

CINEMATIC CYBERWAVE



USER GUIDE

THE STREET WAS ALIVE WITH NEON LIGHTS, THE HUM OF HOVER CARS, AND THE CHATTER OF A THOUSAND CONVERSATIONS.

THE AIR WAS THICK WITH THE SMELL OF SWEAT AND THE PROMISE OF A NEW FUTURE. BUT BENEATH THE SURFACE OF THE HUSTLE AND BUSTLE LURKED A DARKER TRUTH. THE CITY WAS CONTROLLED BY A FACELESS CORPORATION, ITS CITIZENS MONITORED BY AN EVER-PRESENT NETWORK OF SURVEILLANCE DRONES. FOR THOSE BRAVE ENOUGH TO QUESTION THE STATUS QUO, THE CONSEQUENCES COULD BE SEVERE - DISSENTERS WERE OFTEN DISAPPEARED OR WORSE.

THE ONLY HOPE FOR A BRIGHTER FUTURE LAY IN THE HANDS OF A SMALL GROUP OF HACKERS, WHO SOUGHT TO UNDERMINE THE CORPORATE GRIP ON THE CITY.

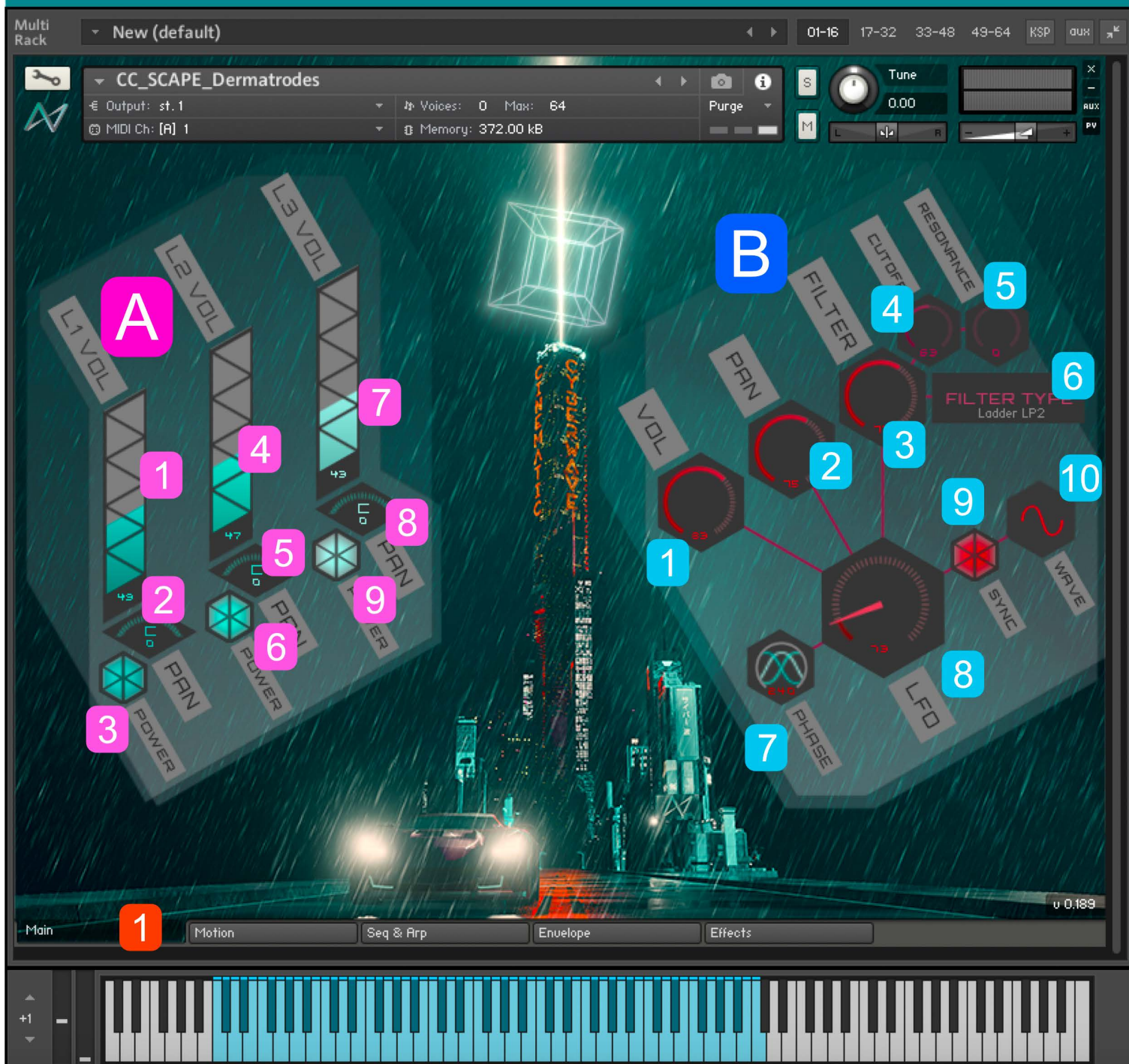
BUT IN A WORLD WHERE EVEN THE SMALLEST ACT OF REBELLION COULD BE MET WITH SWIFT AND BRUTAL RETRIBUTION,

IT WAS A DANGEROUS GAME...





INTRODUCING CINEMATIC CYBERWAVE, THE ULTIMATE VIRTUAL INSTRUMENT FOR CREATING CYBERPUNK'ISH SOUNDSCAPES. FEATURING A MASSIVE LIBRARY OF MULTI-SAMPLED SYNTHS AND INSTRUMENTS, CUTTING-EDGE SOUND DESIGN, AND DEEP MODULATION CAPABILITIES, THIS POWERFUL TOOL WILL TAKE YOUR AUDIO PRODUCTIONS TO THE NEXT LEVEL. FROM LUSH PADS TO DRIVING ARPEGGIOS, CINEMATIC CYBERWAVE IS PERFECT FOR CREATING THE PERFECT SOUNDTRACK FOR YOUR PROJECT. WITH AN EXTENSIVE LIBRARY OF SOUNDS, INTUITIVE AND EASY TO USE INTERFACE, AND POWERFUL SOUND DESIGN CAPABILITIES, CINEMATIC CYBERWAVE IS THE IDEAL CHOICE FOR SOUND DESIGNERS AND COMPOSERS. CREATE A WORLD OF SOUND WITH CINEMATIC CYBERWAVE!



THE USER INTERFACE

THE INSTRUMENTS UI IS DIVIDED INTO 5 TABS :

1. MAIN
2. MOTION
3. SEQ&ARP
4. ENVELOPE
5. EFFECTS

THE MAIN TAB OF THE INSTRUMENT:

THERE ARE INSTRUMENTS CONSISTING OF UP TO 3 LAYERS (ESPECIALLY AT THE SOUNSCAPE CATEGORY), WHICH YOU CAN MIX AND ANIMATE IN THE MAIN WINDOW.

THE VOLUME OF THE 3 LAYERS IS ADJUSTED VIA THE VERTICAL BARS. YOU CAN PAN THE SOUNDS AND MUTE THEM.

ON THE RIGHT SIDE IS THE MODULATION AREA WITH A MULTI-LFO THAT IS ABLE TO ANIMATE VOLUME, PANNING OR FILTER SETTINGS WITH VARIOUS WAVEFORMS. YOU CAN SYNC THE TEMPO OF THE LFO TO YOUR MASTER TEMPO OR LET IT RUN FREE. YOU CAN ALSO ADJUST THE PHASE OF THREE ALTERNATING LFO FOR MODULATING EACH OF THE THREE LAYERS AGAINST EACH OTHER.

1 SELECT INSTRUMENT TAB

A THE LAYER MIXER SECTION

A1 VOLUME LEVEL LAYER 1
A2 PANPOT LAYER 1
A3 LAYER 1 ON/OFF
A4 VOLUME LEVEL LAYER 2
A5 PANPOT LAYER 2
A6 LAYER 2 ON/OFF
A7 VOLUME LEVEL LAYER 3
A8 PANPOT LAYER 3
A9 LAYER 3 ON/OFF

B THE LAYER MODULATION SECTION

B1 AMOUNT OF MODULATION TO VOLUME
B2 AMOUNT OF MODULATION TO PANNING
B3 AMOUNT OF MODULATION TO FILTER
B4 FILTER CUTOFF FREQUENCY
B5 FILTER RESONANCE AMOUNT
B6 SELECT FILTER TYPE
B7 OFFSET LFOS PHASES
B8 LFO DEPTH
B9 SYNC LFO TO DAW
B10 LFO WAVETYPE SELECTION



THE MOTION TAB

THERE ARE TWO INDEPENDENT STEP LFOS, THAT CAN MODULATE TWO EFFECTS SIMULTANEOUSLY. CHOOSE VOLUME, FILTER, PHASER, SCREAMDRIVER, CABINET, REVERB OR LOFI AS TARGETS FOR THE STEP SEQUENCERS.

YOU CAN ADJUST THE STEP LENGTH AND A SMOOTHING FOR INTERPOLATION BETWEEN STEPS SWELL AS RATE OF THE SEQUENCERS. ALSO YOU ARE ABLE TO LOAD AND STORE PRESET PATTERNS.



C MOTION EFFECT 1

C1 EFFECT 1 ON/OFF
C2 EFFECT 1 TYPE
C3 FILTER TYPE (IF EFFECT IS FILTER)
C4 SEQUENCER TARGET SELECTION

D MOTION EFFECT 2

D1 EFFECT 2 ON/OFF
D2 EFFECT 2 TYPE
D3 SEQUENCER TARGET SELECTION

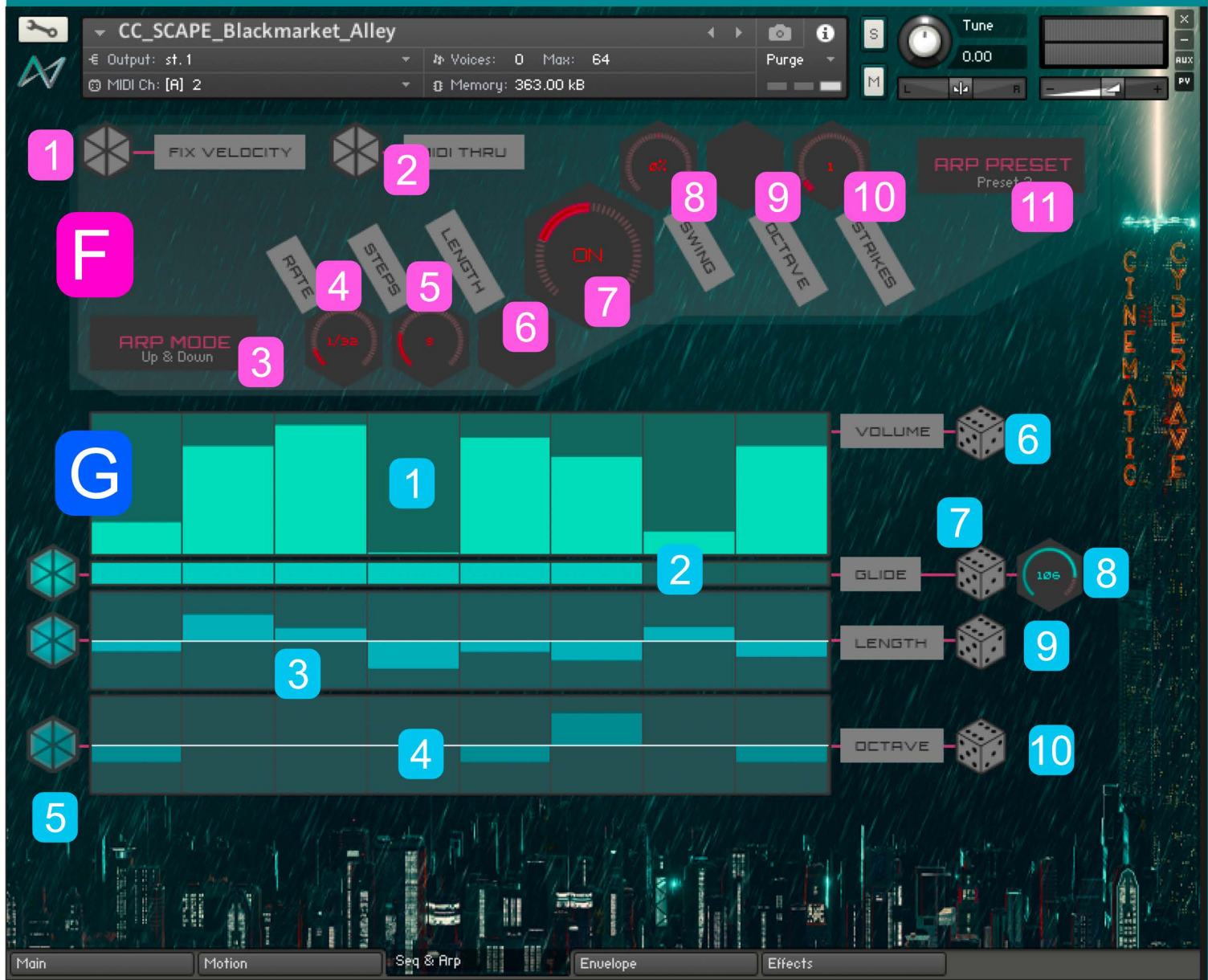
E MOTION SEQUENCER

E1 LOAD/SAVE SEQUENCER PRESET
E2 STEP RATE (IN NOTES)
E3 SEQUENCER LENGTH (HOW MANY STEPS)
E4 STEP SMOOTHING ON/OFF (TO SMOOTH OUT PARAMETER JUMPS)
E5 AMOUNT OF SMOOTHING (INTERPOLATION)
E6 MOTION SEQUENCER 1
E7 MOTION SEQUENCER 2

1 RANDOMIZE MOTION SEQUENCER 1
2 RANDOMIZE MOTION SEQUENCER 2

SEQUENCER AND ARP

AN ADVANCED ARPEGGIATOR / SEQUENCER WITH RANDOMIZATION OPTIONS.
CHOOSE A VELOCITY PER STEP, GLOBAL RATE AND STEP COUNT, SWING, OCTAVES AND REPEATED STRIKES.
MAKE 303 LIKE GLIDE EFFECTS WITH THE GLIDE LINE.
YOU CAN STORE YOUR STEP SEQUENCER SHAPES.



F ARPEGGIATOR / SEQUENCER

- F1 FIXED VELOCITY ON/OFF
- F2 MIDI THRU
- F3 ARPEGGIATOR MODE
- F4 RATE (IN NOTES)
- F5 SEQUENCER STEPS
- F6 NOTE LENGTH
- F7 ARPEGGIATOR ON/OFF/HOLD
- F8 SWING AMOUNT
- F9 OCTAVE RANGE
- F10 STRIKES (REPETITION PER STEP)
- F11 LOAD/SAVE ARPEGGIATOR PRESET

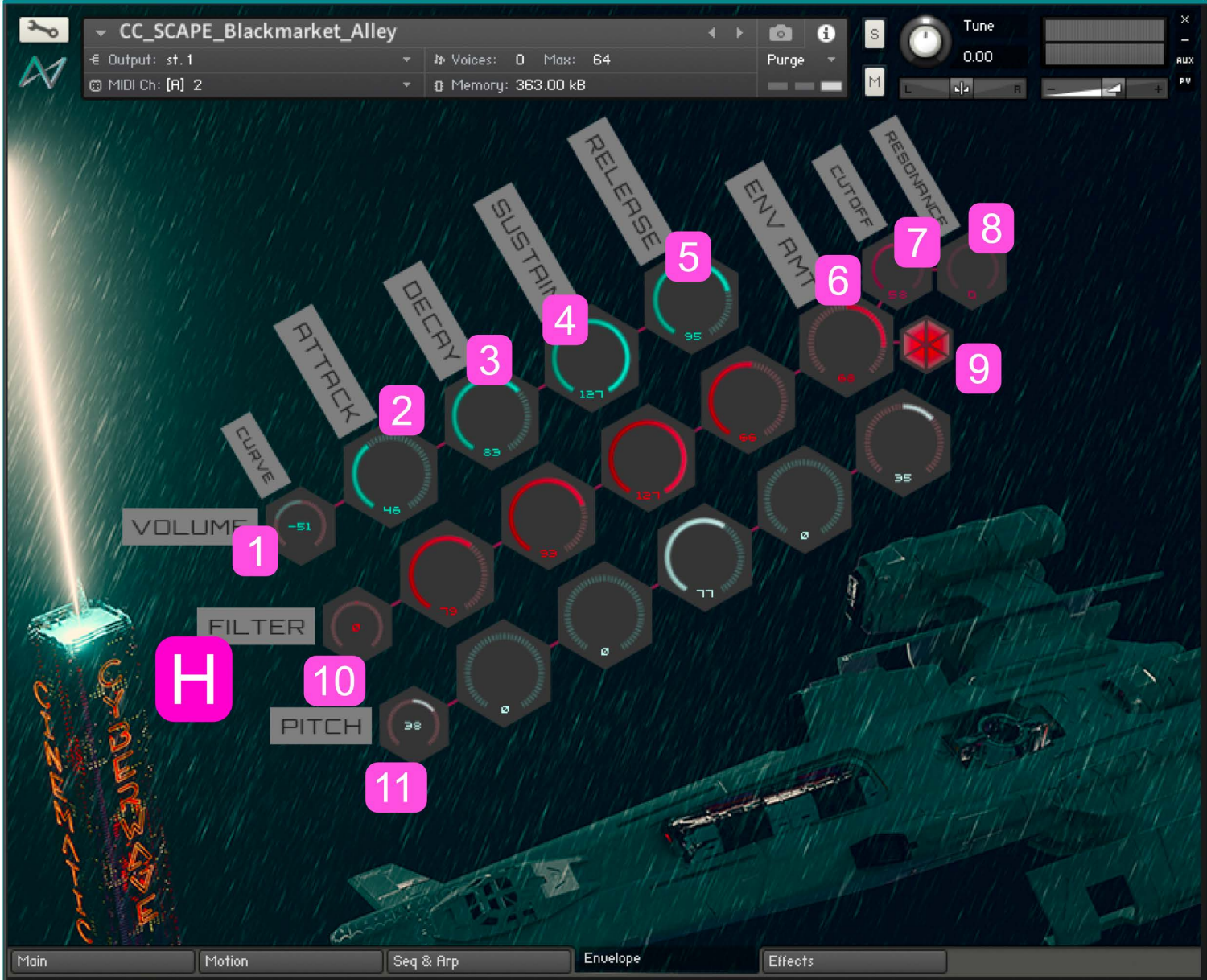
G SEQUENCER

- G1 VOLUME
- G2 GLIDE
- G3 LENGTH
- G4 OCTAVE
- G5 TRACK ON/OFF
- G6 RANDOMIZE VOLUME STEPS
- G7 RANDOMIZE GLIDE STEPS
- G8 GLIDE TIME
- G9 RANDOMIZE LENGTH STEPS
- G10 RANDOMIZE OCTAVE STEPS

THE ENVELOPE TAB

THREE INDEPENDENT ADSR ENVELOPES FOR VOLUME, FILTER AND PITCH WITH ADJUSTABLE CURVES.

HERE YOU CAN SHORTEN THE SOUNDS TO MAKE A SOUNDSCAPE TO A FUTURISTIC PERCUSSION SOUND, OR JUST ADJUST THE ENVELOPE FOR A BETTER FIT IN YOUR MIX. ALSO YOU CAN APPLY PITCH MODULATION TO GIVE MORE PUNCH TO THE SOUNDS OR TO BEND THEM INTO SOMETHING TOTALLY DIFFERENT.



H ENVELOPES

H1 VOLUME ENVELOPE CURVE SHAPE

H2 ATTACK

H3 DECAY

H4 SUSTAIN

H5 RELEASE

H6 ENVELOPE AMOUNT

H7 FILTER CUTOFF

H8 FILTER RESONANCE

H9 FILTER ON/OFF

H10 FILTER ENVELOPE (SAME SETTINGS AS VOLUME)

H11 PITCH ENVELOPE (SAME SETTINGS AS VOLUME)

THE EFFECTS TAB

4 SIMULTANEOUS USEABLE EFFECTS: REVERB, CHORUS, DELAY AND PHASER/FLANGER
 YOU CAN SELECT WHICH EFFECTS ARE ON SIMULTANEOUSLY AND YOU CAN EVEN
 RANDOMIZE THE EFFECTS PARAMETERS.
 THE REVERB EFFECTS COMES WITH CUSTOM CYBERWAVE IRS FOR YOU TO LOAD INTO THE
 CONVOLUTION ENGINE.



I EFFECT: REVERB

I1 EFFECT ON/OFF
 I2 EFFECT MIX
 I3 PRE DELAY
 I4 SIZE
 I5 IMPULSE RESPONSE
 I6 RANDOMIZE REVERB SETTINGS

J EFFECT: CHORUS

J1 EFFECT ON/OFF
 J2 EFFECT MIX
 J3 CHORUS DEPTH
 J4 CHORUS SPEED
 J5 CHORUS PHASE
 J6 RANDOMIZE CHORUS SETTINGS

K EFFECT: DELAY

K1 EFFECT ON/OFF
 K2 EFFECT MIX
 K3 SYNC TO DAW
 K4 DELAY TIME
 K5 FEEDBACK
 K6 DAMPENING
 K7 PANNING
 K8 RANDOMIZE SETTINGS

L EFFECT: PHASER/FLANGER

L1 EFFECT ON/OFF
 L2 EFFECT MIX
 L3 FLANGER/PHASER DEPTH
 L4 FLANGER/PHASER SPEED
 L5 FLANGER/PHASER PHASE
 L6 TONE COLOUR
 L7 FEEDBACK
 L8 TYPE: FLANGER/PHASER
 L9 RANDOMIZE SETTINGS

CATEGORIES

THE INSTRUMENT PRESETS ARE CATEGORIZED INTO 8 GROUPS:

ARP
BASS
BRASS
DRUMS
FX
LEAD
PAD
SCAPE

AS THESE NAMES ARE QUITE SELF-EXPLANATORY YOU'LL FIND THE SOUND YOUR LOOKING FOR WITH EASE. MAY IT BE A SYNTH ARPEGGIO OR A COMPLEX SOUNDSCAPE.



THE HACKERS WORKED QUICKLY AND QUIETLY, THEIR MINDS RACING AS THEY SOUGHT TO CRACK THE CODE THAT WOULD GIVE THEM CONTROL OF THE CITY. AS THEY RACED AGAINST THE CLOCK, THEY WERE UNAWARE OF THE CORPORATE FORCES THAT HAD BEEN ALERTED TO THEIR PRESENCE. IN AN INSTANT, THEIR ACTIONS TRIGGERED AN ALARM, SENDING SHOCKWAVES THROUGH THE CITY AS THE CORPORATION SCRAMBLED TO PROTECT ITS INTERESTS. WITHIN MINUTES, THE STREETS WERE FILLED WITH HEAVILY ARMED GUARDS AND HOVER CARS, THEIR POWERFUL SEARCHLIGHTS SCANNING THE AREA FOR THE HACKERS. BUT EVEN AS THE FORCES OF THE CORPORATION CLOSED IN, THE HACKERS MANAGED TO COMPLETE THEIR MISSION. THE CODE HAD BEEN CRACKED, AND THE PEOPLE OF THE CITY WERE NOW FREE FROM THE OPPRESSIVE GRIP OF THE CORPORATION. THE HACKERS HAD WON, BUT THE FUTURE OF THE CITY WAS STILL UNCERTAIN. EVEN AS THE CITIZENS CELEBRATED THEIR NEWFOUND FREEDOM, THE FORCES OF THE CORPORATION WERE ALREADY MOUNTING A NEW CAMPAIGN TO RECLAIM THEIR POWER. THE FIGHT FOR FREEDOM HAD ONLY JUST BEGUN.



THANK YOU FOR PURCHASING THIS INSTRUMENT AND
SUPPORTING YOUR INDEPENDENT DEVELOPERS.