

# Groove Agent

## Your Virtual Drummer



Brought to you by the creators of Virtual Guitarist, **Groove Agent** is a stunning new VSTi that provides you with ready-to-go drum rhythms in only a few mouse clicks. Featuring the versatility in playing style which any trained studio drummer should have, Groove Agent can play the hottest, most popular and influential styles from the past 50 years of music history – inside your VST host application. Based on quality drum samples most of which were recorded especially

to analog tape, Groove Agent puts a top studio drummer at your fingertips. Creating your own drum track couldn't be simpler – just choose a music style, a drum kit and you're off. The drum rhythms and sounds are instantly tweakable: set the amount of drum room ambience, play fills and half-time breaks. Groove Agent can play at over two dozen different complexity levels, allowing you to create the right mood with your rhythm track simply by moving a slider.

You can also replace any of the pre-programmed instruments with your live playing from your keyboard, and adjust volume, ambience, decay, tuning and velocity response individually for each instrument.

**From slammin' dance through classic Motown to kerosene-fuelled rock – need drums?**

**Contact your Groove Agent.**



### Feature Highlights

- Over 50 musical styles (each with their own drum style patterns), programmed by top musicians
- Two dozen complexity levels in each style, including fills and half
- Tempo feel variations
- Combine any style with any drum kit – instantly
- Four unique drum kits plus percussion and numerous electronic drum sounds
- Separate dry and wet (ambience) samples and 4 stereo outputs for total flexibility

- User-configurable drum kits, including tweaking of sounds
- 24 Bit drum sounds, most of them recorded via analog tape
- Combine any musical style with any preset kit
- Fine-tune the overall feel with the Shuffle and Humanize controls
- Save snapshots of your tweaks for easy recall
- Special mode for GM compatible output

