



BLINKSONIC°

User guide written by Sylvain Stoppani.
Related to VOZ° V1.0 release April 2017



VIRTUAL VOCALIST GENERATOR

POWERED BY
 REAKTOR 6

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THE INSTRUMENT CONCEPT

What about using human vocal formant as an oscillation source inside an enhanced sampling tool ?

VOZ° is an instrument which synthesizes a real singer from a list of vocal articulations samples.

This original concept rests on a complete sampling engine which enables the creation of multi layer evolved voice combinations.

From choirs pads introduction, backing vocals, rising screams, funky hits, experimental sound fx, to playable vocal parts...

VOZ° explores various aspects on how vocal sound material can be operated in a virtual instrument and allows to inject a dose of human soul in modern electronic composition.

THE SOUND BANK

VOZ° comes with a collection of 1520 basic waveforms including elements of speaking, screaming, whispering, breathing, yelling, laughing, growling, throating... All kind of vowels, phonetics, accents and onomatopoeias.. even whole words and piece of phrases.

All are classified in 16 categories following an index of intensity in the voice presence and musical tendencies.

During the resynthesis process, I took care to maintain vocal sources in their best expressive forms.

All original curves, glides, bends, vibratos and natural dynamics levels have been preserved.

I only retuned most of the samples for being harmonized and chromatically suited.

The instrument also comes with synthesizers and instruments tones from the previous release AETONZ°, to give complementary basis on some presets.

THE SOUNDS ORIGIN

I have been involved as a singer during 15 years on various projects and this collection got its origin from my own recordings.

It's not my intention to turn VOZ° project as a self celebration. It's just that I found in my archives, enough sound material to be extracted in order to create a consistent audio raw files database.

Essentially connoted with an english accent, all the samples mainly recall the energy of the « nineties ».

Along these years of recordings, everything have always been commanded by an irreverent and rebellious attitude, that's finally makes this sound bank very singular, with a unique character and animated soul.

AN AUTHENTIC VOCALIST GENERATOR

Highly customizable and flexible, VOZ° is directly dedicated to cinematic music composer or electronic producer.

The instrument comes with more than 100 snapshots which are various multiphonics templates.

The first volume of presets covers a large range of music style : Indie pop, Electro, Funk, Urban, Heavy Metal, Cinematic but also Sound FX..

It could be a good starting point for creating your own voice parts and adding some human interactions over your instrumental tracks.

Due to the complexity and the affluence of a vocal waveforms, the possible option to change audio files in real time, the singularity of the sound bank contents and all the features which aim to customize the resultant textures, VOZ° is an astonish piece of instrument that push the concept of a voice synth further.

It offers a modern graphic interface and can also be a good multi sample host engine.

VOZ° promises noisy, punky and unconventional experiences, for both lyrical and epic sonic adventures.

Probably the vocal sound object, the wildest one of its kind... so make it sing !

Sylvain Stoppani.



HOW TO INSTALL VOZ° :

Unzip the package and drop the resulted folder wherever you want.

Blinksonic° VOZ° ensembles can be open directly by double clicking on the file in your browser.

If you use a DAW (Ableton, Logic, etc..) you need to open the ensemble from Reaktor VST or AudioUnit plugin.

There's different methods to do that.

Refer to the "Application reference" in the Help section of Reaktor.

It explains how to manage directories/folders.

But the most direct way would be this one :

- in the browser on the left, click the « FILES » tab

- then you can explore on your disk, following the folder which contains your ensembles.

Note : In any cases, when Reaktor is open, you can drag and drop the ensemble from your folder inside Reaktor.

For NI MASCHINE and KOMplete install, follow the two links below. Both pages explains how to integrate your Reaktor ensembles and where to copy your files :

[KOMplete KONTROL series](#)

[MASCHINE integration](#)

IMPORTANT NOTES :

VOZ° comes with attached a folder which contains all the samples library. Anytime you choose a directory for the VOZ° ensemble, don't forget to copy the folder called « VOZ_Samples » in the most relative path, means in the same folder.

REQUIREMENTS :

- a MAC or a PC with the full version of Reaktor 6 . Not compatible with free Reaktor player, even Reaktor 5.
- A screen resolution with a minimum of 1920x1200 megapixel for a full display on screen. VOZ° is 1320x840 megapixels.
- Intel Core 2 Duo equivalent must be enough with 4 GB of Ram. To give an idea this ensemble has been created on a 2,7 Ghz Intel Core i7.
- CPU usage : Around 30% and 65% with a 2,7 GHz Intel Core i7, 16G Ram and Reaktor 6. Depends how many sample engines and effects in use.
- An internet connection to download the files and potential updates.

SAMPLE DECK SECTION //////////////////////////////////////



This section is the core of the instrument. Based on a « loop sampler » build, these engines take advantage of the Table Framework to manage a list of external raw files, this same raw files which are the oscillation sources on each voices.

The 4 engines include coarse/pitch parameters, an ADSR envelope, sustain loop functions, a system for browsing the sound bank, a random mode for launching the samples, a filter, an auto panning tool (which can be swith as a tremolo) and a compressor.



- Display and Enable Voices buttons :

On top of the Sample Deck section, this tabs aims to navigate between each 4 voices. All relatives power button, on the right of the tabs, enable/disable the voice.

It's highly recommended to disable the voices that aren't currently in use to economize CPU charge.



- PITCH/Coarse + Fine tuning :

Here you tune your sample by directly dragging the digit values. The big one is for semitones and the smaller is for fine tuning.

- Linear / key mode :

Above this button, there's a bipolar fader which receives the modulation applied to PITCH/Coarse. This button aims to choose if the modulation will be applied by semitones/step by keys or by frequencies with a direct linear mode.



- SAMPLE display with START/END pointers START/END LOOP pointers :

This tool aims to edit the start and end of your sample that will be played by the instrument.

Drag the pointers close to the mouse, right mouse enables precision set-up of the current pointer.

The loop area in dark green represent the sustain loop. It can be moved for a faster edit. Just drag it along the sample display. This selection can also be modulated (report to the LOOP CONTROL chapter in this manual)

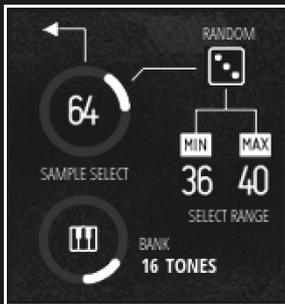
Note : This zone selection will be applied to each sample of the current voice. For exemple, in random mode, it will be the relative position of each samples launched.

- Drop Sample Here :

Select a slot with the sample selector and you can drag and drop a wavefile in this place, from any folder of your browser.

- SAMPLE NAME

This line display the name of the sample. If you want to rewrite/replace it, Reaktor in edit mode, right click on it and choose « multitext » properties. Click the "Function" tab. Then, select the ID number of the related sample and rename it in the ENTRIES field.



- SAMPLE SELECTOR :

With this knob you select which sample will be loaded in realtime.
Each voices embed up to 99 samples.

Note : In "Random mode" this is the "Min" and "Max" knobs on the right which define the range of the triggered sample.

- RANDOM MODE :

In "Random samples mode", the sample will be changed randomly during each incoming gate events.
Use "Min" and "Max" to adjust which range of samples in the list will be loaded and played.

This function aims to add subtle changes in real time. It could make your tones more expressive and humanized.

- WAVEFORM BANK :

Select here the bank in a list of 16. It's various categories of voice formants, classified by style, mood and intensity :

- 01 = SMOOTH
- 02 = QUITE
- 03 = SOFT
- 04 = ETHEREAL
- 05 = FUNKY
- 06 = LOW
- 07 = DRUNK
- 08 = CRAZY
- 09 = ROUGH
- 10 = RAGEOUS
- 11 = HYSTERIC
- 12 = ENGAGED
- 13 = NEUTRAL
- 14 = VIVID
- 15 = EMOTIVE
- 16 = TONES



Each Banks propose up to 99 samples.

- ADSR ENVELOPE.

A basic envelope with Attack, Decay, Sustain and Release to shape the behaviour of the oscillation in ms.

- RETRIGGER mode button.

If envelope gets retriggered before release phase is finished, use this button on the top right for switching between :
off: attack starts from actual level
on: attack restarts from zero

- THE DASHLINED CURVES :

First is the Bending parameter of the attack stage:

- 0 = linear curve
- 0..-10 = "slowing down" curve
- 0..+10 = "speeding up" curve

Note : This 2 commands behave as basic knobs



Note : Target the following dark green squares on click, to set the value of the envelope (knob behaviour type for each commands)

The second is the Bending parameter of the decay stage:

- 0 = linear curve
- 0..-10 = "slowing down" curve
- 0..+10 = "speeding up" curve



- MONO/POLY selector
Choose if the sample of the current voice will be played in monophonic or polyphonic.
- REVERSE
Reverse sample playback. When enable, the sample is played from end point to start point.

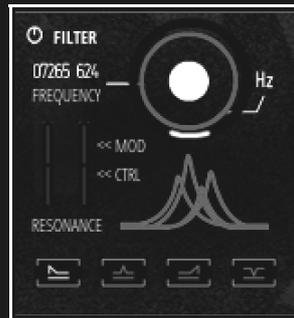
SUSTAIN LOOP functions :

- Loop switch
Enable the loop when a note is held. Mostly audible following the envelope sustain level
When off, sample plays from start pointer and stops to end pointer.
- FADE :
Lenght of the crossfade loop. Aims to soften the transition between start and end loop points.
- Loop in Release
On: loop keeps active after Note Off
Off: sample runs to sample end after Note Off

AUDIO FILTER

Boost or attenuate some frequencies with this basic filter.

- CUTOFF :
Set the cutoff frequency of the filter.
- RESONANCE : Amplify the narrow band selected.



- Filter type :
Choose between 4 filter types :
 - Lowpass 24dB
 - Bandpass 12dB
 - Highpass 24dB
 - Notch 12dB

Note : This 2 parameters can be modulated. Choose a modulation source (Mod A/B) will reveal 2 bipolar sliders, closed to the MOD CTRL indicator.

Adjust first one for CUTOFF, the second for RESONANCE.

AUTOPAN /TREM

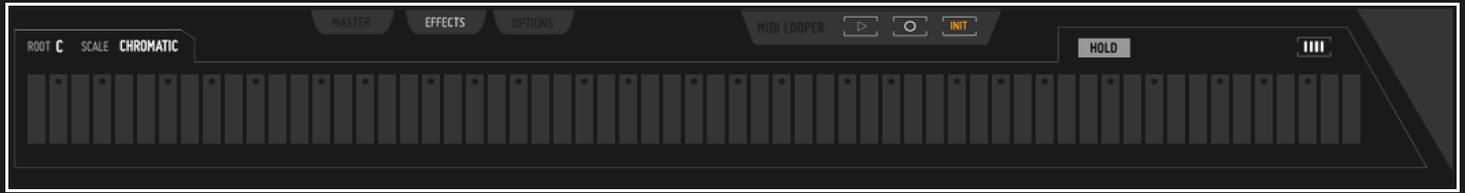


- RATE/AMP
Advanced Double Knob :
 - Inside circle for AMPLITUDE
 - Outside circle for RATE
- PAN (permanent)
Adjust the stereo position of the current voice here.
- LFO wave shape button (on the left)
min: tri
max: sine
- AUTOPAN/TREMOLO switch (on the right)
on TREM - off AUTO PAN

COMPRESSOR

- Threshold : Sets the value above which the compressor takes effect (in dB).
- Ratio : Sets the ratio of the compressor. i. e. the way in which the audio signal above the adjusted threshold is processed: Turn to the top for no effect, to the mid for soft compression and to the bottom for hard limiting.
- Output Gain : Sets the amount of amplification applied to the compressed signal.
- Attack Time. Sets the time used by the compressor to response to fast level changes.
- Release Time. Sets the time used by the compressor to return from higher compression when the input level is falling.





- NOTE : Select the root note of the scale you play in.

- SCALE : Filter the pitch notes played in realtime with these 17 scales :

- Major
- Minor
- Dorian
- Phrygian
- Lydian
- Mixolydian
- Ionian
- Aeolian
- Locrian
- Blues
- Prometeus
- Enigmatic
- Wholetone
- 6tone
- 4semitones
- 3semitones
- Chromatic

- TOUCH KEYBOARD : This is a 5 octaves keyboard for playing notes when clicking/sliding on it.

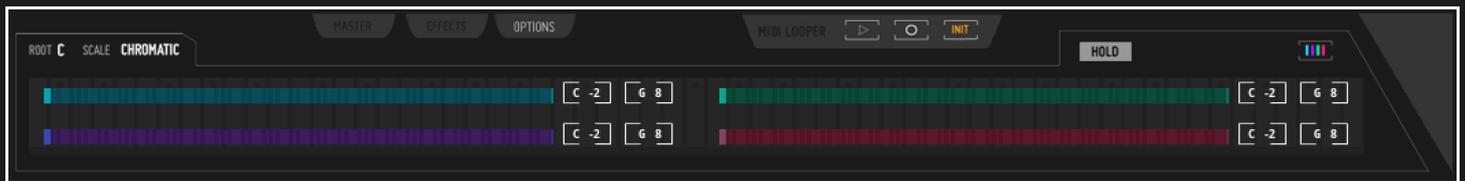
Even if Reaktor is not natively multitouch, it's possible to slide cursor over keypads and play in a glissando method. This way, it produce a similar effect than a stylophone.

All the keypads marked with a small circle are corresponding to the black keys of a classic keyboard.

- HOLD

Latch a note, a chord.

Can be used as a midi panic button, when midi notes stay locked on the virtual keyboard.



- EDIT NOTES RANGE:

This button when toggled shows the NOTES RANGE EDIT mode. This section helps to define in which range of your keyboards the 4 voices of the instrument will be mapped to.

NOTE RANGE X 4

- Lower pitch range limit
- Upper pitch range limit

For Complete Kontrol keyboards owners, this defined note range also manages the light of each keys.

The feedback of the leds will be reinitialized constantly. Disable this edit mode at the exact moment the range of every voices is ready, means when all voices lights are loaded on the keyboard.

MIDI LOOPER RECORDER

This feature aims to record sequence ideas in Midi synchronized with the master clock. It's really basic polyphonic midi note recorder and no export is possible.



- LAUNCH MIDI LOOPER
- RECORD MIDI LOOP (Play button must be engaged)
- INIT : Delete midi loop

THANKS FOR READING THIS MANUAL AND DON'T HESITATE TO MAIL ME FOR ANY QUESTIONS : INFO@BLINKSONIC.COM
 HOPE YOU WILL HAVE FUNNY CREATIVE MOMENTS WITH VOZ° !! MAKE IT SING !
 SYLVAIN.