



PHANTOM VOICE



WELCOME

Phantom Voice - and exercise in sound design - is a powerful Gregorian style choir instrument that is sure to find a place in your musical compositions. Powered by advanced scripting features within Kontakt, Phantom Voice does not incorporate sampled vocal phrases but a selection of sustained vocal elements – Fah, Rah, Sah and etc. In addition, you will find standard sustained vowels – Ah, Ee and Oh. Special features include, user defined 4 round robin sampling of the main vowel family, sample offset polyphonic legato, creation and storage of custom vocal verses, attack and release control per vocal step and real-time playback sequencing by way of the Bela D Media's **V** Script.

We sincerely thank you for your purchase,
Bela D Media.com

DETAILS

24-piece choir section

Male choir

44.1kHz/24bit stereo

Far microphone positioning

Church ambient with IRF included

Compatible with Native Instruments Kontakt 4 and 5 non-player versions

SUNG

Sustained vowels (Non-looped) approximately 6-8 seconds long.

AH EH and OH with 4 round robin sampling of main vowel family.

Sustained Elements (Non-looped) approximately 6-8 seconds long

FAH RAH SAH

DEE FEE ZEE

ROH SOH VOH

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 Key-switch.

Verse

You may create and store up to 12 verses. Each verse is stored on its own Key-switch 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 Key-switch. Next, if required, move to and create **Verse 2**. When completed, press the C#2 Key-switch. You now have created and stored two vocal parts or verses for use in your musical sequence.

When you press the C2 Key-switch, Verse 1 will sound. When you press the C#2 Key-switch, Verse 2 will sound.

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 SOH sustained element. It will appear in the preview window. Next, click to move to **Step 2** and select the VOH sustained element. In this example, you have created a 2 step part. Play one single note and sound SOH and then release. Next, play another single note and sound VOH. See **Playing** and **Legato Offset** for more information

Attack and Release

These dials 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 Key-switch or the phrase created will not start at 'step 1' when you start playback from your sequencer.

PLAYING and LEGATO OFFSET

Phantom Voice is polyphonic of course but it is slightly different than the standard meaning of the word. The **V** script also incorporates monophonic legato at 1 semitone up or down.

Example 1: Begin by adding 1 vocal element (step 1) into the preview window. For this example we will use **VOH**. Play a 3 note chord and **VOH** will sound on each of the 3 notes within the chord. If you play any note but the first in legato fashion (Press the second note before letting go of the first), you will now hear **OH**. This feature is called, **Legato Offset**. When played as such, any element selected will sound without the consonant at the head of the element. **SAH** becomes **AH**, **ZOH** becomes **OH** and so on.

Example 2: Begin by adding 2 vocal elements (step 1 and 2) into the preview window. For this example we will use **DEE** and **ZEE**. Play a 3 note chord and **DEE** will sound on each of the 3 notes within the chord. The very next note or chord you play will sound **ZEE**. If you play the second note in legato fashion, you will now hear **EE**.

Example 3: Begin by adding 2 vocal elements (step 1 and 2) into the preview window. For this example we will use **RAH** and **SAH**. **RAH** is step 1 and **SAH** is step 2. If you play in legato fashion, the first note will sound **RAH** and the second note will sound **AH**. If not played in legato fashion step 1 will sound **SAH** and step 2 will sound **RAH**, etc. So in this example you can create two different vocal

elements simply in the way you play. **RAH-SAH** and/or **RAH-AH**

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.

EFX

All effects such as compression, EQ and etc can be bypassed (see script panel and/or wrench icon) and you are free to create a new effect chain to your preference.

MOD WHEEL

The mod wheel is assigned to volume. This is used to create swells or to “mix” you vocal elements when recording. The default is full volume. Rolling the mod wheel up will decrease the volume.

CREDITS

Produced by **Francis Belardino**

Voices by **Wilmington Society of the Arts**

Kontakt Scripting by **Valasek**

Kontakt Programming Assistance by **Aaron Dirk** and **David Healey**

GUI Design by **Koke N. Gomez**

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