SAMPLETRIP

SOUND DESIGN & SAMPLING

FMERAL V2

GETTING STARTED MANUAL

Thank you for purchasing Sampletrip FMERAL V2 FM HYBRID Synthesizer Kontakt 5 Library!

FMERAL is a virtual instrument that uses FM and AWM Synthesis waveforms sampled from YAMAHA FM Synthesizer.

It can be considered as a hybrid virtual synth module as utilizing KONTAKT 5 engine to combine FM or PCM waves and process them with filters, envelopes,step modulators, LFO's and digital effects.

The sample content may seem small compared to the other SAMPLETRIP or other commercial products but due to the high quality sampling and seemless looping combined with a decent amount of control parameters, it can produce rich and expressive sounds for a variety of music genres.

The updated version 2 has many improvements compared to the old version. The most significant are the new redesigned Black GUI and some new features such as multimode filters, transpose, step modulators and the addition of 12 brand new IR reverbs.

In the included presets can be found sounds such as synth pads, brasses, polysynths, drones, acid basses, mono/lead synths, atmospheric digital pads, strings, industrial hits and a few sound FX.

147 waveforms at 44KHz 24bit are included.
(111 MB uncompressed - 91 MB of total size after NCW compression).

REQUIREMENTS:

KONTAKT 5 full version 5.6.8 and above is required
(Not KONTAKT PLAYER).

8 GB of ram is recommended.

OVERVIEW:

FMERAL interface includes 2 windows (parts) and they will be briefly described below:

a) Main

The main window has all the basic editing controls of the instrument.
The architecture is simple and effective.There are 2 parts; each one has its own waveform generator and many parameters to adjust such as filter cutoff and resonance, filter envelope ADSR amount, LFO modulation amount, ”S-MOD” switch, pan (L-R),detune, transpose, AMP ADSR envelope amount,velocity sensitivity and part volume / on-off switch.

The waveforms can be selected on each of the 2 “slots” on the large green virtual “display”.

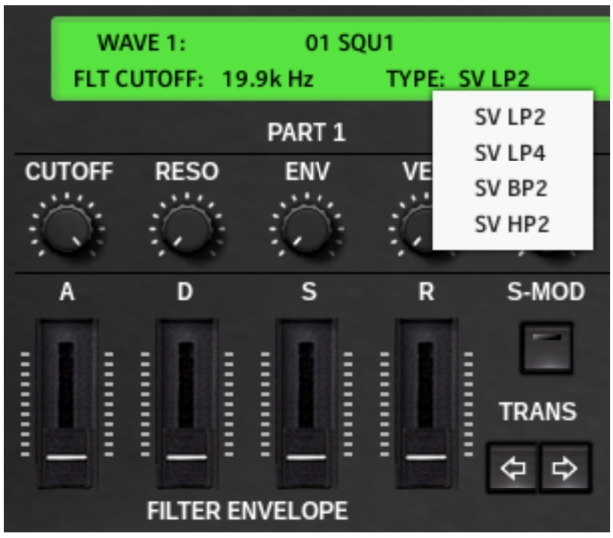
There are 24 different waves to select:

The first 12 are waves generated by FM synthesis and they are generally simple such as sawtooth, square, sine, noise and some variations.

The other 12 (13 – 24) are AWM samples in the likes of strings, chorus voices, bottle and some other more complex loops or “metallic” waves.

FILTER SECTION:

The Filter section contains 4 different types of filters:



Now filter type can be selected among SVLP2, SVLP4, SVBP2 & SVHP2.
Cutoff and resonance controls are available, as well as an ADSR envelope with adjustable amount and velocity sensitivity.
Cutoff frequency of filters can be modulated by LFO.

AMP SECTION:

Amp section is more simple and contains a few basic controls:

pan (left-right), detune amount, velocity sensitivity and ADSR envelope.
There is an activation “switch” for each part and a volume “slider”.
Amp volume can be modulated by LFO as well.

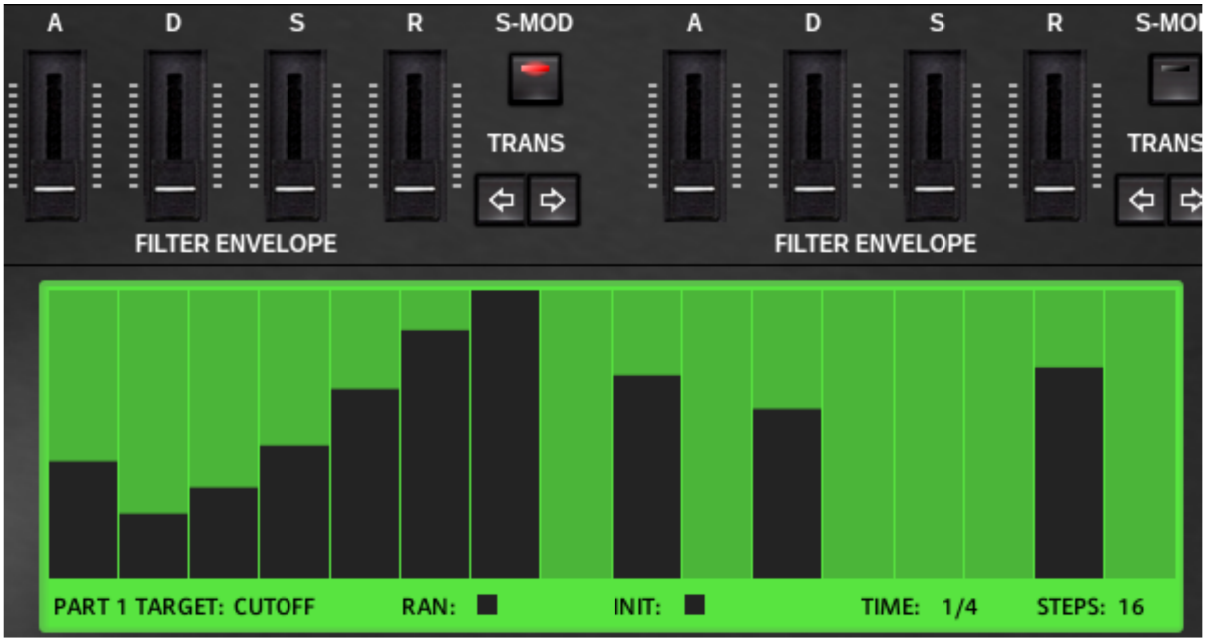
TRANSPOSE AND DETUNE:

New transpose function for each part can be adjusted from -12 to +12 semitones.
Detune function is improved and can be adjusted from -0,5 to + 0,5 semitones.

STEP MODULATORS:

Each Part can have up to 2 step modulators running simultaneously.
One for modulating filter cutoff and the other for filter resonance.
Up to 4 modulators can run simultaneously per “patch”, to create complex rhythmic filter effects.

The step modulator edit mode can be activated by clicking the corresponding “S-MOD” switch of each part.



Each modulator can have 16 or 32 steps as well as random “RAN” and initialize “INIT” buttons and time signature menu.
By clicking “RAN” button you can create random step patterns or use “INIT” button to delete all steps.
When a modulator part is initialized is deactivated.
Time signature is common for all modulators and can have values of 1/4 – 1/32.

b) Mod & FX

Modulation controls:

This window contains the modulation and the effects sections.

On the left there are 3 multi LFO with adjustable waveform, frequency and “delay” time.
The “GLOBAL LFO” can affect both parts and can be modulate only the pitch.
The other 2 LFO can affect individual parts:”MULTI LFO 1” is for part 1, etc.

On the left bottom is located the pitch ADSR envelope with the corresponding sliders for each parameter as well as an “ACTIVE” on/off switch and amount control (0 – 12 semitones).

Effects:

There are 4 different effects:Formant Filter, Equalizer, Chorus and Reverb. Each one has its own control parameters and activation switch.

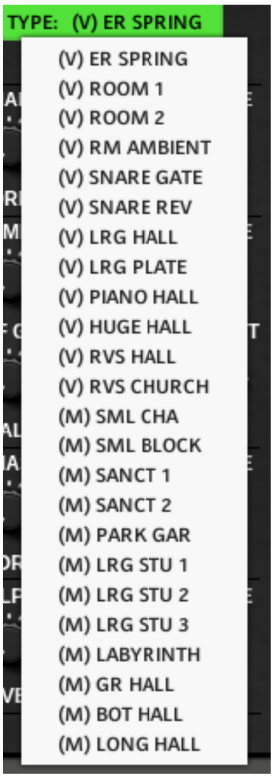
Formant filter :It can be used to create “talk” like effect, suitable for the chorus samples that are provided.
(PS:*The idea of using this type of effect is inspired by Yamaha FS1R Formant Shaping/FM Tone Generator, in a more simple approach of course.)*

Equalizer :Solid G-EQ with 4 bands of frequencies, gain and output controls.

Chorus :Depth, frequency, phase and level controls as usual.

Reverb :Impulse Response Reverb is included, sampled by Yamaha fx unit of the same era, as well as new IR created by Software FX Processor.
Basic controls are available:Size, HPF, LPF and level.

There are 24 types to select of:



Existing IR's are now categorized as “(V)” - Vintage
and the 12 new IR's as “(M)” - Modern.