

Sound Bank *TripleX* for ElectraX

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Installation

After unpacking the zip you downloaded you will find a folder *TripleX* containing 7 subfolders:

TripleX Arps Sequencer

TripleX Instruments

TripleX Pads Synths

TripleX Percussion

TripleX Scifi

TripleX Soundscapes

z_Samples - this folder contains the original samples I used to make the patches, as ElectraX embeds the samples in the patches you don't need these to play the sounds. You can use these in other samplers or inside your DAW so just put them anywhere or delete them.

In order to use the patches inside the ElectraX Patch Browser place the 6 TripleX folders in the ElectraX_sounds folder located at:

Mac: HD(not user)/Library/Audio/Plug-Ins/ElectraX_sounds/

Windows: On PC ElectraX' support files & folders will always be installed to a folder named ElectraX, unless the user chooses something different in the installer. The installer will check what the current default VST folder is and offer to install to that, e.g. if Cubase is installed the default VST folder will

be: "C:\Program Files\Steinberg\Vstplugins" the ElectraX installer will then install to "C:\Program Files\Steinberg\Vstplugins\ElectraX", all other ElectraX content will be installed into that ElectraX folder. So locate that main ElectraX folder and put the 6 TripleX folders in ElectraX\ElectraX_sounds/ please. It could e.g. be: vstplugins\ElectraX\ElectraX_sounds\

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 and samples from *TripleX*, resample them, copy or otherwise replicate the patches and samples of this Sound Bank 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 musical 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 *TripleX* may not be given away or sold.

Content

This Bank contains 102 original patches with 30 variations.

There are 6 sound categories with Pads&Synths, Sequences, Soundscapes, Sci-Fi Textures, Instruments and Percussion (chromatic and achromatic) suitable for a wide range of musical styles. Many sounds are sample based utilizing samples especially produced for this Bank, also making use of a split-stereo workaround so that there are true stereo samples involved. You'll find sampled Saxophones, Flutes, Kalimba, electronic and vocal textures and much more, often modulating VA Oscillators with those samples via FM, a unique ElectraX feature yielding very interesting results. Quite a few resynthed waveforms are incorporated as well expanding the sonic palette even more. The unique Fractal Oscillators and Filters in ElectraX are used extensively creating dense and fascinating electronic textures. Up to 4 layers per patch make many of these patches sound *TripleX*, quite a few patches were programmed in split mode, distributing different sounds over the entire keyboard range. All patches have the Modwheel assigned and often use Aftertouch for additional sound sculpturing so it is advisable to use a keyboard with 88 keys and Aftertouch to make the best out of this Bank.

The download folder includes the original sample content as well, mainly split stereo and mono samples so that you will be able to use these in other samplers or inside your DAW.

Patchlist

There are 102 original patches and 30 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. I added some remarks and explanations for the patch content and controller assignments if I thought that was necessary. Please check the Modwheel and Aftertouch for every patch while playing.

Arps Sequencers	Description	Controllers
1.) Arp Circuits minor		

Arps Sequencers	Description	Controllers
2.) Arp Dancing Dwarfs		Modwheel->Pitchworx
3a.) Arp Hypno Rider org		Modwheel->Filterworx+Fuzz
3b.) Arp Hypno Rider var	only Bass Layer 1 (monophonic)	
4.) Arp Tripletizer		Modwheel->FM, AT->adds higher octave (Vol Osc 3)
5.) ChaseQuencer		
6.) Falling Rider		
7.) Future Dancer		Modwheel->Shaper Amount AT->FM Detune
8.) Garden Eden Arp		
9a.) Mean Triplet Munger org		Modwheel->Filter Action
9b.) Mean Triplet Munger var	only Sax sample	Modwheel->Filter Action
10a.) Motion Pan Sequence org		
10b.) Motion Pan Sequence var	double time	
11.) Pulsator		
12a.) R2D2 Dancer org		Modwheel->Vol. Osc 2 AT->Shaper amount Filter 1
12b.) R2D2 Dancer var		Modwheel->Vol. Osc 2 + Layer 2 double time AT->Shaper amount Filter 1
13.) RideQuencer		
14.) SciFi Quencer		

Arps Sequencers	Description	Controllers
15a.) Sync Sweller org		
15b.) Sync Sweller var1		
15c.) Sync Sweller var2		
15d.) Sync Sweller var3		
16.) Synced Riser		
17.) TransGater		
18.) Triplet Melancholy		Modwheel->Distortion
19.) Urban Sequence		
20a.) Woodhacker org		
20b.) Woodhacker var		
Instruments	Description	Controllers
1.) Brass FM Drone		Modwheel->Filter Resonance AT->Filter Distortion (Analog)
2.) Flute Clouds split		Modwheel->Filter Ringmod AT->adds FM modulated Oscillators
3.) FM Sax 1		Modwheel->PW Mod Speed AT->Pitch Sax Osc 2
4.) FM Sax 2 Split	3 Altsax phrases split across the Keyboard	Modwheel->Filterworx
5.) Instrumental Textures split		
6.) Space String	4 physically modelled String samples split across the keyboard	Modwheel->Filter Distortion (Shaper)

Instruments	Description	Controllers
7.) Ssax Phrases Canon split	2 Soprano Sax phrases split at B3/C4 There are long envelopes active in this patch for Filter and Shaper Distortion so take your time with this one	Modwheel->brings in Osc 3 which is FM modulated by Sample in Osc 2 AT->temposynced rectangle trills
8a.) Ssax Trills split org	4 trills played on my Soprano Sax split across the keyboard modulating VA Oscillators via FM	Modwheel->Filter Cutoff AT->Filter Ringmod
8b.) Ssax Trills split var		
9a.) Whistler org	Polyphonic Whistler	Modwheel->Filtermod Osc 2 AT->Mod Speed, Velocity->Air amount
9b.) Whistler var	Monophonic Whistler	
Pads / Synths	Description	Controllers
1.) Church Pad		Modwheel->Filter Cutoff Synth 2 - Aftertouch->Drive/ Reso Synth 2
2.) Counter Sweeper		Vel->Sweep Amount Modwheel->PW Modulation Aftertouch->Mod Speed
3.) Deranged Synth		
4.) Edgy Pad		
5.) Epic Pad		
6.) Frozen Pad		
7a.) Gentle Pad org		
7b.) Gentle Pad var		
8a.) Glass Drone org		Modhweel->Filter Ringmod AT->pitch of Glass samples
8b.) Glass Drone var	only samples, split across the keyboard with some overlaps	Modhweel->Filter Ringmod AT->pitch
9a.) Glistening Wind Pad org		
9b.) Glistening Wind Pad var		

Pads / Synths	Description	Controllers
10.) Hipass Sweeper		Velocity->amount of Highpass sweeping, Modwheel->pitch Osc 2
11.) Insect Synth		Modwheel->makes the insect more angry, Aftertouch->Filter Mod/Resonance
12a.) Long live Vangelis org		Modwheel->adds Layer 3 one octave up, AT->controls Filter Envelope's sustain point level, Velocity->Filter Envelope attack speed
12b.) Long live Vangelis var		
13a.) Nervous Bee Pad org		
13b.) Nervous Bee Pad var		
14.) Organic Synth split		Modwheel->Random Filter Mod&Resonance, AT->Detune
15.) Phased Sweeper		Aftertouch->Synced Pitch Modulation, Modwheel->LP Filter Cutoff
16.) Replay Pad		
17.) Rise and Fall		
18a.) Rise and Fly org		
18b.) Rise and Fly var		
19.) Selfish Pad		
20.) So Nervous		Modwheel->Interval Changes AT->LP Cutoff
21.) Solo Doom Synth		
22.) Synthbass Leader		Modwheel->Pitchmod
23a.) Wasp Synth org		Modwheel->Filter Resonance
23b.) Wasp Synth var		Modwheel->Filter Resonance AT->brings in a 3rd layer tuned up a fifth

Percussion	Description	Controllers
1a.) Asian Gongs Decay Swell org		Aftertouch->Filter Ringmod / Shaper Drive
1b.) Asian Gongs Decay Swell var	+ Synth Oscillator in Layer 2	
2.) Crunk Loops		
3a.) Digi Bells org	Velocity affects the envelope shape as well as other things	Modwheel->adds FM/LFO modulation
3b.) Digi Bells var		Modhweel->timbre change
4.) Electro Drums split		
5.) Gongs and Chimes FX split		
6a.) Glockenspiel org		
6b.) Glockenspiel var1		
6c.) Glockenspiel var2		
7a.) Kalimba org	Split Kalimba patch with 2 velocity layers, the second/ fourth layers play from velocity 96-127, split point at F3/F#3	Modwheel->strange Pitchmod
7b.) Kalimba var1	The second velocity layers are tuned up an octave	
7c.) Kalimba FM var2	+VA Oscillators wich are modulated by the Kalimba samples via FM	Velocity controls FM amount and PW modulation
8.) Iron Timps	Layer 2 only plays between velocity 96-127	Modwheel->adds Oscillator with resynthed waveforms
9.) Metal Bowl		
Sci-Fi	Description	Controllers
1.) Alien Birds		
2.) Alien Seashore		
3.) Alien Wind		Modwheel->Mod Speed
4.) Angry Robot		
5.) Bell Drone		

Sci-Fi	Description	Controllers
6.) Cosmic Artifacts	play loong notes, needs time to evolve	Modwheel->Density
7.) Electronism		
8.) Filter Drops		Modwheel->FM Amount AT->Pitch Osc 2
9.) Friendly Space Sines		Modwheel->FM modulation AT->Vol Osc 1
10.) Intergalactic Transmission		Modwheel->Vol Osc 3 AT->Resonance Filter 1/Volume Layer 2
11.) SciFi Scape		Modwheel->LFO Speed
12.) SciFi Waves 1		
13.) SciFi Waves 2		Modwheel->FM Amount AT->Pitch/Vol Osc 3 + Filter Resonance
14.) Sine Diver		Velocity->amount of pitch glissando Modwheel->Pitchmod
15.) Sine Ladder		
16.) UFO Aborted Landing		Modwheel->Pitchmod AT->LP Cutoff
17.) UFO Departure		Modwheel->Ringmod AT->Volume Layer 2
Soundscapes	Description	Controllers
1.) Birdvox	Mysterious vocal texture	Modwheel->Filter Resonance Aftertouch->vocal pitch
2.) Dreamland		
3.) Dronescape Split	Lovely Bass tones here in the low register	Modwheel->Filter Cutoff AT->Ringmod/Filter Reso
4.) Floating Dream		
5a.) FM Sigh Vox org		Modwheel->Filter Resonance
5b.) FM Sigh Vox var		

Soundscapes	Description	Controllers
6.) Heaven 1 split	4 heavenly Scapes split across the keyboard, overlapping split points at C1/C3/C5	Modwheel->Filter Resonance, AT->Pitchmod
7.) Heaven 2 split	4 heavenly Scapes split across the keyboard, overlapping split points at C1/C3/C5	Modwheel->Filter Resonance, AT->Pitchmod
8a.) Interiors org		
8b.) Interiors var		
9a.) Interval Textures org		Modwheel->Filter Drive
9b.) Interval Textures var1		
9c.) Interval Textures var2 FM		
10.) Meditation Synth		Modwheel->Filter Cutoff F1 AT->Filter Cutoff F2
11.) Metal Space	The Layer 2 Impacts are very velocity sensitive	
12.) Midnight split		Modwheel->Filter Waveshaper, AT->RM Pitch
13.) New World		Modwheel->Filterworx AT->strange Pitchworx
14.) Orion		
15.) Penguin Scape		Modwheel->Filterworx AT->Pitchworx
16.) Ring Doom		please check MW and AT
17a.) Slow Cinema split	4 Layers/Synths split across the Keyboard, this patch can crackle but I have no idea why..	please check MW and AT
17b.) Slow Cinema var	using only layers 3/4 Cello Flagolets and Chimes Chimes play from C2 upwards	please check MW and AT
18.) Stars	also play very staccato	
19.) Stochastic Combs		please check MW and AT
20.) Submerged split	Play Overtone melodies with the Modwheel	AT->Filter RM

Soundscapes	Description	Controllers
21.) Sunrise Scape		Modwheel->Filter Drive/ Ringmod
22.) Thunder Synth		Modwheel->Insaneness
23.) Toy Shop		Modwheel->adds a second, more dense and detuned layer of toys tuned up an octave
24a.) Wonderland org		Modwheel->Filter Drive
24b.) Wonderland var1	without Waveshaper distortion	Modwheel->Filter Ringmod
24c.) Wonderland var2	only samples	Modwheel->Filter Ringmod