

Synth Magic Retropolis is a Kontakt instrument (Full version of Kontakt is required 5.8.1 and higher).

A collection of Synthesizers were used in the creation of Retropolis such as : Red Sound Dark Star, Alpha Juno2, Kawai SX240, Arp Odyssey, Moog MG-1. All samples are placed under the control of a very easy to use interface and are accessed via a menu system.



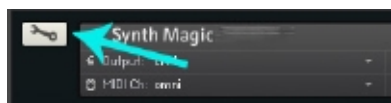
Retropolis has a full effects section and also comes with an Arpeggiator which can also be used to modulate filter cutoff.

SNAPSHOTS

Retropolis comes supplied with over 250 snapshots. All snapshots are placed into folders such as: Bass, Strings/pads, synths etc for easy selection of snapshot presets.

IMPORTANT - LOADING SNAPSHOTS

Click Wrench

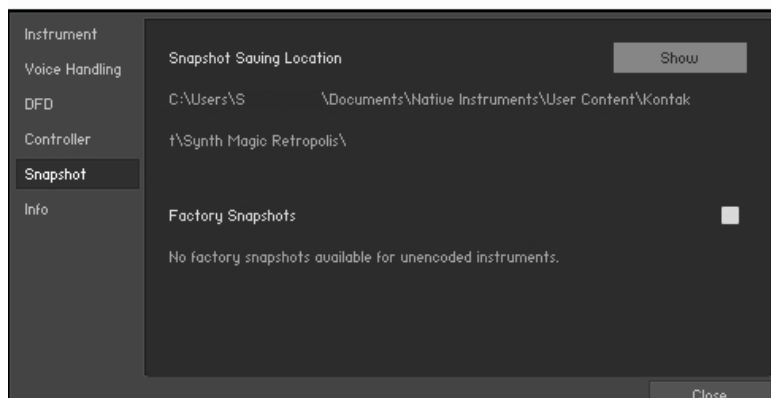


Click Instrument options



Click Snapshots.

Instrument Options



If you want to use the included snapshots you need to copy the snapshot folders included in your download into the correct location on your computer for Kontakt to find them. Copy the folder called SM EKO Stradivarius in the snapshots folder to the snapshots folder on your hard drive inside the Native Instruments folder(see below for file paths).

The easiest way to locate this folder is to open up Kontakt by clicking the 'Wrench' icon and then clicking 'Instrument Options'. Then choose the 'Snapshot' section and click 'Show'.

NOTE: Please ensure you install snapshots properly to get the most out of Retropolis. After you have placed them in the correct location they will appear in the snapshot browser.

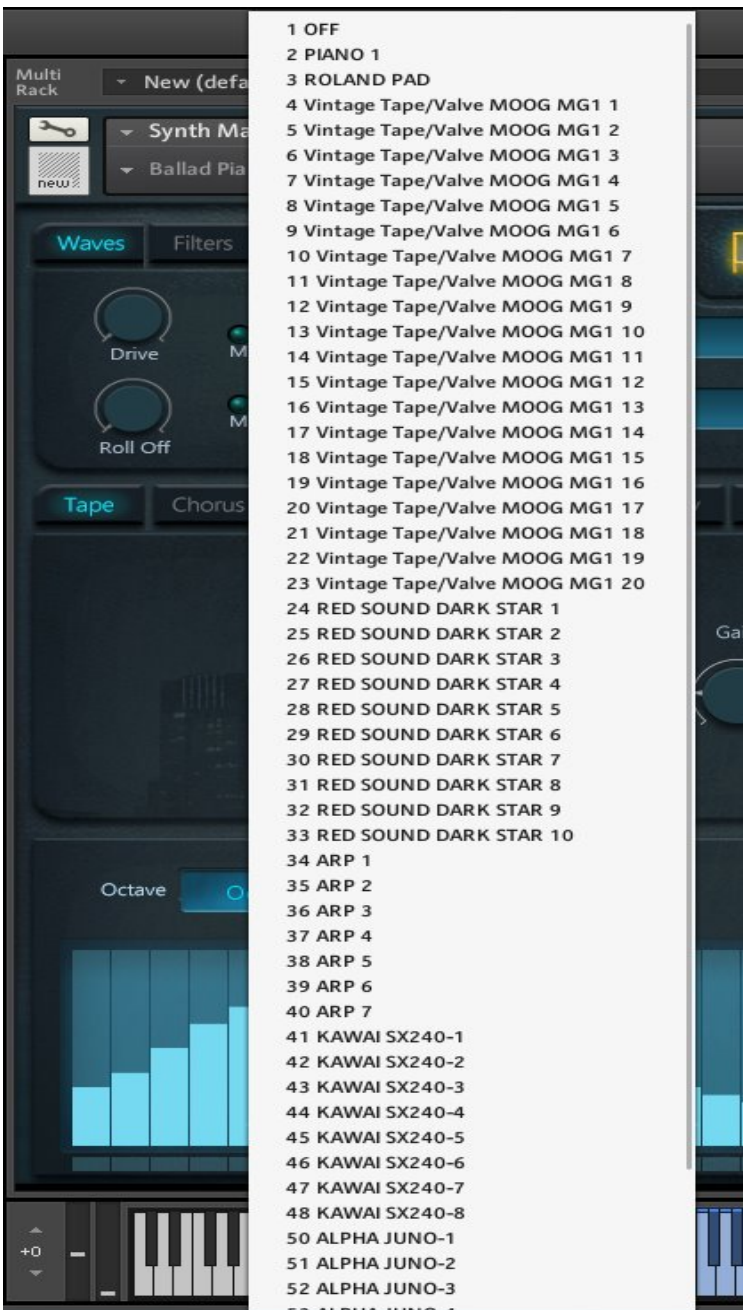
MAC OS : Users\<username>\Documents\Native Instruments\User Content\Kontakt\Synth Magic Retropolis

WINDOWS: C:\Users\<username>\Documents\Native Instruments\User Content\Kontakt\Synth Magic Retropolis

Synth sections.

Retropolis has 3 main sections for selecting and controlling the samples:

Waveform section, Filter section and Modulation section.



clicking the Wave tab (highlighted in blue) will give you access to the waveform and ampsections of Retropolis. You can then click the waveform window to have instant access to the sample collections from the various hardware synths.

There are a selection of controls in this section such as:

Drive - Can be used to add extra bite and grit to the sounds.

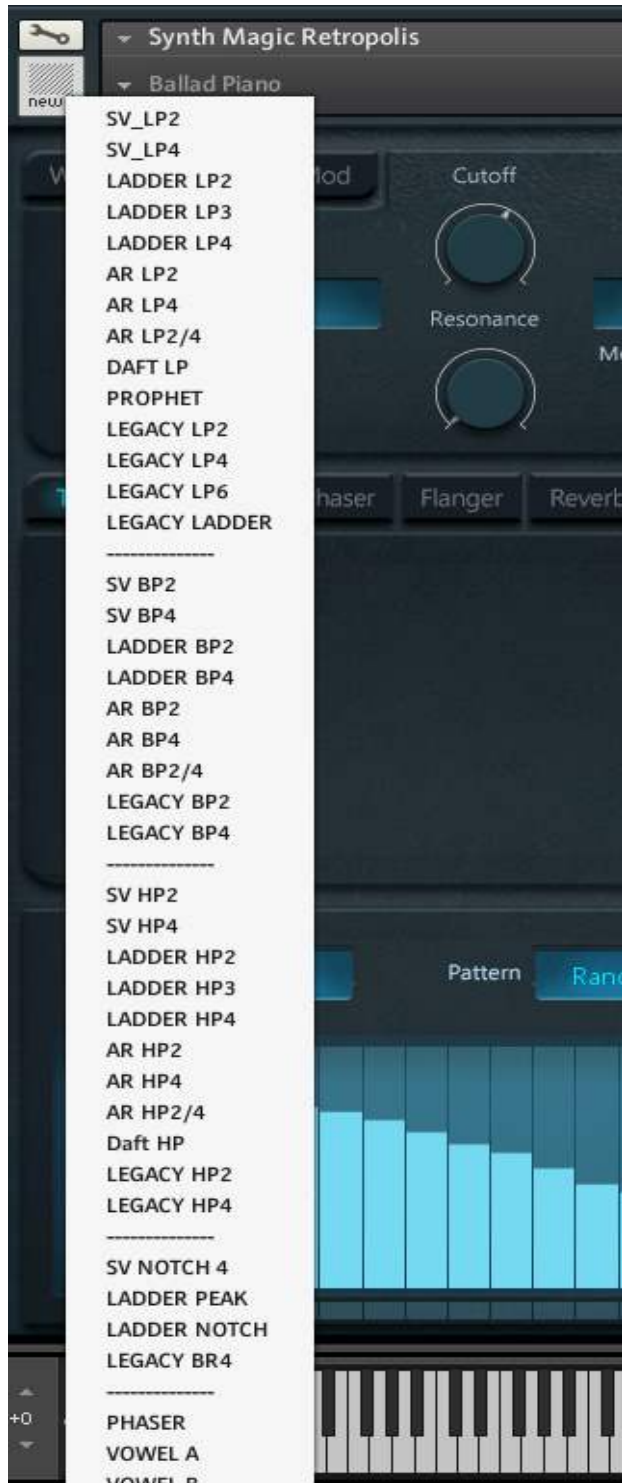
Roll Off - Can be used to thin any sounds and roll off bass.

Semi and Fine tuning controls for waveform 1 and 2.

Panning for independent panning of each waveform.

Amp ADSR and Velocity.

FILTER SECTION.



The filter section contains controls for:

Filter shape selection.

Cutoff and Resonance.

Modwheel to cutoff frequency.

Velocity to cutoff frequency.

A free running and MIDI syncable LFO with various waveform shapes.

Filter envelope and envelope depth which is BI-POLAR.

The modulation section.



The modulation section contains:

Volume LFO (MIDI syncable) with many shapes and depth can be controlled by mod wheel or after touch - great for pulsing pads in time to your tracks.

Pitch LFO (MIDI syncable) with many shapes - Can be used to provide gentle vibrato effects to extreme pitch modulations.

Panning LFO (MIDI syncable) with many shapes - great for adding a sense of movement to sounds.

ADSR envelope - is used to add pitch changes over time in line with the shape of the envelope.

Env is the envelope depth and is BI-POLAR.

The Arpeggiator.



The Arpeggiator is great fun and allows for you to draw velocity curves (see blue table shape). The velocity curves are used in conjunction with the velocity slider in the amp section and the velocity to filter amt in the filter section - by using the table to draw patterns and setting velocity sliders in the amp and filter sections you can create grooves with expression.

Effects and performance.



Retropolis comes with a number of effects and a performance page.

Performance has a number of controls that will allow for you to set:

Mono to on or off and is used with the note priority dial (3 settings: Next note, Low and High).

Portamento dial is used to switch Portamento off/on or auto mode. When set to auto mode the portamento will only effect the notes playing when one note overlaps a previously played note - great for not having portamento effect every note played and instead allows for you to control (by your playing technique having overlapped notes) to decide when the portamento will effect.

Portamento speed dial is also used in conjunction with relative time LED on the front panel. Have fun and Experiment and get a feel for the controls.

Vibrato is for...you guessed it, vibrato. This is really useful if you wish to free up the pitch LFO in the mod section from providing vibrato. Modwheel can also be used to control depth to allow expression when playing. It is also possible to use the delay dial to set a certain amount of time before the vibrato starts.

The Effects.

The effects sections are fairly self explanatory and comprise of:

Tape Saturation.

Chorus

Flanger

Reverb (with a wide range of impulse responses from various high end reverbs including: Strymon Big Sky, Ursa Major Space Station, Eventide, vintage tape echos etc. You can also control the reverb amount by using your mod wheel - great for creating big atmospheric build ups and break downs in your music.

Delay (which can be free running or MIDI syncable and you can control the delay amount by using your modwheel - great fun when experimenting with the mod wheel controlling reverb and delay amounts and is good for adding extra hypnotic movement to synth sounds/arpeggiations etc

EQ section.

CREDITS

Instrument graphics and layout by Glyn Lloyd @ Loot Audio.

Instrument design, sampling, Kontakt programming and Retropolis presets by Stephen Porter @ Synth Magic.