Sound Bank Alchemistry Version 1.1 © 2010 Simon Stockhausen

Installation

Unpack the rar files you downloaded by dragging **only the first rar-file** (part1) into the UnRar-application, all other rar-files will get unpacked automatically. You will then find a Readme.pdf and 3 folders:

*"Alchemistry" - which contains the tagged patches (.acp) and resynthed sound files (.aaz), place this folder here:

Mac: HD(not user)/Library/Application Support/Camel Audio/Alchemy/Presets

Windows: PathToDataDirectory/Alchemy.data/Presets/

*"Samples Alchemistry" - which contains all samples in wav format

Mac: HD(not user)/Library/Application Support/Camel Audio/Alchemy/Samples

Windows: PathToDataDirectory/Alchemy.data/Samples/

*"Samples Alchemistry xtra" - which contains samples that were resynthesized but not used as actual wav samples within the patches. You don't need these sample to play the patches, if you want to have access to them for building new patches put them in the Samples folder as well. After the installation use the "Scan for Presets" function from Alchemy's File Menue.
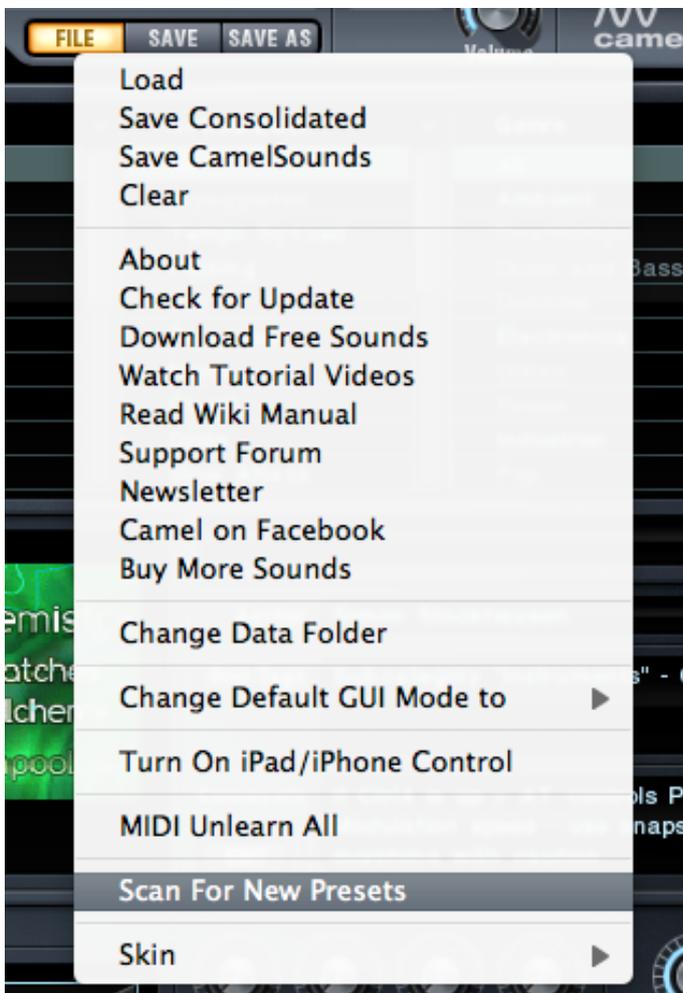
When opening Alchemy in your DAW it should look like this:

Licence agreement and terms of usage

This license agreement is between you (the licensee) and me (Simon Stockhausen).

1.) The licensee must not distribute the patches and samples from *Alchemistry*, resample them, copy or otherwise replicate the patches and samples of this Sound Bank in any commercial, free or otherwise product. That includes sample and audio libraries and patches for samplers and sample based synthesizers. You can of course create such derivates for your own musical work as long as these derivates are only distributed in the context of musical work or sound design.

2.) The license to the Sound Bank *Alchemistry* may not be given away or sold.

Description

One aspect of this Sound Bank focusses on the interior of known and unknown sounds, deconstructing and rebuilding their harmonic structure by resynthesizing them and then manipulating their spectrals. It also focusses on multisampled instruments and granular madness. The source material is derived from found and often processed everyday objects and field recordings but also from electronics, musical instruments and voices. You will find cinematic soundscapes, drones, otherworldly textures, rhythmical sequences, percussion instruments, ethereal pads as well as real and unreal instruments.

All samples were especially produced for this Bank, a french horn player and a cellist were hired to produce the instrumental samples, the other instruments were played by myself. The library contains 1,31 Gigabyte of wav samples produced at 48Khz/24 Bit and 489,3 MB of resynthed sound data, the extra sample folder contains 236,1 MB of wav samples. There are 100 patches with 8 variations each in Alchemys Remix Pad. All 8 Performance Controllers as well as both x/y-pads are assigned for each patch. All the patches from this Bank are also availale as Kore-files (ksds) and the Controller assignment and Remix-Pad Snapshots are available in Kore.

Some patches which use several additive sources with higher numbers of oscillators involved can be quite CPU intensive depending on the processor speed of your computer and the DAW you're using. Some DAWs support multithreading which spreads the load amongst the available cores (like Reaper) and some don't putting all the load on a single core (e.g. Logic).There is a troubleshoooting page on the Camel Audio website which gives tips and workarounds to reduce the CPU load, here is the link:

http://www.camelaudio.com/alchemymanual/troubleshooting/#CPU

Patchlist

There are 100 original patches and 8 variations each. In the first release of Alchemistry when the Alchemy Browser still allowed for user-defined categories I ordered the patches in 5 subcategories, since Alchemy version 1.50 these subcategories no longer exist, but the presets were tagged in a way that those categories still appear in the field "User Tags" of each preset. Some of the playing tips and comments from the patchlist below were also included in the "Comments" field of the presets.

Chromatic and achromatic Percussion

1. Ceramic Bowl Mallets (uses sfz-map with 8 samples - 8 velocity layers)
2. Ceramic Bowl Singing
3. Ceramic Bowl Strike and Sing
4. Floating Gongs (take your time and let it float)
5. Horn Bells
6. Ladder Percussion
7. Potlid Percussion
8. Temple Percussion
9. Tremolo Bells - Velocity->LP Cutoff Bell A - try all ranges

Instruments

10. Birdwhistle Duet
11. Celhorn Swellflago
12. Cello Asian Pizzbells (Aftertouch->Pitchshift)
13. Cello Big Split
14. Cello Bouncing Pizz Trio

15. Cello Bouncing Pizz
16. Cello Flagolet Scape
17. Cello Flautato Pad (not looped)
18. Cello Moaning Scape
19. Cello Morphing Flago Ride (use x/y-pad 1 for real source morphing)
20. Cello Natural Flagolets FX (uses sfz-map with 10 samples - 2 velocity layers from Eb3-Bb3 - velocity controls attack time)
21. Cello Ominous Flagolet Trems (Velocity->Attack Time)
22. Cello Pizz Patch (uses sfz-fmap with 37 samples - 2 velocity layers on note A2)
23. Cello Resynthed Vibrato Pad Split
24. Cello Sitar Giant
25. Cello Stretched Harmonics Scape
26. Cello Sul Pont Mystery
27. Horn Big Swellpad (CPU heavy)
28. Horn Ethereal Gliss Texture
29. Horn Granular Valve Bass
30. Horn Growling Trillscape
31. Horn Shruti Organ
32. Horn Spacious Calls
33. Horn Wawa Mix (uses sfz-map with 17 samples)
34. Lead Owlwhistle (monophonic lead sound - Aftertouch->Pitch and Filter Modulation)
35. Morphing Flageolet Organ (when Controller 4 is up the Pitch Modulation speed is controllable via Aftertouch. morphing between the snaps is dangerous, as this patch uses additive morphing in x/y-pad and also the start point is altered so in between the snaps some strange things will happen)
36. Morphing Windstrings
37. Multiphonic Mystery
38. Piano Hi Pizzicato Texture
39. Re-SAX (this can be a slow lead instrument as well as a beautiful Dronescape)
40. Saz Drone (Velocity->Filter Cutoff and Attack Time - Aftertouch->Pitch Modulation - Volume of source A is controlled with the MDecay knob in the Remix Pad and volume of source B is controlled with the Msustain knob in the Remix Pad)
41. Screaming Cello Lead (Aftertouch->Time+Pitch Modulation)

Paranormal

42. Alien Swamp
43. Frozen Carbon
44. Glass Fractals
45. Horn Valvebirds
46. Nightmare Scape (try all ranges, your subwoofers will love the deep tones)

47. Noisy Nightmare
48. Outburst
49. Pterosauria
50. Under Pressure (try all ranges)
51. Valve Engine
52. Windfrogs

Sequenced Instruments

53. Broken Radio Sequence
54. Cello Heavy Metal Sequence (sounds best between C2-C4, if you want to play it very high and still have the rhythm tight, switch off Granular->Size Modulation->LFO2 and turn the size all the way down)
55. Cello Sequenced Harmonics 01
56. Cello Sequenced Harmonics 02 (Aftertouch->Resonance)
57. Cello Sequenced Scifi Flagolets
58. Factory Combs Groove
59. Horn Techno Wawa
60. Incense Sticks
61. Kalimba Cloud
62. Sequenced Piano Harmonics
63. Soprano Sax Quartet
64. Valvekick Sequence (try all ranges!)
65. Waterdrop Sequence

Soundscapes Pads Drones

66. Angry Synth
67. Beauty Cloud (needs some time to evolve)
68. Cello Harmonic Wonderland
69. Cello Slightly nervous Beauty
70. Churchbell Scape Split
71. Cinematic Scream Texture
72. Cutlery Meditation Organ
73. Dark Night Pad
74. Divine Glasses
75. Doom Gongs
76. Droning Metal Scape
77. Endless Orchestral Scape (take your time...)
78. Ever swelling Flatterhorns
79. Formant Monster (your Subwoofers will love the low notes played with this patch)
80. Horn Attacks

81. Meta Frogs

82. Metal Waves (this patch can be very dynamic when morphing between the Snaps in the Remix Pad, a soft compressor always helps)

83. Monstrous Drones (4 overlapping samples split over the keyboard range - Velocity->Attack Time)

84. New Age Spectral Drone

85. Spectral Duck Pad

86. Suburb Drone

87. Subway Pad

88. Sunrise (take your time please, also try slow transitions between the Snaps in the Remix pad. e.g. in between 1-2-5-6 it gets really weird)

89. The Messenger

90. Wondrous Chime Scape

91. Your Majesty

Voices

92. Baby Crusher (scroll though the sample with the Modwheel for ultimate infant control)

93. Guttural Frogvoice (this patch can be anything between a scary voice FX and a delicate spectral organ)

94. Praying Alien

95. Space Mice (Snaps 1-4 deranged mice - Snaps 5-8 tonal mice)

96. Temple Monks hacked

97. Temple Monks (Aftertouch->Tube Drive)

98. Vocal Sphere

99. Voice in a Tube (uses sfz-map with 6 samples)

100. Warm additive Choir