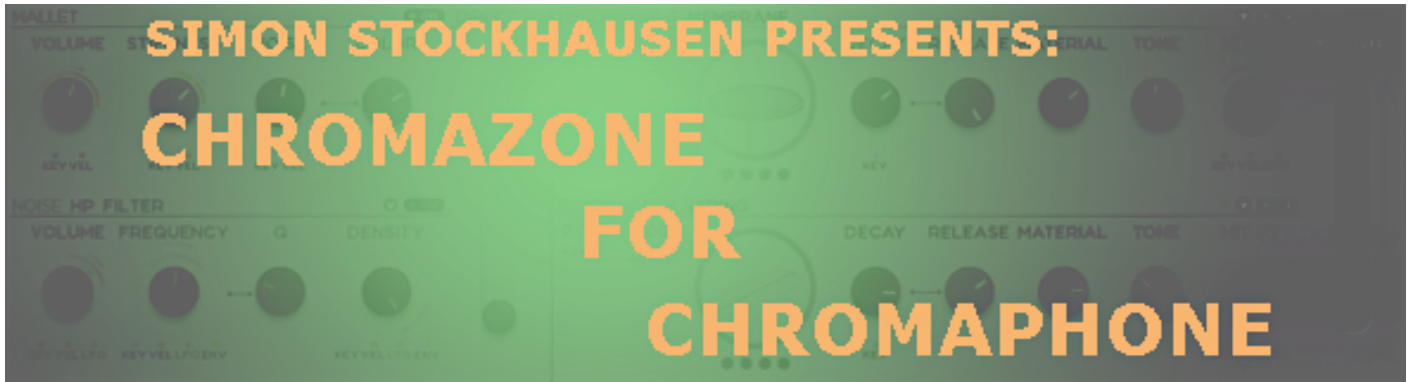


# Soundset *ChromaZone* for Chromaphone

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## Installation

After unpacking the zip you downloaded you will find a folder *ChromaZone* containing a Readme.pdf and 5 Chromaphone Banks:

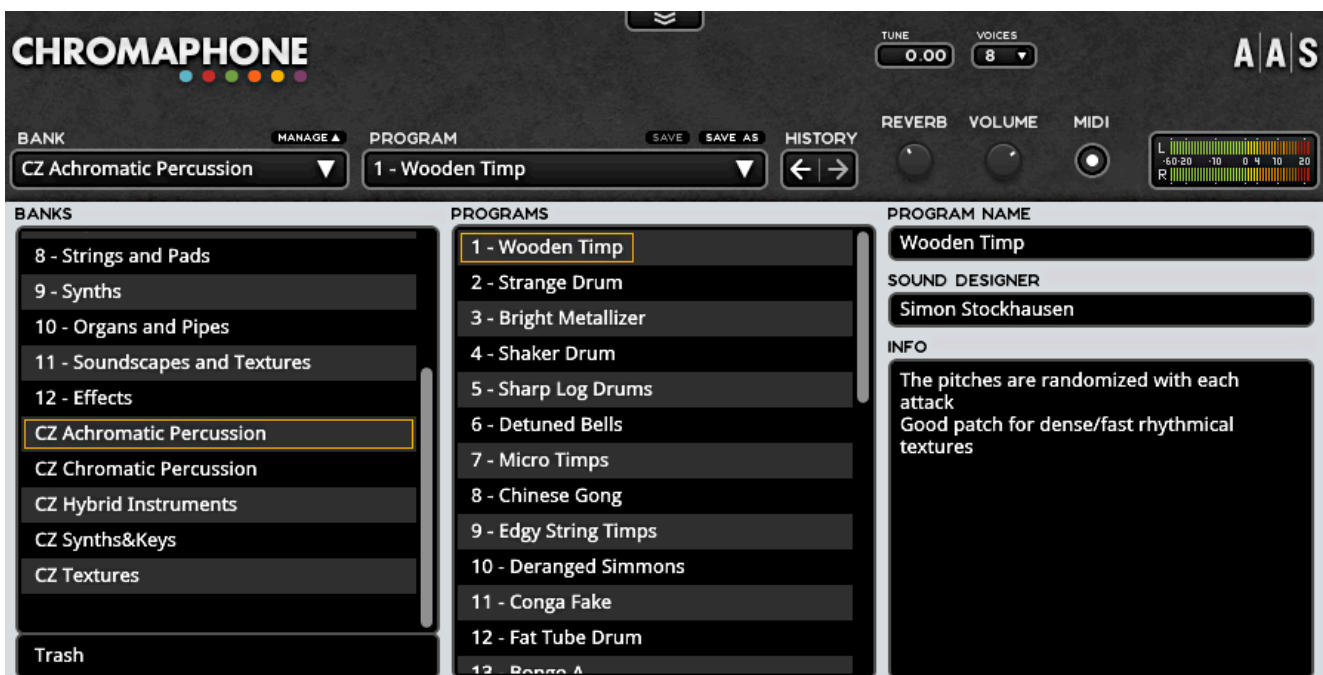
- CZ Achromatic Percussion
- CZ Chromatic Percussion
- CZ Hybrid Instruments
- CZ Synths&Keys
- CZ Textures

In order to use the patches inside the Chromaphone Patch Browser place the 5 CZ folders here:

**Mac:** User (you)/Library/Application Support/Applied Acoustic Systems/Chromaphone/Banks

**Windows:** %AppData%\Applied Acoustics Systems\Chromaphone\

When opening the Chromaphone Patch Browser it should look like this:



## Licence agreement and terms of usage

This license agreement is between you (the licensee) and me (Simon Stockhausen).

1.) The licensee must not distribute the patches from *ChromaZone*, resample them, copy or otherwise replicate the patches of this soundset in any commercial, free or otherwise product. That includes sample and audio libraries and patches for samplers and sample based synthesizers. You can of course create such derivatives for your own work as long as these derivatives are only distributed in the context of musical work or sound design.

2.) The license to the Sound Bank *ChromaZone* may not be given away or sold.

## Description

This soundset contains 100 original patches and 22 variations for Chromaphone by AAS. I focussed on emulations of known and und unknown instruments like mallets, bells, chimes, plucked strings, keyboards, hybrid strangers and percussive sounds as well as experimental patches, lush pads, dark drones, beautiful textures, funky synths and funny noises.

As soon as AAS updates Chromaphone to add Pitchbend, Microtuning, Aftertouch and whatever else I will add these controls to the patches and all customers will receive a free update of ChromaZone.

Combining materials like metal, skin and wood with elements like air and articulations like beating, plucking and bowing can create physically modelled instruments that are hard to describe with words. Although they might sound familiar in their "organic" nature, words sometimes fail to describe what they "really are" and how they actually sound. Quite a few of these hybrid strangers are included in ChromaZone.

Chromaphone is advertised as a percussion synthesizer which in my opinion only covers a smaller aspect of it's virtues. Physical modeling has been rivaling with conventional sampling for years in terms of emulating "realism". The creation of sonic "surrealism" based on organic sounding materials is a far more powerful aspect of this technology and Chromaphone in particular.

## Technical notes

### ***Voice count***

By default the polyphony is set to 8 voices in Chromaphone. This can be appropriate when playing sounds with a short release phase. Patches with long release phases which invite you to play bigger chords or fast sequences like pads, keys and bell sounds will require a higher voice count so that the notes will not be cutoff during the release phase. So set the voice count to as many voices as your CPU can handle or keep it low while tracking/recording your Midi tracks and increase it when rendering/bouncing the track/your project.

### ***Volume***

Patches which have the Balance slider on the right of the GUI turned towards the bottom usually have the overall volume level increased by a fair amount. When moving that slider upwards, drastic volume changes can occur so please be careful while tweaking those patches.

## Patchlist

There are 100 original patches and 22 variations. The original patches are marked with an "org" and the variations with "var" Quite a few patches would qualify for more than one category, the current order made the most sense to me. Each patch has a more or less elaborate description in it's info box which is available in the patch browser which you can access via the "Manage" tab.

Achromatic Percussion	Comments
Wooden Timp	The pitches are randomized with each attack Good patch for dense/fast rhythmical textures
Strange Drum	Very deep and punchy drum sounds below C2 - more flutish/ airy/noisy above - very velocity sensitive
Bright Metallizer	Microtunal metallic instruments changing it's character below G2 to a sort of muted gonglike sound
Shaker Drum	Microtuned percussive patch, sounding like a brushed Bongo in the upper regions, below F2 it turns into a kalimbalike sound with long decays very velocity sensitive Switch on the Overdrive FX for more edge
Sharp Log Drums	Sounds most logdrumish below C3 and more sharp above C3 good for fast percussive sequences and bass percussion
Detuned Bells	A rather delicate little bell patch Above C4 the glissando in the attack phase becomes more audible Be careful with notes above C6 as they can be very bright
Micro Timps	Microtonal timpani-like patch with Overdrive Reduce the Balance slider on the left for less attack noises
Chinese Gongs	The harder you play the more pitchbend you will get in the attack phase
Edgy String Timps	A strange percussive instrument mixing steel with skin, gets more percussive towards the low register Turn off the overdrive FX for a more clean sound
Deranged Simmon	The kickdrum sound around C2 are quite fat and impressive above C3 the patch turns into a baby simmons drum and above F5 you get strange combfilter-like FX
Conga Fake	Sounds like a Logdrums between F2 - C2 and above it turns more into a congalike sound becomes brighter in the very high register
Fat Tube Drum	Quite fat and evila tube drum patch with sustain My subwoofers liked this sound a lot! Switch off the Solid State FX for a more pure sound
Bongo A	Sounds more muted towards the high register
Bongo B	Sounds more muted towards the high register
Bongo Rim	Less tone, played on the rim

Achromatic Percussion	Comments
Synced Membrane Shaker	This patch sounds like brushing the skin of a timpani with a broom Temposynced amplitude modulation, autoapan and delays sounds cute in the high register as well
Reverse Drum	Very punchy deep drum sound, gets more punchy above C4
Tin Tabla	Tinny microtuned tablalike patch
Taiko A	Quite a bodyful emulation of a medium sized Taiko Drum
Taiko B	Higher Taiko Drum with less body
Frame Drum	Percussive patch reminding of a frame drum
Talking Drum	Has more body/tone above A2 more attack for more pitch bending
Plastic Drums	Plastic Bucket Drums, fat, noisy and deep at the bottom, slapping you in the face at the top
Low Tom A	Something like a floor Tom Tom
Low Tom B	A bigger Floor Tom Tom
Beam Percussion	Microtunal Percussion instrument sounding more flutish below C3 and very crisp above
Triangle Tremolo	Striking a triangle and then tremolating sounds best between C3-C5
Big Sub Kick	My subwoofers enjoy this kickdrum sound a lot More punch below C2
Tinkle Times	Microtonal metallic percussion instrument Try all ranges please
Barking Tom	A whipping/barking percussion instrument with lots of impact becomes more tonal below C2
Glass Timpani	Percussive and punchy glassbell-like sound velocity influences the pitch of the sound Below C1 only the high harmonics remain audible
Bent Gong sustained	This gonglike patch has a glissando in the attack phase and then sustains forever as you were tremolating on the Gong Please try all ranges and be a bit careful Add vibrato with the Modwheel

Chromatic Percussion	
Bowed Gong	Very velocity sensitive, for more Gong attack in the lower register play harder
Steel Mallet (org)	In the upper registers it sounds like a gamelanish/chinese percussion instrument Great for almost logdrumlike bass sounds in the lower registers Turn the Balance slider on the left of the GUI down for less attack noises, the harder you play the more percussive the sound will get
Steel Mallet (var 1)	A more sustained variation
Steel Mallet (var2)	A variation where the pitches in the sustain phase are randomized almost sounding like rubbing a glass with the finger
Bend Metal Percussion (org)	This is more an untuned FX patch but chromatically playable Velocity determines the depth of the falling glissando Below C1 some lovely subbass frequencies occur
Bend Metal Percussion (var)	A more spacious, less bright variation with longer decays
String Beam Mallets	This slightly gamelanish patch produces great bass tones below C2 and very bright sounds in the upper region, so please be a bit careful
Carillon	A patch reminding of a carillon bell The major third is very prominent
Rimbaphone	Metallic Marimbaphone with a built in reverse reverb nice bass tones too in the very high register it sounds like a broken steel drum
Timpani	Sounds pretty realistic between C1-G2 more like a swiss cowbell in the very high register
Thai Gong detuned (org)	Soft Thai Gong emulation becomes more percussive below C2 slightly off tune like Thai Gongs usually are :)
Thai Gong tuned (var)	This variation plays in tune
Gentle Marimba	Nice marimba-like patch with a soft modulated sustain phase Play it very soft and you'll get almost flutish/kalimba-like attack sounds out of it very warm and big bass tones occur in the lower register
Music Box (org)	Sounds most music-boxish between C2-C5 the resonance of the wood decreases towards the high end
Music Box (var)	Less bright variation with more body

Hybrid Instruments	
Spiccato Flute	Crossing a flutlike sound with a spiccato string Good for leads and stuff
Spiccato Flute Dist (org)	A distorted variation of patch 1 with a longer release and more sustain
Spiccato Flute Dist (var)	A more percussive and distorted variation of patch 2 for sequencer and arp textures Turn the Balance slider on the left of the GUI down if you want less attack impulse - play very dynamically please
Cembalo Flute	Nice flutish sound with a tad of plucked string attack
Airy Bells	Very bright instrument which could be described as the crossing of an organ with carillon bells, sounds like a Glockenspiel above C5
Glas Gamelan (org)	A mixture of glas/ceramic-like character with a metallic edge Below C1 it almost sounds like a small Gong Good for fast sequencer textures
Glas Gamelan (var1)	An octave lower, less bright and with a longer decay
Glas Gamelan (var2)	Another octave lower than the 2nd variation with a glissando in the attack phase and a shorter decay
Hammondflute and Steel split (org)	Above C3 this patch sounds like a mixture of a panflute and a Hammond organ, below C3 it turns into a more metallic sound with a percussive attack Filter modulation starts with a lag
Hammondflute and Steel split (var)	A more metallic variation, the transition point being a bit higher at G#3
Hybrid Koto	This patch reminds of a japanese Koto and also has a wooden aspect to it
Hybrid Bow and Pluck	Hard to describe - it's nice anyway...
Chinese Harp	Hybrid instrument, a crossover between a Harp and a Koto with a modulated sustain phase which starts to become aubale above C2 - so you can also use it for pads in the middle/high registers
String Miracle	Totally beautiful patch, a strongly modulated string instrument with a wondrous sustain phase
Koto Funk (org)	Funky plucked string patch reminding of a Koto, it has a modulated sustain phase good for dry and woody basses too
Koto Funk + WahWah (var)	Koto Funk patch with WahWah and slightly different filtering

Hybrid Instruments	
Gentle Bach Instrument	<p>Very delicate and gentle instrument, a mixture between flute and bell with a soft attack and a modulated sustain phase            When I programmed this I instantly started improvising in the style of Bach...</p> <p>Big organpedal-like bass tones in the very low register with strange harmonics from the bell component</p>
Mystery Flute	<p>This patch is something in between a flute, an organ and a voice - nice for leads and melodies but also works for chords            Long release towards the low end</p>
Departing (org)	<p>Above C4 this patch sounds like asian bells and below it becomes some sort of metal drum            It has an inbuilt interval (-7.5 semitones) so it's not really in tune with the conventional tuning system            The sustain phase is animated by a temposynced filter modulation which sneaks in after a few seconds</p>
Departing (var)	<p>This variation is a bit more gentle and the animation in the sustain phase is slower - also the release is longer</p>
Tremolating Spinet (org)	<p>A patch with a spinet-like attack and a tremolating sustain, so the spinet player quickly gets up after playing a note and then scrapes the strings with his fingers</p>
Tremolating Spinet (var)	<p>This variation has more body/resonance and is more punchy in the lower register</p>
Strummed Harp	<p>Play this patch dynamically for different strum speeds            good for arpeggiated chords            sound flutish towards the high end</p>
China Strings (org)	<p>About to score a Kung Fu film? Use this patch for it!            Play this plucked string instrument very dynamically please</p>
China Strings bent (var)	<p>Get even more of that china feel with the bend attack phase</p>
Gone with the Wind	<p>Airy patch with a plucked bell attack in the higher register            nice bass tones too...</p> <p>Move the Balance slider on the right downwards for a total change of character</p>

Synths&Keys	
Alien Cembalo	<p>The cembalo-like character is achieved with harder attacks, when played softly it almost sounds like a flute            If you want a more pure/less saturated sound turn off the Warm Tube FX in the FX section            Above C5 at high velocities the sound goes totally crazy and can lead to overloads so please be careful what you do here!</p>

Synths&Keys	
Bowed Glass Pad (org)	Nice for pads but you could also play some Bach fuges with it
Bowed Glass Pad (var1)	A more microtonal variation, the tuning goes totally off below C3 - not so suited for Bach fuges :)
Bowed Glass Pad (var2)	The tuning is even more off in this patch, I love the low tones it produces below G1
Soft Bell Synth	A rich more synthetic bell patch with a soft attack and a slightly detuned sustain phase (random LFO)
Steel Clavi	Clavinet-like keyboard sound In the lower registers the metallic character changes to a more muted-harmonics-string type of sound
Nice Woodpecker Synth	Good patch for melodic sequencer lines and bass tones sounding a bit kalimbalike
Strat Picker	Picked stratlike patch also good for bass notes
Bowed Detune Strings	A crossover between a plucked guitar and bowed strings, good for pads, chord progressions and ballads
Panflute Pad	Lush pad sound with a panflutish attack
Eery Drone	Ominous Drone sound with long attack and release phases great for bass drones and pads alike
Fairy Bells	Slightly detuned bell pad with a soft attack gets stranger in the very low registers
Timp Bass	Sounding somewhat like an Oberheim Synth Bass in the lower registers
Wood Bass (org)	Xylolike Bass sound below C3, above C3 it's also very usable for sequencer textures Turn off the Solid State and Overdrive FX for a more clean sound
Wood Bass (var)	A more experimental variation with deranged pitch behaviour and more decay
Square Bass	Bass allrounder with a fat body and short decay, also good for sequencer textures in the higher register
Mickey Synth	Expressive synth instruments for chords, leads and basses very velocity sensitive Release gets shorter towards the high register
Singing Glass Synth (org)	This is a beautiful singing glass patch evolving over time
Singing Glas Synth (var)	A less bright variation with more detune



<b>Synths&amp;Keys</b>	
Choir Synth (org)	A patch reminding of choral voices
Choir Synth (var)	A less bright/warmer variation of the choral voices
Beauty Bells	Nice bell synth with a kalimbalike character Temposynced modulation in the sustain phase Release phase increases/percussiveness decreases towards the lower end
I want to be a Clavinet (org)	Pretty dirty instrument reminding of a f****d up Clavi
I want to be a Clavinet (var)	Less distorted variation an octave lower with shorter decay and more punch in the low register
Deep Moog Bass	This patch produces some really nice and low frequencies below C2 - good bass sound for all sorts of musical styles Also try this with some distortion in the higher registers for leads and solo sounds
Swell Hacker	Percussive synth sound with temposynced amplitude modulation and a swelling sustain phase try all ranges pleas turn off the overdrive for a more clean sound
Sunrise Pad	Rich pad with sweeping filter modulation
Wonder Pad	Patch wit a soft gamelanish attack phase and a lively sustain sounds more gong-like in the very low register
Plucked Pad	Guitarlike patch with a lush sustain
Phased Panflute Synth	Panflutish attack and a phased sustain good for leads and chords alike lovely bass tones occur below E1
Tube Drone Synth (org)	Good for deep drones, thick pad sounds and mysterious melodies
Tube Drone Synth (var)	A more metallic variation sounding a bit like a Tam Tam below C1
New Age Dream Synth	Rich percussive synth sound with a built-in fifth and temposynced filter modulation in the sustain phase good for chords and sequencer textures

<b>Textures</b>	
Ethereal Tinkle	Tinkle away and maybe light some incense sticks while doing so...

Textures	
Nervous Windchimes	Strange windchimelike texture, strange resonances can occur, so please be a bit careful with the volume, especially in the lower registers where the sound totally changes it's character
Mysterious Tinkle (org)	Mysterious texture (untuned) This is the "late at night" type of sound that occurs when programming Chromaphone patches at 4 in the morning...
Mysterious Tinkle (var1)	A more spacious variation
Mysterious Tinkle (var2)	This variation is brighter and a bit more tuned
New Age Bell Tree (tuned)	Tuned bell/organ-like texture with slowly modulating filter sweeps, play long notes...also in the bass register
Malletized (untuned)	Strange texture with a percussive attack creating pitch cluster with each note you play From G2 upwards a deep attack sound comes in transforming more into a bell-like sound towards the upper regions
Panned Gong Tremolo	This patch sounds like playing an irregular repetition on a Thai Gong with the attack of a huge triangle The random LFO modulation changes the pitches slowly during the sustain phase
Tubular Windchimes	Tubular Bells played by a strong breeze
Harmonic Waves	Rising and falling, then modulating harmonics of a String Resonator - New Age music needs this patch
Fallout Windchimes	Totally detuned and strangely modulated windchimelike patch, very bright in the high register
Ominous Bells	Tremolating Bell texture with a percussive attack, be careful in the very high register as Chromaphone can overload when you play many notes at high velocities
Drunken Mallets	Bright vibralike patch with a sharp attack and a wobbling sustain phase Also very interesting in the low register More percussive above C5
Orion Chimes	Otherworldly Chime texture strong resonances can occur! Please try all ranges
Mars Chimes	Bright Chime texture - changes character below C2 overloads can occur above C4 so please be a bit careful
Strange Dream	Omious texture with howling and moaning tones - untuned

Now please enjoy the sounds and be inspired by ChromaZone. If you have any questions contact me via the patchpool website.

Greetings...

Simon Stockhausen