Question:

I like the factory patches, but how can I create new sounds using a virtual instrument in my library?

Answer:

The process of creating sounds with TriplePlay is as complex as you want it to be. For some users, just scrolling through factory presets is enough. Others want to push the program to the limits of its power.

Much of that editing power resides within the virtual instrument plug-ins that TriplePlay hosts. We won't be able to cover all aspects of these plug-ins (not to mention other compatible plug-ins you may already have on your system, or ones you may add in the future). Kontakt, Reaktor and SampleTank are deep and powerful. If you're serious about patch editing and creation, we recommend reading the documentation that accompanies each of the plug-ins. For now, we'll use one of the bundled plug-ins, Native Instruments' Reaktor, to illustrate how a single instrument plug-in can provide many sonic options.

What You'll learn:

- Working with virtual instruments
- Using the Reaktor virtual synth
- Browsing Reaktor patches
- Loading Reaktor instruments
- Adding effects in Kontakt

Read Me First!

If you encounter a confusing term or concept, all TriplePlay controls and parameters are explained in the online User Guide for your product. This tutorial requires installation of the TriplePlay hardware, software and partner sounds from IK and NI. Please consult the user documentation at http://www.fishman.com/tripleplay for more information on these installations, if necessary.

Requirements

- Internet connection
- Installation of Fishman TriplePlay hardware and software
- Installation of IK Multimedia SampleTank 2.5 XT
- Installation of NI Komplete Elements

Start by loading patch #4, Zawinello, a synthesizer sound created with Reaktor.

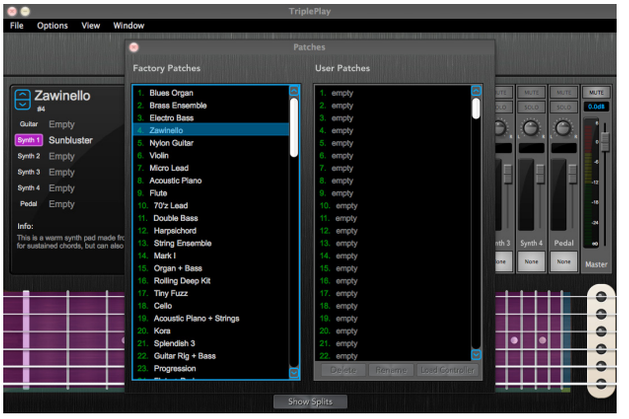


figure 29

Close the Patches window and double-click the "Reaktor5" box at the bottom of the mixer's Synth 1 channel.

Reaktor isn't just a synthesizer or a sampler — the full version of the program is a framework for creating countless synths, samplers, effects processors, and more. Even the light version of Reaktor that comes with TriplePlay includes five powerful synthesizers, each completely programmable, and each stocked with many factory presets.

The Zawinello patch uses Photone, one of many excellent Reaktor synths. The interface reveals a full-featured synthesizer with dozens of user-adjustable controls. (Go ahead and play with them if you like.

You won't break anything, and you can always return to where you started by reloading the Zawinello patch.)

Even if you prefer not to fiddle with these synthesizer controls, be aware that hundreds of pre-programmed sounds are just seconds away. This particular patch is based on a Photone preset called Sunbluster, and this name appears at the top of the plug-in window. Click-hold this text to reveal a pull-down menu that lists all the available presets.



figure 30

These patches are arranged into the five banks shown at the top of the list, and each of the banks contains many presets — in fact, there are close to 400 Photone sounds right here! Try auditioning some of them, like in the following video. (If you find something great, save it as a user patch. Just close the plug-in edit window and click the Save icon to save your discovery to a user memory slot.)

http://www.youtube.com/watch?v=CDW9G1hAVpc

Now, those are merely the presets available within one of Reaktor's instruments. Let's check out a couple of other instruments.

With the Reaktor plug-in window still open, select another instrument from the File Name list indicated here with a yellow rectangle. Each of these names represents an entirely different instrument.



figure 31

(If this portion of the interface doesn't appear, click the magnifying glass icon to the right of the Reaktor logo at the top of the window, revealing this browser pane.)

Double-click on Oki Computer 2. (When Reaktor asks whether you want to save your edits to the Photone synth, just click no.)

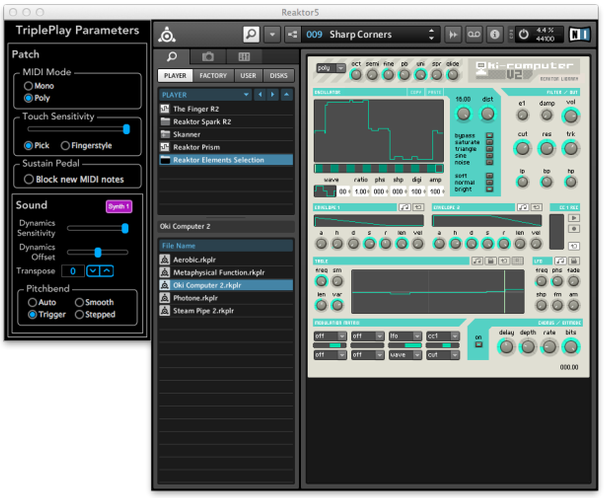


figure 32

Audition some sounds by click-holding on the patch name at the top of the window, revealing the preset list. You'll notice that while Photone specializes in eerie and atmospheric textures, Oki Computer excels at retro-electronic sounds reminiscent of old-school video games.

Now try another instrument: In the file name list at the lower left of the main window, select Steam Pipe 2. Check out some of the Steam Pipe 2 presets. These tend to be more organic-sounding than the relatively lo-fi tones of Oki Computer.



figure 33

Here's a video demonstrating the steps detailed above:
http://www.youtube.com/watch?v=FcCtaxLALXo

These Reaktor examples merely scratch the surface of what's possible with virtual instruments. If you like the idea of browsing sounds other than those included in the TriplePlay factory presets, or making new sounds from scratch, it's definitely worth taking time to read through the Reaktor, Kontakt, and SampleTank documentation.

Check out Tutorial Module #6 to learn more about combining multiple sounds within a single TriplePlay patch.