Concert Strings Legacy

Articulation and Playing Style Abbreviations and Definitions (Non-TVEC and TVEC1)

adg - Adagio

arts - Articulations

av - All vibrato amounts available

brtkPzz - Bartok pizzicato (slapped)

bs or bss - Bass or basses

delVib - Delayed vibrato

det - Detaché

fx - Contains articulations such as trills, pizzicato, tremolo, etc.

hv - Heavy vibrato

leg - Legato articulation

hrm - Harmonics

hpc - Human pitch control

k - Keyswitched

lv - Light vibrato

modMrc - Modwheel-controlled attack (marcato)

Modvib - Modwheel-controlled vibrato

ModVol - Modwheel-controlled volume

mrc - Marcato

nv - No vibrato

pzz - Pizzicato

rom - Romantic Violin

rr - Round Robin

Sfz - Sforzando

slDn - Slide downward

slUp - Slide upward

spc - Spiccato

trh - Half step trill

trm - Tremoo

Trw - Whole step trill

va or vas - Violas or violas

vc or vcs - Cello or cellos

VelVib - Velocity-controlled vibrato

VelVol - Velocity-controlled volume

vib - Vibrato

vn or vns - Violin or violins

Viv - Vivo (Quicker attack then legato)

Vmc - Velocity-controlled attack (marcato)

IntervaLive

IntervaLive is completely polyphonic and requires that you raise or lower the pitch wheel depending on which direction you want the interval to go.

In real music, an interval is when a note is played followed by another note. If the notes are long and sustained rather than short and staccato, there is an audible "chunk" of sound in between these notes. Being able to simulate this "chunk" makes the interval itself sound very real and musical.

Let's use an example of a French Horn section playing a middle C (source note), and then smoothly playing the G (destination note) a fifth above.

Between the C and the G, if you listen closely, you'll hear other audible parts that are neither the C nor the G. In this case, this "chunk" of sound is most audible at the lower and upper end of the interval itself, not in the middle. So, you'd hear mostly the D just above the C (launch) and the F just below the G (approach). Alternately, if you were to create a portamento where equal amounts of sound between the C and G could be heard, that "chunk" would not sound believable.

Round Robin

Unless otherwise specified, all instruments use Round Robin. This means that you'll never get the same note played twice in a row. It greatly reduces the robotic "machine gun" effect you would get when playing repeated notes WITHOUT the Round Robin feature.

Using the Interface - Non-TVEC

Articulations

•Select an articulation by either clicking one of the buttons, or selecting it by keyswitch. It's easy to tell what key to press because the name of the button itself tells you the proper key. On sustained articulations, you'll hear a moderate amount of "human" pitch and vibrato correction in the violins. This is the way real musicians in a string section play! (In the Whole divisions Strings Combinations instrument, we had to limit most of this "human" correction to the violins since attempting to do the same throughout the full range of the string orchestra maxed out voices in Kontakt2.)

•If you raise or lower the pitch wheel (after you've played a note, and just prior to playing a following note), you'll get intervals (IntervaLive) bridging the gap. This is a very realistic effect.

•If you raise the Mod Wheel while holding down a note, the volume and intensity will increase. This is essential in creating string phrases.

Button Definitions

When you first load the instrument, you'll see the knobs have various settings. This factory default setting has the "Touch Marcato" articulation. It is the same as you would hear if you clicked the "VelMarcato" button (or activated it by using the correct keyswitch note). These convenient buttons allow you to go quickly to a preprogrammed setting of 8 articulations. You can either click them to audition its sound, or you can access it by keyswitching. (The actual name of the buttons have the name of the exact note to play to engage it via keyswitching. Therefore, for example, the button named "VelMarcato_B0" will be triggered by hitting the lowest B on an 88-note keyboard. Further, the "Legato_C1" button is triggered by C1 on your keyboard, and so on... The button tells you where to key it!).

Interface Buttons

VelMarcato

Smooth and slow as you play softly. Fluid legatos with a little more vibrato as you play a little louder (violins, violas, cellos, str combinations). As you play even louder, you'll notice a gradual increase in attack until a full solid marcato with robust vibrato is heard at your loudest playing.

Detaché

Similar to "Legato", but with more bow change noticed. If "With_Aggr" is selected, the sound will be heavy and full. If "With_Spicc" is selected, the sound will be lighter and more crisp.

Legato

Easily play smooth lead lines with this setting. You can edit this with the "LegAttk" knob to either lighten or thicken the legato attack.

Vivo

Use this setting for lively phrases. If "With_Aggr" is selected, the sound will be heavy and full. If "With_Spicc" is selected, the sound will be lighter and more crisp.

Marcato

This setting gives you very aggressive and fast attacks. If "With_Aggr" is selected, the sound will be heavy and full. If "With_Spicc" is selected, the sound will be lighter and more crisp.

Adagio

This setting gives you wonderful slow swelling strings, perfects for emotional underscoring.

Sforzando

Select this button for a sforzando effect. If "With_Aggr" is selected, the sound will be heavy and full. If "With_Spicc" is selected, the sound will be lighter and more crisp.

Custom

If the instrument has a "Custom" button, then you can use this to create your own custom settings throughout all of the knobs. If there is no "Custom" button, then deselect until all the buttons are grey and none are "white". In this state, you can customize and save.

With_Spicc

Any of the articulations that use a staccato sound (VelMarcato, Detache, Vivo, Marcato, Sfz and Custom [if you create a staccato sound]) will have a lighter staccato sound if this button is checked.

With_Aggr

Any of the articulations that use a staccato sound (VelMarcato, Detache, Vivo, Marcato, Sfz and Custom [if you create a staccato sound]) will have a heavy aggressive sound if this button is checked.

Knob Definitions

Note: If you click the knob, the display will show you the midi controller number that creates the articulation.

LegAttk

The instrument contains an array of legato and semi legato samples along with marcato samples. This knob alters the aggressiveness of the legato samples only. So if you lower this knob all the way to 0, you'll still have a nice smooth legato. This knob is globally editable so you can make changes using not only the "Custom" button, but any of the other articulations.

To make a very slow swelling sound, set the value of the "LegSpeed" knob to about 40.

SlideUp

When you play an ascending phrase and want to create an interval, you must raise the pitch wheel. (Raising it higher mixes in more of this interval whereas raising it less mixes in less of it.) This knob changes the level of the upper portion of this interval that is nearest the target note. This knob is globally editable so you can make changes using not only the "Custom" button, but any of the other articulations.

StartVib

This changes the "wildness" in both pitch and vibrato at the beginning of the note. Higher values make the sound more "heavy". Note: in the full string combination instruments, this only applies to the violins.

This knob is globally editable so you can make changes using not only the "Custom" button, but any of the other articulations.

SlideDn

When you play a descending phrase and want to create an interval, you must lower the pitch wheel. (Lowering it more mixes in more of this interval whereas lowering it less mixes in less of it.) This knob changes the level of the lowest portion of this interval that is nearest the target note.

This knob is globally editable so you can make changes using not only the "Custom" button, but any of the other articulations.

LaunchUp

When you play an ascending phrase and want to create an interval, you must raise the pitch wheel. (Raising it higher mixes in more of this interval whereas raising it less mixes in less of it.) This knob changes the level of the lower portion of this interval that is nearest the source note. This knob is globally editable so you can make changes using not only the "Custom" button, but any of the other articulations.

SusVib

This knob determines the amount of vibrato of the sustained portion of the note. Lower values make less vibrato. It does not control the vibrato of the beginning of the note which is controlled by the "StartVib" knob.
This knob is globally editable so you can make changes using not only the "Custom" button, but any of the other articulations.

AttkSens

At default, the louder you play, the more you'll hear robust marcato samples. If you should want to hear the marcato samples even if you play softly, simply click the "Custom" button (or deselect all buttons if there is no "Custom" button) and lower this knob to a value of 0. Or you can set it anywhere you like according to your taste.

LaunchDn

When you play a descending phrase and want to create an interval, you must lower the pitch wheel. (Lowering it more mixes in more of this interval whereas lowering it less mixes in less of it.) This knob changes the level of the highest portion of this interval that is nearest the source note.
This knob is globally editable so you can make changes using not only the "Custom" button, but any of the other articulations.

LegSpeed

This knob controls the attack sharpness of ONLY the legato layers. Once you lower this knob to values below 45, you'll get a really useful slow swell.
You must select the "Custom" button before you can hear changes with this button.

Release

By increasing the value of this knob, you can get a very realistic effect of varying concert hall sizes. Greater values make larger rooms.
This knob is globally editable so you can make changes using not only the "Custom" button, but any of the other articulations.

MrcLev

This knob controls the level of the marcato samples. After you click the "Custom" button (or deselect all buttons if there is no "Custom" button), higher values cause the marcato samples to sound louder.

You must select the "Custom" button before you can hear changes with this button.

Customizing

MrcAttk

After you click the "Custom" button (or deselect all buttons if there is no "Custom" button), this knob will either strengthen or soften the attack of the marcato samples. Higher values make more crisp attacks.

You must select the "Custom" button before you can hear changes with this button.

Customizing

You can edit and save the instrument with a custom setting for convenient referencing using the "Custom" button as described above. (If an instrument does not have a "Custom" button, then deselect buttons until all the articulation buttons are grey and none are showing "white".) The instrument will then defer to the current values shown on all knobs. For example, if you were to have selected "Sfz" first, and then selected "Custom", the sound would still be set to "Sfz". Since you chose "Sfz", then at this point, you would be working with the Sfz sound. (You can start with any articulation, then choose "Custom" to alter that particular sound.) Once you are satisfied with your customizing, you can save the instrument. However, remember that clicking any of the articulation buttons (or selecting by keyswitching) will reset all non globally editable knobs and delete your custom settings, so be cautious.

(A Note About Globally Editable Knobs. You should note that some of the interface knobs' settings can be customized even if you have selected one of the 8 articulations and NOT selected "Custom". These "globally editable" knobs are, "LegAttk", "StartVib", "LaunchUp", "LaunchDn", "SusVib", and "Release" and do not change when any of the 8 articulation buttons are selected. Therefore, if you change the values of any of these knobs, there is no "factory reset". So be careful when saving the instrument with different values for these particular knobs.)

Tips

When you load the instrument, its playability is already very intuitive. However, you may wish to make some changes. Here are some tips:

Desired Change		Instructions
-I love the vibrato being so heavy and passionate, but I want a lighter, more "refined feel.		Lower the "StartVib" knob to reduce the heaviness of the vibrato until you get the desired effect.
-I want only legato without the marcato at loudest levels.		Select the "Legato" button, or Select the "Custom" button (or deselect all buttons if there is no "Custom" button) and lower the value of the "MrcLev" knob to 0.
-I want to keep the marcatos, but I want them to be louder or softer.		Select the "Custom" button (or deselect all buttons if there is no "Custom" button). Raise or lower the value of the "MrcLev" knob to the desired effect.

-I like the marcatos, but I have to play too hard to hear them.		Select the "Custom" button (or deselect all buttons if there is no "Custom" button). Lower the value of the "AttkSens" knob.
-I want to hear marcato even when I play very softly.		Select the "Marcato" button, or Select the "Custom" button (or deselect all buttons if there is no "Custom" button) and lower the value of the "AttkSens" knob to 0.
-I like the legato, but I want to play faster, yet without the bite of the marcatos.		Select the "Detache" or "Vivo" Button. Or, Select the "Custom" button (or deselect all buttons if there is no "Custom" button) and experiment with the "AttkSens" and "MrcLev" knobs.

-I want to play with a little more liveliness at lower volumes than the default setting, but I don't want the marcatos to come in when I play loudly.		Select the "Vivo" button, or Select the "Custom" button (or deselect all buttons if there is no "Custom" button) and lower the "AttkSens" knob to 0, and lower the "MrcAttk" knob until you get the desired "liveliness".
-The legato is nice, but I hear too much bow at the beginning of each note.		Lower the "LegAttk" knob until you get the desired effect.
-When I raise the pitch wheel, the slide sound is too loud.		Either raise the pitch wheel less OR Lower the value of the "Slide_Up" knob.
-When I lower the pitch wheel, the slide sound is too loud.		Either lower the pitch wheel less OR Lower the value of the "Slide_Dn" knob.

-After I play a note then raise the pitch wheel, I hear too much of the ascending part of the interval.		Either raise the pitch wheel less OR Lower the value of the "LaunchUp" knob.
-After I play a note then lower the pitch wheel, I hear too much of the descending part of the interval.		Either lower the pitch wheel less OR Lower the value of the "LaunchDn" knob.
-I want the sustained part of the sound to have a "creepier" feel to it with less vibrato.		Lower the value of the "SusVib" knob. Note - You can rotate this knob while playing a note to get some really nice "movement" to your phrase.
-Now that I have that "creepy" no vibrato sound, there is too much vibrato at the beginning of the note.		Lower the value of the "StartVib" knob to 0.
-I want the notes to ring out longer and hear more of a hall sound.		Raise the "Release" knob until you get the desired effect.

-When I play staccato (using the Marcato, VelMarcato, Detache, Vivo or Custom articulation), the sound is too heavy.		Either click the "With_Spicc" button, or key it with the appropriate key. This will "lighten" the sound of the staccato.
-When I play staccato (using the Marcato, VelMarcato, Detache, Vivo or Custom articulation), the sound is too light.		Either click the "With_Aggr" button, or key it with the appropriate key. This will "thicken" the sound of the staccato.
-Some of these instruments are rather large. Are there smaller version?		Look for "lite" in the instrument name. 90% of all non "lite" instruments are chromatically sampled (every note recorded). "Lite" instruments use samples for every other note, so they will be roughly half the size.

Keyswitch Maps

Violins and Violas

A0 - Turns off "light" staccato, and uses heavy marcato on all applicable articulations A#0 - Turns off "heavy" marcato, and uses light staccato on all applicable articulations. B0 - Velocity marcato.

C1 - Legato

C#1 - Detache

D1 - Vivo

D#1 - Marcato if A-1 and not A#-1 had been selected. Staccato if A#-1 and not A-1 had been selected. E1 - Adagio

F1 - Sforzando

F#1 - Custom user setting

(The following articulations are only in instruments from the "fx" directory list.)

G1 - Tremolo

G#1 - Half Step Trill A1 - Whole Step Trill A#1 - Pizzicato

B1 - Pizzicato "Bartok" C1 - Harmonics

Cellos

A0 - Turns off "light" staccato, and uses heavy marcato on all applicable articulations A#0 - Turns off "heavy" marcato, and uses light staccato on all applicable articulations. B0 - Velocity marcato.

C1 - Legato

C#1 - Detache

D1 - Vivo

D#1 - Marcato if A-1 and not A#-1 had been selected. Staccato if A#-1 and not A-1 had been selected. E1 - Adagio

F1 - Sforzando

F#1 - Custom user setting

(The following articulations are only in instruments from the "fx" directory list.)

G1 - Tremolo

G#1 - Half Step Trill A1 - Whole Step Trill A#1 - Pizzicato

B1 - Pizzicato "Bartok"

Basses

A4 - Turns off "light" staccato, and uses heavy marcato on all applicable articulations A#4 - Turns off "heavy" marcato, and uses light staccato on all applicable articulations. B4 - Velocity marcato.

C5 - Legato
C#5 - Detache
D5 - Vivo
D#5 - Marcato if A-1 and not A#-1 had been selected. Staccato if A#-1 and not
A-1 had been selected. E5 - Adagio
F5 - Sforzando
F#5 - Custom user setting

(The following articulations are only in instruments from the "fx" directory list.)
G5 - Tremolo
A#5 - Pizzicato
B5 - Pizzicato "Bartok"

Combinations
A0 - Turns off "light" staccato, and uses heavy marcato on all applicable
articulations A#0 - Turns off "heavy" marcato, and uses light staccato on all
applicable articulations. F#7 - Velocity Marcato
G7 - Legato
G#7 - Detache A7 - Vivo
A#7 - Marcato B7 - Adagio
C8 - Sforzando

TVEC1

New for TVEC1

Polyphonic Round Robin for Fast Notes
This feature is built into all applicable TVEC instruments. As you may have
noticed with Kontakt, using the old conventional Round Robin, playing a single
staccato or aggressive attack note repeatedly very fast, the "machine gun" effect
is minimal, yet still sometimes noticeable. If you play a chord in rapid
succession, the machine gun effect is quite evident.
TVEC1 allows you to play chords while still killing the "machine gun" effect.
TIP: If you want to create a polyphonic Round Robin for Legato (PolyRR

is only for faster articulations such as marcato, velocity marcato,
vivo, etc.) set the MrcLev knob to 127 and the Attack knob to 88.

Articulation-Specific Parameters

Let's say that you decide you want to make some changes to the Legato articulation. You can edit any of the TVEC parameters (except modwheel volume and velocity volume as described above) such as attack, release, modwheel vibrato, etc., and they will automatically be saved into only the Legato articulation since that's the articulation you're working on. Now, if you go to the Marcato articulation, for example, you will hear the factory settings for Marcato when you play the instrument. Ok, so you like the factory setting of Marcato, but want a lighter attack. You can choose the attack style by keyswitching the lowest A or A#. In most cases playing the lowest A gives you an aggressive attack, while playing the lowest A# will choose a lighter set of attack samples. You get these 2 choices per articulation. (In some Whole divisions Violins TVEC instruments, you get three choices per articulation; aggressive marcato, light staccato, or spiccato!) So now you decide to go back to the Legato articulation. You will notice that all of your previous changes you made to Legato are still there! In this way, you have customized the Legato articulation. And if you then go back to the Marcato articulation, any changes you made there will also be preserved independently! You can repeat this method of customization for any of the articulations thereby building your own custom palette inside one single instrument!
RE-SAVE the instrument to preserve your changes!

Factory Reset

Ok, so now after playing the instrument for awhile, you decide that the changes you made to Legato were not as good as the "factory" settings after all. But you DO like the changes that you made in "Marcato", for example. Therefore, you want to revert to the factory settings for Legato, but keep your changes in Marcato. Easy! All you have to do is make sure you're on the Legato articulation, and pull-down the Preset menu to "Reset Only This Articulation". If you have made changes to any of the other articulations such as you did in Marcato, those changes will be preserved.

Global Reset

But if you do decide that you want to reset all of the articulations, then simply

pull-down the Preset menu to "RESET ALL ARTICULATIONS". All of the articulations will be reset to the "factory" settings.

Closing a TVEC Instrument

When you are finished and you want to close the instrument, you will need to resave it to preserve your changes if you made any. Basically, once saved, TVEC will remember the factory settings along with the last state in which any of the articulations were left. It is completely safe to replace-save since all factory settings are retained in the instrument's internal programming.

Human Pitch Correction

This feature is built into all applicable TVEC instruments. Human Pitch Correction is very useful when using non-vibrato articulations or presets. Without it, phrases can sound synthy especially on faster moving passages. But if you add some Human Pitch Correction (HPC), it makes the players play slightly out of tune at the very beginning of the note thereby making a much more realistic sound.

Detail of HPC

The very beginning of the note is played "humanly" without perfect pitch setup. Then, the pitch is quickly and naturally corrected by the players as would normally occur in real musical phrases.

The biggest problem with string samples has been that they immediately sound "sterile" and lifeless. This begs the question, "How can I instantly feel as if there is a bunch of real string players at my fingertips when I play the keyboard, rather than having to do a bunch of after-the-fact tweaking?" The answer is to have each sampled note express itself as if it were a real performed note within a musical phrase rather than setting it up separately in the sampling session. Though this seems fairly obvious, it is difficult to address in the sampling world. Suffice to say that we have managed to capture this to an impressive degree. Preliminary reviews are quite favorable so far!

Unexpected Benefits

After the first programming stages, not only did we find that the expressiveness brought a wonderful "old world" sound to the table, but we also found that

playing all kinds of runs and moving phrases were immediately much more believable than expected. For instance, if we
wanted a quick run, but not as fast as a glissando, all we had to do was to choose a detache instrument, and the thing really worked. Legato for slower, and more "vivo" or "marcato" for faster. The point
is that all of the "movement", note to note, was much more realistic than we had expected.

How does it work?
When you select a string section instrument that uses this human pitch correction, what you'll hear is the first part of the note play with quite a bit of "wildness". Then, after a reasonable amount of time,
the note "settles down" into a more blended pitch and tone. (note: In the Kontakt version, you can change this correction amount in real time.) This "settling down" of the note cures an old problem that used
to exist with other sampled strings that used a lot of vibrato. This problem was that when you held a chord with these heavy vibrato samples, the chord would sound good at first, but then never really "tune up" as you'd expect to happen with real strings. It would always sound too "wild" and could even get in the way on some mixes. So it's
nice to have the benefit of a rich and musical sound as you're playing moving phrases, and then have it all tune up and blend as expected.

How do I enable it?
On non-vibrato articulations or presets, simply "dial in" the desired amount using the HPC knob. For more dramatic results on any sustained-note articulation (other than tremolos, trills or harmonics), use the "StartVib" knob instead, or in addition to the HPC knob.

Velocity and Modwheel Volume
As it was mentioned before, Most TVEC instruments contain various articulations. So after you load a TVEC instrument, and go to the "Legato" articulation (by either keyswitcing to it, or selecting it via the Articulation Pull-down Menu). You'll hear the factory settings for Legato when you play the instrument.
The first thing you will want to do is decide on the velocity and Modwheel

volume. These are available with the "Velocity" and "ModVol" Pull-down menus. Higher values yield higher sensitivity. Any changes you make with these 2 parameters will take place globally over the entire instrument and will be saved only if you actually resave the instrument.

Using the Interface - TVEC1

Knobs

FineAttk - Fine-tunes the attack

HPC - Controls the amount of Human Pitch Control

StartVib - Controls the amount of vibrato at the beginning of a note

SusVib - Controls the amount of vibrato during the sustain of a note

SlideUp - When you play an ascending phrase and want to create an interval, you must raise the pitch wheel. (Raising it higher mixes in more of this interval whereas raising it less mixes in less of it.) This knob changes the level of the upper portion of this interval that is nearest the target note.

SlideDn - When you play a descending phrase and want to create an interval, you must lower the pitch wheel. (Lowering it more mixes in more of this interval whereas lowering it less mixes in less of it.) This knob changes the level of the lowest portion of this interval that is nearest the target note.

LaunchUp - When you play an ascending phrase and want to create an interval, you must raise the pitch wheel. (Raising it higher mixes in more of this interval whereas raising it less mixes in less of it.) This knob changes the level of the lower portion of this interval that is nearest the source note.

LaunchDn - When you play a descending phrase and want to create an interval, you must lower the pitch wheel. (Lowering it more mixes in more of this

interval whereas lowering it less mixes in less of it.) This knob changes the level of the highest portion of this interval that is nearest the source note.

AttkSens - Controls the amount of velocity-sensitivity for the attack of the note
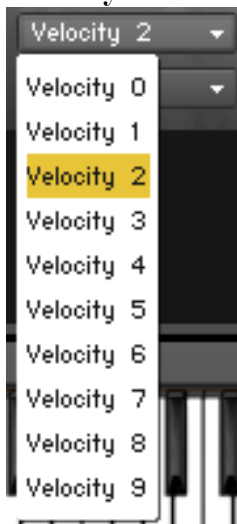
Release - Controls the amount of release

MrcLev - Controls the amount of marcato

Attk - Attack
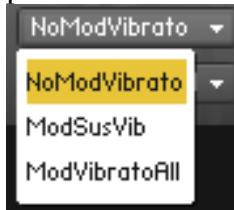
Buttons and Menus

Velocity - Sensitivity for volume

Modwheel - Sensitivity for volume

3 Modwheel vibrato options

-No modwheel vibrato

-Modwheel controls vibrato during the sustain portion of the note only

-Modwheel controls the vibrato for the beginning of the note and the sustain portion of the note

Articulations and Keyswitch Map Menu

4 Velocity vibrato options

-No velocity vibrato

-Velocity controls vibrato during the beginning portion of the note only

-Velocity controls vibrato during the sustain portion of the note only

-Velocity controls the vibrato for the beginning of the note and the sustain portion of the note
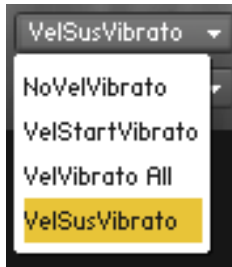
Resume Editing - A few presets to choose from

TVEC comes with some built in presets. Let's say you're still in the "Legato" articulation. Then you pull down the preset "Espressivo slow with auto-fade in vibrato" from the presets pull-down menu. When you do this, a button called "Save_Preset" will pop up. If you click this button, then the current preset (Espressivo slow with auto-fade in vibrato) will be saved into the Legato articulation. If you do not click the Save_Preset button and move to another articulation, the "Espressivo slow with auto-fade in vibrato" preset will not be preserved. However, any changes you made while at the Legato articulation will be preserved. But please note, only the changes you made will be preserved, not the factory settings for the preset. Additionally, to alert you to the fact that you've made any changes to a factory preset, the "Save_Preset" button will light up prompting you to save the preset to the articulation you're working on, or you'll lose your personal changes to it when you move to another articulation. Once again, you can always go back to any factory settings for either the articulation itself or the preset you've selected.

Mute Options and Keyswitch Map
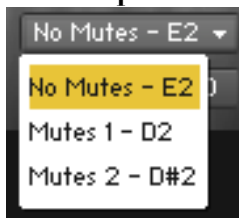
No Mutes – E2 ▾

| No Mutes – E2 |
| Mutes 1 – D2 |
| Mutes 2 – D#2 |

Lite_Attks, Spiccato, Aggr_Attks

Some articulations such as Marcato, Vivo and Detache use controllable attacks.
Choose any of these 3 buttons to control the "style" of the attacks themselves.