

RARE SOUND ESSENCE

MAGNA GRAECIA COLLECTIONS



Chelys Lyre

(seven strings instrument)

This virtual instrument was born from years of research and in-depth study in the musical archaeological field. It is entirely handmade with archaic lutherie techniques to give life to authentic ancestral sounds then sampled in a professional manner.

Its shape is inspired by the depiction of Apollo holding the seven-stringed lyre painted on a Greek kylix (480-460 BC, Delphi Museum), a traditional terracotta cup used for drinking wine. Apollo's Kylix depicts the god making a libation, pouring wine from a bowl while a raven watches. Wrapped in a sleeveless chiton. Various turtle shells that can be traced back to musical instruments have also been found in the Magna Graecia area.

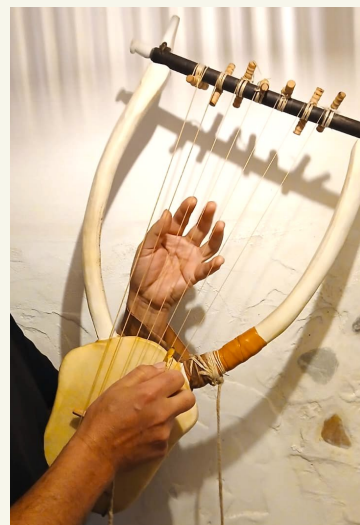


short info on the historical Lyre:

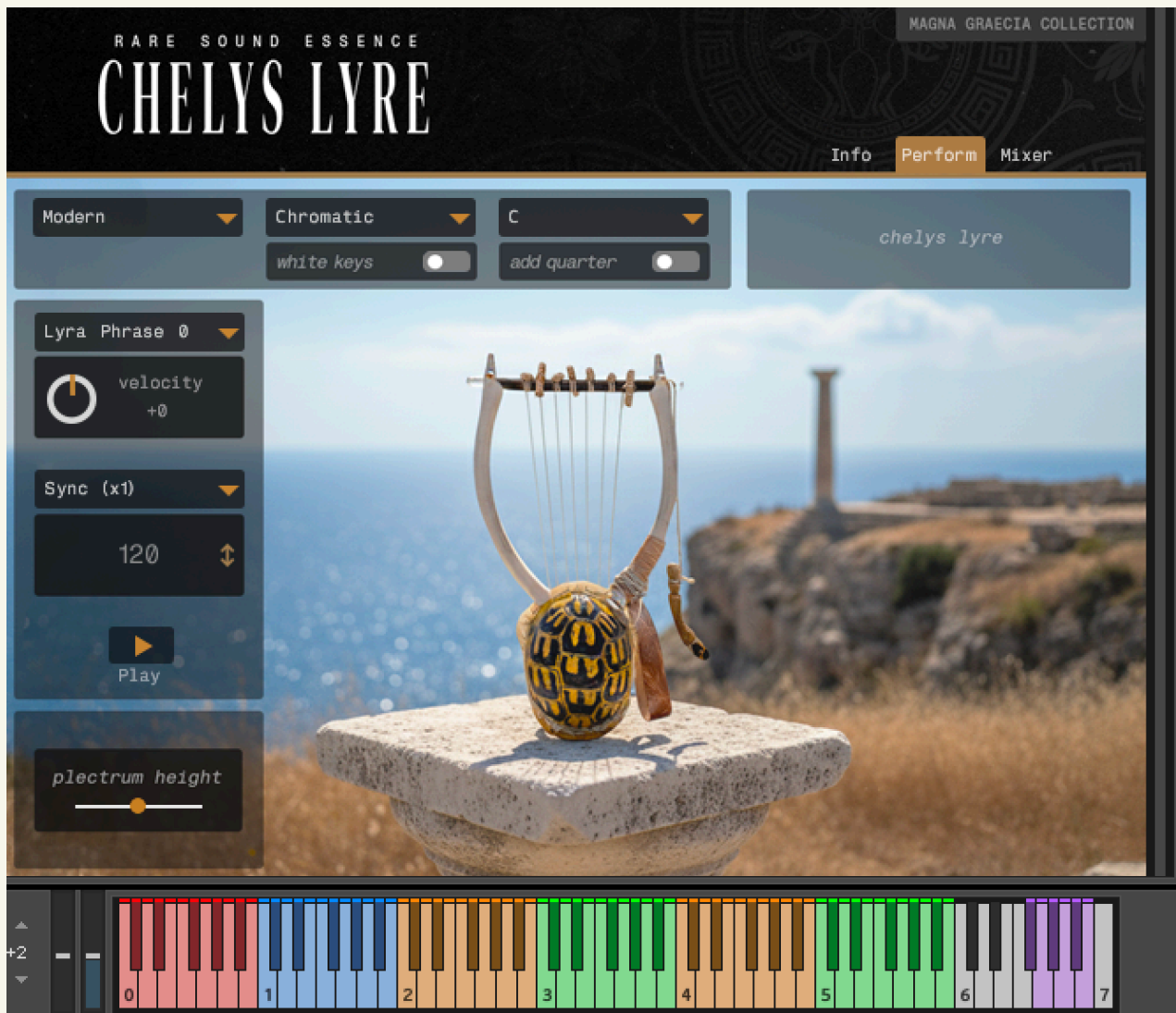
The lyre is among the most important and well-known stringed instruments of antiquity. Invented according to mythology by the child god Hermes who one day found a turtle (chelys = turtle). After his sacrifice, he used the carapace as a sounding board, stretched an animal skin over the hollow part and stretched seven strings of sheep's gut over it, passing them over a bridge, testing the sound with the plectrum... thus the first lyra was born. He later gave it to Apollo, who then gave it to his son Orpheus.

Performance techniques (historical Lyre):

It was played with two hands. The right hand used a large plectrum to play the strings. The left hand could arpeggiate the strings at the same time as the right or stop the sound of some to allow others to be played to perform chords. There was also the possibility of playing various harmonics in some points of the strings.



PERFORM SECTION

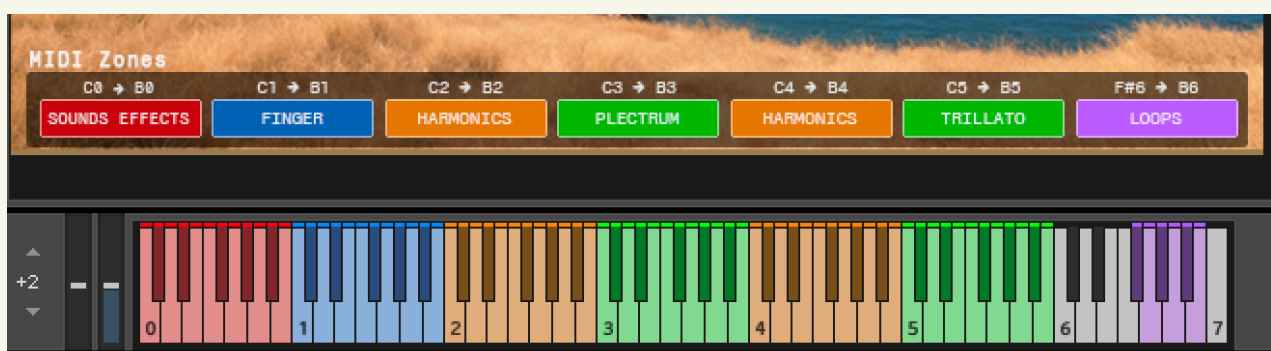


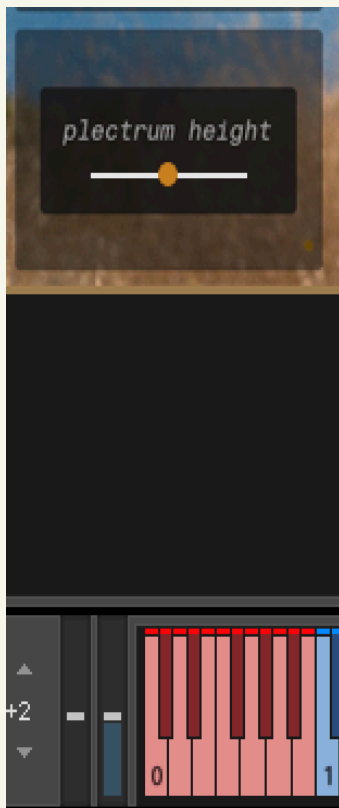
Performance techniques (Virtual Instrument):

The Midi Zones

To make the virtual sound experience as close as possible to that of a real instrument, we have divided the keyboard into various sections to be played simultaneously. We have like this:

- 1) $C0 \rightarrow B0$ various synchronized strumming noises that the plectrum produces to create chords and percussive plectrum effects. (§)
- 2) $C1 \rightarrow B1$ the sound of the fingers with the fingertip of the left hand that has a softer sound.
- 3) $C2 \rightarrow B2$ the first eight harmonics.
- 4) $C3 \rightarrow B3$ the sound of the string touched by the plectrum with the right hand with the most accentuated sound. (*)
- 5) $C4 \rightarrow B4$ the harmonics of the upper octave.
- 6) $C5 \rightarrow B5$ trilled effect that varies from short to long based on the dynamics
- 7) $F\#6 \rightarrow B7$ some preset midi phrases synchronized to the bpm and variable based on the choice of scales in the appropriate menu





(*) Plectrum height

- In a live session it is possible to use the mod wheel to vary the area of touch of the plectrum on the string giving the sound of the string played closer to the bridge or further away, thus giving a tonal variation similar to the real instrument (as happens for example in a guitar by plucking the string closer to the bridge, in the center, or closer to the neck). This function can be used in real time or in post-production after a performance by recording the timbral variations with your DAW by moving the mod wheel while listening back. The result will be a timbral variation that makes the instrument more real as when the musician plays at various points on the string, changing the sound color as happens for example on a classical or acoustic guitar by varying the point where the string is plucked, or in the electric guitar using the selectors.

- by default the sound of the plectrum touch will be set to the central position, moving the mod wheel down goes towards the bridge, up towards the tuning pegs. On the interface, on the left we go towards the bridge and on the right we move higher up the strings.

(§) **Focus:** On the Lyra the real sound of a chord is produced by the strumming of the plectrum on the stopped strings and on the free strings that resonate. So to obtain this sensation it is necessary to use the sound of the strumming very slightly in advance of the first note of the chord so that the noise of the plectrum overlaps with the chord.

The strumming sounds noise are in the keys from **C0** to **E0**
Rhythmic percussive noises of the plectrum from **E0** to **B0**



MIDI LOOP

Phrase

There are some preset midi loops available that run in sync with the bpm of the virtual instrument in the stand alone version and with the DAWs used in the composition phase.

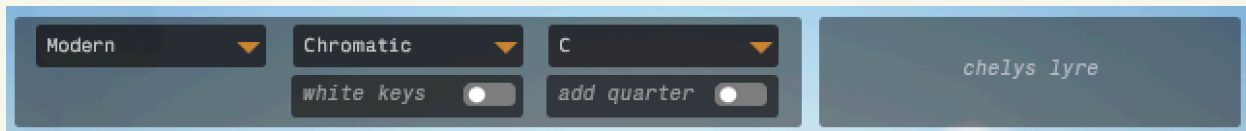
Velocity Knob

It is possible via a knob to adjust the Velocity which acts on the dynamics of the notes of the internal midi loops.

Sync Panel

It is possible to set a double or halve the synchronization bpm by making a choice in the menu.

Scale:



There is the possibility of using various modes starting from two types in the menu:

Modern - with some choices on modern scales

Ancient - with the possibility of accessing three types of stairs

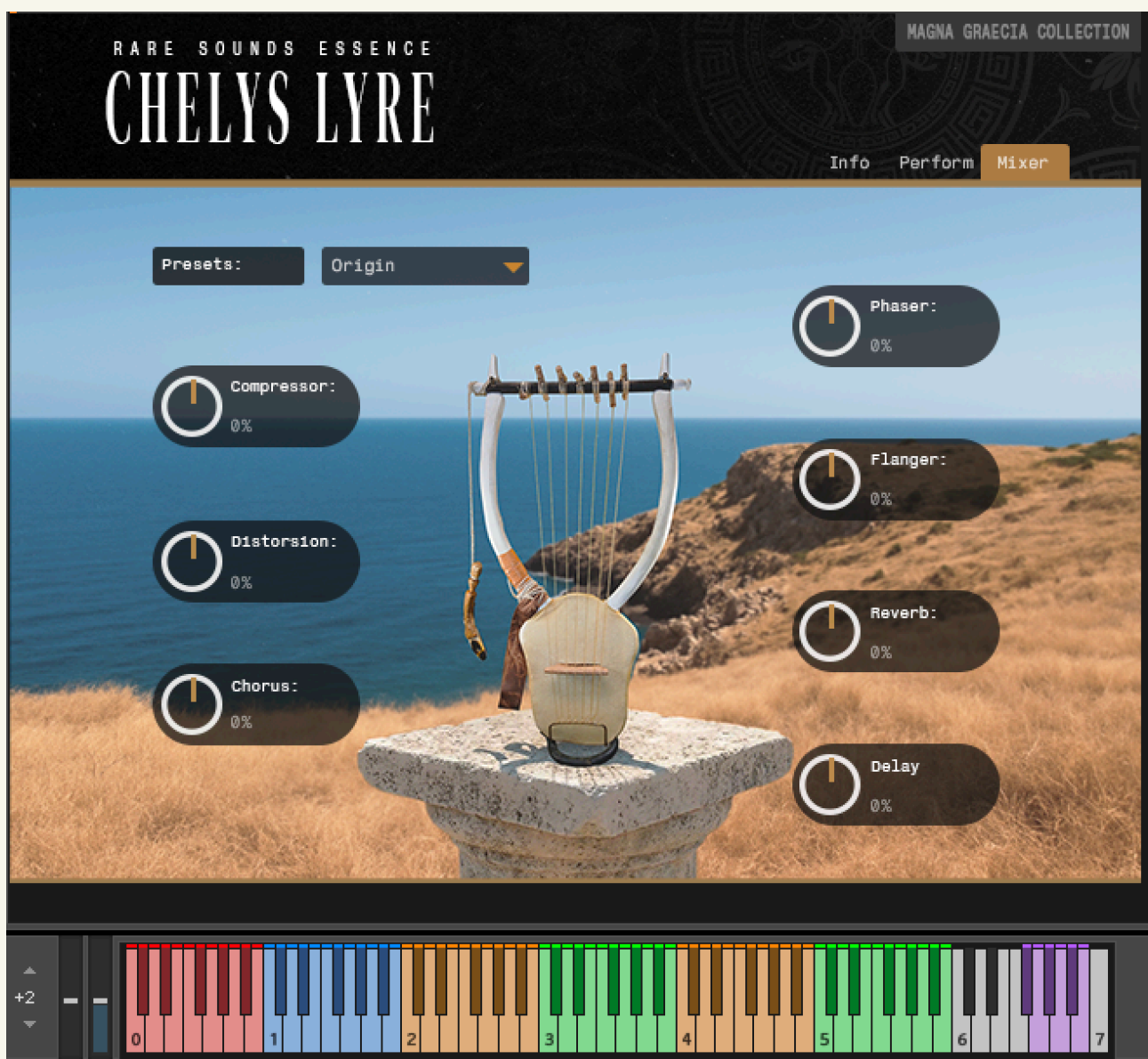
In the Virtual Instrument the Ancient scales by convention were all started from C as an exemplary choice of a much more complex system such as the ancient Greek one, in this case following the Aristoxenian tradition. In the Ancient scales we find the Diatonic type, the Chromatic type (ancient with jumps of up to 1 and a half Tones) and the Enharmonic type with variations of even quarter tones. In the latter we have chosen the forced use of only the white keys of the keyboard... it will be the starting point for very particular musical creations with an ancestral flavor for experimental compositions.

By composing in **white keys** mode it will also be possible to change the type of scales in real time to hear the various suggestions during the composition phase, thus giving the composer a new range of sound possibilities with an ancient flavor to create new authentic musical productions

It is possible to choose the root note and in addition it is also possible to have it varied by a quarter of a tone.

MIXER SECTION

On this page there are some sound presets and there are various classic effects that you can use in a personal creative way. This section is very minimal as we concentrated in this first phase on the creation of a simple and plausible tool to give the user the opportunity to savor the flavor of a sound hypothetically used in the ancient world. The reverberation arises from a pulse recorded in a very large underground cistern.



INFO SECTION

This page is dedicated to information on this ancient instrument revisited in a modern key, you have our credits and in addition to the Midi Zones, there is a short photo gallery with some explanations.

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CHELYS LYRE

InfoPerformMixer



← RARE SOUND ESSENCE

credits
francesco landucci - sound design & sampling
alberto martino - development & graphic design
giuseppe gangi - assistant graphic designer



This virtual instrument was born from years of research and an in-depth study of various musical finds. It is entirely handmade with archaic lutherie techniques to give life to authentic ancestral sounds professionally sampled.

MIDI Zones

C0 → B0	C1 → B1	C2 → B2	C3 → B3	C4 → B4	C5 → B5	F#6 → B6
SOUNDS EFFECTS	FINGER	HARMONICS	PLECTRUM	HARMONICS	TRILLATO	LOOPS

+2

01234567

Sound capture

The sampling was carried out in a recording studio with professional equipment, like Neumann, Focusrite, Midas, Genelec and more. We record every articulation, dynamic level and round-robin variation to capture the "breath" of the instrument.

VST Development

The final alchemy. Advanced scripting brings the sound to life, creating a custom interface that ensures flawless playability. The essence is delivered directly to your DAW with zero latency.



Curiosity

It is possible to see the bowl with Apollo and Lyra on these links

[https://commons.wikimedia.org/wiki/File:Greece-0895_-_Wide-bowled_Drinking_Cup_\(2216572490\).jpg](https://commons.wikimedia.org/wiki/File:Greece-0895_-_Wide-bowled_Drinking_Cup_(2216572490).jpg)

https://commons.wikimedia.org/wiki/File:Kylix_with_Apollo,_AM_of_Delphi_8140,_201390.jpg

https://commons.wikimedia.org/wiki/Category:Apollo_black_bird_AM_Delphi_8140

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