Texture VSTi v.1.2.1
Quick Start Guide

Installation
Just unzip the .dll file and place it into your host's VST directory.

Description
Texture offers an amazingly wide range of...well...textures. Smooth, odd digital ambiences, metallic rings, synthetic percussion, brutally distorted sounds, classic virtual analog sounds, and even some physical modeling type tones are all possible with this unique synth.

The heart of Texture is its special band pass filter. Play with it and you'll quickly gain an appreciation of just how versatile it is. After that, you can continue to sculpt your sonic textures with three types of distortion, high rez low pass filtering, metallic effects, reverb, gate sequencing and dual delays.

Parameters
Hint: hover your mouse over a control to get a pop-up description or name.

Main / Oscillator

POLY: Switches between monophonic and polyphonic. In poly mode, Texture will allow up to 6 notes but it's very CPU hungry.

VOL: Master volume control

WAVEFORM: Offers the standard analog style waveform choices.

OCT: Octave selection. (Main pitch control.)

HARMONY: Use this to adjust the pitch of one of the internally stacked oscillators in semi tones.

DT: Detune for the internal oscillators.

GLIDE: Use this to set portamento speed.

FM: Frequency modulation...turn this up for some nasty distortion sounds.

PW: Pulse width adjustment. Only functions when Pulse is selected as the oscillator.

PWM: This section controls an LFO that modulates the pulse width. The slider adjusts the extent to which the LFO can modulate the pulse width. The upper button controls the speed of the LFO. The LFO sync's to your host's BPM so all times are listed in clock divisions. The Lower button selects the waveform that the LFO will use.

Tone Shaping

D-SAMP: This is a downsampler...It digitally degrades the quality of the audio signal coming from the oscillators. When used lightly, it can add a bit of extra beef and grit to the tone. When used heavilly, it will create distortion, aliasing and nasty digital overtones. Use the button to switch it on and the slider to adjust how nasty you want to get. The lower the sliders placement, the more extreme the downsampler's effect will be.

BAND PASS: This powerfull band pass filter is the heart of Texture. It offers a tremendous range and depth of tone. The best way to get a feel for it is to listen to the full cutoff range at many different resonance settings. Analog, vocal, smooth, rich, gritty, screamingly harsh, and even distorted sounds are capable with just this one filter.

LOW PASS: After the signal passes through the band pass filter, it is fed into this low pass filter. Here you can further shape the tone. For just a bit of extra warmth, leave the resonance down and just lower the cutoff a bit. For classic analog style low pass filtering, raise the resonance and drop the cutoff further. This filter offers very high levels of resonance so its range can go beyond what you may expect from your average low pass filter. Just as with the band pass filter, the best way to get aquainted with the low pass is to listen to the full cutoff range at many different resonance settings.

FILTER CONTROLS:

CUT: Adjusts the filter cutoff.

RES: Adjusts the filter resonance.

VEL: Adjusts the amount that keyboard velocity will effect the filter cutoff. The harder you hit the keys, the higher the cutoff will go. The slider sets the maximum range.

MOD: Each filter has it's own LFO. The slider adjusts the extent to which the LFO can modulate the filter cutoff. The upper button controls the speed of the LFO (listed in BPM clock divisions.) The Lower button selects the waveform that the LFO will use.

DISTORT: Unlike the extremely digital distortions of the downsampler, this offers a classic analog distortion sound. The button switches it on and the slider to adjusts the amount of distortion that is being applied.

Envelope Section

VELO: Switches whether or not Texture's volume will be controlled by keyboard velocity. (The harder you hit the keys, the louder the sound gets.)

RTRIG: This controls if the envelopes will retrigger if a new key is pressed before the previous one has been released. This effects both the amp and filter envelopes.

AMP ENV: This is a standard Attack / Decay / Sustain / Release envelope (ADSR) that controls the volume of the synth.

FILT ENV: This ADSR controls the cutoff of both filters. The LVL slider adjusts how strongly the envelope will modulate the filter.

FX - The Effects Section

MIX: This sets the mix between the dry (original) signal and the wet (effects) signal.

Reverb
Button = on/off

VOL: Sets the level of the reverb.

SIZE: Adjusts the room size.

WIDE: Controls the stereo width of the reverb.

Metal
This is a super fast delay that lets you add metallic tones into the sound. Technically CLANG is delay speed and FBK (or clangback) is just feedback...but they dont sound like you may expect them to. The combation of the band pass filter and the metal module allows Texture to go far beyond it's virtual analog roots and even begin to reach into some physical modeling type sounds.

Button = on/off

VOL: Sets the level of the metal effect.

CLANG: Speed of the effect. At lower settings, you get a more metallic and pitched effect. At higher settings, it moves closer to just being a really fast echo/delay.

FBK: This adjusts the feedback level for the effect. Experiment with both positive and negative settings.

LVL - Sets the amount of modulation. Just as with the other LFO's, the upper switch controls the speed and the lower switch selects the waveform.

Delay x 2 (Dual Midi Synced Delays)

Button = on/off

VOL: Adjusts the volume level for both delays.

FBK: Sets the feedback level for both delays.

D1 SETTINGS

PAN: Sets the placement of the delay within the stereo field.

UPPER BUTTON - DOT: Selects dotted note times.

LOWER BUTTON: Selects the speed of the delay. Times shown in BPM divisions.

D2 SETTINGS

PAN: Sets the placement of the delay within the stereo field.

UPPER BUTTON - DOT: Selects dotted note times.

LOWER BUTTON: Selects the speed of the delay. Times shown in BPM divisions.

Gate Sequencer
Unlike some other gate sequencers, this one does not control any midi note on/off's but rather controls the volume. The row of buttons control the volume for each of the sequencer's steps. On (lit) = full volume , Off (unlit) = a volume of 0.

SEQ - Turns the sequencer on/off.

DIR - Sets the sequencer's direction.

SPD - Sets the speed.

MIX - This slider adjusts how much gate you will get in the signal. Down is full gate, up is no gate at all. This option allows the user a bit more flexibility than the average 'all or nothing' gate.

For a good example of how the mix contorl can be used, check out patch #6, Pulsation. It has the gate mix at 50%, which allows a pulsating rhythm to be mixed with the moving pad. In contrast, patch #37, Power Plant, has the gate mix set all the way down (full gate) giving the typical trance gate type of sound.

GATE - This slider adjusts the gate length. The lower the setting, the shorter the notes.

MIDI Support
Nearly all of Texture's controls are assigned to MIDI CC's. Here is a map of the CC assignments.
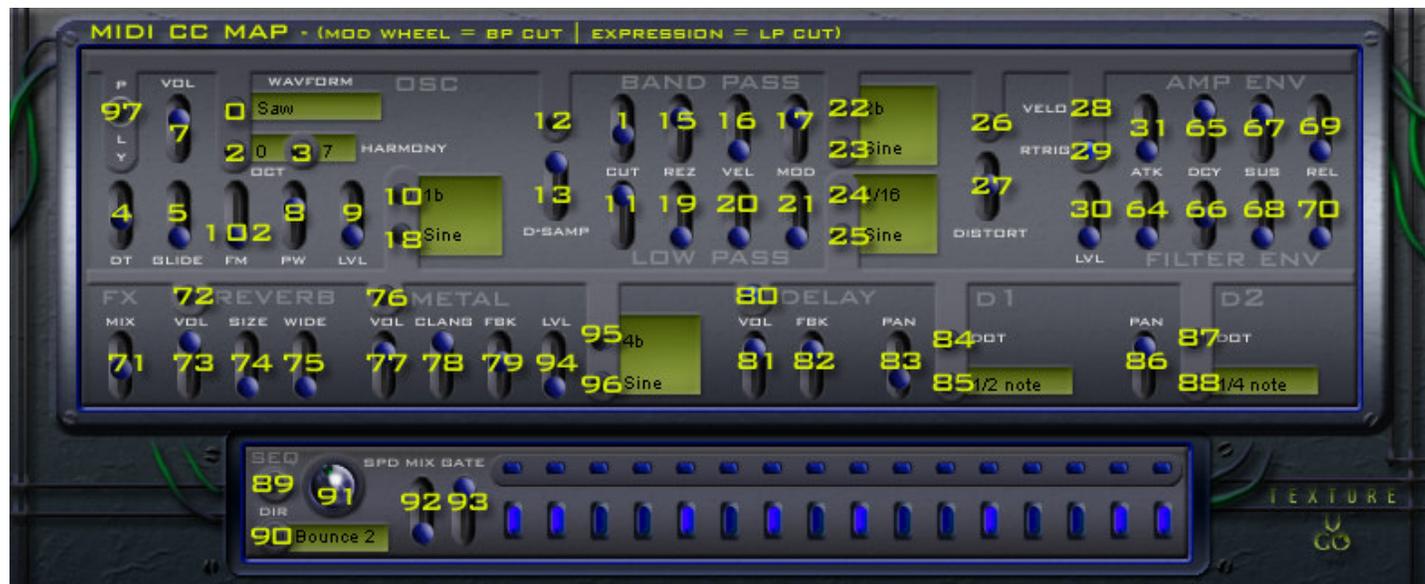
Credits

Synth Created by: Ugo
(Chris Sciurba)

Contact info:
email: ugo@ix.netcom.com

Website:
http://www.cortidesign.com/ugo
(Flash required)

Tools Used:
Synth construction - SynthEdit (www.synthedit.com)
GUI - Adobe Photoshop

This synth incorporates SynthEdit creations by:
Chris Kerry
e-phonic
ikaldor
Bones
Dan Worrall
Lance Putnum
David Haupt

TC patches by Tim Conrardy
MY patches by Mystahr (Mark Stolk)

Many thanks to them, the Yahoo SynthEdit Users List, www.kvr-vst.com, and...of course...Jeff McClintock for creating SynthEdit. Additional thanks and credit to Steinberg for their VST format.

Release History

12/14/04
      1.2.1 - Fixed P4 denormal bug

11/7/04
      1.2. - Added poly switch
              Added gate length control
              Added modulation to the metal effect
              Added FM

4/10/04
      1.0.3 - Fixed a bug in the 1/12 LFO speed
              Added the sequencer information to the manual

3/01/04
      1.0.2 - Made a minor change in order to fix a DC offset problem
              Fixes the text display bug that showed up in 1.0.1

2/22/04
      1.0.1 - Evened out patch volume levels
              Installed denormal cleaner
              Minor internal adjustments
              Minor graphic edits
              Correction in the manual

2/15/04
      1.0.0 - Initial release

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3. You are not allowed to sell this synth or any part of it (including the provided presets, the manual, etc.), nor are you allowed to sell access to these things.

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5. You are not allowed to sell samples of the provided presets. You may, however, sell samples of presets you create. Just use the Texture-Blank.fxp preset as your starting point. This preset is included in the zip file. If for some reason you can't find that file, please contact me and I will send you another one.

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