COMPOSERS TOOLS

VOCE USER GUIDE

menu

- Copyright
- Introduction
- Main window
- Arpeggiator
- Mixer section
- Fx section
- Shift+Click Randomisation

This library does NOT use the "add library" function in Kontakt and all files must be access through the regular Kontakt browser.

COPYRIGHT

INTRODUCTION

We're proud to present....

"A new extraordinary sound shaper. From a percussive ice drop like sound, to infinite atmospheres, now, you can create it."

VOCE runs in the full version of Kontakt. The interface features 4 modules and within each you can activate up to 8 available sound sources. Use the source menus to mix the sources volume, panning and tuning, before sending the signal to mixing and FX. The onboard compressor and a Surround Panner are provided to help you adjust your sound's punch and width.

Randomisation is your friend with VOCE, and each control can be randomised by shift clicking an interface control. For ultimate creativity there's also a "total randomiser" button.

VOCE is a very flexible instrument and includes both one-shot playback and an arpeggiator which follows the notes in the order that you press them. There are many different note divisions and also special arpeggio patterns which combine repetitions with ADSR and FX randomisation.

MAIN WINDOW

This is the main interface, with the 4 source modules. Each one has 8 different sound sources which can be turned on and off with these switches. The volume, panning and tuning of each source sound can be adjusted.

In the centre of the interface are the attack, decay, sustain and release controls. Just drag the knobs to adjust. The CLR button will reset all the source module values to zero. Individual module tables can be reset by using alt-click. The dice icon is a total randomiser, which is great for instant inspiration - it will randomise

all the sound sources, including the panning and tuning. The red slider sets the balance between the number of sound sources playing in modules 1&3 and 2&4.

The Arpegiator

Here are the arpeggiator controls: VOCE offers a large variety of rhythmic and melodic possibilities, since it allows you to choose the note subdivision tempo subdivision and link it to ADSR or FX randomisation. Random mode tells the engine to select one of those options randomly for a random amount of time.
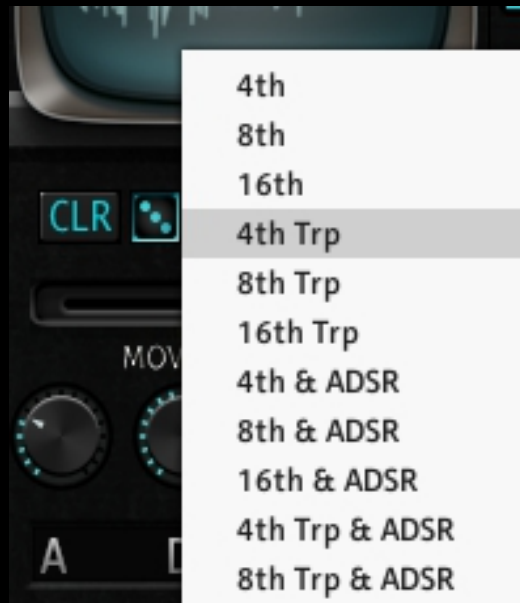
Mix and FX buttons give access to another two sections of VOCE.

FX SECTION

Firstly the FX section: This instrument offers a radical change of perspective on FX usage, thanks to the "One for All" feature you can now control multiple parameters within the same effect by adjusting just one dial.

In the middle of the interface you can set the delay sync time relative to the host tempo. Macro controls, both for on/off buttons and intensity, have been placed on bottom of each set of effects to speed up your productivity.

MIXER SECTION

Here we can control the final output of VOCE, balancing volume and pan of each section without losing individual module settings.

There's also a master EQ, compressor and surround controls. If you're using the surround controls, remember to setup your project and Kontakt itself to surround 5.1 mode.

SHIFT+CLICK RANDOMISATION

VOCE has a full range of randomisation options which are activated by shift-clicking almost any element of the interface, excluding the main mixer. For the macro controls the randomisation is applied sequentially to the relative controls linked to that macro.

We hope you enjoy and are inspired by VOCE and that it becomes part of your sonic palette for long time to come. For more information check out the Composers Tools website at:

www.composerstools.com

and connect via facebook, twitter and YouTube.

Thanks by COMPOSERS TOOLS.