTES

Clicking on the groove chart will bring you to the groove edit mode where you will be able to add or remove notes and change the parameters of individual steps.

1. Volume
2. Length
3. Probability

**Parameters**

**Intervals**

6 7 X

**Steps 1-16**

A3				
E3	Blue			Blue
C3		Green		Green
A2	Orange			
E2				

**Steps 17-32**

A3			Orange		Orange
E3					Blue
C3	Green		Green		Green
A2		Orange			Orange
E2					

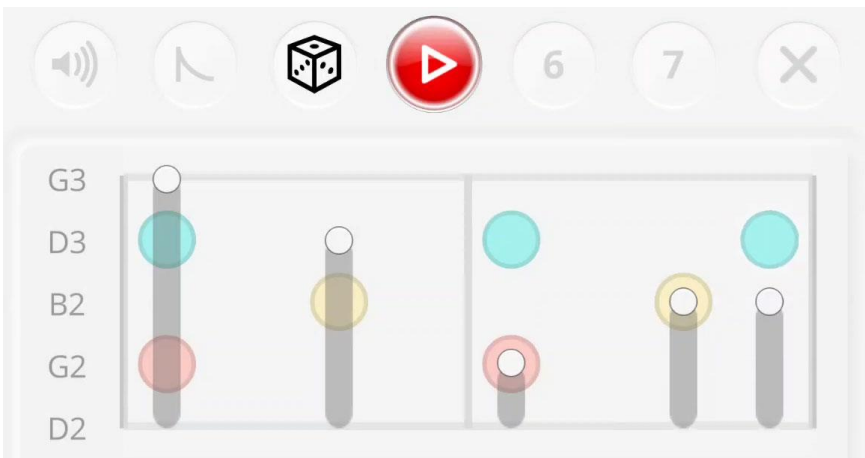
**Groove Chart - Add / Remove Notes**

On the left side of the groove editor, you will see the notes that compose the current chord. You can preview each of them to get an idea of how they sound together.

To add a note to a groove, simply click the chart on the desired position and to remove it, select it again. You can also add groups of notes by dragging across the chart and remove them in the same way.

For the keys instrument, we can vary the intervals of the chord by swapping the fifth note with a sixth or seventh.

## EDITING GROOVE PARAMETERS



Individual steps can be edited across three parameters:

- **Velocity** affects the volume of the notes played in that step
- **Length** adjusts the duration of each note, useful for creating rhythmical variations
- **Probability** affects the chance of the notes being played for that step

Selecting a parameter will bring up a slider for each step containing a note, which you use to increase or decrease the value of that parameter.

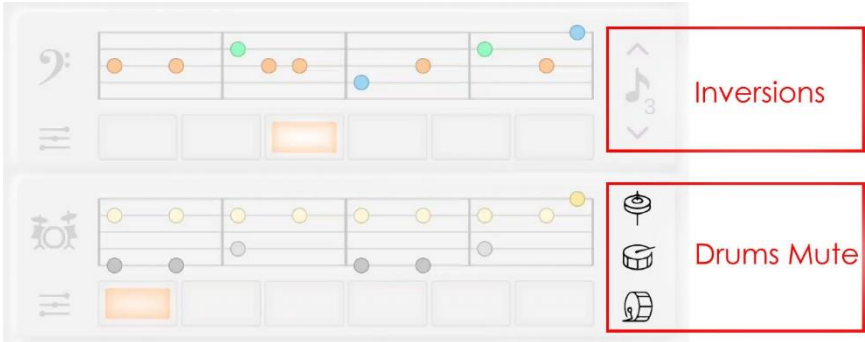
## MODULAR COMPOSITION

One of the key features of Opus Writes is that grooves are modular, meaning they are defined independently of chords.

Editing the groove, also affects all the chords that are set to the same groove. This a great way to apply musical patterns across a spectrum of chords, without having to edit them individually, leaving more space for creative flow.

## INVERSIONS AND DRUMS MUTE

The range of notes for a groove can be changed by increasing the inversion of your chord or selecting a different interval in the case of the keys instrument.



You can invert the notes of a groove upwards or downwards by pressing the arrows on the right side of the groove chart. This is useful to create melodic variations to your chords and change

For the drums instrument, you are able to mute the patterns of the kick drum, snare and high hat using the corresponding buttons to the right of the groove chart. These buttons are global settings and useful to quickly preview different rhythmical sections as you are experimenting with chord progressions for your song.

## DELETE / DUPLICATE GROOVES

To delete an instrument groove, toggle Delete Mode and select the groove you want to clear.



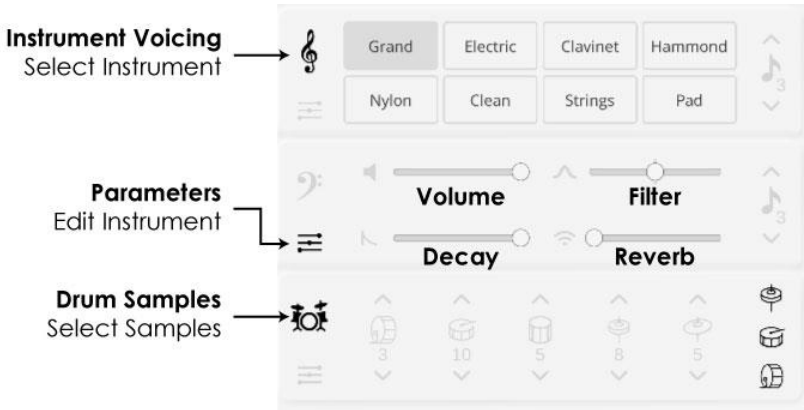
To duplicate the current instrument groove, toggle Duplicate Mode and select the position you want to duplicate the groove to





## INSTRUMENT EDIT

To edit an instrument, select the instrument icon to the left of the groove chart.



For the keys and bass instruments, you have a selection of eight voices for each, including acoustic and electric pianos, guitars and pads.

For the drums instrument, you can select from 12 different samples for each part: kick drum, snare, percussion, hi hat and cymbal. Simply cycle through the samples using the up and down arrows to change their sound.

Finally, you can fine tune the tone of the instruments using the parameter settings below each instrument icon. This gives you control over the volume, filter, gate and reverb parameters, allowing you to adapt each instrument to your style.

## TEMPO SETTINGS

By default, the time signature of your song will be set to 4/4. This can be changed on the top bar to a 3/4 signature which will also change the sequencer to twelve steps, in line with the new time signature.

The tempo of the song can also be changed from the top bar where you can increase or decrease the tempo with the plus and minus buttons or directly input a custom value.

