

VISIONARY ROBOTS INDUSTRIES

Cedar

Bizzarro

Operative Manual

Cedar

Bizzarro

Operative Manual

Cedar

Bizzarro

Operative Manual

Bizzarro

Bartok

Level

Pitch

Attack

Decay

Balance

Filter

Filter Type

Low Pass 12db

Env Amount

Attack

Decay

Partials

Level

T

V

VIII

III

V

Pitch

Sample Start

Attack

Decay

Sustain

Release

Filter

Filter Type

Low Pass 12db

Env Amount

Cutoff

Reso

A

D

S

R

Vibrato

Amount

Speed

Chorus

Depth

Speed

Reverb

Amount

Size

Concert Hall

Velocity

Transient Level

Filter Env. Amount

MIDI Options

Mod Wheel

Partials Level

Mod Wheel

Vibrato Amount

VISIONARY ROBOTS INDUSTRIES

Version 1.0
August 2020

Version 1.0
August 2020

Index

Introduction	pag. 2
Presentation	pag. 2
Introduction to Bizzarro	pag. 3
General structure	pag. 4
Main engine	pag. 4
Transient Engine	pag. 4
Transient Engine Filter	pag. 5
Partials Engine	pag. 6
Partials Engine Filter	pag. 6
Partials Engine Vibrato	pag. 7
Effects section	pag. 7
Chorus	pag. 7
Reverb	pag. 7
MIDI behavior settings	pag. 8
Specifications	pag. 9
Credits	pag. 10

Introduction

Thank You so much for purchasing our product!

Before you use this library on your projects, please read the manual and the license agreement.

We really hope that you will enjoy our sounds and they will be useful for your creations!

Presentation

The "Cedar" library series is a collection of libraries, comprised of three different instruments:

- Ponticello
- Sul Tasto
- Bizzarro (the present one)

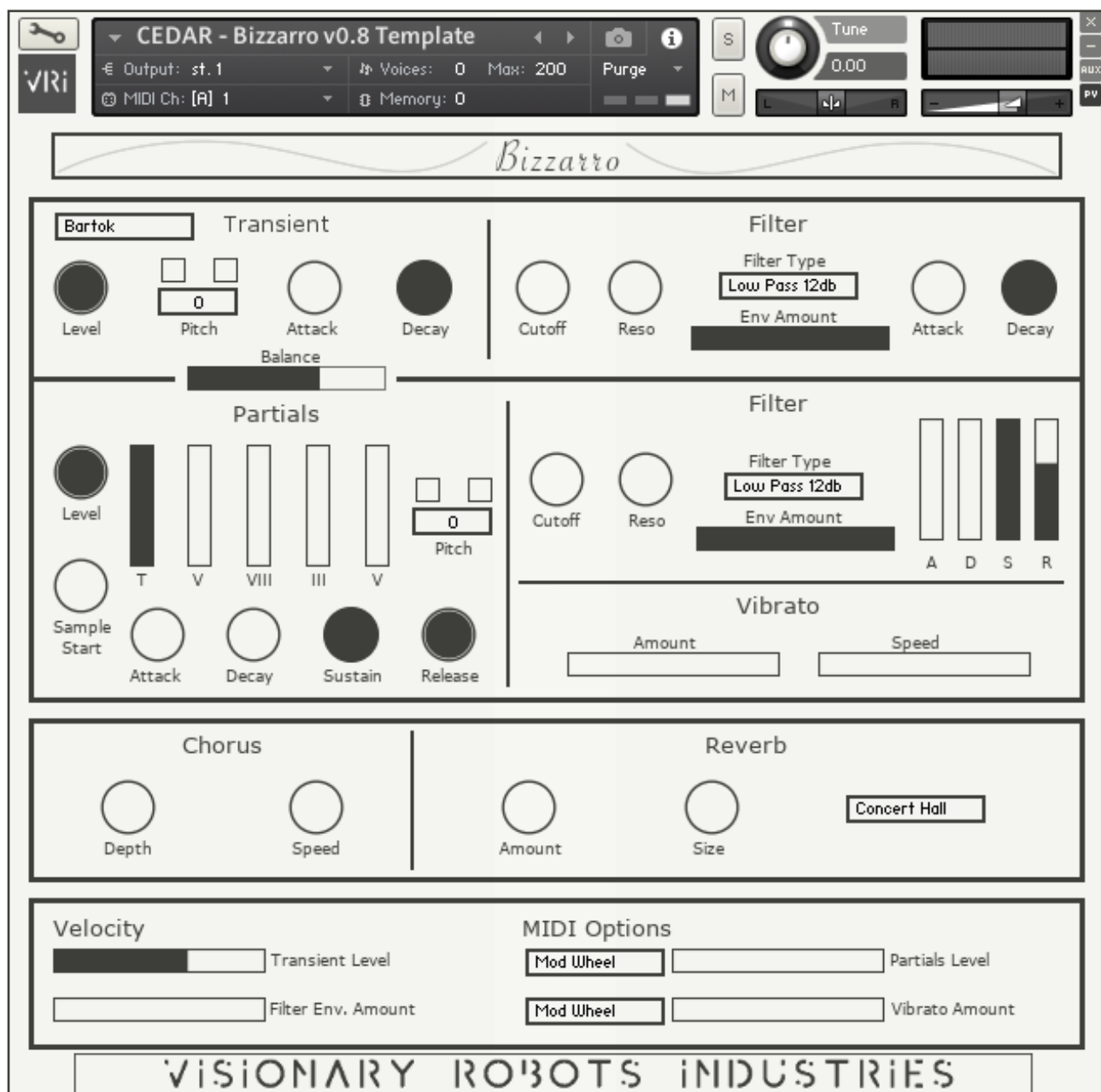
plus a freebie called Harmonico.

Each volume is a single Kontakt library with a peculiar timbral personality. The entire series is created recording sounds from a luthier classical guitar. They can be used for composition and production purposes - like an acoustic percussion setup - as well as for soundtrack composition and sound design in films, video games and any other multimedia product. "Ponticello" and "Sul Tasto" also feature a dedicated effects page that can be used to process the sounds in the library with several processors, both send and insert effects. They are "percussion oriented" sounds, while "Bizzarro" is a keyboard instrument.

Introduction to “Bizzarro”

“Bizzarro” is a unique instrument. It features two separate sound engines that can be blended together to create Your unique sounds. The two engines are called “Transient” and “Partials”. The first one is a collection of pluck sounds you can shape with fundamental controls and a dedicated multimode filter. The second engine is called “Partials” and it gives You a huge variety of sonic shaping options. It has five level controls for “partials”, like you would have in additive synthesis, but instead of being simple sine waveforms each partial is a complex and rich sound, tuned following the harmonic series. It also has a dedicated multimode filter. Both filters have their own envelope generator with dedicated controls. The Partials engine also has a dedicated Vibrato effect.

For video demos and tutorials please visit the Visionary Robots Industries’ YouTube channel.



General structure

The front panel in Bizzarro is divided in three sections:

1. the Main Engine
2. the Effects sections
3. MIDI behavior settings

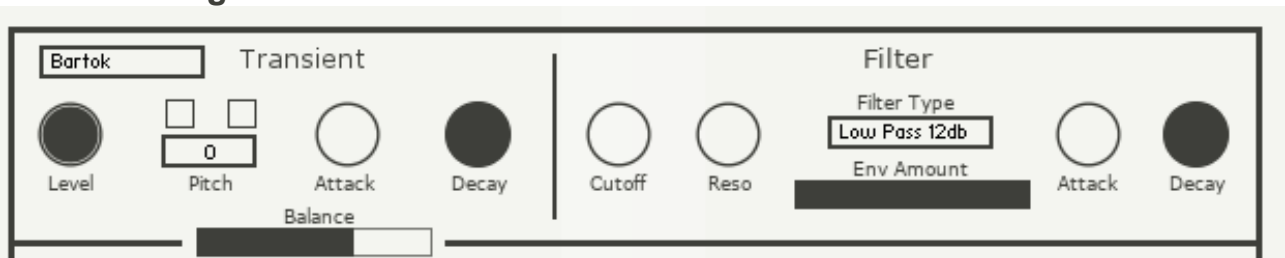
Main Engine

Here you can find two different sound engines:

1. the Transient engine
2. the Partial engine

Each one has a dedicated filter; the Partial engine has a Vibrato dedicated effect too.

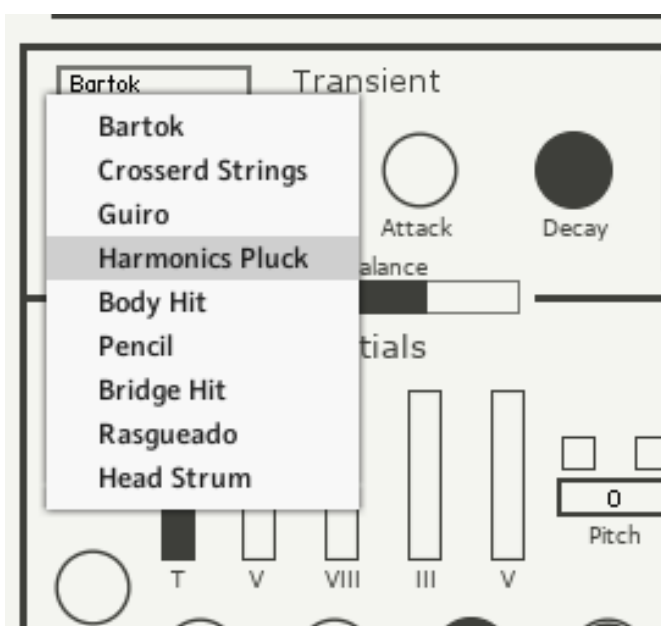
Transient engine



This is the transient part of the final sound you're programming. You have the following set of controls:

- Level: controls the engine general level
- Pitch: you can transpose the sound one octave up or one octave down in semi-tones steps
- Attack: you can shape the attack time for the sound
- Decay: you can set the decay time for the sound

Here you can choose from nine different sample sets:



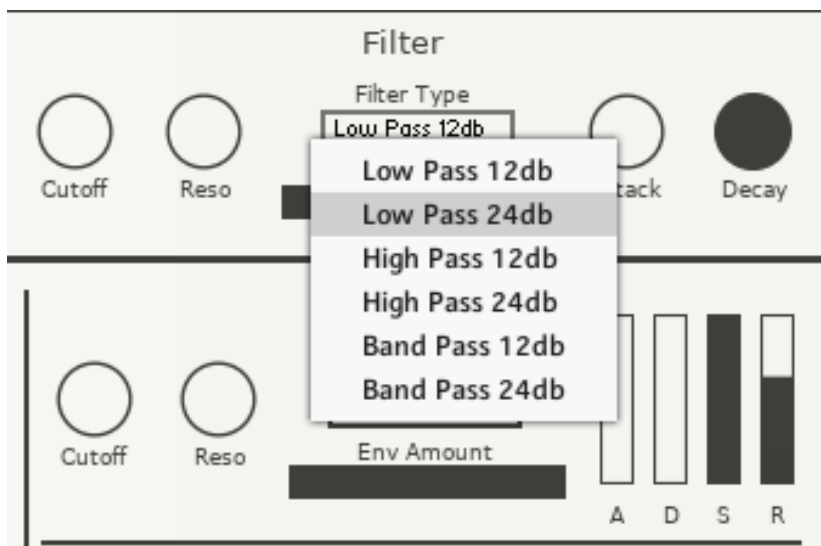
There is also a **Balance** control that lets you balance the volume percentage between the Transient engine and the Partial engine.

Transient engine Filter

This is a multimode filter dedicated exclusively to the Transient engine. You have the following set of controls:

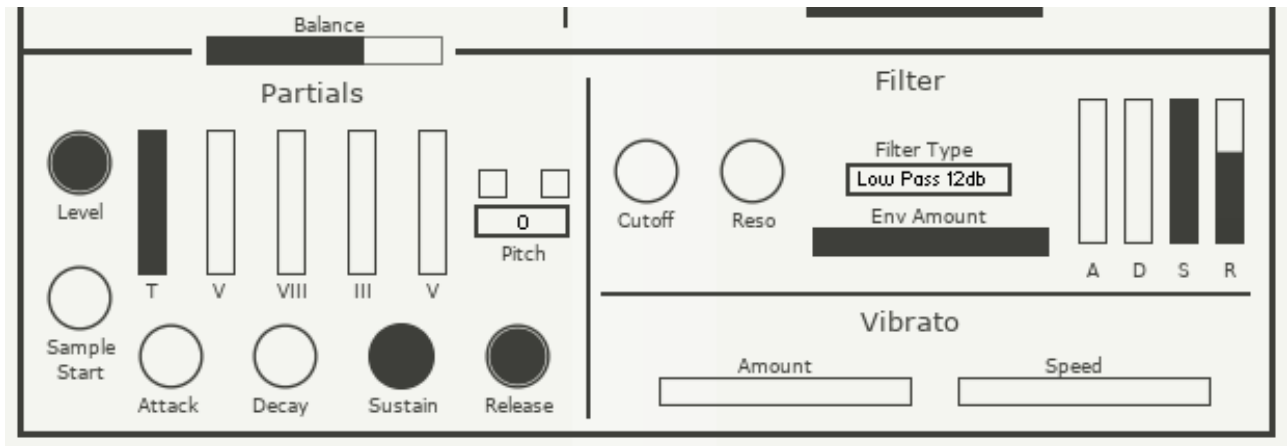
- Cutoff: controls the cutoff frequency for the HighPass and LowPass filter types; controls the center band for the BandPass filter types
- Reso: controls the filter resonance for the HighPass and LowPass filter types; controls the bandwidth of the BandPass filter types
- Filter Type: is a drop down menu that lets you choose between the available filter types
- Env Amount: lets you tune in the amount of filter modulation coming from the integrated filter envelope
- Attack: sets the filter's anvelope attack time
- Decay: sets the filter's anvelope decay time

There are three different filter types with two slopes each:



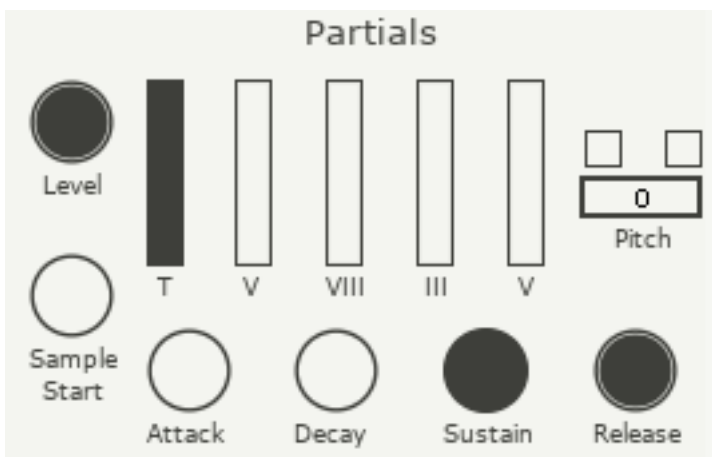
Partials engine

This is the second sound engine in Bizzarro. Here you can shape the body of your sounds. It is build around the concept of sound partials and you can control up to 5 different partials. They are not sinusoids: every “partial” is a complex sound tuned following the harmonic series, so you can have a thick, huge, fat and full sound:



You have a full set of controls:

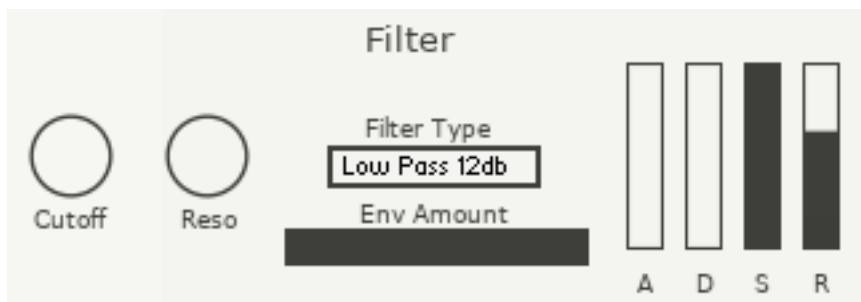
- Level: controls the engine general level
- Pitch: you can transpose the sound one octave up or one octave down in semi-tones steps
- Five volume controls for each partial:



There is also a dedicated four stages ADSR envelope generator to shape the sound. The four stages are the classic Attack, Decay, Sustain and Release.

Partials engine Filter

This is very similar to the Transient engine Filter, but in this case there is a full ADSR envelope generator with four vertical sliders to control the ADSR parameters.



There are three different filter types with two slopes each, and they are the same as the ones in the Transient engine Filter.

Partials engine Vibrato

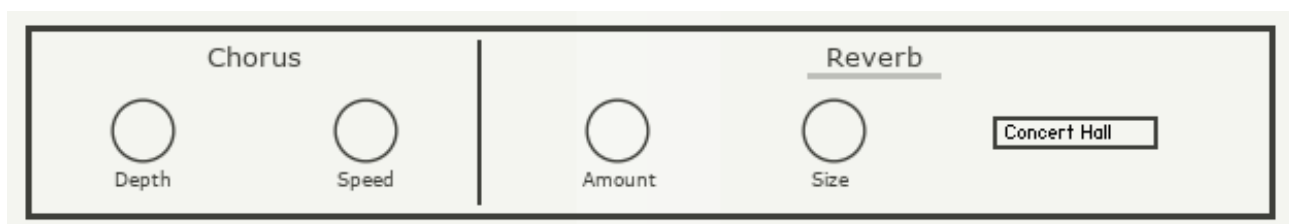
The Partials engine also has a dedicated Vibrato effect with two parameters:

- Amount: controls the amount of effect applied to the sound
- Speed: controls the Vibrato speed

Effects section

There are two effects in Bizzarro:

- Chorus
- Reverb



Chorus

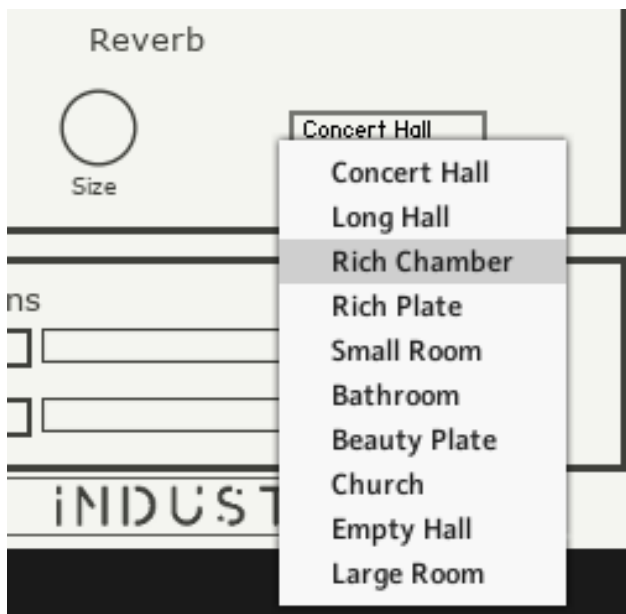
A classic Chorus effect with two controls:

- Depth: lets you set the deepnes of the effect, how much it effects the sound
- Speed: sets the LFO speed

Reverb

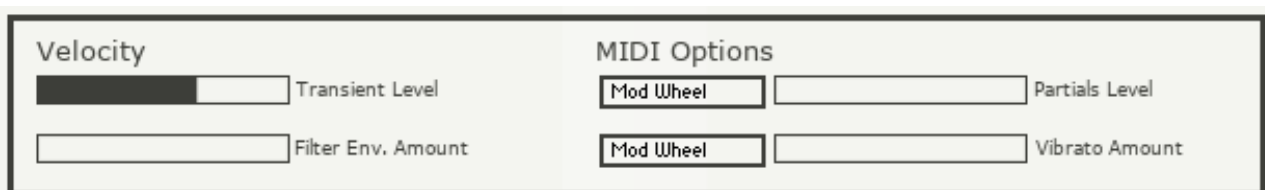
The reverb unit has three controls:

- Amount: lets you set the amount of reverb in your sounds
- Size: controls the size of the room
- Drop down menu: lets you choose the IR from a list of 10 custom made Impulse Responses:



MIDI behavior settings

In this section you can set your own preferences for MIDI behavior.



The section on the right Velocity lets you set the amount of influence that the Velocity Values have on two different parameters: Transient Level and Filter Envelope Amount.

The section on the left lets you choose the amount of influence that the Modulation Wheel and/or the monophonic aftertouch have on the Partials general Level and the Vibrato Amount.

Have fun with your new library!

Specifications

4 octaves range for both Transient and Partial Engines

10 custom made IRs for the Reverb

9 Transient sets

50 instruments

Total Dimension: 4,5GB uncompressed

Sample format: 48KHz, 24 bit, NCW, stereo

Requires Kontakt 5.6.5 or above (FULL VERSION)

Version 1.0 (August 2020)

Credits

Developer: Luca Di Berardino

GUI design: Maurizio Di Berardino, Luca Di Berardino

Sound recording: Luca Di Berardino

Guitar performance: Roberto Bisegna

Contacts

www.visionaryrobots.com

Visionary Robots Industries © 2020. All rights reserved

WARNINGS

!!! Don't move\delete files from the unzipped folder, otherwise Your library might stop functioning properly !!!

!!! Please keep the .zip file in a safe place in the event You should need it to reinstall Your library !!!