Orchestral Strings One

Neo Hybrid Modeling Full String Orchestral!

Developed by

Operational Manual

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Version 1.0

Introduction

Orchestral Strings One was recorded utilizing the legendary acoustics in the famous Berliner Hall - home of the world class BERLINER PHILHARMONIKER. Our full string orchestra contains 14 violins,10 Violas, 8 Cellos and 6 Double Basses. Now you're your turn to experience this huge orchestral section as a useful string instrument. Sound Magic has created Orchestral Strings One as a single ensemble complete with the beautiful ambience of this amazing hall. This incredible instrument will quickly become your "go to" string orchestra. No longer will you have to try and build a similar sound with several different string instruments or sections, burning up tracks, RAM, CPU cycles and your valuable time!

Violins, violas, cellos and basses are considered to be nearly impossible to sample into realistic sounding instruments. And the String Ensemble is the holy grail of these string instruments. KVR's Developers Challenge has provided Sound Magic with an opportunity to push the boundaries of our Hybrid Modeling Technology by creating Orchestral Strings One. Our quest for extreme realism not only lets us flex our engineering and computational chops - it gives you an incredibly useful freebie!

If you're familiar with the #2 ranked KVR instrument, Piano One, you know how clean Sound Magic's efforts are. To ensure the highest sound quality possible in our samples, we use top-of-the-line gear such as Brauner Microphones and Neve preamps. Couple this gear with the prodigious Berliner Hall and Orchestral Strings One is able to push the boundaries of realism - with the aid of Sound Magic's Award-Winning NEO Hybrid Modeling Technology, of course!

The NEO Hybrid Modeling Engine offers you the best from both the sampling and modeling worlds. The Authentic Sound of Sampling combined with the Playability of Modeling makes for a string experience that you have to try to believe! No steep hardware requirements here. Orchestral Strings One takes up less than 200MB of disk space and doesn't overly tax your CPU. The NEO Hybrid Modeling Engine gives you absolute control over every aspect of each string - you can even design your own string! There are nearly 20 controls waiting for you to tweak! Some of you (you know who you are!) just HAVE to dial up the legato and velocity, fiddle with the dynamic response, and play with those timbre differences.

Unlike static samples, modeling technology really brings the Orchestral Strings One to life. And more importantly, Orchestral Strings One focuses on the continuous flow of melody, not on just a single note. For example, you can progressively transform a sustained note by first adding slow vibrato, then medium vibrato and finally fast vibrato. While doing this, you can also use the expression controller to change from crescendo to decrescendo. This sort of control is just about impossible to achieve with sampled strings.

Orchestral Strings One is very easy to use. You can play with all the parameters on the fly with a MIDI keyboard using key switches and controllers. A keyboard player can easily and freely play our Orchestral Strings One without any difficulty. It's perfect for a live performance!

Features

Innovative Sampling technologies put 14 violins, 10 Violas, 8 Cellos and 6 Double Basses into One instrument!

Neo Hybrid Modeling Engine make the full strings section into 200MB

Innovative Key Switch and Controller system makes it ideal for use in live performance.

Fully controllable legato system.

Can real-time switch between Spic, Staccato, Pizzicato, Legato, Cresando, Decresando, PFP, Vibrato, Tremolo, Trills and Sordino by Key Switches and MIDI Controllers.

Auto Rhythm Tool helps you better and quicker play repeated notes on fly

Multi Microphone Positions, Player, Audience and Ambience/Room

Small RAM usage and Light on CPU

Built-in High-Quality Reverb

Built in 64-Steps Sequencer enable users to compose their string phrases in a quickest and efficient way

Support Add-ons System

Installation and Trouble Shooting

1. Please copy the whole thing (the dll file and the folder) to your VST plugin folder
2. Open your DAW/Host to load it!

Why I get no sound from the plugin but I can see the key moves?

You have to not only copy the dll file to your VST folder, but also the folder has the same name as the dll file. The sound data are inside that folder so if you do not copy it to your VST folder, the plugin will not find its sound source.

Controls and How to
Orchestral Strings One uses Key Switches, Controller to finish all skills. It is best for a keyboard player to play a string instrument
Range: B0 to C7
Key Switches:
C#7: Spic, useful when playing staccato, polyphony, no legato, have an additional auto rhythm tool
D7: Staccato Mode, useful when playing staccato, polyphony, no legato, have an additional auto rhythm tool
D#7: Sordino Mode
E7: Pizzicato
F7: Poly Mode, useful when playing chord
F#7: Glissando Mode
G7：Default, playing long notes, monophony, plays Legato, Tremolo, Vibrato

Controllers
Aftertouch: controls vibrato speed
Controller 1: Default is CC#1(Mod Wheel): Controls Vibrato Depth and Tremolo Depth
Controller 2: Default is CC#11(expression controller): Controls the sustain part sound's volume
Controller 3: Default is CC#64(sustain pedal): enables Tremolo in default mode and Auto Rhythm Tool in staccato
Controller 4: Default is CC#2(Breath) Controls tone color

Legato
Press Key G7 to activate Default Mode
Auto Legato, when you overlap two notes and legato happens. When the velocity is lower than 64, it will become Portamento
When the velocity is lower than 10, it will change to Glissando.
You can control legato by adjust legato time. Actually legato time = Legato time * multi, where the velocity will determines the number of multi. For example,
if you set multi as 2, then when velocity=127, multi will be 2, when vel=64, multi will be 1 .
It also has three legato modes, Chord, Note and Note2, recommend Note2

Vibrato
Press Key G7 to activate Default Mode
Moving CC#1 to control vibrato depth
aftertouch will control the vibrato speed
Variations knob controls the humanize effect in Vibrato
Vib Depth knob controls the maximum depth of Vibrato

Tremolo

Press Key G7 to activate Default Mode
Press CC#64, the sustain pedal. You have to hold it during the tremolo
Moving CC#1 to control Tremolo speed

Crescendo
Playing a sustain note, and continuously increasing CC#11(expression controller)

Decrescendo
Playing a sustain note, and continuously decreasing CC#11(expression controller)

Piano-Forte-Piano
Playing a sustain note, and continuously increasing CC#11(expression controller) and then decreasing it.

Trills
This automatically happens

Staccato
Press Key D7 to activate Staccato Mode

Spic
Press Key C#7 to activate Spic Mode

Pizzicato
Press Key E7 to activate Pizzicato mode
Then you can play the notes. For Vel<63, you will get soft pizzicato, for Vel>63, you will get strong pizzicato.

Select different GUI panels
Above the keyboard there are one tab, basic and advance, click on it the switch different pages of controls

Basic Controls
Release: The release time
Attack: The attack time of the sustain part, only influence the sustain note.
Attack Vol: The volume of the attack sound for a sustain note.

Dynamic
You can set dynamic range by moving the knob of Min Volume and Max Volume
Changing Tone Color
The ability to change strings' Tone color during the playing, default using CC#2 to control tone color. To use CC#2 to control the tone color, you need to turn CC Tone Color Mode button on. Two knobs, Floor and Ceiling will set the floor and ceiling of the CC#2.

You can also adjust Harmonic and 2nd Harmonic, Middle position means unity which the sound will not change at all. But these two sliders will not be functional under CC#2 control mode.

Auto Rhythm Tool
On GUI, there is a black rectangle with 16 levels, you can draw a 16 steps and this will apply a velocity pattern to the same note. There is also a slider named Beat Ratio which you could control the beats

64-Steps Sequencer
You have to click Advance tab to enter the controls
To use it, first you have to turn on active button.
Start: Choose which step your pattern starts
End: Choose which step your pattern ends
Root Note: Choose the root note, and then the pattern pitch will be decided by the pitch differences of played key and root note.
Humanise: The random difference between different notes
Delay: The delay time in ms for the Sequencer

Mixer/Apply Multi Microphone Positions
You have to click Advance tab to enter the controls
Player, Audience and Room Microphones are there

Reverb
You have to click Advance tab to enter the controls
Reverb Time: The Reverb Time in seconds
Room Size: The size of the space, ranging from 0 to 100
Damp: The damping amount of the reverb sound, measured in percentage.

Using Add-ons
Add-ons are provided as separate VST plug-ins which can work together with the piano. Different add-ons have different features. To choose your add-ons, please visit our add-ons store on supremepiano.com. The address is below.
http://www.supremepiano.com/add.htm

MIDI Tutorial Files
Several MIDI Tutorial Files will help you start with the String. It shows how to use key Switches, Controllers to achieve different skills. These MIDI file is inside the zip folder together with the main program.