

EFFECTS SCRIPT FOR FROZENPLAIN LIBRARIES

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1 – EFFECTS ENGINE MANUAL

This manual explains the features of the effects page of the library, to read about the main page have a look at the separate PDF for the library.

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2 - UPDATE NOTES

Version 1.0

- Effects Engine released
- Key features include:
 - 10 effects: reverb, echo, arpeggiator, filters and more
 - 5 presets for each effect

Version 2.0

- Complete UI redesign and improvement
- 3 new effects:
 - Atomise – Repeat notes to create a granular synth-like effect
 - Strum – Turn chords into strummed notes similar to a guitar
 - Scatter – Randomise and humanise note start times, pan, velocity and more. Perfect for use with the Atomise effect
- Improved presets for each effect
- Help text added for each control
- Bug fixes:
 - Initial loading of the script improved
 - Legato notes no longer retrigger the sequencer

3 - 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.

4 - WHAT IS THE FROZENPLAIN EFFECTS ENGINE?

The FrozenPlain Effects Engine is a script that comes built into selected FrozenPlain Kontakt Libraries. The engine greatly improves the options for sound design and customisation by adding 10 effects. It features some intelligent programming to keep CPU usage down and is designed to be lightweight and portable.

5 - USING THE EFFECTS ENGINE

The effects are turned on using the buttons on the left. The colour matched effect will then appear on the main panel. The effects will always be arranged in the same order as the buttons – from top to bottom.

Only 4 effects can be shown on the main panel at once. The up and down buttons will become active when are more than 4. A preset can be selected from menu in the top right of the effect (1 to 5). If you want to reset a knob to its default value, hold CTRL and click.



6 - THE EFFECTS



The filter has 3 parts to it, the low pass filter which consists of cutoff and resonance, the high pass filter which also has cutoff and resonance and finally the stereo spread. The stereo control will make the sound wider when pointed to the right, and narrower to the left.



The EQ is a simple 2 band EQ. Each band consists of a frequency control, a bandwidth control and a gain control.



The Atomise effect can be used to repeat held down notes. The speed of the repetition, the starting point within the sample and the length of each note can be chosen using the 3 controls. This effect will allow you to create granular synth-like sounds and create pads out of any sound. To get rid of the 'machine-gun' effect you can add the Scatter unit to randomise the start time and sample offset.



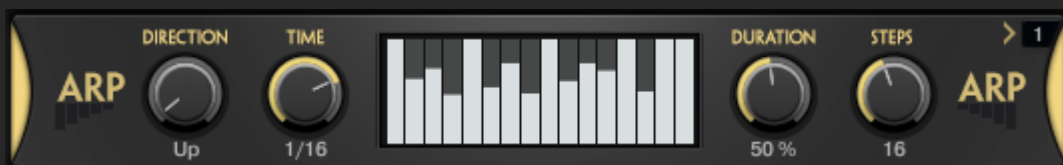
The strum effect will strum any notes played simultaneously into a strum. The speed of the strum is chosen with the speed control, a value of 19ms means that there is 19 milliseconds between each note in the sequence. The direction of strum can be chosen and also the sensitivity of the chord detector.



The scatter effect is used to randomise and humanise all notes. This includes notes played with a keyboard and also notes generated by the strum, arp and atomise units. This effect is particularly useful at smoothing out the sound of the atomise effect.



The sequencer works essentially like a LFO. The shape of the LFO can be drawn on the table on the right. It can modulate the volume, pan and cutoff and resonance of both the low pass and high pass filters. The smooth control smooths the jumps between the steps.



The arpeggiator will play an arpeggio of the notes you hold down. The direction of the arpeggio is chosen with the direction control. The table on the left is used to set the velocity of each note of the sequence.



The distortion effect is made from 3 parts. The first is a simple distort effect which is control with the *drive* and *damp* controls. The second is the saturate control, this is an effect that applies subtle compression/expansion and distortion to saturate the sound. The third part is the lo-fi controls, this is a bit crusher distortion effect consisting of the *bits*, *sample rate* and *colour* controls.



The chorus effect thickens the sound by duplicating the voices.



The phaser uses filters controlled by LFOs to create modulate the sound.



The rotator effect emulates a real rotating speaker cabinet such as the Leslie speaker.



The echo effect is a tempo synced delay. The timing of the echoes can be unsynchronised by pressing the **s** button.



The reverb effect is an algorithmic plugin that is used to emulate real spaces.