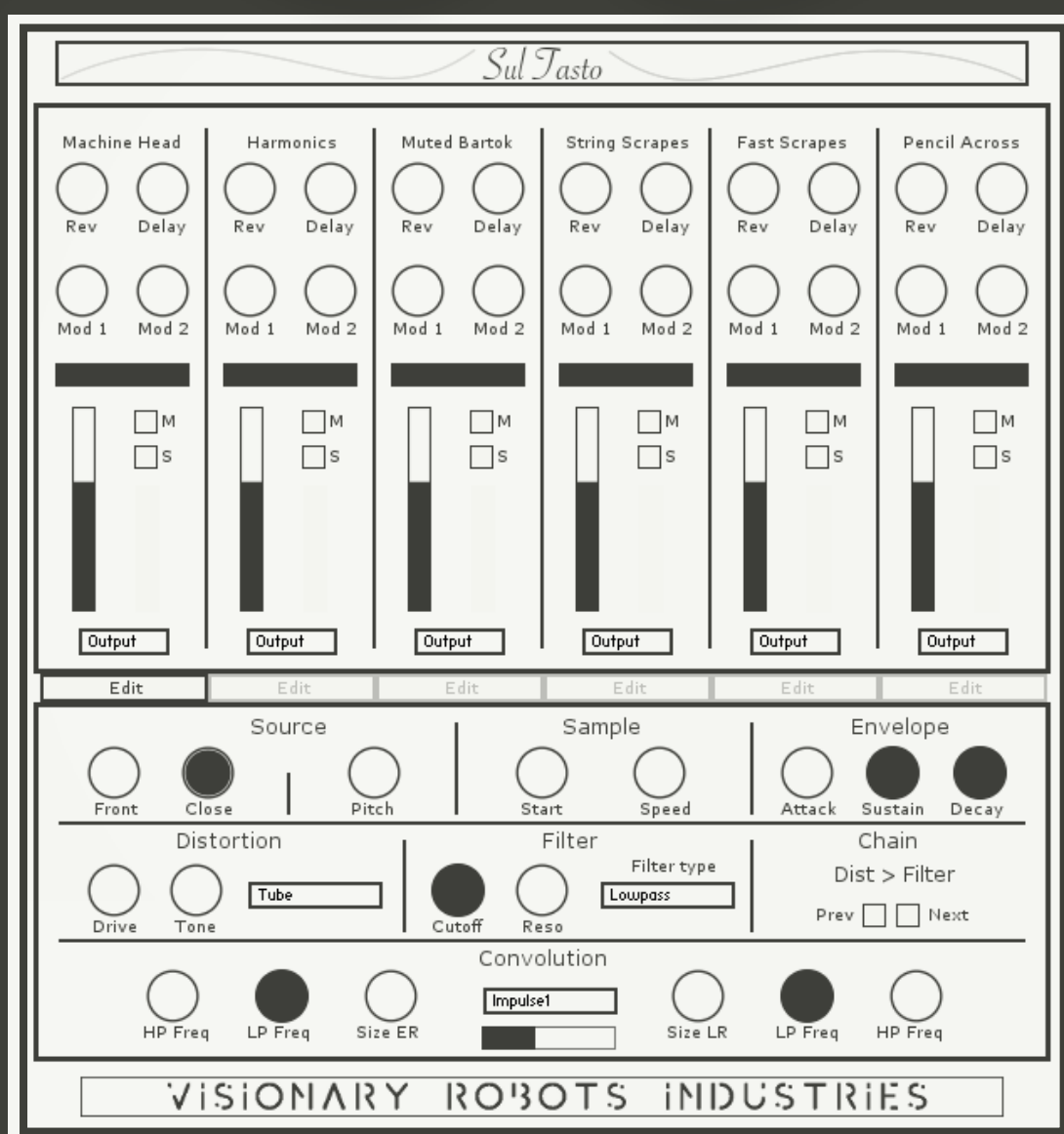


VISIONARY ROBOTS INDUSTRIES

Cedar *Sul Tasto* Operative Manual



Version 1.0

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Index

Introduction	pag. 2
Presentation	pag. 2
The Main page	pag. 3
Channel controls	pag. 4
Send levels	pag. 4
Pan, Mute, Solo, Output	pag. 5
The Edit sub-page	pag. 6
The Edit sub-page: upper row	pag. 6
Source	pag. 6
Sample	pag. 7
Envelope	pag. 7
The Edit sub-page: middle and lower row	pag. 7
Distortion	pag. 7
Filter	pag. 8
Chain	pag. 8
Convolution	pag. 9
How to activate the effects	pag.10
The Effects page	pag.11
Send Effects	pag.12
Delay	pag.12
Reverb	pag.13
Modulation 1 and 2	pag.14
Insert Effects	pag.14
EQ	pag.15
Compressor	pag.15
Tape	pag.16
Path	pag.16
Specifications	pag.17
Credits	pag.18

Introduction

Thank You so much for purchasing our product!

Before you use this library on your projects, please read the manual and the license agreement.

We really hope that you will enjoy our sounds and they will be useful for your creations!

Presentation

The "Cedar" library series is a collection of libraries, comprised of three different instruments:

- Ponticello
- Sul Tasto (the present one)
- Bizzarro

Each volume is a single Kontakt instrument with a peculiar timbral personality. The entire series is created recording sounds from a luthier classical guitar. They can be used for composition and production purposes - like an acoustic percussion setup - as well as for soundtrack composition and sound design in films, video games and any other multimedia product. "Ponticello" and "Sul Tasto" also feature a dedicated effects page that can be used to process the sounds in the library with several processors, both send and insert effects. They are "percussion oriented" sounds, while "Bizzarro" is a keyboard instrument.

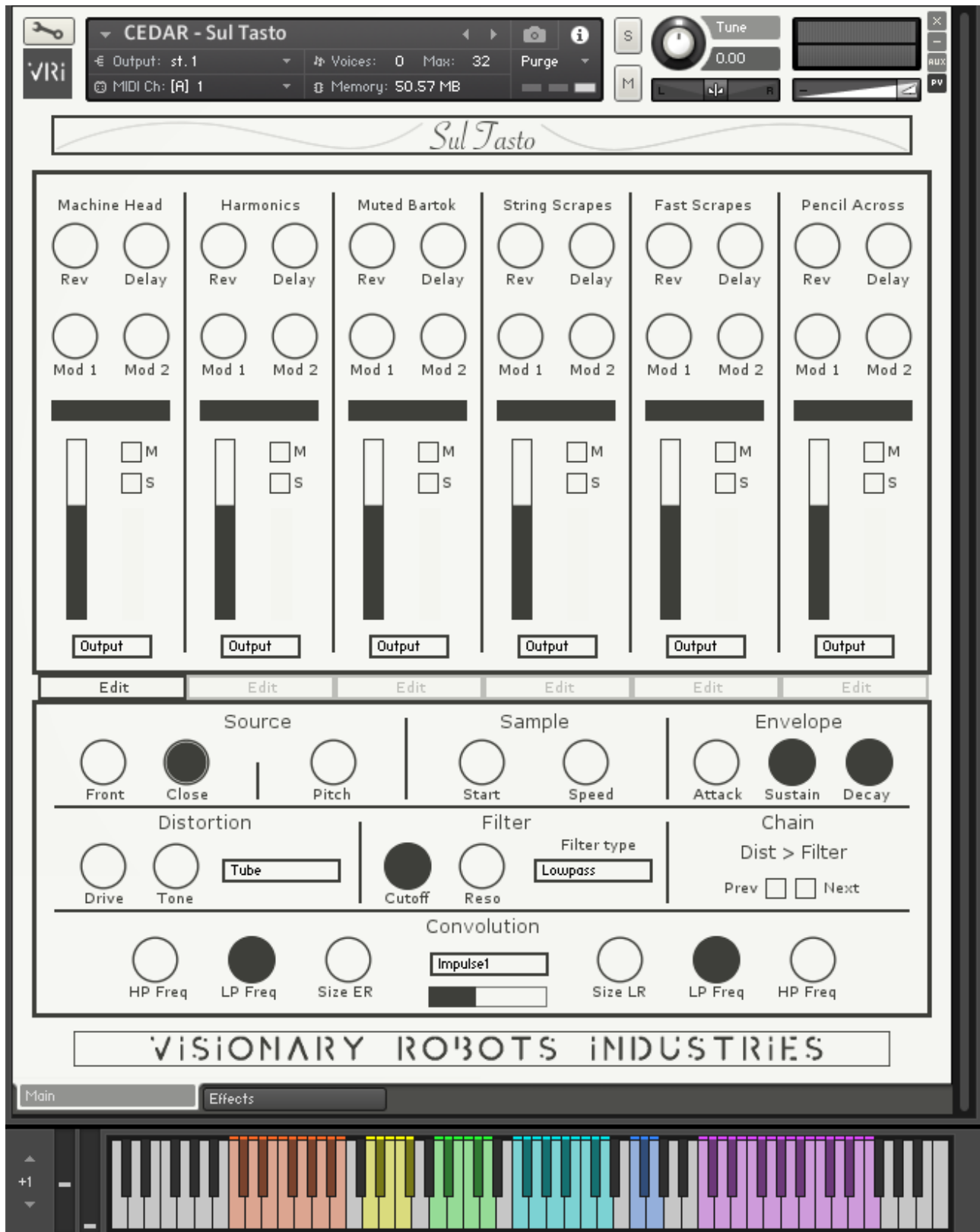
Introduction to "Sul Tasto"

The instrument contains 6 sets of sounds, called "Engines". Each set has a dedicated channel strip in the interface and can be processed with a dedicated sub-page. You can also choose an individual audio output for further processing in your favorite DAW with effect plugins of your choice.

Each sound has been recorded with two different mic placements, and you can mix them to your taste.

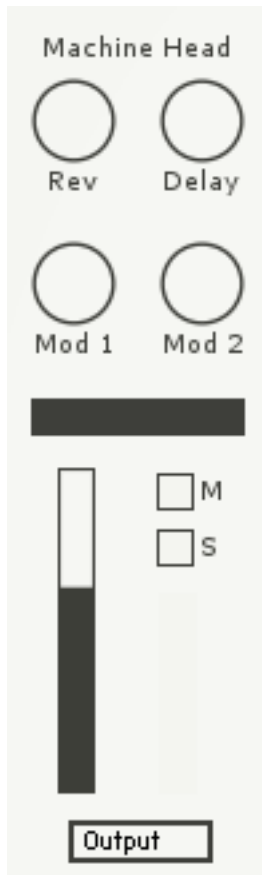
The Main page

When you open “Sul Tasto” the instrument looks like this:



It is divided in 6 slots, called “Engines”, each of which has a specific set of sounds and the relative controls for many parameters configured as in a mixer channel

strip. At the top of every channel strip (or Engine) there is the sample set's name. Several controls follow from top to bottom:



- Rev: it's the send level to the Reverb effect
- Delay: it's the send level to the Delay effect
- Mod 1: it's the send level to the first modulation effect
- Mod 2: it's the send level to the second modulation effect
- horizontal slider: it's the ever present control for positioning the sound in the stereo field
- vertical slider: to set the Engine volume
- M e S buttons: Mute and Solo buttons respectively
- Output: it's a pop-up menu to assign the channel strip outs.

At the bottom of the channel strips you have the "Edit" button. Click on it and the sub-page for the selected strip will appear in the bottom half of the Main page. Here you can find a bunch of options and controls to work on the sounds.

Channel controls

Let's take a look at the channel strip controls in detail.

Send levels

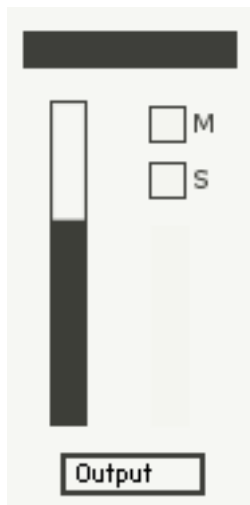
The four knobs allow you to control the amount of signal sent to the Reverb and Delay, Modulation 1 and 2 master send effects.



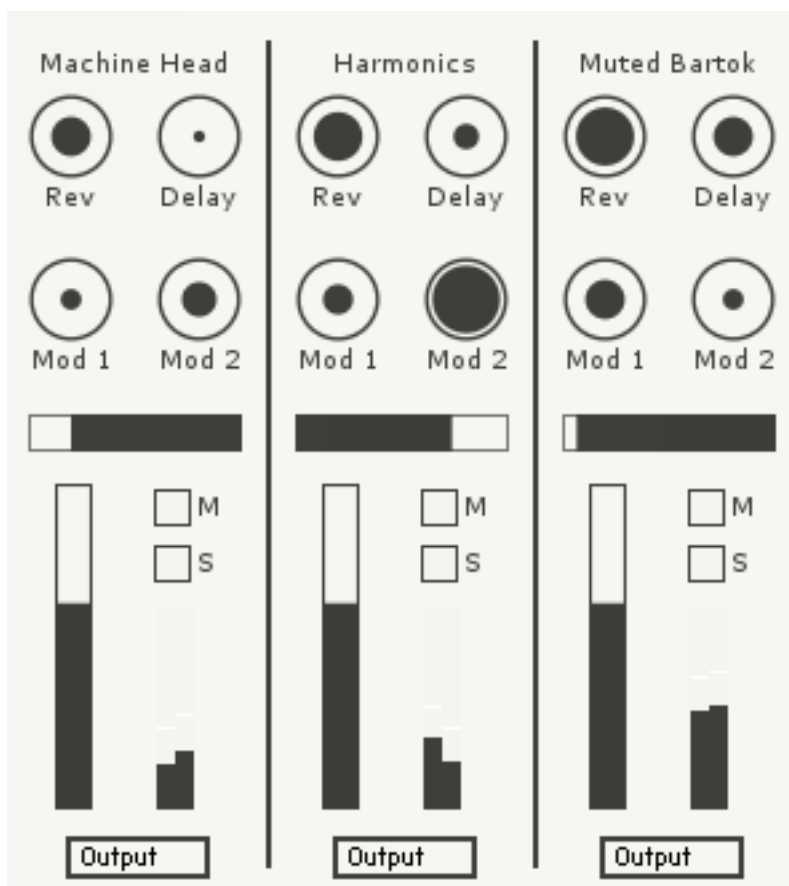
The four effects - whose parameters you can control in the Effects page - are master effects, meaning that the same effect is applied to all of the six engines. Therefore the controls in this section allow you only to decide the amount of signal to be sent alongside the other Engines.

Pan, Mute, Solo, Output

This section is exactly like one you can find in a mixing console:



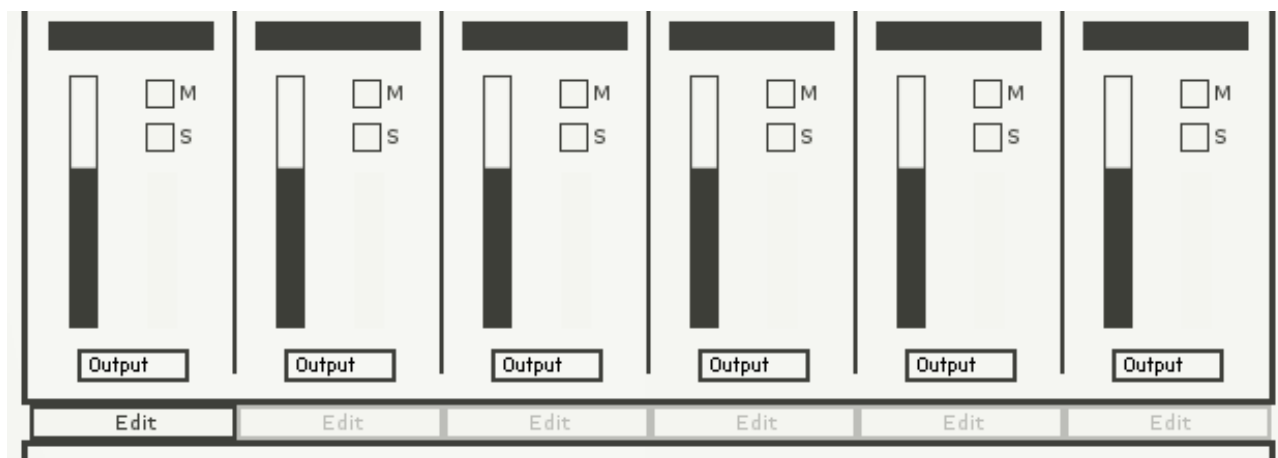
The vertical slider is for the Volume control and the horizontal one is for the Pan control. At its right a level meter will appear when a sample is played:



The M and S buttons are for Mute and Solo. You can Mute a sound when you don't want to hear it playing to concentrate your attention to other Engines. You can Solo the Engine to work on the specific sound without stopping your DAW or sequencer.

The Edit sub-page

The heart of the Engine is the Edit sub-page. Every Engine has its own Edit sub-page and you can access them by clicking on the Edit button at the bottom of every channel strip:



The button will highlight so that you can easily see which Engine you are working on.

The page is divided into seven sections organized in three rows. Source, Sample and Envelope are located in the upper row while Distortion, Filter and Chain are located in the middle row. In the last row you have the Convolution section.

Let's have a look to each of these sections in details.

The Edit sub-page: upper row

Here you can find the controls to work with the sample itself and its basic parameters to tailor it to your needs.

Source

There are three knobs:

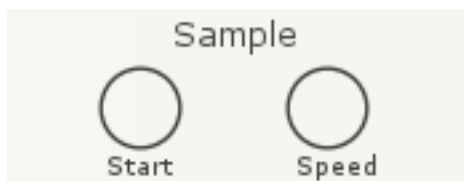


- Front: to set the amount of the front mic used in the recordings
- Close: to set the amount of the close mic used in the recordings.

They control the level of the two sounds, so you can mix them at your taste, while the Pitch control adjusts the pitch of the sample in a ± 3 octaves range.

Sample

There are two knobs:

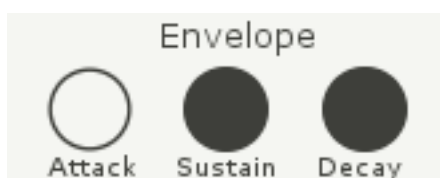


- Start: allows you to select the starting point of the sample
- Speed: sets the speed of the sample.

Working with these parameters will allow you to drastically change the sounds in the library for your sound design purposes.

Envelope

It is an Envelope generator comprised of three stages:



- Attack
- Sustain
- Decay

The Edit sub-page: middle and lower row

These sections let you process the sound with dedicated effects per Engine. This means that every Engine can be independently treated from the others to achieve unique results. The Convolution effect is particularly interesting and effective in this regard.

Distortion

A Distortion unit to add harmonic content to your sounds:



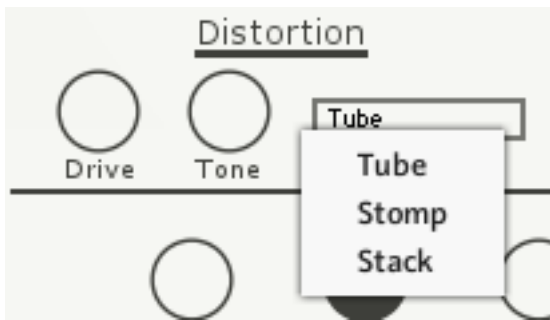
There are three controls:

- Drive
- Tone
- Distortion type

This last one is a drop down menu and you can choose from three distortion types:

- Tube

- Stomp
- Stack



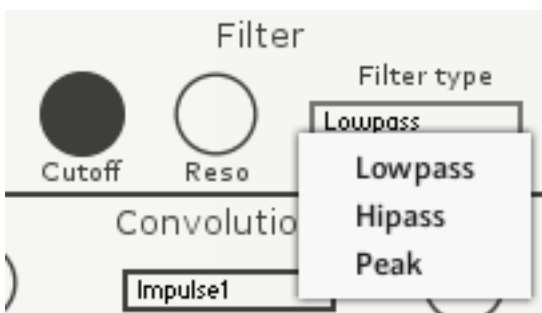
Each one has its distinctive sound and will enrich the sounds in a different way.

Filter

Three controls are available for the Filter:



- Filter type: it is a drop down menu that lets you choose the filter type between:
 - Lowpass
 - Highpass
 - Peak
- Cutoff: set the frequency of the filter
- Reso: stands for Resonance. Careful with that knob Eugene!



Chain

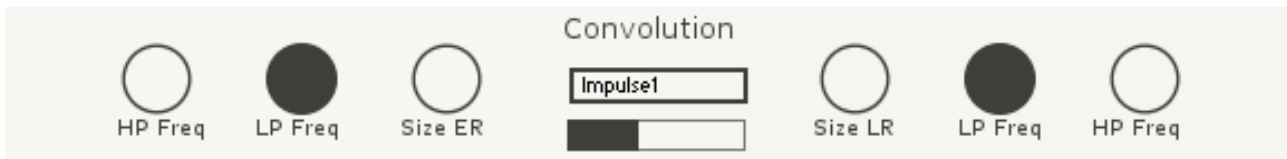
The two buttons let you navigate through the possible combinations of the two previous effects:



After this the sound will go into the Convolution effect.

Convolution

Here you have a cool tool for sound design.



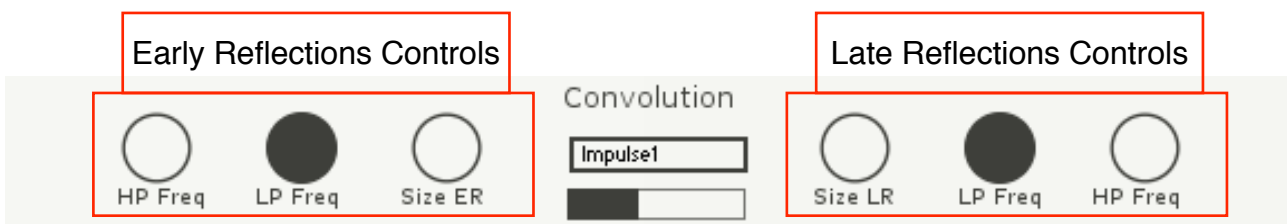
There are eight controls in total:

- six knobs
- one drop down menu
- one horizontal slider

The center controls are:

- Impulse: a drop down menu to choose from custom made creative IRs
- Slider: the general level of the effect

The knobs are divided into two sections. The one in the left controls parameters for the Early reflections of the IRs, the right one controls parameters for the Late reflections (or: the tail of the IRs):



Starting from left to right the other parameters are:

- Early Reflections:
 - HP Freq: the cutoff frequency for the Highpass Filter
 - LP Freq: the cutoff frequency for the Lowpass Filter
 - Size ER: set the size of the Early Reflections
- Late reflections:
 - Size LR: set the size of the Late Reflections
 - LP Freq: the cutoff frequency for the Lowpass Filter
 - HP Freq: the cutoff frequency for the Highpass Filter

How to activate the effects

To turn on the effects you have to hover over the name with the mouse so that a line will appear underneath the name:



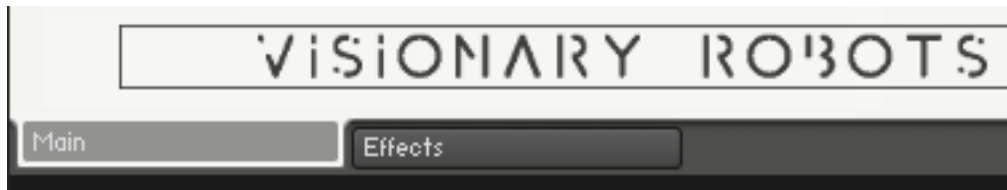
Click on it and the effect will turn on:



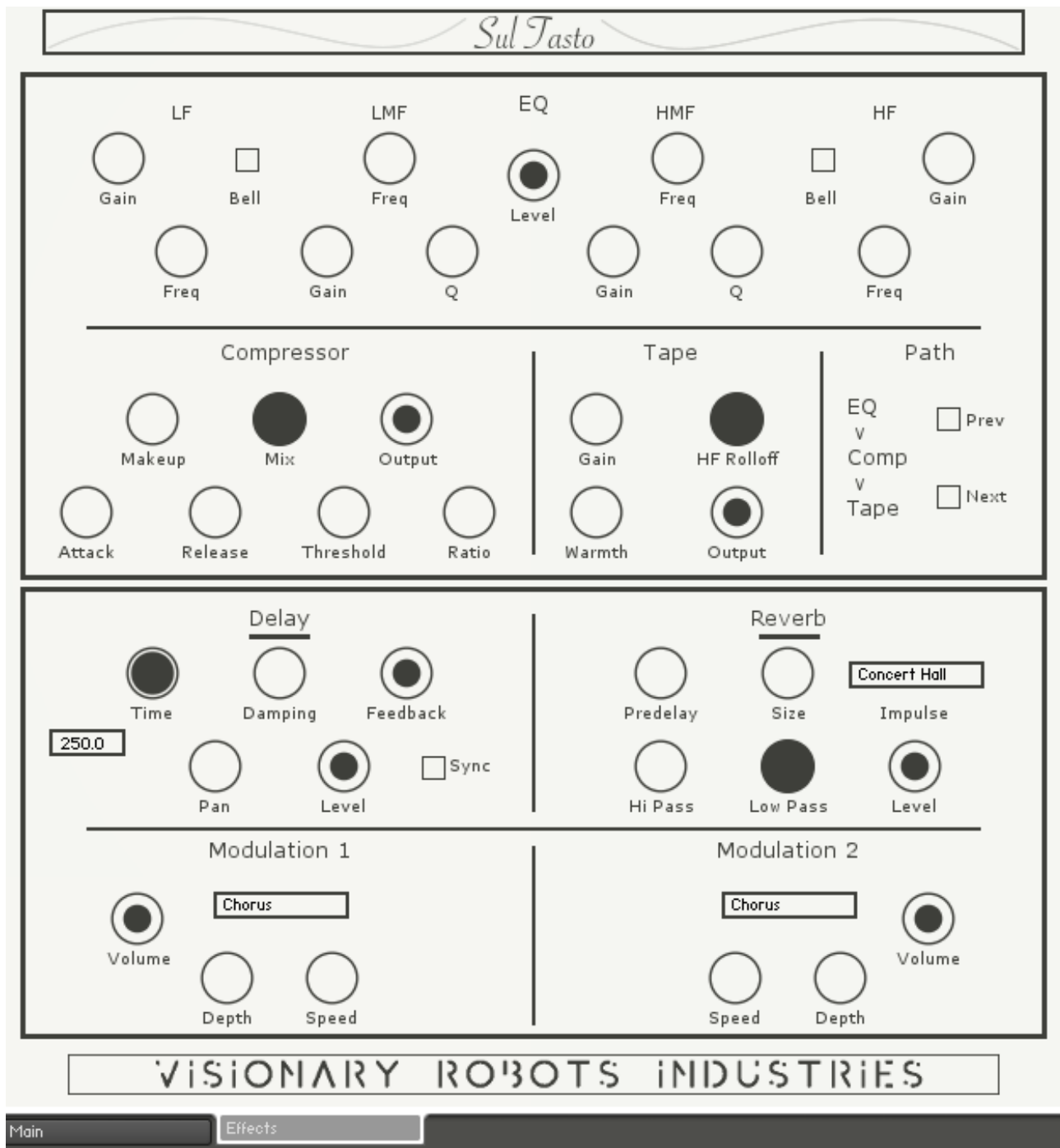
This applies to Distortion and Filter in the Edit-page, but also on all of the effects in the Effects page.

The Effects page

To switch between the two pages you can click on the tabs in the bottom section of the graphic interface:



The effects page is arranged into two sections:



The effects are divided into send effects and insert effects. In the upper section you have the insert effects, in the lower section there are the sends effects. The send ones are Delay, Reverb and two modulation effects. You can control the amount of signal sent to each one via the dedicated knobs in the Main page.

Send Effects

This section contains the controls for the send effects:

- Delay
- Reverb
- Modulation 1
- Modulation 2

These effects are **master send** effects, and they are in parallel, meaning that the sound that comes out of the Delay goes to the outputs directly. Same thing for the Reverb output and the two modulation ones.

Delay

This is the general Delay effect where all of the Engines' sound flows depending on the send level set in the Engine dedicated section. Therefore all of the Engines are mixed into the Delay accordingly:



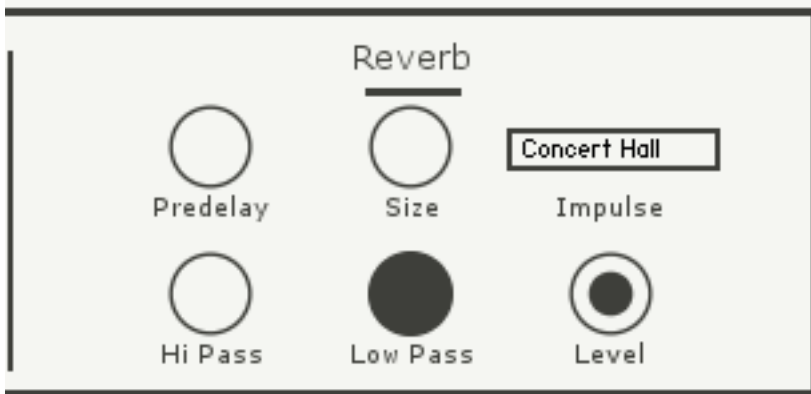
There is an On\Off switch for bypassing the effect underneath the effect name. It will appear when you hover over it with the mouse. Click to activate the effect.

The knobs are, from left to right:

- Time: to control the Delay time. It has a display that shows the delay time in milliseconds or in musical values, depending on the Sync button status
- Display: it shows the current delay time. It shows milliseconds when the Delay is NOT in sync with the DAW; musical values are shown when in Sync with the DAW. In this case the "D" stands for "Dotted" values and the "T" stands for Triplets
- Pan: controls the positioning of the sound repetitions (ping-pong delay effect) in the stereo field
- Damping: it dampens the high frequencies
- Level: it adjusts the output level of the effect
- Feedback: controls the amount of signal fed back into the Delay
- Sync: it is an On\Off button to sync the Delay with the DAW.

Reverb

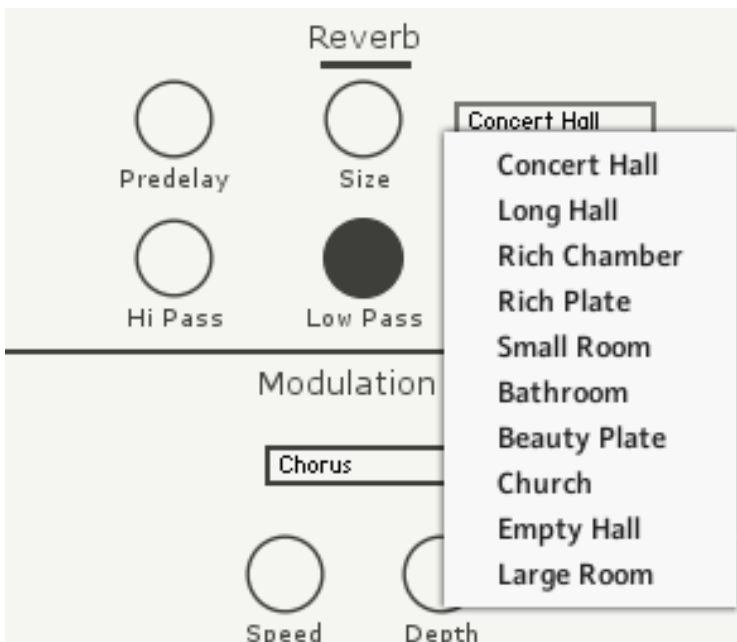
To activate the effect hover over the effect name and click when the horizontal line appears underneath the name:



The knobs are, from left to right:

- Predelay: controls the PreDelay time parameter
- Size: controls the room size for the selected IR
- Impulse: it is a drop down menu to select among the custom made IRs
- Hi Pass: controls the frequency value for the High Pass filter
- Low Pass: controls the frequency value for the Low Pass filter
- Level: it is the master volume for the Reverb.

The drop down menu contains the IRs you can choose from:

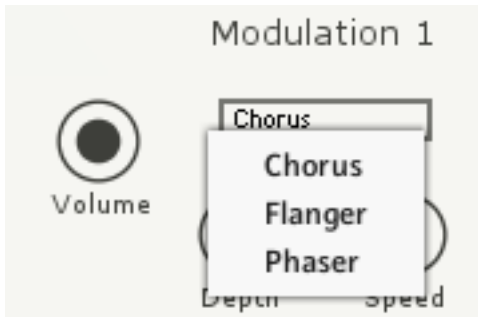


All of the IRs are custom made specifically for “Sul tasto”.

Modulation 1 and 2

These are the two modulation effects you can use to process the sounds. You can choose from three different effects:

- Chorus
- Flanger
- Phaser



For the Chorus effect you have three parameters:

- Volume: it is the general output level of the effect
- Depth
- Speed

For the Flanger and Phaser effects you also have an additional Feedback parameter that will appear when you select one of these effects. The two effects are independent and works in parallel.

Insert Effects

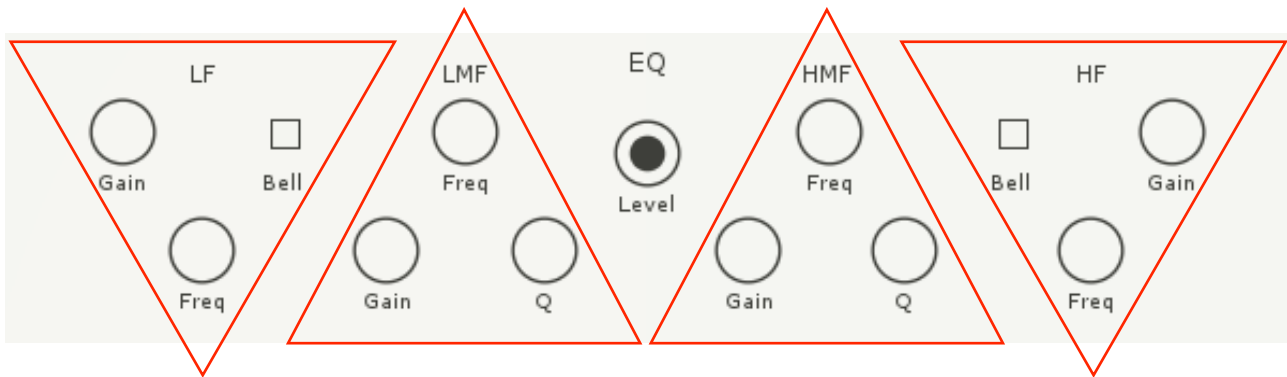
The insert effects are:

- EQ
- Compressor
- Tape

and you can change the effect chain with dedicated controls in the section named Path. Please note that they are **master insert** effects, meaning that the signals from the six Engines are first mixed and then sent to the effects. In this section you can control the parameters for the master insert effects. Let's take a look at them in details.

EQ

This is a fully featured four bands parametric equalizer. The interface is organized into four sections, one for each band, and a master volume control:



The four bands are:

- LF: Low shelf filter with Gain, Freq and Bell controls
- LMF: Low medium peak with Gain, Freq and Q controls
- HMF: Medium High peak with Gain, Freq and Q controls
- HF: High shelf filter with Gain, Freq and Bell controls

The Level knob controls the main output level. The Bell switch change the filter type from shelf to peak.

Compressor

A classic compressor:



The controls are from left to right:

- Attack: controls the Attack time
- Makeup: is the control for the makeup gain
- Release: controls the Release time
- Mix: controls the percentage of processed signal to be mixed with the original
- Threshold: controls the Threshold value
- Output: controls the general output level for the effect
- Ratio: controls the Ratio value.

Tape

To give to your sound that cranky feel:



There are four parameters:

- Gain: controls the amount of signal that goes into the effect
- HF Rolloff: an High Cut filter to better simulate the signal quality loss with tape
- Warmth: controls the... well, warmth of the signal
- Output: set the volume of the effect.

Path

The two buttons Prev and Next let you choose the effects chain between every possible combination of the three:



Specifications

6 Sound Engines

3 effects per Engine

3 Insert master effects

4 Send master effects (Delay and Reverb, Modulation 1 and 2)

10 custom made IRs for the Reverb

108 single samples

Total Dimension: 75,1 MB

Sample format: 44.1KHz, 24 bit, NCW, stereo

Requires Kontakt 5.6.5 or above (FULL VERSION)

Version 1.0 (April 2020)

Credits

Developer: Luca Di Berardino

GUI design: Maurizio Di Berardino, Luca Di Berardino

Sound recording: Luca Di Berardino

Guitar performance: Roberto Bisegna

Contacts

www.visionaryrobots.com

WARNINGS

!!! Don't move\delete files from the unzipped folder, otherwise Your library might stop functioning properly !!!

!!! Please keep the .zip file in a safe place in the event You should need it to reinstall Your library !!!