# SHUNIJI - Pro
## with Rainbow Modulator



shuniji (Japanese, primary rainbow) is the first of a new line of VST-Synthesizers bei H.G. Fortune in tradition of STS, Swamp and LaserBlade succeeding the latter two.

At the first glance quite simple but highly efficient for even complex soundcreations due to some versatile modulations and the Rainbow Modulator / Colorizer. Like within a rainbow different tonecolors can be present in one patch.

Main features:

- ⊕ two PCM oscillators each with 128 waveforms
- ⊕ Rainbow Modulator for three additional tonecolors
- ⊕ one lowpassfilter (24db with resonance)
- ⊕ Filter-FM with selectable oscillator
- ⊕ two ADSR envelope generators
- ⊕ three LFO, one Sample & Hold (S&H) and one contour generator (CG); all bpm-synced
- ⊕ one LFO with complex waveforms and rate adjustable by knob
- ⊕ Saturator
- ⊕ bpm-synced Stereo-Delay with color adjustment and Time modulation
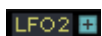- ⊕ 8 voices
- ⊕ 3 Lazy Button

Hints for usage:



switches ike this one do respond on mouseclick



press left mouse button and move up or down to change values in areas like this.



If there is a blueish button with + or - this is to invert the modulation.

Knobs with downward triangle midway invert modulation (to left = inverted / to right = normal amount)

## Oscillator Section



Both oscillators can be transposed in octave settings (-2 to +2) and up to 11 semitones. The Rainbow Modulator allows to create additional tonecolors that even without touching the filter some kind of multilayered sounds can be achieved. It is based on delays with rather short modulatable rate and adjustable Feedback ('Physical Modeling light'), but it is fed by a specially preprocessed signal from the oscillators. The results range from pitchshifterlike, metalic, sitarlike to resonant effects achieved at high setting of Peak 1. For a more convenient and fine adjustment of this upper range the Pk1 Fine knob has been added.

Color 2 is rather an unvisible color as the changes are not that dramatic but it emphasizes the the quality of higher frequencies. Color 3 is quite like Color one but always with a certain amount of Peak. **Note:** under certain conditions you might experience feedback drones when amount of Color 3 is set to manual. In such a case simply lower Peak 3 and the color 3 knobs til the drone is no longer evolving. There could have been precautions to prohibit this behaviour but this would have meant to castrate this function.

There is also a level modulation for osc. 1 (similar to those in PP21) and a Detuen knob spreading pitch of both oscs. into opposite direction.

Notes: Within the modsources is also a monophonic control from Filter EG (ADSR) selectable. This can be used e.g. for 'cutting' or 'synclike' sounds at high peak.

## Filter Sektion



The section on the left is there to adjust the balance between the direct signal from the oscillators and the Rainbow section or modulat this. The output is valid for the filter section **and** Amplifier section's Direct signal input where it is balanced to the Filter output. Thus it is possible to have some interesting motions in the sound at this stage already.

The 24dB Lowpassfilter with resonance (Q) can be modulated by varios sources: ADSR-EG, selectable LFO, S&H or CG, Filter FM and keytracking. Please keep in mind for Filter FM the Q slider should be quite up while the Cut slider should be somwhere midway to achieve.

Hint: There is a good variety of modulations available but it is not advisable to have full modulation of all sources - less is often more ;-)

## LFO / Modulator Section



The contour generator offers the possibility to draw curves or pattern by mouse at realtime. the blueish button next to Rate -> serves to slow down the tempo in three steps by dividing the clock by 1, 2 or 3 (slowest).

LFO 1 features sine, triangle, ramp and Saw wave
LFO 2 und 3 have more complex and even shapeable waveforms
S&H (Sample & Hold) features random and rhythmic patterns plus adjustable variations.
Hint: LFO 1 is synced to first keypress.

While the aforementioned mod sources are synced to bpm clock the Rate of LFO 4 is freely adjustable by a knob. This LFO features some more complex waveforms for modulation.

The blue button right to PLFO is there to select from LFO 1 to LFO 4 for pitch modulation by Mod Wheel. Due to the rich variety of waveforms You can have outstanding mods.

## Output Section



The input can be balanced bewteen the direct and filtered signal. The ADSR envelope generator determines the behaviour of the output level in time by  Attack, Decay, Sustain and Release. Also an a saturation can be added to the signal and the pan position adjusted or modulated by selected LFO 1 to LFO 4.

Each channel of the Stereo-Delay can be adjusted delay time and feedback amount. There is also a Color knob for a more or less bright delayed signal and Delay Level knob to adjust the amount of delayed signal.

Beside sync to *bpm* there are three modes to modulate delay time: *Bpm+* (modulating around Bpm), while *Mod 1* and *Mod 2* are simply driven by the mod source in two different ways. The ModLag knob is used for a more or less pronounced modulation (most notably with S&H source)

The Main Vol. is quite obvious to adjust main output volume. Between the peak-LED there is a blue button switch to adjust overall level in 4 steps: -3 / 0 / 3 / 5

The Lazy buttons allow random changes of selected parameterd separate for oscillator-, filter- and all sections (All).
The SF2 buttons is used for accessing the load slots for SF2 files where banks (if present in the file) can be switched too.

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Have fun
HG Fortune
www.hgf-synthesizer.de
www.myspace.com/hgfortune
Usergroup at Yahoo:
http://groups.yahoo.com/group/hgf-vstiusers/

More VST-Instruments by HG Fortune:
STS-26 - Space Transition Synthesizer
ProtoPlasm 21 - Synthesizer mit Super Modulation Morphing
X-Wheel of Fortune 3 V.1.5  (partly algorithmic music machine)
please see last page for overviews

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## Appendix A:
Implementation of MIDI CC#  (each has a valid range from 0 to 127)

| | | | |
|---|---|---|---|
| 01 ModWheel (pitch lfo) | 20 LFO 3 Rate | 69 Osc:Rnb ModSrc | 85 Attack (VCA) |
| 02 Detune | 21 LFO 3 Wave | 70 Osc:Rnb Balance | 86 Decay |
| 07 Volume (Main) | 22 LFO 3 Shape | 71 Cut | 87 Sustain |
| 09 Delay Level | | 72 Q | 88 Release |
| 10 Pan (Main) | 23 S&H Rate | 73 LFO Mod Amnt | |
| | 24 S&H Mode | 74 EG Amnt | 89 Rainbow Mod C1 |
| 11 Rainbow Color1 ModSrc | 25 S&H Variation | 75 Attack (Filter) | 90 PeakPoint C1 |
| 12 Rainbow C1 Amt ModSrc | | 76 Decay | 91 PeakPoint Fine C1 |
| 13 Rainbow Color3 ModSrc | 26 LFO 4 Wave | 77 Sustain | 92 Rainbow C1 Amnt |
| 14 Rainbow C3 Amt ModSrc | 27 LFO 4 Rate | 78 Release | |
| | | 79 Filter FM | 102 Dly Feedback L |
| 15 LFO 1 Rate | 28 Osc 1 LvlMod Amnt | 80 Keytracking | 103 Dly Feedback R |
| 16 LFO 1 Wave | 29 Osc 1 Wave | 81 LFO ModSrc | 104 Dly Color |
| | 30 Osc 2 Wave | | |
| 17 LFO 2 Rate | 31 Osc 1 Level | 82 Dir:Fil ModSrc | 107 Rainbow Col 2 |
| 18 LFO 2 Wave | 32 Osc 2 Level | 83 Dir : Fil Balance | 108 Rainbow Pk 3 |
| 19 LFO 2 Shape | | | 109 Rainbow Col3 Mod |
| | | 84 Saturator | 109 Rainbow Col3 Amnt |

## List of 128 internal waves in Pro version

| | | | |
|---|---|---|---|
| 001 3FatOsc | 033 Farrancolin | 065 Lorda | 097 SawsOff |
| 002 AlienSpectr | 034 FatOnFloor | 066 Lormarin | 098 Shadizar |
| 003 AnLead | 035 FatQuyer | 067 LowXsaw | 099 ShiverBell |
| 004 ArcaneFX | 036 Fedirun | 068 Metallic | 100 Sixteeth |
| 005 ArcaNostra | 037 Flowater | 069 MetalNse | 101 SlapSaxF |
| 006 ArcanRealms | 038 FM2Slow | 070 MetalSync | 102 SmokeH2O |
| 007 AsianMetal | 039 FM-BellyF | 071 MetAtkF | 103 SpaceRide |
| 008 AtkSyn | 040 FogHorn | 072 Mikardand | 104 SparklyGls |
| 009 BellInharm | 041 FroAndTo | 073 Mirsalon | 105 SparklyWnd |
| 010 Bella Donna | 042 Fulldrive | 074 ModChord | 106 SpeedTube |
| 011 BellMagic | 043 FullPipes | 075 MoltenBell | 107 SpookBell |
| 012 BellPad | 044 FuzzDigi Z | 076 MovinBell | 108 Suleyka |
| 013 BellWave | 045 FX-Flash | 077 Mythosfer | 109 Symphonic |
| 014 Bishtorg | 046 FX-OscStorm | 078 Nocturnal | 110 SynAthmoL |
| 015 BongBell | 047 FX-Riser | 079 NoiseChoir | 111 Synphony |
| 016 BottleVox | 048 FX-Scrubber | 080 NoiseChord | 112 Tedalda |
| 017 BowedStrs | 049 FX-Stopper | 081 NoiseOne | 113 Trianna |
| 018 Britetish | 050 FX-U-F-O | 082 Nothync-B | 114 Trimari |
| 019 CathOrg | 051 Gemmond | 083 Nothync-H | 115 Trumping |
| 020 Chord2 | 052 GhostBel | 084 Octavian | 116 TubeBell |
| 021 Clavikhan | 053 GongyFlute | 085 OmziFMyth | 117 TubeNse |
| 022 ColdPolyLB | 054 gOrgantic | 086 OrcStrings | 118 Tundra |
| 023 Corasca | 055 Hard-FM-LB | 087 OrganaVox | 119 TunnelBel |
| 024 Cormons | 056 Huuoouh | 088 OutLand-2 | 120 TurbleXF |
| 025 Crunched | 057 Hyperdrive | 089 OutWired | 121 TurblinvF |
| 026 DeuSixty | 058 InTheWoods | 090 PSynHit | 122 Unstringed |
| 027 DistSync | 059 IrishPoly-LB | 091 Quirib | 123 VoxyNse |
| 028 DrawbarOrg | 060 JetNse | 092 Rain-Crackle | 124 XPulsed |
| 029 DXEP-Base | 061 Jungle | 093 RealBrass | 125 Yggdrasilir |
| 030 FakeVox | 062 KS-Spectral | 094 Roaring60s | 126 Yumna |
| 031 FarFeesa | 063 Kwaier | 095 Rodikhan | 127 Zephir |
| 032 FarHorizon | 064 LightningL | 096 Sartena | 128 Zaws |

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Ein recht seltener doppelter Regenbogen aufgenommen von mir am 22.11.2000
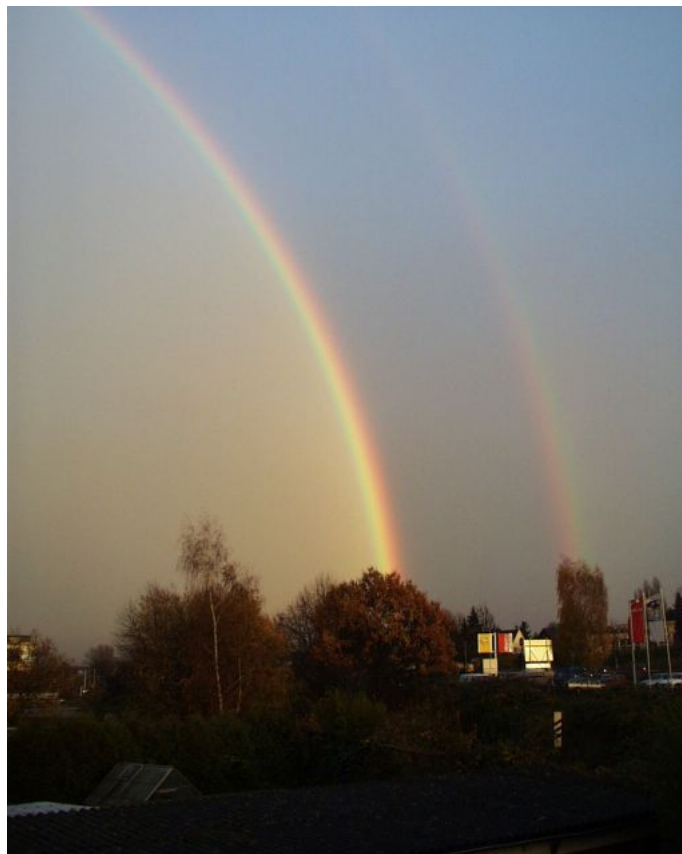
## ProtoPlasm21 Synthesizer

The upgraded ProtoPlasm 21 has been reworked at a great extend and has become nearly a completely new synth. With it's new features like Super Modulation Morphing (SMM), key-control on Delay (LKO), LFO modulation matrix and a dedicated Attack Oscillator it enhances it's main purpose as synthesizer for vivid textures, soundscapes and pads. Even more with SMM and LKO there is a highly improved realtime control now.



## STS-26 Synthesizer -

Wave-Transition method for absolute unique atmospheres, soundscapes, pads & textures. This synth adds a stunning new dimension and motion for evolving sounds changing completely it's characteristics. Completely new set of 128 wave + 21 loops.

## X-WoF 3 (X-Wheel of Fortune 3) V.1.5 Algorithmic Music System (updated 07 '07)



X-Wheel of Fortune 3 (X-WoF 3) is a multipart integrated algorithmic VSTi music system for creating tracks based on 8 instruments-parts. Each patch/preset may be a complete musical track, a track for backing a live performance etc. This can be arranged in using the algorithmic Wheel mode for free floating or the Scale step mode for harmonically prestructured tracks. Updated incl. 128 new waves, optimized GUI and some other additions/changes.