

AMBIENT PADS AND SOUNDSCAPES

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1 - WHAT IS SLOW?

Slow is a library of ambient pads and soundscapes. It features a finely picked selection of sounds that can be blended and morphed with 2 layers. As well as this, Slow has a powerful interface allowing plenty of customisation. Each sound layer has their own custom LFO's that can modulate pretty much any control that you like by simply moving the modulation slider adjacent to dial in the amount. Each layer has 4 effect slots, these have the categories Sculpt, Blur and Modify, with each category having a selection of effects available such as; reverb, convolution, tone, filters and distortion.

2 - THE SOUNDS

Slow features 62 sounds to choose from. These have been custom made for this library and originate from synthesised, granulated and organic sources. 17 of these sounds are textures, which are designed to blend with melodic sounds. Texture sounds behave slightly differently to regular sounds. They are monophonic rather than polyphonic and work on a 'first note pressed sustains' basis. In other words if you play a chord with a texture sound, the first note of the chord that is pressed is the pitch that will be played and will be unchanged until all notes are released. This ensures a consistent backdrop texture sound for when you are playing.

3 - PRESETS

Slow has over 40 main presets that are ready-to-use and display some of the aspects of the Slow engine. As well as these, there are also over 40 starter presets, which are simple patches that demonstrate each of the oscillator sounds. The main 40+ are split into 5 categories, AMB PAD (ambient pad), MDLTN (modulation), TXTR (texture) and XPRMT (experimental). These presets often make use of the powerful LFOs and have a selection of controls assigned to CC1 for extra dynamic modulation. In the Multis folder is a selection of Kontakt multi instruments that feature multiple instances of Slow resulting in full rich pads and textures.

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 - THE INTERFACE

The library is divided down the middle, each half displays the controls for the sound layer. You will notice that some knobs have a small vertical slider just to the right of them. These sliders are the modulation amount sliders. When the LFO is on, the control adjacent will be modulated by the amount chosen by this vertical slider. When the slider is in the middle (0%), there is no modulation. When it is at the top (100%) there is strong modulation and when it is at the bottom (-100%) there is strong inverse modulation. Control that can be modulated also have another knob marker inside the outer ring. This knob marker will show the value of the modulation in real time.



Each layer is split into 3 sections, details of each is explained in the next section:

1. The top controls.
2. The ADSR controls and the LFO.
3. The 4 effects modules.

6 - TOP CONTROLS



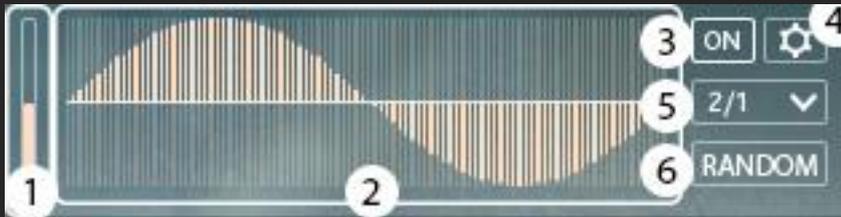
1. Sound selector menu and buttons.
2. Volume level display.
3. Volume knob.

7 - ADSR CONTROLS

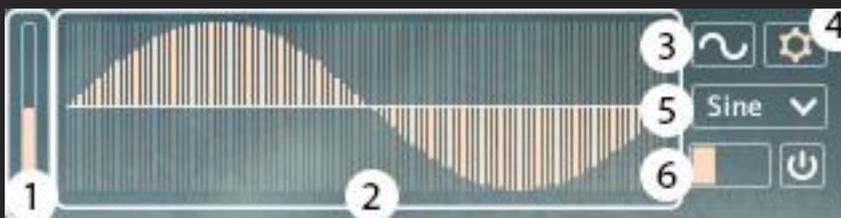


1. Tab button to toggle this section between the ADSR controls (shown) and the LFO.
2. ADSR controls for shaping the envelope.
3. Tune control, locked to semitones. Hold shift to move the knob with greater accuracy. And pan control, to move the sound left and right in the stereo field.

8 -LFO CONTROLS



1. Tab button to toggle this section between the LFO controls (shown) and the ADSR.
2. The waveform can be shaped by left clicking and dragging with the mouse. You can right click and drag to draw straight lines.
3. Turn the LFO on.
4. When the cog is lit up, the settings options are shown instead of the regular LFO options.
5. The rate of the LFO synced to the host.
6. A random curve is generated.



1 and 2 are identical to before.

3. Smooth the curve, or hold ALT and click to normalise it.
4. Toggle back to the standard LFO controls.
5. Load a preset to the LFO.
6. Small horizontal slider can be turned on with the adjacent on button. This slider will turn the LFO curve into a modulation slider. When active you can see that moving the slider will move the cursor on the curve display, and modulate any controls like the LFO normally would. This can be assigned to CC1, allowing you to modulate lots of parameters at once.

9 - EFFECT MODULES



Each layer has 4 slots in which modules can be loaded into. Each slot can be either Sculpt, Blur or Modify.

Sculpt

- Filter - This module has many filter options that can be selected with the menu or buttons. As well as plenty of option for the standard low pass, high pass and band pass, there are more unique filters such as formant or voice filters.
- Tone - This module is a EQ profile module, in other words, it shapes the frequencies of the sound depending on the profile that you select with the menu or buttons. Each profile has a unique name and is prefixed by either FM which stands for Formant or NS which mean Noise. Behind the scenes, the Tone module consists of a convolution reverb and a selection of short noise IR's.

Blur:

The blur category has 3 effects that can be used to blur the sound. These are the reverb, convolution reverb and delay (sometimes known as echo).

Modify:

The modify category has a selection of effects that modify the sound. Such as chorus, phaser, distortion or saturation. Also in this category is the limiter, which can be used to limit the dynamic range of the sound, this can be useful when used in conjunction with the convolution reverbs.