

SMOOTH SYNTH STRINGS AND CHOIRS

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1 - PHOENIX MANUAL

This manual explains the features of the main page of the library, to read about the FX engine have a look at the separate PDF called the Effects Engine Manual.

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2 - UPDATE NOTES

Version 2.0

- Brand new interface and workflow
- Added volume and filter ADSR envelopes for each individual layer
- Added highpass and size controls for the convolution reverb
- Added FX engine which includes 13 effects including; arpeggiator, echo and reverb
- More robust engine for the LFOs

Version 1.1

- Added the option to purge layers from RAM

Version 1.0

- Phoenix released

3 - WHAT IS PHOENIX?

Phoenix is a strings and choir Kontakt library which offers a lot of flexibility for modulation: envelopes, velocity controls, 2 customisable LFOs and a powerful effects engine. The sounds themselves originate from synthesisers and from granulated real samples, they have a characteristic smooth and organic sound. The 6 layers can be mixed, tuned and panned and even modulated with custom waveforms from LFOs. Phoenix is great for big sustains; pads, string ensembles, ambient, spacy pads and it will work well for any genre.

4 - USEFUL TIPS



Press the info button at the top of the Kontakt interface to see descriptions when you hover over buttons and sliders. The description will be shown at the bottom of the Kontakt window.

CTRL + click to set a knob or slider back to its default value.



5 - MIXER



+36 semitones

Phoenix has 6 layers of sound that can be mixed and blended together to create new textures and tones. Each mixer channel consists of 5 controls:

ON button – the circular button turns on the channel, when inactive the text above will turn dull. Hold CTRL and click to solo the channel. To purge the samples from RAM hold SHIFT and click, the text will now turn to red.

PAN knob – pan the sound left or right.

LEVEL meter – see the volume of the sound.

VOLUME fader – control the volume of the sound.

TUNE control – click and pull up to change the tune of the layer, from -36 to

Each mixer channel has a unique sound:

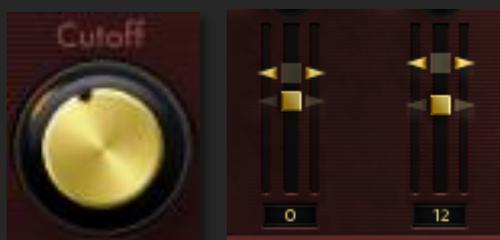
1. Cloud - Pad sound with both choir and string qualities.
2. Ghost - Small and soft strings sound.
3. Choir - Big synthetic choir sound.
4. Mist - Smooth pad with quiet upper harmonics.
5. Strings - Classic, large strings sound.
6. Shadow - Real morphed and granulised voices.

6 - LFO ENGINE



Phoenix features 2 custom LFOs. Each LFO can modulate up to 2 parameters at varying intensities. The shape of the waveform can be drawn to be anything you like. Simply click and draw on the waveform or right click and drag to draw straight lines. Alternatively there are 6 shape presets and the option to save 3 of your own. These presets are selected

from the drop down menu just adjacent to the *on* light. To the right of this menu is the *rate* control, which is tempo synced to the host. As you move the rate slider you can see the timings on the display window below the logo.



An interesting and useful feature of the LFO engine is the ability to actually see the modulation happen on the controls. This allows you to get a good idea of what is happening, and therefore make the creating of new sounds even easier. For the knobs, you will see the outer circle rotate to match the modulation. You are still able to interact with the main control as it moves.

With the faders, you will be able to see the modulation in the moving arrows that sit behind the control.

7 - VOLUME ENVELOPE AND CONTROLS



The first of the 3 tabs is the Volume tab. From here you can control the ADSR envelope of all the layers at once, or alternatively you can tweak each envelope individually. The first drop down menu lets you choose whether to control them all at once (master) or each by themselves (individual). The second menu is active when individual is chosen, with this menu you can select which layer you want to tweak.

As well as the attack, decay, sustain and release controls, this tab also includes a master volume knob which can be modulated with the LFO and a velocity to volume control. This is used to set how much velocity will affect the volume.

8 – FILTER ENVELOPE AND CONTROLS



The next tab is the Filter tab. This also features an individual and master set of ADSR envelopes, but this time they are used to change the cutoff frequency. The two menus for selecting the envelope work in the same way as the volume.

On this page is the cutoff frequency of the low pass filter and its resonance. These 2 parameters can be modulated by the LFO. Next is the envelope intensity control, this is used to determine how strongly the envelope should affect the cutoff. Set to 0% to turn off the envelope. Finally we have the velocity control, this

sets how strongly velocity should affect the cutoff.

9 – CONVOLUTION REVERB



The convolution reverb unit allows you to alter and adapt the sound in unusual ways. Rather than typical room emulations the impulse responses are unique effects. Phoenix features 25 IRs which can be chosen from the drop down menu. The **on** switch bypasses the unit. As well as the **wet/ dry** controls you can edit the impulse response by filtering out low frequencies with the **high pass** control, and stretch the sample length with the **size** control. Due to the way this convolution unit works, the controls can take a second to apply.