ARTIPHON PRESET CREATOR

## USER MANUAL

V. 2.0

Table of Contents

Introduction

Welcome to Artiphon Preset Creator, a software synthesizer for MacOS and Windows that lets you create synth and sample based presets for Orba, Orba 2, and Chorda.

By using Preset Creator, you can now map your Artiphon instrument's gestures like Velocity, Press, Radiate, Tilt, and Move to control multiple synth parameters all at once. This powerful MPE capable audio engine allows you to create sample presets for each of the three melodic playing modes: Bass, Chord, and Lead.

We hope you enjoy playing as much as we do. Have fun!

Getting Started
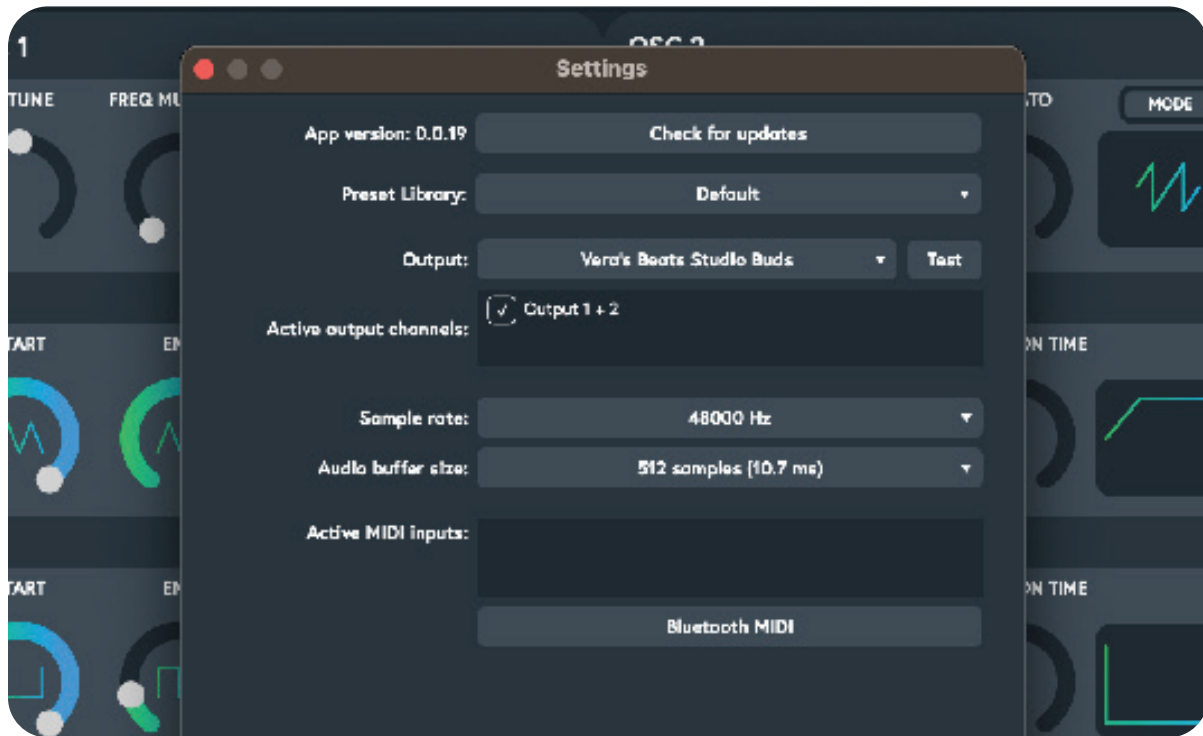
1. Connect your MIDI controller via Bluetooth or USB.
2. To connect via Bluetooth click the gear icon in the upper left corner, then click "Bluetooth MIDI" at the bottom.
3. Make sure your output is set to the desired output source. We recommend using the built-in output of your computer or audio interface.
4. Turn your Artiphon instrument volume all the way down (or disable instrument sounds via the Artiphon app). Sounds from Preset Creator will be coming from whichever output you've selected (for instance, your computer speakers).

The Oscillators

Preset Creator has two oscillators that can produce two different morphing wave shapes at the same time. Each oscillator can be set to produce either a sawtooth/triangle and a rectangle/pulse or sync shape with varying harmonics with an adjustable start, end, and time ramp.

Oscillator 1 has a new sample mode, allowing you to create presets containing any audio sample of your choice. You can swap between oscillator modes by clicking the MODE button. Here you will see the wave shapes shown for each one of the two modes. When sample mode is enabled, you will see the option to drag and drop an audio sample onto Oscillator 1. The sample will automatically be tuned to each note, and you can adjust the character of the sample using the Oscillator's controls, just like we will explain in the pulse and sync wave modes below. Note: Oscillator sample mode is not available for Orba 1.

Per oscillator:
The first morphing shape is always a triangle/sawtooth.
The second morphing shape can be set with the mode switch at the top right to either a rectangular/pulse shape or to a sync-like shape that morphs through different harmonics.

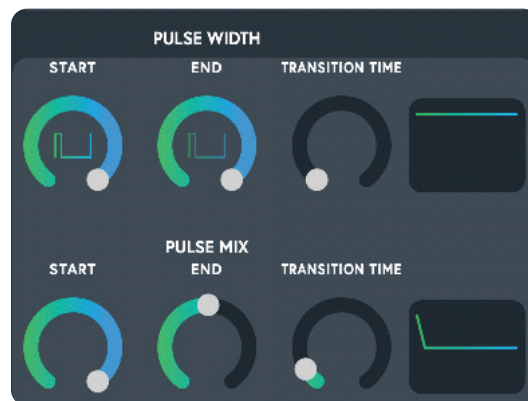# The Oscillators (ctd...)

SAMPLE-BASED PRESETS

You can drag and drop audio files into oscillator 1 to use that sound as the basis for a sample-based preset. .

To do this toggle the MODE button in the OSC 1 section until you see the "Drag and Drop Auido Sample" image, then you take an audio sample file from your computer and drop it onto the OSC 1 section.

The Oscillators (ctd...)

PULSE WIDTH/SYNC SHAPE

START
Wave shape at the start of the morphing (rectangle/ pulse or sync/harmonic depending on mode switch).

END
Wave shape at the start of the morphing (rectangle/ pulse or sync/harmonic depending on mode switch).

TRANSITION TIME
Time ramp for morphing from start wave shape to end wave shape.

PULSE / SYNC MIX

START
Start mix between amount of morphing shape one (saw/ triangle) and morphing shape two (rectangle/ pulse or sync/harmonics).

END
End mix between amount of morphing shape one (saw/ triangle) and morphing shape two (rectangle/pulse or sync/ harmonics).
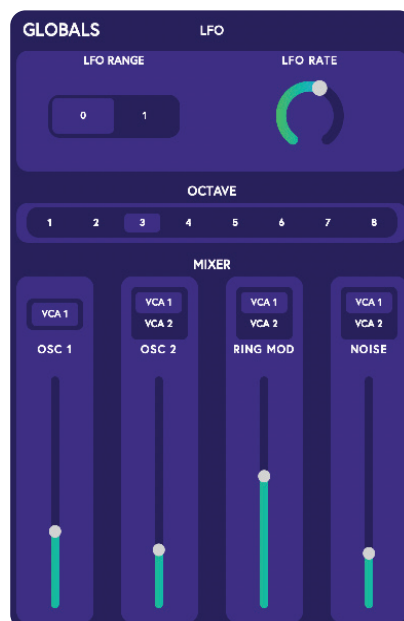
TRANSITION TIME
Time ramp to go from the start mix to the end mix.

Tip:
The time ramp is a visual representation of the time it takes for the wave shape to transition from its starting shape to its end shape.

Globals

LFO, MIXER, AND OCTAVE

GLOBAL LFO

LFO RANGE
Switches the LFO (affecting vibrato) between a slow and a fast range.

LFO RATE
Adjust the LFO speed (affecting vibrato and waveguide chorus).

OCTAVE & MIXER

OCTAVE
Set the overall octave for all oscillators.

OSC 1 LEVEL
Oscillator 1 mix level.

OSC 2 LEVEL
Oscillator 2 mix level.

VCA SWITCH
Select VCA 1 or VCA 2 for each oscillator, the ring modulator, and the noise generator.

RING MOD
Ring modulator mix level.

NOISE
Noise generator mix level.

Voltage Controlled Amplifier (VCA)

The VCA determines

- How a sound's level changes at the beginning or how soft or hard it starts (referred to as the attack).
- How long it takes to go down to a sustained level (referred to as the decay).
- How loud the sustained level is (referred to as the sustain).
- How long it takes to fade out when the pad is released (referred to as the release).

There are two envelopes (VCA 1 and VCA 2) that can be assigned per oscillator in the globals module. Preset Creator's VCA's have an added feature that allows you to control the envelope shape with velocity (how hard or soft you press or release a pad).
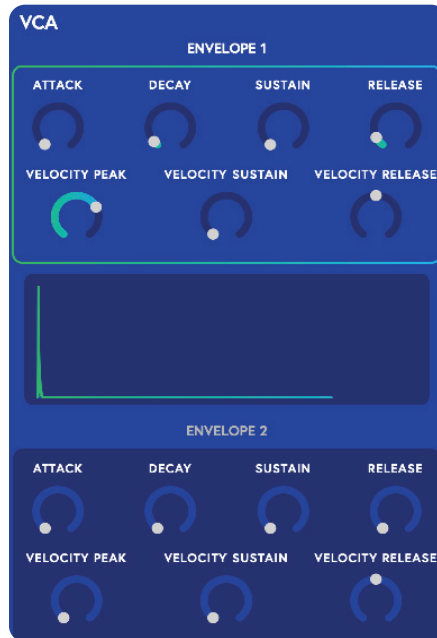
ENVELOPE 1 & 2

ATTACK	DECAY	SUSTAIN
How long it takes to reach the peak level.	How long it takes to reach the sustained level.	How loud the sound is as a note is held.

RELEASE	VELOCITY PEAK	VELOCITY SUSTAIN
How long the sound takes to fade out after a note is released.	Depending on how hard or soft a note is played, the peak after the attack gets louder for dynamic playing.	Depending on how hard or soft a note is played, the sustained level gets louder for dynamic playing.

VELOCITY RELEASE	ENVELOPE 2: A second,	
Depending on how fast the note is released, a peak before the release gets louder for dynamic playing.	different VCA envelope curve that can be assigned per oscillator in the GLOBALS Mixer settings.	

Tip:

Each ADSR (attach, decay, sustain, release) envelope is displayed with dynamic ranges in the center of the envelope section.

Resonant Filter

The resonant filter applies either a lowpass or high-pass filter to the signal. The frequency of the filter can be modulated with its own dynamic envelope.

Low Pass/High Pass Switch
Sets the filter mode between a low pass and a high pass filter

CUTOFF
Sets the cutoff frequency for the resonant filter.

CUTOFF KEY
Scales the cutoff frequency with note frequency. At max, high notes have a higher cutoff than low notes.

RESONANCE
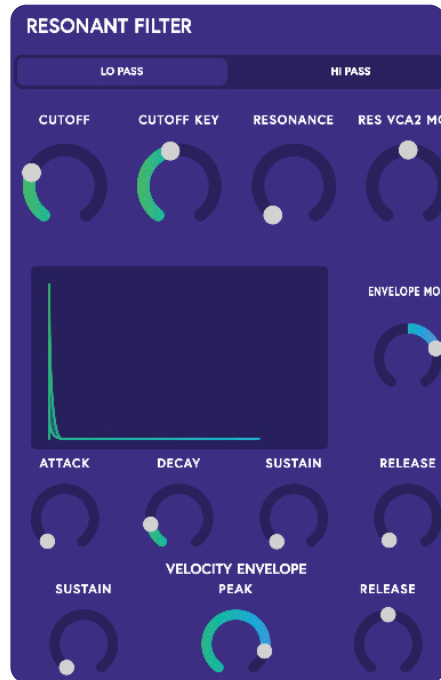Controls the resonance of the filter.

RES VCA2 MODULATION
Set how much the VCA2 curve modulates resonance.

ENVELOPE VISUALIZER
Displays the shape of the envelope.

VELOCITY SUSTAIN
Depending on how hard or soft a note is played, the sustained level gets louder for dynamic playing.

ENVELOPE MODULATION
Sets how much the envelope curve affects the filter.

ATTACK
How hard or soft the filter comes in when a note is pressed.

DECAY
How long it takes to go to the sustained level.

SUSTAIN
How high the filter frequency is continued after the decay phase.

RELEASE
How long the filter takes to return to the default after a note is released.

VELOCITY SUSTAIN
Depending on how hard the pad is played, the sustained filter frequency gets higher or lower for dynamic playing.

DYNAMIC ENVELOPE

VELOCITY PEAK
Depending on how hard or soft a note is played, the peak after the attack gets higher for dynamic playing.

VELOCITY RELEASE
Depending on how fast a note is released, a peak before the release gets higher for dynamic playing.

Waveguide

The waveguide adds a physical modeling module that uses both oscillators, noise, and the ring modulator to stimulate a resonating waveguide. The character of these sounds is more acoustic-like.
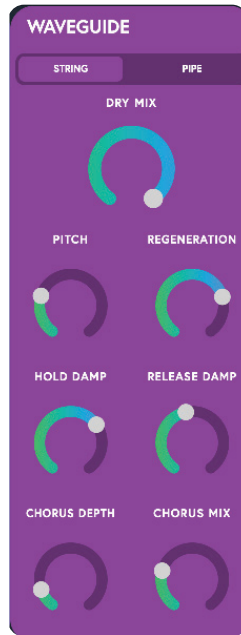
String/Pipe Switch
Selects the physical modeling mode

| **DRY MIX**	**PITCH**	**REGENERATION**
Adjusts how much of the signal enters the waveguide.	Adjusts the pitch the waveguide is tuned to in relation to note frequency.	Adjusts the waveguide's tendency to resonate.
HOLD DAMP	**RELEASE DAMP**	**CHORUS DEPTH**
Controls the amount of high-frequency damping applied while a note is held.	Controls how much high-frequency damping is applied after the note is released.	The LFO controls the Waveguide's delayed output, and this controls how much the LFO modulates the delay time.
CHORUS MIX	**VELOCITY RELEASE**	
Controls how much of the waveguide's delayed output is fed back into itself.	Depending on how fast a note is released, a peak before the release gets higher for dynamic playing.	

Gesture Mapping

Here you can map the four different gestures to the parameter of your choosing.

You can map a total of three parameters to one gesture. When the slider is in the middle, the gesture will not affect the parameter. Moving the slider to the right will adjust the parameter in a positive direction, and moving the slider to the left will adjust the parameter in a negative direction.
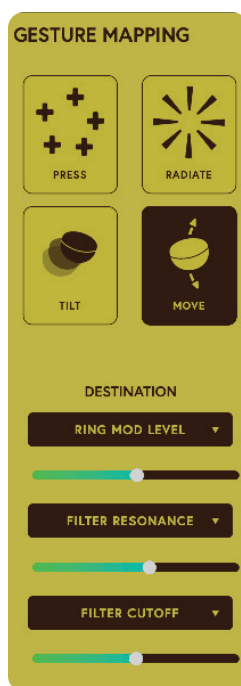
PRESS
Select to assign gesture mappings.

RADIATE
Select to assign gesture mappings.

TILT
Select to assign gesture mappings.

MOVE
Select to assign gesture mappings.

DESTINATION
Select which synth parameters will be controlled by the selected gesture.

Tip:
Set how much this synth parameter is controlled by the selected gesture. The modulation can be positive or negative, with the middle position being zero.

Output

The output mixer for Preset Creator. Effects and the overall volume can be adjusted.
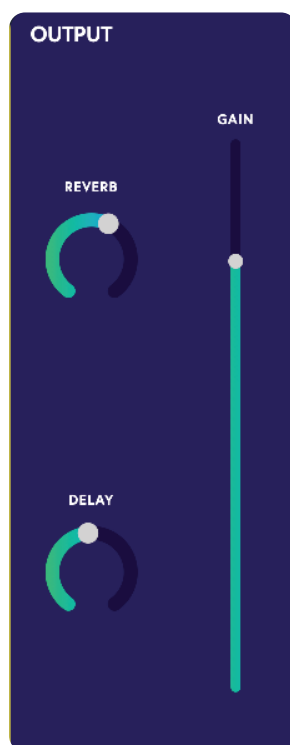
REVERB
Add reverb effect.

DELAY
Add delay effect.

GAIN
The overall output volume level of Preset Creator.

Saving/Exporting Presets

To save your new preset, select the SAVE button in the toolbar. If you're an Orba 1 user, select Legacy mode to save presets that are compatible with Orba 1. You may select the "Do not show again" button, and then click OK. you can always change your preference later in settings.
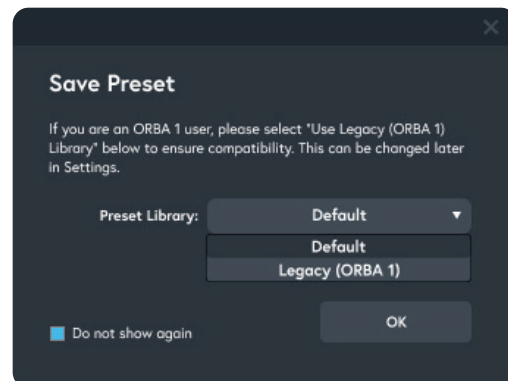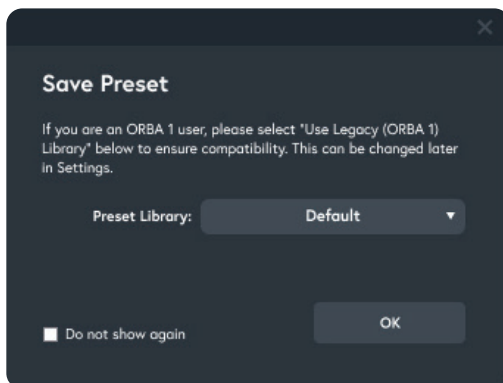

Then, you will be prompted to save your preset either as a bass, chord, or lead preset. When you click save, you can load your preset onto your Artiphon Instrument using the Orba 2 app, or Orba 1 app if you selected the Legacy setting. If you wish to save your preset to the location of your choice on your computer, you can select EXPORT instead.
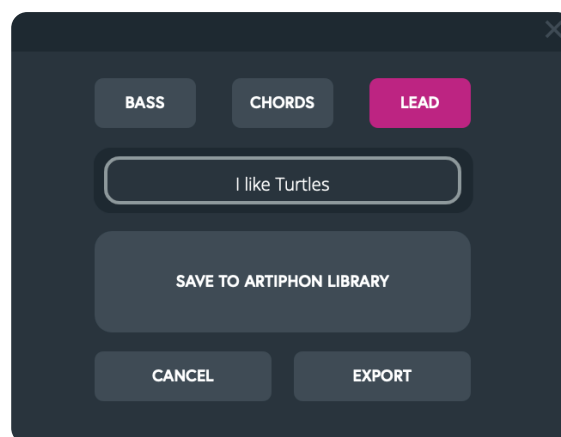
If you decide to make more changes to a preset you've already saved, you can click SAVE, and Preset Creator will update the existing file with your most recent edits. If you wish to save another copy, you can select SAVE AS, and can either save or export your new preset file.
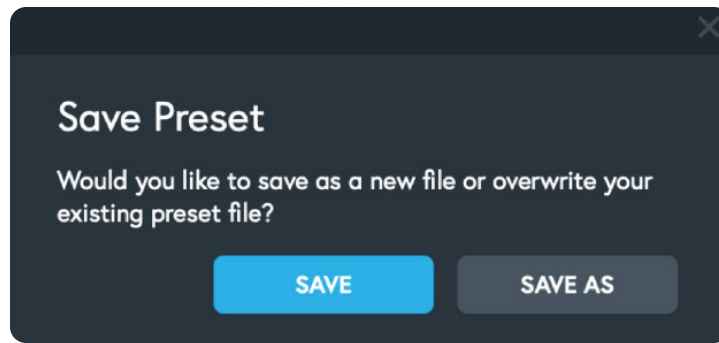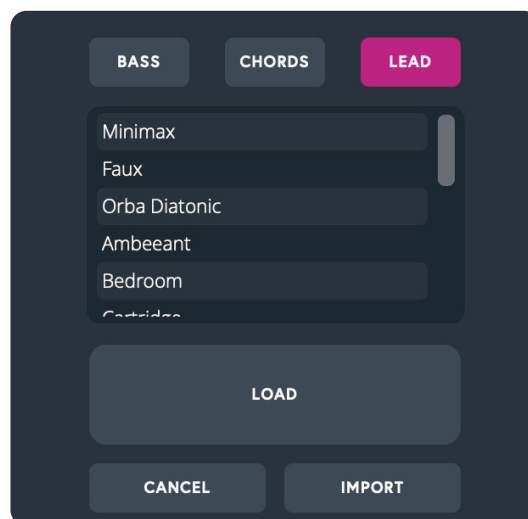

clicking SAVE closes the "Save Preset" window, clicking SAVE AS goes to this window:
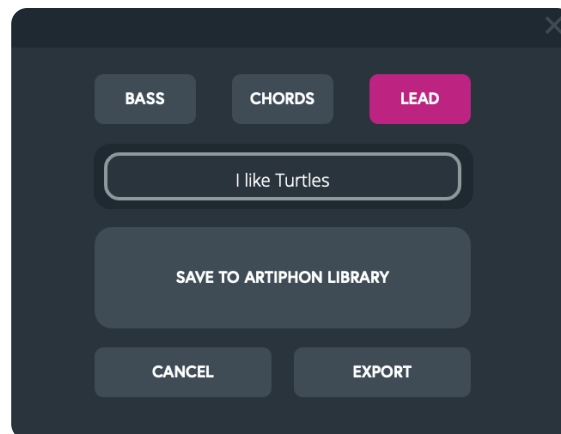
Loading Presets into Preset Creator
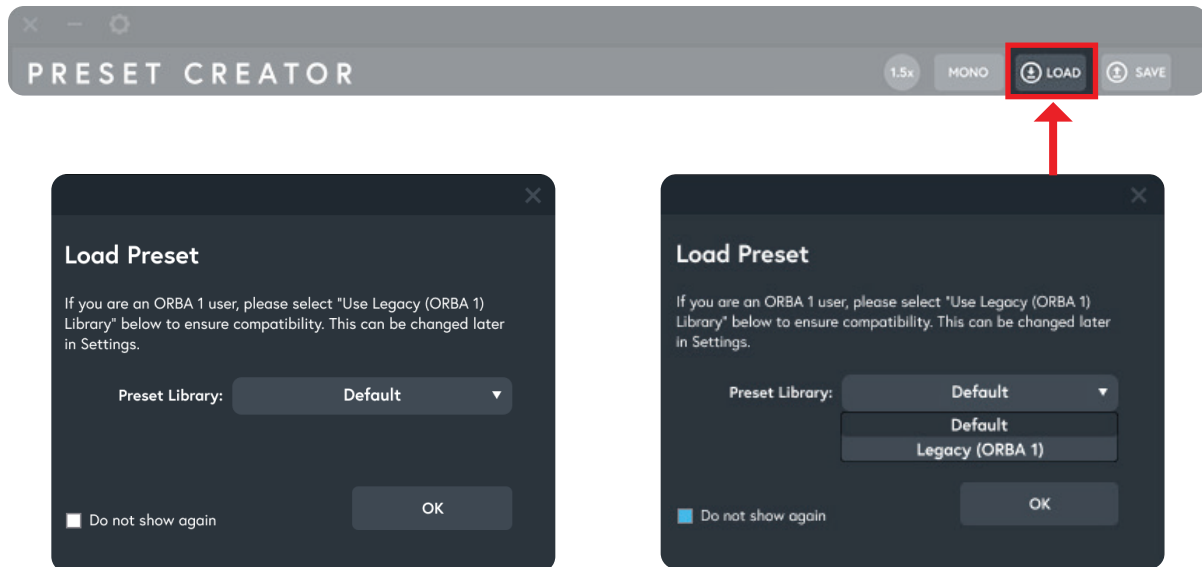
To load a preset you've saved, go to the top right load button. You can also import any preset with a .artipreset or .orbapreset file extension.

Loading a preset onto your instrument

Say your friend sends you a new preset over Discord and they're dyin' for you to try. No problem, you can easily load your friends preset onto the Artiphon app and play it on your Artiphon instrument wherever you go.

1. Download their preset onto your computer.
2. Use the "Import" button to load it into Artiphon Preset Creator
3. Click the Save button in the toolbar, then "Save As", then "Save to Artiphon Library"
4. Open the Artiphon app, and locate your preset in the presets library to load it onto your instrument
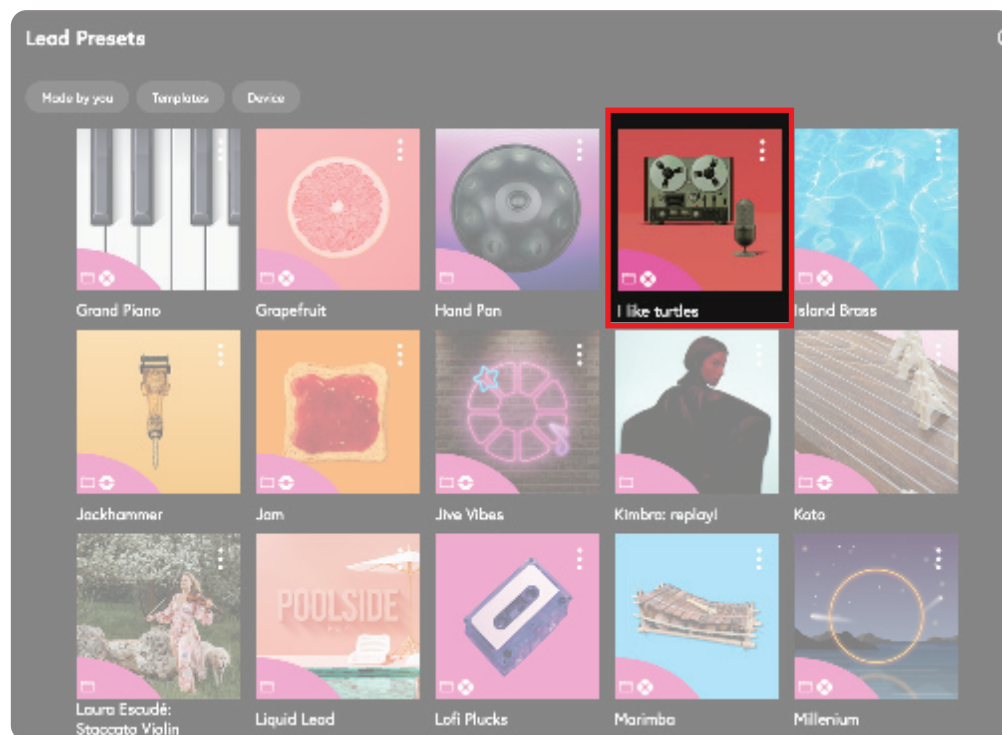
Get in touch, stay in touch!

Got questions? We love answering them. Reach out any time at support@artiphon.com.