

V ALTO CHOIR



WELCOME

Join us in celebrating Bela D Media's 10th year in the industry! We do so via special release of a fresh vocal product added to our catalog. Welcome to **V**. Enlisting the talent of a professional 24-piece alto choir, **V** is a two-octave section powered by advanced scripting features within Kontakt.

V does not incorporate sampled vocal phrases but a selection of sustained vocal *elements* – Sah, Tah, Voh and etc. In addition, you will find the more common sustained vowels – Ah, Ee, Oh and Oo. Special features include sample offset legato, creation and storage of custom vocal verses, attack and release control per vocal step and real-time playback sequencing by way of the V Script.

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

Thank you,
Bela D Media.com

DETAILS

Alto choir section

2-octave vocal range

Mapped E3-E5

44.1kHz/24bit stereo

Far microphone positioning

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

SUNG

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

AH EH OH and OO

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

FAH RAH SAH TAH
DEE FEE TEE ZEE
ROH SOH VOH ZOH
ROO SOO TOO VOO

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.

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.

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 SAH sustained element. It will appear in the preview window. Next, click to move to **Step 2** and select the TAH sustained element. In this example, you have created a 2 step part. Play one single note and sound SAH and then release. Next, play another single note and sound TAH. 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 Keyswitch or the phrase created will not start at 'step 1' when you start playback from your sequencer.

PLAYING and LEGATO OFFSET

V Alto Choir is polyphonic of course but it is slightly different than the standard meaning of the word. **V** 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 **TOO**. Play a 3 note chord and **TOO** 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 **OO**. 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 **FAH** and **TAH**. Play a 3 note chord and **FAH** will sound on each of the 3 notes within the chord. The very next note or chord you play will sound **FAH**. If you play the second note in legato fashion, you will now hear **AH**.

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

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 down 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***

*Administrative **Dawn Belardino***

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