

AMS

ALEATORIC MODULAR SERIES



AMS 2.0 USER MANUAL



WELCOME

Thank you for your support and enjoy your purchase of the **Aleatoric Modular Series** - the first dedicated orchestral FX series. There have been a lot of new features added in the 2.0 update so we strongly recommend that you go through this manual with care to get the most out of your AMS experience.

About Strezov Sampling

STREZOV SAMPLING © is a division of STREZOV MUSIC PRODUCTIONS LTD—a company created by George Strezov—orchestrator, composer, and orchestra/choir contractor in Sofia, Bulgaria. We would like to note that in our pursuit for a more lively and natural sound of samples, we tend to avoid a few things that are considered commonplace. We do not reduce a lot of noise in our samples. We tune only gently as needed, and we do not normalize - we prefer to retain the natural dynamics. We embrace candid, lively samples that include some natural imperfections.

About the Aleatoric Modular Series

The Aleatoric Modular Series was recorded at the Sofia Session Orchestra Hall, also known as Balkanton stage, in Bulgaria using world class players. This stage has a very punchy early reflection with a light tail on the end. This is perfect for the best room placement baked in the sample and the most flexibility on spatial editing in the final mix.

Our goal was to move away from prerecorded orchestral fx and forge a new path where real time control is now at the disposal of the composer. During this process we developed a multi-dynamic aleatoric system that is guided by the users input, where scripting is a tool in the process, and not the captain of the helm. **Note: This library was designed for FULL KONTAKT 4+ and DOES NOT work in the free Kontakt Player.**

USER INTERFACE



MIC MIXER

The new AMS 2.0 update puts all 5 mic mixes into one UI. Available are the Close, Decca, Outrigger, Balcony, and Full Mix mics. The power button when off/on will purge/load all relevant samples respectively. The LED sliders control the volume of each mic. CTRL+click to reset to 0dB. The knob located above the volume sliders control panning (L/R). CTRL+click to reset to center position. There are also 'MUTE' and 'SOLO' buttons to audition each mic individually.



RANDOM START



The random start slider is used to control a random start time between 0-100% of the sample. This means for each time the MIDI data is played back or rendered to audio you will get a varied performance, à la, *'ALEATORIC.'* Being able to offset randomly is what puts a larger RAM footprint on the patches. If you find yourself not wanting to use this function or in need of more RAM resources, then please use the LITE patches included included. **NOTE:** multi-layered clusters will not work as effortlessly with the LITE patches or the RND START function set to 0%.

STAGE

The 'STAGE' function offers a quick "point-and-click" feature that enables you to quickly place your patch within a digital grid. A Stereo Widener is offered up as an extension to this tool for further control over your desired results.



HALL

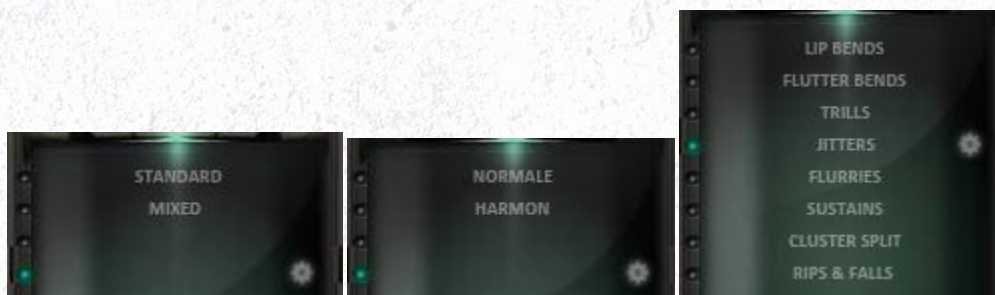
The 'HALL' function is for precision dialing an "in-the-box" sound for all loaded articulations. We purposefully avoided complex air absorption and EQ tricks to allow the user to have maximum control over each step without effecting too much globally. Use the dropdown menus to audition the hand selected Impulse Responses.



MIDDLE CONSOLE



The biggest, and by far the most powerful, change included in this face-lift is the middle console function. This console is a full working directory of all available articulations, which now include an all new set of 'MIXED' articulations as well. What this means is that you can now choose any 2 of the core articulations and cross-fade between them. So, let's say you prefer the tone of the lip bends in the lower dynamic and the grit of the flutter bends in the higher dynamic. Simply navigate through the 'MIXED' articulation directory and choose your articulations and it will load into any KeySwitch of your choice between CO-BD. To initiate the directory navigation simply click any of the 12 COGS to the right of the console. Each COG represents one of the 12 KeySwitches. Below is an example of the navigation directory in progress.



If you make a mistake during the navigation process while choosing your articulation, rather than continuing the process, simply click the 'CANCEL' button at the bottom right of the console. This will take you back to the console with any changes prior unaffected.



Also, if you load in an articulation and then later realize you'd like that slot empty or would rather load in a different articulation, then engage that KeySwitch's COG and you will be given the option to 'EMPTY' the slot. If you choose to not 'EMPTY' the slot, then just click the 'CANCEL' button to return to the main console screen.



KeySwitches

Each patch is able to load in 12 articulations of your choice. There are 2 ways to switch between them. The most obvious being MIDI information from a keyboard or sequencer. These KeySwitches are located between CO-BD. All KeySwitches are displayed in RED on the Kontakt keyboard except for the chosen articulation, which is displayed in BLACK. The alternate way to switch between articulations is via the UI directly. The LEDs on the left of the MIDDLE CONSOLE not only function as a way of showing you which KeySwitch is active by lighting up, but you can also click them individually to switch articulations directly.



CLUSTERSPLIT

This is an extended articulation with multiple controls so let's briefly explain how this works. This articulation is built off of Sustains and Deviations. Sustains are your typical mapped pitched sustains. Deviations are mapped on their starting pitch, but quickly bend down. The great part about this patch is that it's completely controllable via CC input. CC1 controls the dynamics of the Sustains. CC71 controls the dynamics of the deviations. There is also a scripted extension to this articulation that enables you to bend an additional group via CC data. Simply click the 'ACTIVATE' button to initiate this function and choose the amount of pitch bend in which you'd like to be able control via the dropdown menu. This menu allows a bend distance between m2 (minor second) and p5 (perfect fifth). This bend is controlled via CC 74. **NOTE:** *The controlled bending using CC74 only works when the 'ACTIVATE' button has been initiated.*



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Credits

Executive Producer: George Strezov

Producer/Creator/Programming & Scripting: Casey Edwards

Recording Engineer: Plamen Penchev

Conducted by: Lyubomir Denev-Jr.

GUI: Ryo Ishido

A *huge* thanks to all beta testers, forum members and composers that made this update possible. Also, an extended thanks to Chris Hein for the beautiful impulse responses.