Soundset *Modelled Reality* for Chromaphone
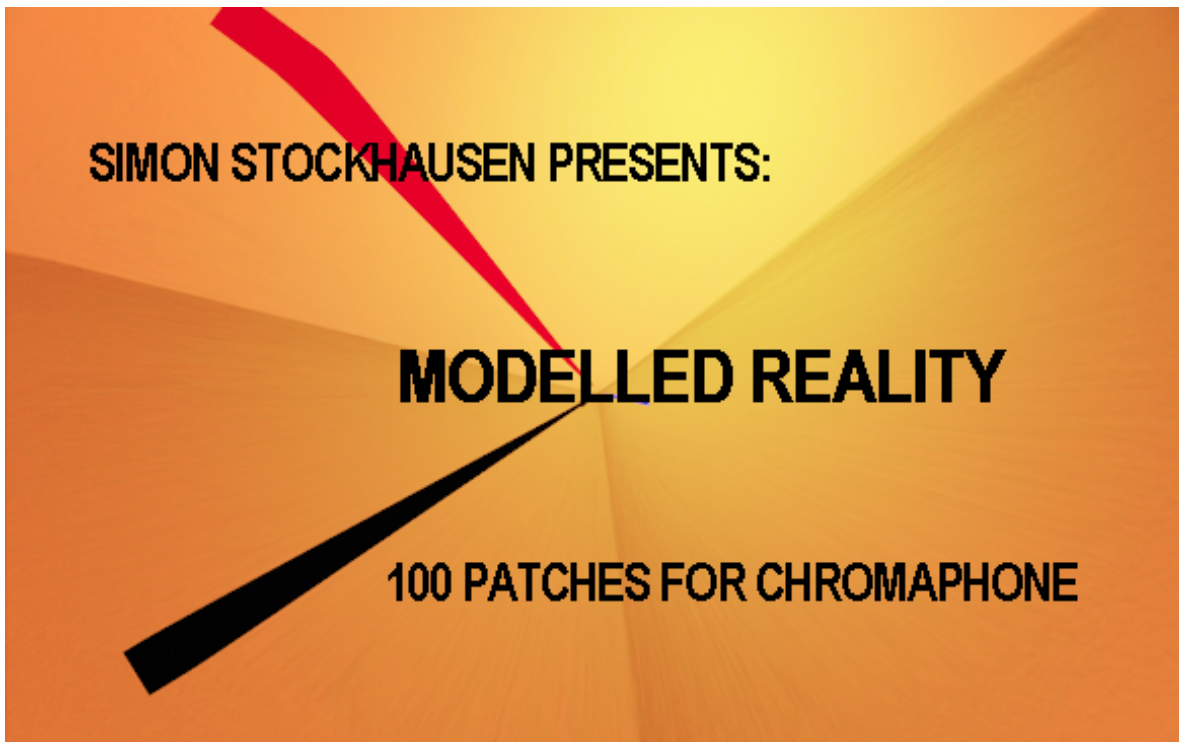
Installation

After unpacking the zip you downloaded you will find a folder *Modelled Reality* containing a Readme.pdf and 5 Chromaphone Banks:

- MR Achromatic Percussion
- MR Chromatic Percussion
- MR Hybrid Instruments
- MR Synths&Keys
- MR Textures&Pads

In order to use the patches inside the Chromaphone Patch Browser place the 5 CZ folders here:

Mac: User (you)/Library/Application Support/Applied Acoustic Systems/Chromaphone/Banks

Windows: %AppData%\Applied Acoustics Systems\Chromaphone\

Mac users please note: If you have never saved a patch in Chromaphone before this folder might not exist on your system, so either create it manually or save anything to your User folder, then this folder will be created automatically.

When opening the Chromaphone Patch Browser 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 from *Modelled Reality*, resample them, copy or otherwise replicate the patches of this soundset 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 work as long as these derivates are only distributed in the context of musical work or sound design.

2.) The license to the soundset *Modelled Reality* may not be given away or sold.

Description

This soundset contains 100 original patches and 13 variations for Chromaphone by AAS.

- •Achromatic Percussion - 20 patches / 1 variation

- •Chromatic Percussion - 9 patches / 1 variation

- •Hybrid Instruments - 15 patches / 3 variations

- •Pads & Textures - 32 patches / 5 variations

- •Synths & Keys - 24 patches / 3 variations

Modelled Reality focusses on physically modelled instruments like chromatic and achromatic percussion and mallets from different musical cultures, flute and string sounds, gentle and hypnotic pads and soundscapes, expressive synths and fat bass sounds, temposynced madness as well as mysterious and ethereal textures from a different reality.

Technical notes

Voice count

By default the polyphony is set to 8 voices in Chromaphone. This can be appropriate when playing sounds with a short release phase. Patches with long release phases which invite you to play bigger chords or fast sequences like pads, keys and bell sounds will require a higher voice count so that the notes will not be cutoff during the release phase. So set the voice count to as many voices as your CPU can handle or keep it low while tracking/recording your Midi tracks and increase it when rendering/bouncing the track/your project.

Volume

Patches which have the Balance slider on the right of the GUI turned towards the bottom usually have the overall volume level increased by a fair amount. When moving that slider upwards, drastic volume changes can occur so please be careful while tweaking those patches.

Patchlist

There are 100 original patches and 13 variations. The original patches are marked with an "org" and the variations with "var" Quite a few patches would qualify for more than one category, the current order made the most sense to me. Each patch has a more or less elaborate description in it's info box which is available in the patch browser which you can access via the "Manage" tab.

Achromatic Percussion	Comments
Basic Drummer (org)	Sounds like a huge skindrum in the very low ranges, morphs into a framedrum above C2 and turns into a more metallic instrument in the higher ranges - turn down the Balance slider in the Noise Generator section for reducing the noise attack
Basic Drummer (var)	Massive kickdrum to be found below C-1, so transpose your Midi Controller all the way down to find this kick.
Plank Percussion	Microtunal plank percussion, fades out below C1 - turn off the Overdrive for a clean sound
Angry Wood	Expressive wood percussion - velocity affects the pitch of this instrument
Concert Toms	Toms played with softer mallets, the harder you play the less noise will occur in the attack phase
Oak Drums	Nice Logdrums with a full body
Stone Drummer	Makes for some massive subkicks below C3, becomes timpani-like in the high ranges.Turn off the overdrive for a cleaner sound.
Brain Percussion	Playing microtonal percussion on my wooden head...
Caviar Cans	Above C4 this patch really sounds like the caviar can I multisampled for another soundset some months ago, towards the lower register the sound morphs into a muted Buffalo Drum

Achromatic Percussion	Comments
Micro Beamer	Very velocity sensitive microtonal percussion instrument, decay gets longer towards the higher ranges, very bright above C5
Micro Gamelan	Gets more dull below C4, great for fast microtonal sequences
Micro Percussion Split	Two instruments overlapping between C3 - C4, more metallic, bongo-like in the high ranges and more like a deep skindrum with a metallic attack in the low ranges
Triangle Bowl	Microtunal triangle sound with a tad of glassy resonance
Hybrid Percussion	Microtonal percussion instrument with full round bass tones coming in below G2
Pole Strike	Metal pole percussion - try all ranges and velocities please
Living Skin	Big drum mixing skin and metallic components, becomes metal only above G5 - play all ranges at all velocities
Sharpener	Very sharp and bright percussion instrument with temposynced delays
Membranequencer	Temposynced filter modulation with a Membrane Resonator and long temposynced delays
Space Gongs	Gongs, Carillon and Tamtam in one patch - subwoofer orgasm assured below G2 - also use the Modhweel for fast pitch modulation
Big Dive	Diving Subkick - in the upper registers a noise sweep comes in. Amplitude of pitch dive is velocity sensitive.
Submerged Timpani	Unreal percussion instrument - below C3 a high sine comes in and the sound turns into a spacey Echolot - in the higher registers bongos and bells can be found

Chromatic Percussion	Comments
Glass Bells	FMish glass bells - very velocity sensitive - loose their body below C1 - very delicate in the high ranges
Metallix Passepartout	Chromatic metal percussion instrument for all purposes
Asian Wood	Wooden ethno mallets - morphs into a logdrum below G1
Asian Metal	Gamelanish, chromatic instrument
Phuket Kalimba	Crossover between Gamelan and Kalimba with a tad of Steel Drum - envelope becomes very short towards the top
Kung Fu Mallets	Ethno mallets with a built in 5th

Chromatic Percussion	Comments
Glitchophone	Chromatic metallic mallet instrument with a glitchy attack phase - attack softens above E4 - caution: feedbacks occur above F#6 - turn the volume down if you dare to play in that range!
Multi Tapper (org)	Deep wooden instrument with long temposynced Multitap Delays
Multi Tapper (var)	Brighter variation an octave higher with faster delays
Metal Marimba	Marimba with metal flavour

Hybrid Instruments	Comments
Double Vibrawood (org)	Mellow vibra sound with modulated sustain, very velocity sensitive morphs into a Glcokenspiel above G4
Double Vibrawood shorter (var)	Variation with shorter decay and no sustain
Ballad Plucker	Smooth hybrid string instrument with a small gliss in the attack phase
Chiffon Flute (org)	Nice chiffy flute sound with a modulated decay
Chiffon Flute (var)	Variation with sustain and slower Stereo Tremolo
Beam Flute	Sustained flute sound with a metal attack - very velocity sensitive - subbass enters below C2 - very percussive in the very high ranges
Tube Mallet	Plucked sound, good for sequencer lines and basses
Euro Sitar	Animated string texture with a plucked attack, does great bass sounds too
Mellowphone	Mellow Vibraphone
Delicate Plate	Soft bells, looses distinct pitch detection below C3 and becomes more like a soft church bell with a very long release
Shanghai Plucker	Looses distinct pitch below G2 and becomes more a monstrous and distorted percussive instrument
Beauty Plucker	Combining flute and strings - very velocity sensitive, beautiful in all ranges
Muted Dream Harp	Innocent muted harp instrument, use Modwheel for pitch modulation and play at all velocities
Glove Strings	String instrument with a more bowed attack - try playing some Bach music with this one
Oriental Strings	Modulated string instrument - try all ranges please and use the Modwheel

Hybrid Instruments	Comments
Flute Kalimba Split	A blown Kalimba, turns into a resonant subbass drum below C2

Pads&Textures	Comments
Bell Pad	Ethereal Pad with a glassy attack, add fast vibrato with the Modwheel
Ethereal World	Beautiful glassy pad - also use the Modwheel
Haunted Windpad (org)	Haunting airy pad with strange intervals
Haunted Windpad (var)	A tuned variation for harmonic music
New Morning	Rich pad with a percussive attack and slow animation - also use the Modwheel and try all ranges please
Dreamy Pad	Dreamy pad for elves...
Chord Pad	Airy 1-finger chord pad - percussive attack comes in above G4 - also use the Modhweel
Chord Pad diminished	Haunting 1finger-chord pad with diminished intervals - also use the Modhweel
Contemplation Pad	Strong pad with two string resonators
Peaceful Pad	Very calm pad sound - gets more airy in the lower registers
Lonely Pluckpad	Sweet pad with a slightly percussive attack - try all ranges please
Stratosphere	Hypnotic pad texure with a metallic attack
Holy Metal	Carillon Bells with a ghostly sustain - also use the Modhwheel for fast pitch modulation - play at all velocities and in all ranges
Glass Cloud	Stratospheric glass pad
Cowbells in Autumn	Tinkling cowbells in the swiss mountains
Flutterwood	Decaying texture with stereo animation mixing air and wood - try all ranges please
Hanoi Mystery	Mysterius microtonal bell texture with sustain, be cautious in the high ranges above C5, some very bright resonances can occur at high velocities
Brain Knife	Haunting, modulated texture play long notes - becomes very resonant and spooky below G3 - watch out for resonances, this can get out of control at high velocities
Chimestream	Surreal chime texture, play long notes and try all ranges please.

Pads&Textures	Comments
Lounge Texture (org)	Dreamy texture with a minor 7-chord resonating in a beam
Lounge Texture (var)	A more mysterious variation with a softer attack
Future Cave	Alien beings in a cave, play long notes in all registers and listen please :)
Harmonic UFO	Rising overtones in a big bubble - try all ranges please
Textural Monologue (org)	Soft pluck attack followed by a textural animation
Soft Pluckpad (var)	Soft Pluckpad with an airy sustain
Harmonic Riser	Synth with rising harmonics, pitch gliss and temposynced modulation caution: can cause overloads in the very high ranges at high velocities
Tremolating Stringtube	Works well in all ranges
Ghost Castle	Beware: ghostly resonances can occur due to all the pitch modulation!
Bending the Beam	Strange metallic texture with slow random pitch modulation - use Modwheel to add fast pitch modulation
Gone with the Wind	Magical Windchimes with some tubular bell influence - try all ranges please and move the Modwheel
FM UFO Dive	Diving UFO sound - try all ranges and velocities please and move the Modwheel
Insomnia	Can't sleep?
Rising Toothache	Try all ranges please, also below D#0 and take your time as the toothache needs time to rise and fall again
Miraculix (org)	Animated texture - try playing arpeggiated chords and move the Modwheel
Miraculix (var)	A less harmonic variation - very interesting in the lower registers

Synths&Keys	Comments
Mallet Rhodes	DX7-ish rhodes sound, sounds more like glass and wood below C3
Cloud Rider	Swelling and decaying synth sound with temposynced filter modulation and a sharp attack
Decaying Beauty (org)	Nice decaying synth sound with some subtle temposynced modulation
Decaying Beauty (var)	Less rich variation with unsynced modulation and stereo animation

Synths&Keys	Comments
Phaser Lead	Can be used for leads or pads, also try the very low ranges
Stoned Grunge Lead	Grungy and distorted lead synth with Wahwah, very velocity sensitive
Mallet Lead	Airy synth with a soft mallet attack for themes and pads
Wondrous Whistler	Great for leads and melodies in the higher registers, sounds strange and dull in the lower registers
Sad Resonance Lead	Dreamy synth for themes and slow melodies - below G3 a more percussive sound is added tuned an octave lower
Overdrive Model	Nasty distorted guitar synth - use the Modwheel
Riser	Rising synth with a percussive attack
Syncriser	Synth with a plucky attack and temposynced filter rise moving in the stereo field
Tube Synth	Punchy plucked synth sound, works well in all ranges
Fat 80s Bass	I grew up wih these kind of fat digital bass sounds when FM synths were introduced - still love them...
Bass Sequencer	Temposynced Bass Sequencer, automate the filter frequency in the second noise generator for some filter animation
Bass Tube (org)	Tube synth for basses and sequencer lines
Bass Tube Fat Funk (var)	A fatter and more funky variation
Wahwah Rider Bass	Turn off the Solid State in FX2 for a clean sound
Random Bee	Edgy synth sound with temposynced filter modulation, becomes evil and boomy in the low registers - turn off the Overdrive in the FX section for a clean sound
Flanged Randomizer	Not so pleasant synth sound with temposynced random pitch- and filter modulation
Comb Rider	Combed synth with temposynced filter modulation
Hit and Run	Synth with strong attack followed by a rising pad with temposynced modulation
Ping Pong Plucker (org)	Synth pluck with a round body, looses it's core below C2
Ping Pong Plucker (var)	Brighter variation with a longer decay
SciFi Banjo	Play very dynamically as velocity affects the sound immensely

Synths&Keys	Comments
Chord Synth	The chord is created by Resonator A (Manual) and it vanishes below C2
Sequence Synth	Plucked digital sounding synth for fast sequences and chord repetitions

Now please enjoy the sounds and be inspired by *Modelled Reality*. If you have any questions contact me via the patchpool website.

Greetings...

Simon Stockhausen