SOUNDMORPH

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SYSTEM REQUIREMENTS

Minimum Requirements:

- Mac OS X 10.9 or 10.10 (latest update), Intel Core i5 2.7ghz, 4 GB RAM
- Windows 7, Windows 8 or Windows 10, Intel Core i5 2.7ghz , 4 GB RAM
- Reaktor 5 or Reaktor 6.

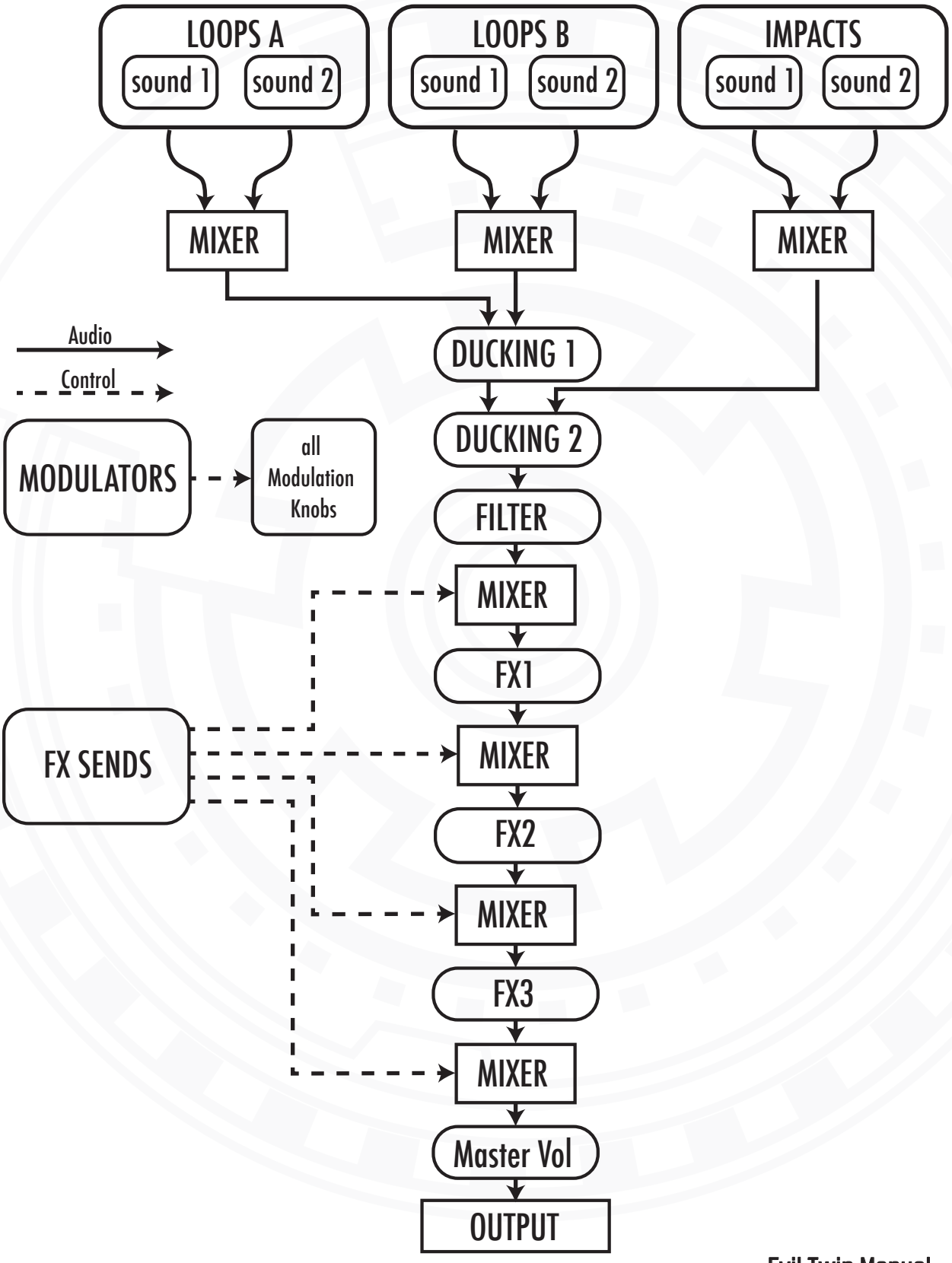
INSTALLATION

Since Evil Twin is a patch ensemble for Reaktor, you only need to copy it inside your Reaktor Library. Once in Reaktor, simply browse to the ensemble file in the Library browser, and double-click (or drag in main Reaktor window) to open it.

WHAT IS EVIL TWIN?

Evil Twin is a new tool for Cinematic Sound Design and Music. You can use it to create stunning stingers, whooshes, drones, granular effects, BPM synced rhythmic loops, and sonic sample chaos

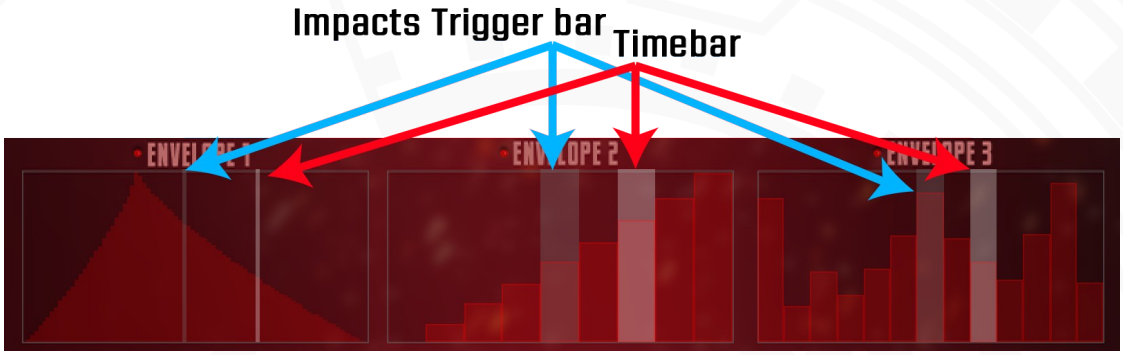
SINGAL FLOW


LOOPS A
sound 1
sound 2
LOOPS B
sound 1
sound 2
IMPACTS
sound 1
sound 2
MIXER
MIXER
MIXER
Audio
Control
DUCKING 1
DUCKING 2
MODULATORS
all Modulation Knobs
FILTER
MIXER
FX1
FX SENDS
MIXER
FX2
MIXER
FX3
MIXER
Master Vol
OUTPUT

OVERVIEW

Time and Trigger

In order to start playback of the sounds, and start the Timebar, press any Midi note on a midi controller or start playback by pressing the **TRIGGER** button at the top right. If the midi note is held, The Timebar will remain on the position of the Impacts Trigger bar until the note is released.



Trigger button. Can be used instead of a midi keyboard.

The Trigger can be done automatically when the end is reached by turning **LOOP** on. You can also make the sound **PITCH SCALE** to the midi keyboard pitch (the current pitch will be used as C4)

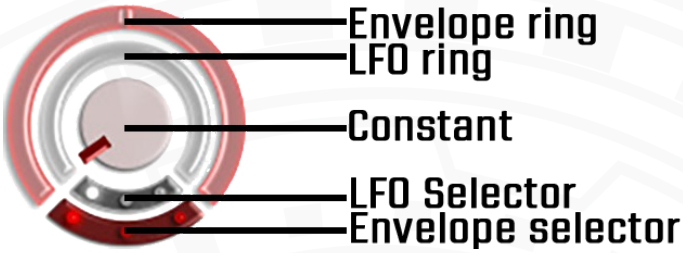
The time it takes for the Timebar to cross the envelopes can be controlled by adjusting the **TIME** knob (located in the top general settings). And you can adjust the Impacts Trigger bar by moving the **IMPACTS TRIGGER** knob.

Time Knob

Impacts Trigger position

You can set the **TIME** knob in either **S** mode (Seconds) or **Beat** mode. In **Beat** mode, you can select a musical duration (2 bars, 1 bar, quarter note, etc). In **Beat** mode, the duration will be dependent on the master bpm of Reaktor.

Modulators & Modulation Knobs



Modulation Knob

All knobs that have Modulation rings can be modulated by an LFO and an envelope. There are 3 LFO's and 3 envelope to choose from. To select the LFO\envelope modulating the desired ring, click on the **LFO selector** or **ENVELOPE selector** buttons at the bottom of the knob. To control the amount of modulation, adjust the **LFO** or **ENVELOPE ring**. If the **ENVELOPE ring** is in the negative, the envelope value will be subtracted from the knob value. The value of the envelope will be added to the knob when the envelope ring is in a positive value.

Any knob/ring can be reset to its default value by double-clicking it.

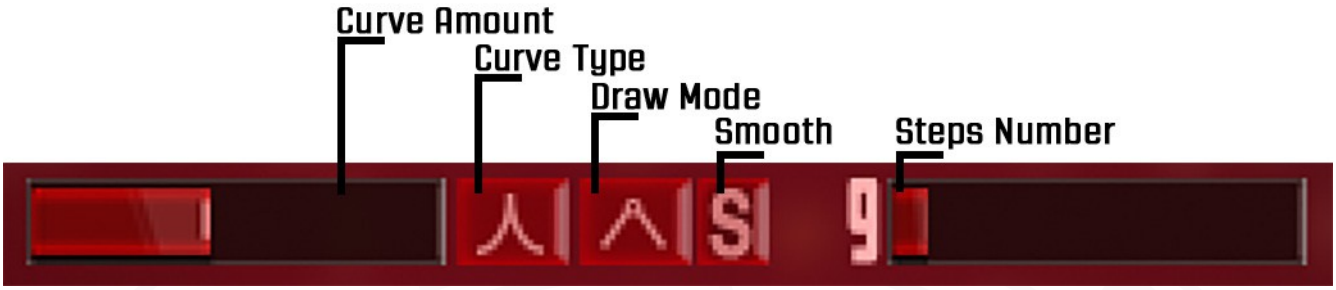
All the LFO's speed can be either set in **Hz** or in **Beats**. The speed mode can be changed by clicking the **LFO SPEED mode** button.

You can Select 5 different LFO Shapes by clicking the **LFO shape** button (sine, triangle,square,ramp up, ramp down).

LFO SPEED mode and **LFO Shape** buttons

The Envelopes can be used as Step Sequencers by adjusting the number of steps with the **step slider**. You can smooth the steps of an envelope by activating the **Smooth** button. This will interpolate the values between steps.

The Envelopes have 2 different drawing modes: free drawing, and auto-curve. When you are in free drawing mode, simply draw on the envelope, which will adjusti the level of each step individually. When in auto-curve mode, a curve will be created automatically, with it's peak at the mouse position. You can select either between a symmetric curve or an asymmetric curve. You can also adjust the curve amount by using the **curve** slider.



Loops,Impacts, & Ducking

There are 3 groups each containing 2 sounds. LOOPS A and LOOPS B sounds will constantly loop while the IMPACTS sound will only trigger once.

You can set wether the loop sounds restart from the beginning or resume from where it stopped when it is re-triggered by changing the **Play Mode**.

Play Mode

You can also select wether a sound from the impacts group gets triggered on arriving or departing the Impacts Trigger bar by changing the **Trigger Mode**.

Trigger Mode

Each sound can be played in reverse if the **reverse** button is pressed down.

The Ducking settings give you the ability to add more dynamics to the sound. **Ducking 1** controls how much the **LOOPS A** group will duck in volume in response to **LOOPS B**'s volume. **Ducking 2** controls how much both **LOOPS A** and **B** groups will duck in volume in response to the **IMPACTS** group's volume.

The **AMOUNT** knob controls how much ducking will occur, and the **RELEASE** knob controls the time it will take after ducking has occurred for a group to return to its' normal volume.

Ducking Settings

You can view the amount of ducking getting applied to a group by looking at the **Ducking Meter** on the left side of the Tab.

Ducking Meter

The meters on the right side are simple volume meters for Sound1 and Sound2 of their respective group. These meters also help in pin pointing a specific sound during playback.

Level Meters

Filter & FX Sends

In the **FX SENDS** tab you can apply a filter to the overall sound. Filtering will be applied before the FX sends.

There are 4 different shapes to choose from (lo-pass, bandpass, hi-pass, notch).

If you don't want to filter the sound, set the filter shape to bypass.

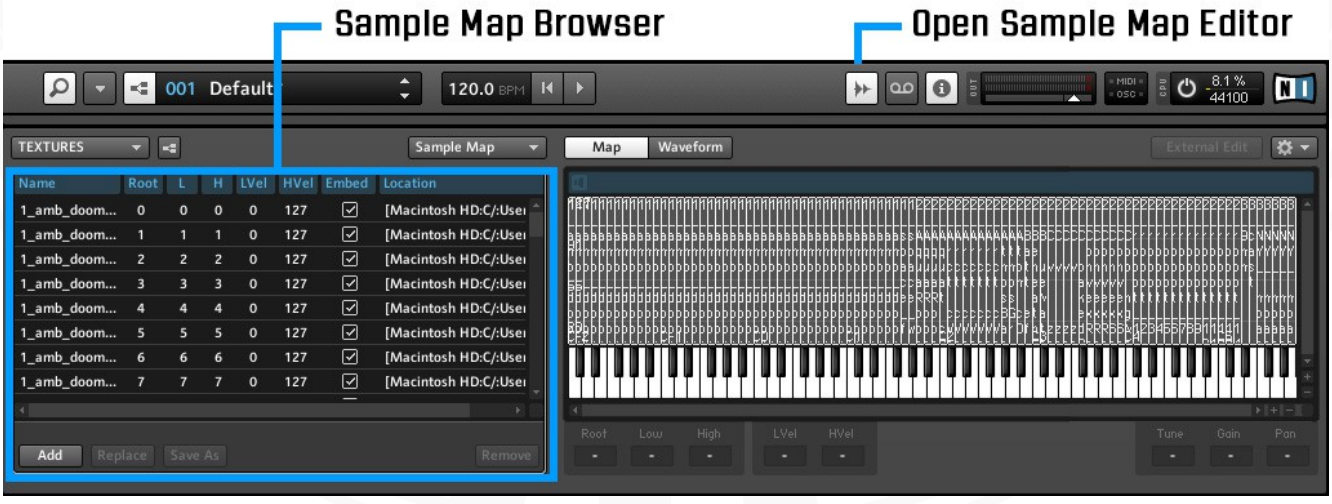
The **FREQUUENCY** knob controls the center frequency of the filter, and the **RESONANCE** knob controls the width of the filter band.

The sound can also be sent to to three different FX (delay, phaser, reverb) situated at the bottom of the ensemble.

FX SENDS Tab

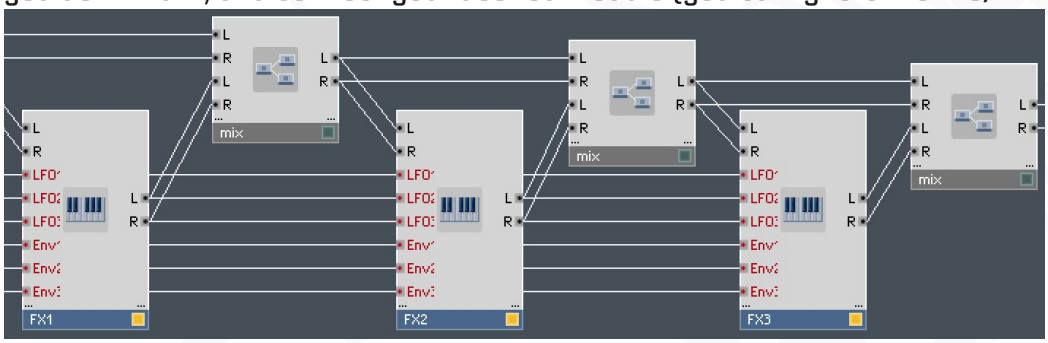
REPLACING SOUNDS

Evil Twin comes with its own sound map containing 128 sound effects created exclusively by SoundMorph. But you can use your own sounds too. Just open the **Sample Map Editor** and replace the sounds inside the map. You can press the remove button to remove sounds. Then drag and drop sounds from your computers Explorer or Finder into the Sound Map Browser to add new sounds. You can also click the add button to add new sounds, but only 1 sound can be imported at a time with this method. To re-layout the sounds on the midi notes, simply right-click inside the Sound Map Browser window, select the note action menu, then select remap to single notes.



REPLACING FX

The 3 FX included in Evil Twin can be swapped out by any other Reaktor effects module of your choice. Simply set Reaktor in edit mode, browse to the first level of the patch(Evil Twin), delete the FX module you don't want, and connect your desired module (you can ignore the LFO/Env inputs).



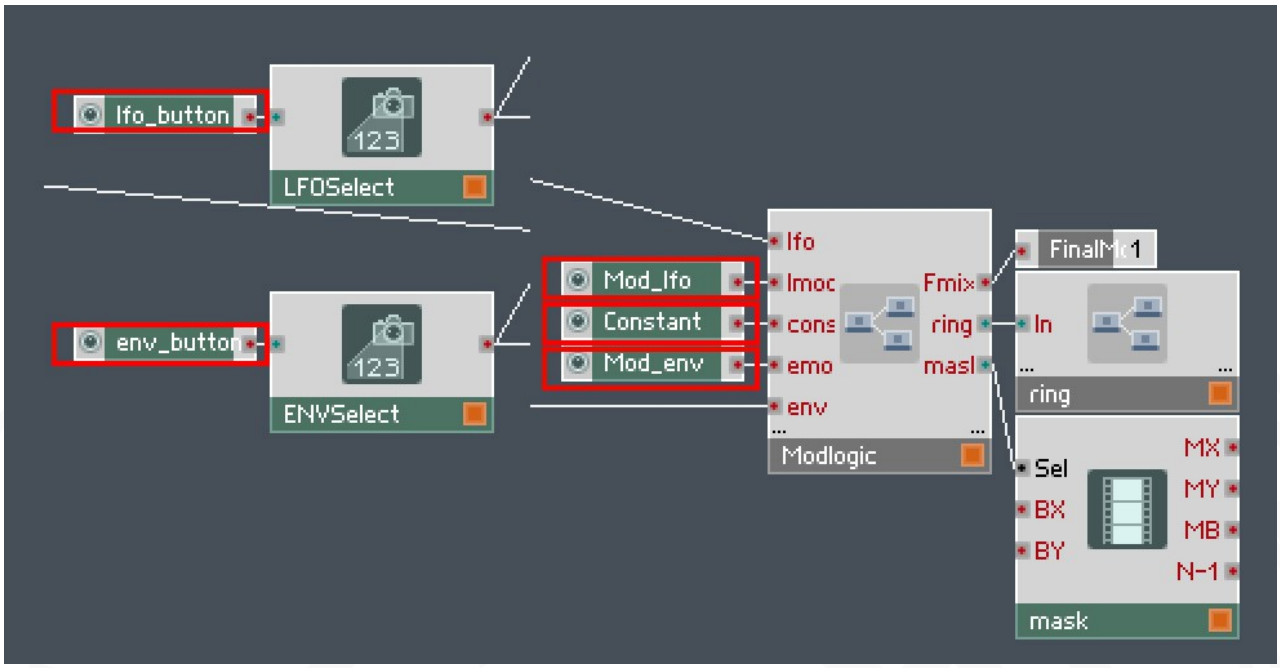
FX Modules

MIDI CC

Most controls can be midi mapped to a midi controller by simply right-clicking on the controller and selecting Midi learn, and then moving the controller you want to assign.

Since the Modulation Knobs use an invisible mouse area on top of them. Midi Learn needs to be done directly on the Reaktor module inside the code. Once you have found the control you want to map, simply right-click and choose midi learn from the right-click menu.

Inside one of the Modulation Knobs:



lfo_button: This is the LFO selector module.
env_button: This is the Envelope selector module.
Mod_lfo: This is the LFO modulation ring module.
Constant: This is the Constant module (the center knob).
Mod_env: This is the Envelope modulation ring module.

Here are the paths for the modulation knobs:
Panel/Evil Twin/Evil Twin/Groups/GROUPA
Panel/Evil Twin/Evil Twin/Groups/GROUPB
Panel/Evil Twin/Evil Twin/Groups/GROUPC
Panel/Evil Twin/Evil Twin/Modulators/FX
Panel/Evil Twin/Evil Twin/Modulators/Mods/LFOCONTROLS
Panel/Evil Twin/Evil Twin/FX1 (/FX2 or /FX3)

TOUCHOSC

We included a TouchOsc iPad layout inside the download folder to be used with the TouchOsc iPad app. With iTunes 9.1 or greater and devices running iOS 4.0 or greater TouchOSC layouts can be managed using the iTunes File Sharing mechanism. Connect your iPad to the computer using the USB cable and open iTunes.

Select your device from the list to the left under **Devices** and navigate to the **Apps** management screen. Below the application management section on this page you will find the **File Sharing** section with a list of apps to the left that support the File Sharing mechanism. Find **TouchOSC** in this list and select it.

To transfer the layout to the device, click on the **Add** button below the list of layouts and find the layout file that you want to add to the device on your computer.

Please note that all these operations are instantaneous and no additional sync is required. Your iPad will temporarily lock while performing the operation and automatically unlock when the operation is completed. Also, TouchOSC does not need to be running or in the foreground to perform any of these operations.

Then in Reaktor, just make sure to activate Osc and set the correct port by going into **File\Settings..**

CREDITS

Yan David (Concept, Creator, Artwork, Programming)

Jason Cushing (Concept, Creative Collaborator)

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- Richard Devine
- Ivo Ivanov
- Yan David
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- Vincent Labelle
- Rodrigo Rubilar