



USER MANUAL

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ABOUT STREZOV SAMPLING

STREZOV SAMPLING © is a division of STREZOV MUSIC PRODUCTIONS LTD – a company created by George Strezov – orchestrator, composer, and orchestra/choir contractor in Sofia, Bulgaria.

RHODOPE: ETHNIC BULGARIAN CHOIR

There is a special way of, so called “throat” singing that is part of the national Bulgarian heritage. It started as a folklore way of making music throughout the history till today where it is a necessary part of the Bulgarian contemporary music.

Ethnic Bulgarian singing is something really special for us, because it's something we are proud of as a nation. This special type of "throat" singing is truly unique and gives a new and interesting timbre that is not typical for the choir ensembles. This is why we decided that this requires a special approach - we wanted to get away from pre-recorded phrases and loops and to give the user the possibility and freedom to do what they like with this choir.

This is what brought SYLLABUILDER to life - an engine that our programmer Alexander Koev worked for more than a year on. The result is a sample library that is quite new and has the following features:

- 10 singers
- range of E3-D5 (C4 = middle C)
- the powerful SYLLABUILDER engine (full word building engine) allows you to write words that will be 'sung' by the virtual choir
- The Syllabuilder gives you the ideal balance between the detailed control over the words and the fast workflow
- ability to Save and Load presets; cross-compatible with future versions.
- ability to manually edit each of the consonants or vowel sounds in Syllabuilder text
- Polyphonic legato
- The ability to overlap different vowels/consonants in a single midi track - one voice holding on “Ah” (for instance), while the other voices still progressing throughout the lyrics.
- Easy to use either live or in your DAW
- Intuitive HELP incorporated in the Kontakt patch
- Various other scripts that will help you in your workflow
- last but not least - the unique timbre of the Ethnic Bulgarian singers

DISCLAIMER / PHILOSOPHY

We would like to note that, in our pursuit for more lively and natural samples, we tend to avoid a few things that are considered commonplace. We do not reduce noise in our samples. We tune only gently, as needed, and we do not normalize—we prefer to retain the natural dynamics. We embrace candid, lively samples that include some natural imperfections.

SYLLABUILDER ENGINE



The SYLLABUILDER engine is the powerful tool that will help you write your own lyrics. You can choose between different vowels and consonants, separate them to syllables and words. Words can be assigned to 9 keyswitches and you can jump around the sequence however you like.



NEW BUTTON

Click this button to clear SyllaBuilder to its default state (one char 'A' with sixteenth triplet duration).

LOAD PRESET

Click this button to load a preset file.

SAVE PRESET

Click this button to save the current SyllaBuilder state in a preset file.

INSERT BUTTON

Click this button to activate SyllaBuilder insert mode. The first character that you click will be used as an insert point. All characters from this position to the first double space (or to the end) will be shifted to the right.

DELETE BUTTON

Click this button to activate SyllaBuilder delete mode. The first character that you click will be used as delete point. All characters from this position to the first space (or to the end) will be shifted to the left.

The Syllabuilder is made to be as fast as possible within Kontakt itself. With just a few clicks you are able to choose between letters, change the length of a consonant/vowel or fine-tune the attack, release or volume of any of the “letters” that you've written.

SYLLABUILDER DASHBOARD



SELECT CHARACTER AND NOTE DURATION

Click and hold the left mouse button, then move the mouse up or down to select characters and their note lengths. '-' is used for separating syllables. Space is used to separate words so You can attach them to keyswitches.

Use **SHIFT + LMB** to open the advanced settings for the selected character.



ADVANCED CHAR OPTIONS - VOLUME

Set the volume for the currently selected char.

ADVANCED CHAR OPTIONS - ATTACK

Set the attack portion of AHDSR envelope for the currently selected char.

ADVANCED CHAR OPTIONS - RELEASE

Set the release portion of AHDSR envelope for the currently selected char.

ADVANCED CHAR OPTIONS - COPY

Copy the current settings for later use.

ADVANCED CHAR OPTIONS - PASTE

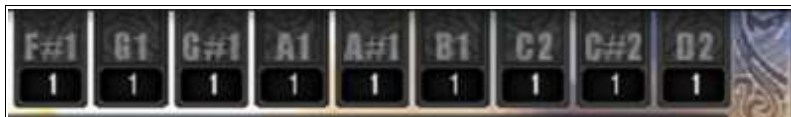
Paste the previously saved settings.

ADVANCED CHAR OPTIONS - APPLY

Apply the current settings.

ADVANCED CHAR OPTIONS - CANCEL

Cancel the current settings.



WORDS SHORTCUTS

Select a word that should be triggered when you press this keyswitch on the keyboard. It will be easier to press the keyswitch from your keyboard first if you don't want to count the words that you have written.

OPTIONS



DEPTH MODULE

You can use this module to add space to the recordings. You have two options – Close microphones and Hall microphones. You can adjust the volume to your preference or turn the module off and use the close recordings.



LEGATO OPTIONS

Set Chord Build Time in milliseconds. Every note played in this time interval will be considered as part of the chord and will not trigger new syllable.

Set Gap Time in milliseconds. Sequential notes played in this time interval will be considered as part of the legato and will trigger new syllable.

NON-LEGATO OPTIONS

Set Chord Build Time in milliseconds. Every note played in this time interval will be considered as part of the chord and will not trigger new syllable.

Set Gap Time in milliseconds. Sequential notes played in this time interval will be considered as part of the NON-legato and will trigger new syllable.



ASSIGNED MIDI CONTROLLERS



VIBRATO DEPTH

Use this button to start midi learn. Controller will be used to set the vibrato depth for all vowels.

HOLD LAST CHAR

Use this button to start midi learn. Controller will be used for Hold Last Char function.

ADVANCED OPTIONS



OVERLAPPING NOTES

If switched off overlapping notes that are not part of the chord (i.e. new legato note) will cut off last chord/note.

GLIDE EFFECT

By default all vowels and L, M, N consonants use gliding. Glide length is equivalent to char length specified in SyllaBuilder for each char (glide is limited to 8-th note). Use this button to turn off the glide effect for those chars.

RANDOMIZE VOWELS

If switched on this will randomize all vowels based on song position. At certain locations transitions between notes and chars will sound imperfect, which can add a live touch to your track.

RELEASE SAMPLES

If switched off releasing the key on your keyboard will not trigger release samples.

ADDITIONAL RS

By default, the release samples are triggered only if you release a key from your keyboard (or on receiving note off message from your host sequencer). If switched on this will add release samples between all characters in a single syllable.

RELEASE

Set Release portion of AHDSR Envelope for release trigger samples in milliseconds.

MOUSE SENSITIVITY

Set the mouse sensitivity for all drag enabled controls in the library.



HINTS AND TIPS

1. To “write” words, hold the Left Mouse Button (LMB) on one of the black boxes and drag up or down!



2. Use blank space to separate words. Words can be assigned to 9 keyswitches!

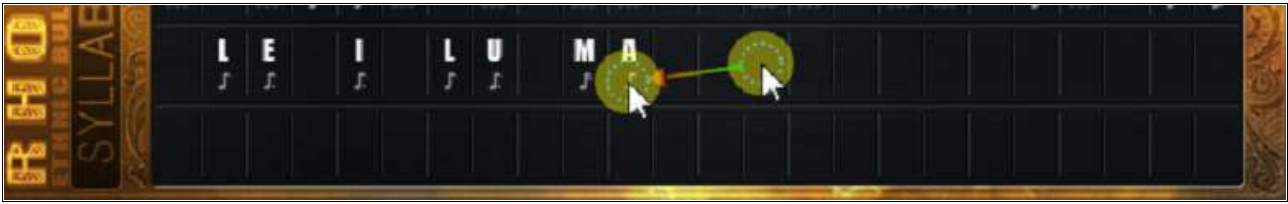


3. Use the dash symbol “-” to separate syllables. Syllables are triggered each time a note is played!*



**unless you are using the “Hold Last Char” controller!*

4. Use the little note symbols below the letters to adjust the length of the consonant/vowel!



5. Make sure you use the “Save”, “Load”, “New”, “Insert” and “Delete” buttons on the interface – they will save you a lot of time and those can also help you create your own “lyrics” templates!



6. You can adjust the sliders for “Legato” and “Non-Legato” mode to your own playing style and either play long sustained notes or quick staccato. With **CHORD BUILD TIME** every note played in this time interval will be considered as part of the chord and will not trigger new syllable. As for **GAP TIME** – sequential notes played in this time interval will be considered as part of the legato and will trigger new syllable.



7. If you wish to hold a single vowel or consonant for a series of notes, use the sustain pedal! (or assign one yourself!)



8. Use Mod Wheel (CC1) to manipulate dynamics. Use the Breath controller (CC2) to control vibrato depth. (or assign a controller yourself!)



9. Holding SHIFT + LMB will open the individual options for each vowel or syllable!



10. Feel free to use the polyphonic legato - when the "Overlapping notes" is switched ON you can have one voice holding a pedal "Eeh" vowel (for instance), while the other voices are still progressing throughout the lyrics.



11. The “Randomize” option will help making specific words sound more imperfect and will get you away from the “Machine-gun” effect. It’s synced with the song position (which means that it will sound exactly the same if you are playing or bouncing your track every time), so it’s available only if you are playing or recording your track in your DAW.



CREDITS

Producer: George Strezov

Conceptual design, programming and sample editing: Alexander Koev

Graphic design: Lyubomir Iliev

Recording engineer: Plamen Penchev

Conducted by Georgi Andreev

Contracting by Four For Music Ltd.

Sofia Session Orchestra & Choir

TERMS AND CONDITIONS

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