

ELECTRIC V

for sforzando

Sampled Vintage Electric Piano

User Manual



Electric V User Manual

Description

Electric V for sforzando is a virtual electric piano sampled from an **iconic tine electric piano** introduced in 1984 in its fifth revision. Pure and simple was the goal. We sampled the instrument straight out of the output at 24 bit 96k for a clean sound that translates well in a mix or on stage.

Sampled with a combination of 16 machine precision samples and an additional 11 top layer hand samples for up to 27 samples per note, this library aims to capture this one instrument at this one moment in time with all of its imperfections and nuances that modelled electric pianos have difficulty recreating.

Designed for the free Plogue sforzando player, Electric V for sforzando requires no expensive player to function. It works perfectly in Pro Tools (AAX), Cubase, Logic and any other VST or AU compatible host.

Instrument Features

- Deep sampled 1980's mechanical tine electric piano
- 24 bit 96k high resolution samples
- Up to 27 trigger velocities per note
- 16 True release samples per note
- Selectable personalities: different sample layouts to suit playing styles and authentic needs
- Includes Vibrato, Tremolo, Chorus, AutoPan, and AutoWah.
- Comprehensive Effects Section with Reverb, Chorus, Amp Modeling, Delay and more

Note from the Developer

Electric pianos are a thing of beauty! Their mechanical nature means that every one is slightly different. On the source instrument, not every note barked when it was struck hard, but that is the nature of preserving instruments through sampling. I'm sure you are going to love this sampled electric piano. Playability while being faithful to the original was the priority. Electric V embodies the spirit of this classic and much sought after electric piano model. This project has been a labour of love that has spanned a few years of off and on development. It is a departure from Production Voices' massive piano sampling projects, but was a much needed creative project to break up the piano editing and programming that we are accustomed to doing. I can't wait to hear what you can do with Electric V! It's got soul!

Jason Chapman
Lead Designer
Production Voices

System Requirements

Minimum System

Plogue sforzando or Aria Player required.
Plogue sforzando is available for FREE here:
<http://www.plogue.com/products/sforzando/>

Electric V Minimum Requirements:
Multi-core Intel i3, i5, i7 or better recommended
8 GB RAM
64 bit operating system (Mac OS X or Windows 7, 10)
1.8 GB of hard drive space for samples.
7200 rpm or better non-system hard drive

Note: Electric V will not perform as expected on systems not meeting the minimum requirements.

Recommended System

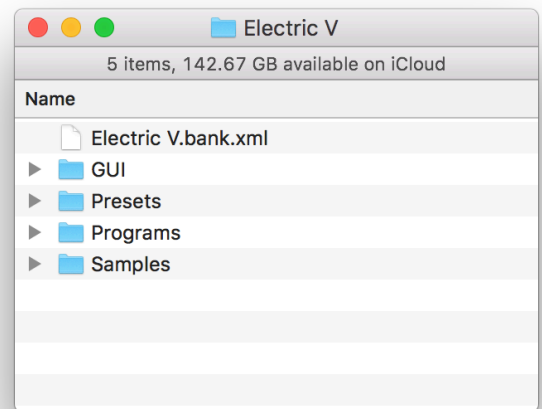
8 GB RAM or more.
Fast hard drive: 7200 rpm or SSD.
Multi-core Intel i5 processor or better.
64 bit operating system and plugin host.

Getting Started

Installing Electric V for sforzando

Installation of Electric V for sforzando is fairly straightforward:

1. Download and install sforzando: <http://www.plogue.com/products/sforzando/>
2. Download Electric V for sforzando and unzip.
3. Place the “Electric V ” folder on the drive that you wish to run it from. Any fast hard drive will work. If available, we recommend an SSD solid state drive for best performance.
4. Launch sforzando.
5. Drag the “Electric V.bank.xml” file from within the “Electric V” folder onto the launched sforzando app. This registers your purchase with sforzando and puts the presets into sforzando.



Loading Electric V Presets

Once Electric V for sforzando is installed, the presets will show up under the **SNAPSHOT** menu.

For users wishing to create their own presets:

Loading from the INSTRUMENT top left-hand corner will load initialized programs that are designed to be the starting point for programming presets. Users not looking to program from scratch should use the SNAPSHOT menu to load presets. Each program in the INSTRUMENT menu for Electric V is identical except that the effects are different. No documentation is provided for the included effects in the programs except to say that they are the basic MDA effects.

Summary:

Spin is a leslie effect

Come Again is a delay effect

Metallic Curse is a ring modulator

Pulverise is a bit crusher

etc.

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Electric V Controls



MAIN Controls

VOLUME: Main volume. Set before sforzando's vol (cc7) in the header. Note: If you experience clipping or distortion, turn the Main volume down.

TONE: A high pass filter similar to controls on certain vintage tine electric pianos.

TOUCH RESPONSE: **Touch Response** is the dynamic range determined by velocity. Touch Response determines how Electric V adjusts the sample volumes to incoming velocity. At 100%, Electric V will respond with an extreme dynamic range. Setting Touch Response too low will result in the low velocities sounding noisy and louder than is natural on a "real" electric piano. Lower settings will reduce the dynamic range more naturally than a compressor. To be authentic or true to the original instrument, touch response should be set to around 11 o'clock as shown in the image above.

RELEASE VOLUME: The key up release samples of the sampled electric piano have their own volume control to suit the playing style. To be authentic or true to the original instrument, Release Volume can be set to maximum.

RELEASE ON/OFF: The key up release samples can be turned off or on. A more authentic sound is with the releases left on.

Mapping Personalities

There are a few sample mapping personalities programmed into Electric V. These are used for different playing styles and for different character responses as assigned by the samples as follows:

MELLOW W TOP SPANK - 16 smooth lower velocities with one top layer of bark or spank samples.

MELLOW BALLAD - 16 smooth lower velocities without the upper bark or spank samples. Ideal for soft playing.

FULL TAME - Same as FULL RANGE TINES but with the highest velocities maintaining a louder volume as not to over-play the tine.

FULL RANGE TINES - Up to 27 velocities per note with some top notes giving authentic over-played characteristics such as note spike and then quick dip in volume. This is authentic to how the instrument responds to very high velocities, but some users may find it to be distracting on controllers that easily play velocity 127, such as non-weighted synth controllers. FULL RANGE TINES is perhaps the closest mapping personality to the original instrument sampled.

Selecting Mapping Personalities: A drop down menu in the upper right-hand corner of the interface lists the Mapping Personalities. Presets will have a mapping personality assigned, but users can select their preferred mapping after any preset has been selected.

EFFECTS Section

The effects in Electric V are divided into three sections:

1. **Electric V Controls** - These include Vibrato, Tremolo, Chorus, Auto-Pan and Auto-Wah. These effects are programmed into Electric V and are available all the time.
2. **Sforzando Send Effects** (EFFECTS page tab) - These send effects, controlled by the Send CC91 knob at the top of the interface, are included with sforzando. They are limited to either Ambience, a reverb effect or Detune, a chorus effect. Some of the presets make good use of these effects. The Detune works well and is a better choice than the Electric V Chorus when playing many notes at once.
3. **Electric V Effects** - Depending on the preset loaded, different FX controls will be shown in the lower left corner of the CONTROLS tab. The effects include:

Drive - Tube saturation type effect (Sforzando effect)

Cabinet - Combo - Modeled amp simulator

Come Again - Stereo Delay

Crush - Bandisto - Multi-band distortion

Detune - Stereo Pitch Shifter
Driven - Overdrive
Metallic Curse - Ring Modulator
Pulverise - Degrade - bit crusher
Spin - Leslie Simulator
Sub Demon - Sub-Bass Synthesizer
Warp Delay - Dub Delay

Effects will vary depending on what program is loaded. All the effects are labeled as per the MDA effects website:
<http://mda.smartelectronix.com/vst/help/mdaplugs.htm>

Loading from the INSTRUMENT upper lefthand section will load the initialized presets with the different MDA effects. Only one MDA effect can be used in the interface at a time.

VIBRATO Controls

ACTIVE: Indicator when vibrato is active. AMOUNT must be increased past 0 to make Vibrato active.

AMOUNT: Pitch amount of the vibrato. 100% is an octave.

SPEED: How fast the vibrato will be from 0 to about 20 Hz.

DELAY: Time after note is pressed that vibrato will begin. A delay can give a singing quality to the vibrato.

WAVEFORM: Waveshape of the vibrato LFO. Waveform will determine if the pitch will glide from one value to another or jump (square and pulse waves).

Triangle
Sine
Pulse75
Square
Pulse25
Pulse12
Ramp
Saw

TREMOLO Controls

ACTIVE: Indicator when tremolo is active. VOLUME must be increased past 0 to make TREMOLO active.

VOLUME: How much change in amplitude (volume) occurs. Larger values result in larger volume changes.

SPEED: How fast the Tremolo will change volume

CHORUS Controls

ON/OFF: Turns CHORUS on or off. Turning chorus on uses more polyphony and CPU resources. If possible, use sforzando's Detune effect to save polyphony.

VOLUME: Volume of the CHORUS effect.

AMOUNT: Detune amount.

PAN: How spread the detuning is in the stereo field.

AUTO-PAN Controls

ACTIVE: Indicates on/off of AUTO-PAN. The WIDTH control set above 0 turns AUTO-PAN on.

WIDTH: How far from center the panning goes. Higher values give a greater stereo spread.

SPEED: How quickly the sound pans left and right.

DELAY: The time after a note is triggered that the panning occurs. Delay can allow a sound to start in the center then begin panning.

WAVEFORM: Shape of the panning LFO. Smooth panning occurs with triangle and sine.

Triangle

Sine

Pulse75

Square

Pulse25

Pulse12

Ramp

Saw

AUTO WAH Controls

Note: For AUTO WAH to be heard, it needs to have both the FILTER lowered and the DEPTH increased.

ACTIVE: Indicates on/off of AUTO WAH. The DEPTH control set above 0 turns AUTO WAH on.

DELAY: The time after a note is triggered that AUTO WAH occurs.

SPEED: How quickly the filter opens and closes creating the WAH effect.

DEPTH: The frequency range the filter will cover. Larger values open and close the filter more noticeably.

RESONANCE: The amount of cutoff resonance added to the filter just like on an analog synthesizer filter.

WAVEFORM: The wave shape that the filter follows. Use triangle and sine for smooth filter sweeps. Use square to jump between two frequencies.

Triangle

Sine

Pulse75

Square

Pulse25

Pulse12

Ramp

Saw

Performance Optimizations

Disk Issues

If you have a slow hard drive but plenty of RAM, set the Max RAM to 2 GB and set the Inst. Disk Pre-Caching as high as possible on the Settings tab of sforzando. This will load the majority of Electric V into RAM bypassing the slow hard drive. With any luck, Electric V will no longer have disk issues and will likely be able to play many notes at once.

Memory Saving

If memory is scarce but your running a solid state drive (SSD) and a fast CPU, try leaving the default sforzando settings, or reduce the Inst Disk Pre-Caching and the Max Engine RAM Allocator. Electric V can typically run with less than 200 MB of RAM with a fast drive for streaming.

Miscellaneous

Release Versions

Electric V Version 1.0 – Initial Release

MIDI Control Numbers

Electric V controls have MIDI Control Numbers assigned to them. These are preset and cannot be changed. These controls can all be sequenced and automated in a DAW and controlled from external controllers.

cc1=Tremolo Vol

cc21=Tremolo Speed

cc23=Master Vol

cc24=Detune Vol
cc25=Tone Control
cc26=FX 1 (Drive by default)
cc27=FX 2
cc28=FX 3
cc29=FX 4
cc30=FX 5
cc31=FX 6
cc32=FX 7
cc33=FX 8
cc42=Release Vol
cc43=Pan LFO Wave
cc44=Pan Delay
cc45=Pan Speed
cc46=Pan Width
cc47=Detuned On/Off
cc48=Detune Amount
cc49=Detune Pan
cc52=Release On/Off
cc59=Touch Response
cc70=Pitch LFO Wave
cc71=LPF Cutoff
cc74=LPF Resonance
cc76=Pitch LFO Speed
cc77=Pitch LFO Amount
cc78=Pitch LFO Delay
cc80=Wah Depth
cc81=Wah Wave

cc82=Wah Delay

cc83=Wah Speed

License Agreement

Electric V is licensed, not sold, to the end user. Users may have up to two installs for personal use (non-shared computer). You may use Electric V in your musical works. Electric V is not to be used to create other sample libraries, virtual instruments, sound effects libraries or otherwise with the exception of music libraries. The complete license agreement can be found here: <http://www.productionvoices.com/terms-and-conditions/>

Legal Notice

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*Specifications subject to change. Sample sizes are for reference only and may differ slightly depending on how drives are formatted.

Credits

Concept, Editing, Sampling, Programming, UI: Jason Chapman www.productionvoices.com

Graphic User Interface Elements: Tania DeJonge

Thanks to: Darryl Lahteenmaa for loaning his electric piano to the project!

Thank you to Plogue for their efforts in making sforzando a viable format for developers and users.

Contact

Contact us by email: support@productionvoices.com

For the latest updates, tips, tutorials and news visit: www.productionvoices.com

Support

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