WELCOME

Paravox is a youth Soprano voice with a soft and lyrical tone powered by Bela D Media's newest GUI and a stream-lined V script. Paravox includes vocal elements such as AHH OOH VOO and/or EEE QOO TAH for example and many more derived from chromatically sampled moving vowels.

In addition, the user may manipulate "mini melodies" that are chromatically sampled as well. All elements are in the natural legato state with the ability to advance along, miss-match and shuffle any element - in any key - within the given vocal range of the soloist. A special emphasis on the horror genre has been captured. Various effects include prayers, whispers, nursery rhymes, hymns and ghostly breaths.

We sincerely thank you for your purchase and we trust you will find **Paravox** to be useful in your musical creations.

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Bela D Media
http://www.beladmedia.com/
https://www.facebook.com/beladsocial

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DETAILS

Soprano solo voice 16 years of age
44.1lHz/24bit
Recorded via the CAD Trion 8000 tube microphone and Pro Tools
Compatible with Native Instruments Kontakt 4 and 5 non-player versions

Real-time sequencing and instant call-back of self created vocal movements
12 storage locations
16 steps per self created phrase
Copy and store vocal movements
GUI controllable attack and release per vocal element
GUI controllable vocal EQ
GUI controllable Impulse Response church reverb
GUI controllable user added EFX slot
Mod controllable vocal air and darkness

SUNG

Paravox Vocal Tools. Nki - Sustained Elements *(Non-looped)* **approximately 5 seconds in length**

AHH LEH COO	LEH CO0	COO
AHH LEH VOO	LEH VO0	VOO
AHH OOH VOO	OOH VOO	VOO
EEH QOO TAH	QOO TAH	TAH
AAH TOO SAY	TOO SAY	SAY
ROO VOH TAHS	VOH TAHS	TAHS
AHS	OOS	TOS

SUNG

Paravox Play. Nki - Mini melodies and vocal effects

Vocal Phrases 01	Vocal Phrases 02	Vocal Phrases 03
Vocal Phrases 04	Vocal Phrases 05	Vocal Phrases 06
Vocal Phrases 07	Vocal Phrases 08	Vocal EFX 01
Vocal EFX 02	Vocal EFX 03	Vocal EFX 04
Vocal EFX 05	Vocal EFX 06	Vocal EFX 07
Vocal EFX 08	Hymn 1	Hymn 2
Hymn 3	Hymn 4	Rhymes

Vocal Phrase Break-down

(Key of E start)

Vocal Phrase 01 is E - F# - G - B - F#

Vocal Phrase 02 is E - B - F#

Vocal Phrase 03 is E - F# - G - F#

Vocal Phrase 04 is E - G - F# - E

Vocal Phrase 05 is E - Eb - F# - E

Vocal Phrase 06 is E - F - F - E

Vocal Phrase 07 is E - F# - E - G

Vocal Phrase 08 is E - G - F# - E

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MOD WHEEL

The mod wheel is assigned to volume and a presence filter. Rolling the mod wheel **up** will decrease the volume and vocal presence.This feature by default is inverted. If you wish to flip the inversion (Rolling the mod wheel **down** will decrease the volume and vocal presence.)

Paravox Mod-wheel Flip Video

https://youtu.be/GECxrEvIuuc

EFX

All effects such as compression, EQ and IRF can be bypassed *(see script panel and/or wrench icon)* and you are free to create a new effect chain to your preference. The "ADD" switch is a blank, GUI controlled switch that is for the purpose of a user added effect. Once you assign this effect to the 4th slot in the chain, it may be controlled by the GUI (on/off).

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IRF

The IRF or church reverb is CPU heavy. Please feel free to bypass this feature *(see script panel)* and use a less system stressful reverb. You may encounter clicks and pops during audio playback with the IRF active. It depends on your system for the most part.

V SCRIPT

Explanation

V Script is a sophisticated power tool designed to ease the burden of the working composer. Most aspects are done *behind the scenes* or *on the fly*. The composer simply needs to create vocal sequences *(a group of elements)* and store each by a simple press of a Keyswitch.

Elements and Step

Elements and Step is where you select vocal elements to create a verse. Click 'elements' and a drop down menu of available sounds will appear.

Example

Select the **Day** element. It will appear in the preview window. Next, click to move to **Step 2** and select the **New** element. In this example, you have created a 2 step part. Play one single note and sound **Day** and then release. Next, play another single note and sound **New**.

Verse

You may create and store up to 12 verses. Each verse is stored on its own Keyswitch simply by pressing the key switch you wish to store the verse on. Once you have created and stored the verse, it now can be triggered for playback when said key switch is pressed.

Example

Create **Verse 1** by adding vocal elements *(called steps – 12 per verse)* in the drop down menu and they will appear in the preview window. When you have compiled a list of elements, press the C2 Keyswitch. Next, if required, move to and create **Verse 2.** When completed, press the C#2 Keyswitch. You now have created and stored two vocal parts or verses for use in your musical sequence. When you press the C2 Keyswitch, Verse 1 will sound. When you press the C#2 Keyswitch, Verse 2 will sound.

Attack and Release

These sliders will customize the attack and release setting for each step.

Clear

Clear will delete your vocal elements of choice so that you may re-start anew.

With Sequencer

Be certain to assign and record (in your sequencer) each verse Keyswitch or the phrase created will not start at 'step 1' when you start playback from your sequencer.

CREDITS

*Produced by **Francis Belardino***

*Vocals by **Liliana Seidel***

*Kontakt Scripting by **G. Valasek** and **D. Healey***

*Official audio demonstrations by **Ed Lima** and **Iris Wallner-Kotrba***

*Administrative **Dawn Belardino***