

Getting Started with Orb Composer S

V 1.0

[Accompanying Video](#)

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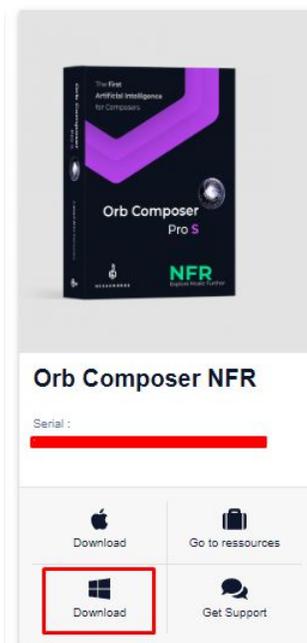
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I. What is Orb Composer?

- A. Orb is the name of the first Artificial Intelligence designed for music composers. More than 5 years of research and development were necessary to create this smart tool for composers, bands, orchestrators, to help them experiment new musical ideas and enhance their creativity.
- B. Orb Composer is not a replacement for a composer. Instead, it is a tool for ideas, and to create full orchestrations, songs, etc. very quickly, which you can then keep as they are, or edit further in your DAW of choice by exporting MIDI or Audio. You are still the artist, and Orb Composer relies on intelligent decision making from the composer to define what it will write.

II. Installation on PC and Mac

- A. First for PC users, download the Orb Composers software from your account at www.orb-composer.com/my-account/ and click the Windows icon on the software you have purchased. Once downloaded, simply run the .exe file, and install the software as you would any other. You will need to then restart your PC.



B. For MAC users, the installation is similar, but you also have to install Orb's MIDI drivers separately.

1. You can download them here:

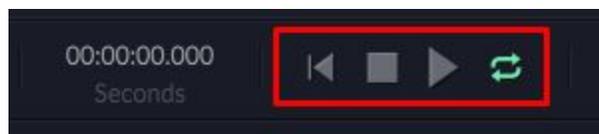
<https://www.orb-composer.com/midi-driver/>



DOWNLOAD MIDI DRIVER FOR MAC

III. MIDI drivers explained

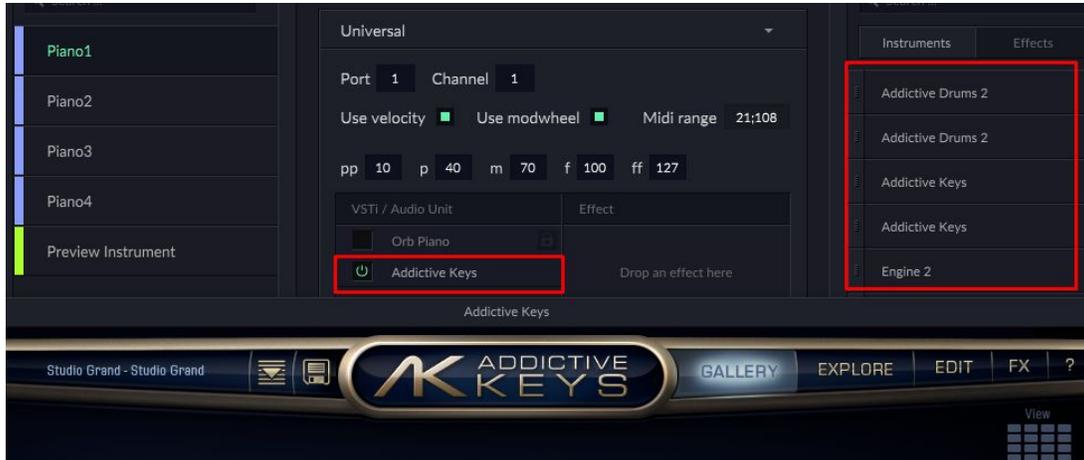
A. Currently, MIDI support for Orb Composer S is only basic transport control (Play/Stop/Back). Extended support for midi will be included in future versions, but those are the current limitations.



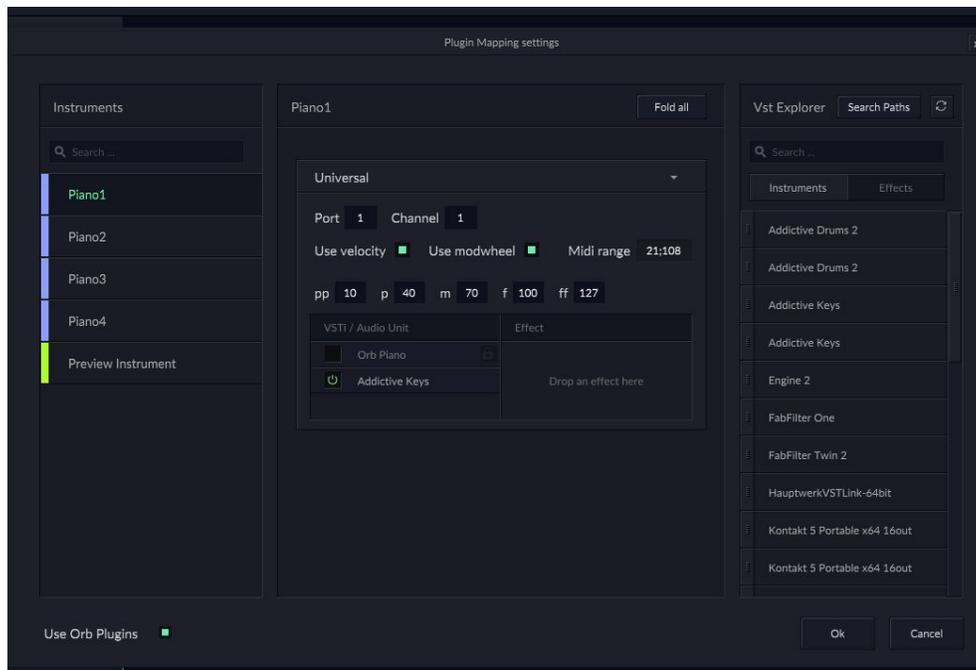
B. Orb also has a number of MIDI channels that are installed on your PC when you install Orb Composer. [Here is a complete list](#) of all Orb Composer's MIDI ports for your reference.

IV. VST/Audio Units scan explained

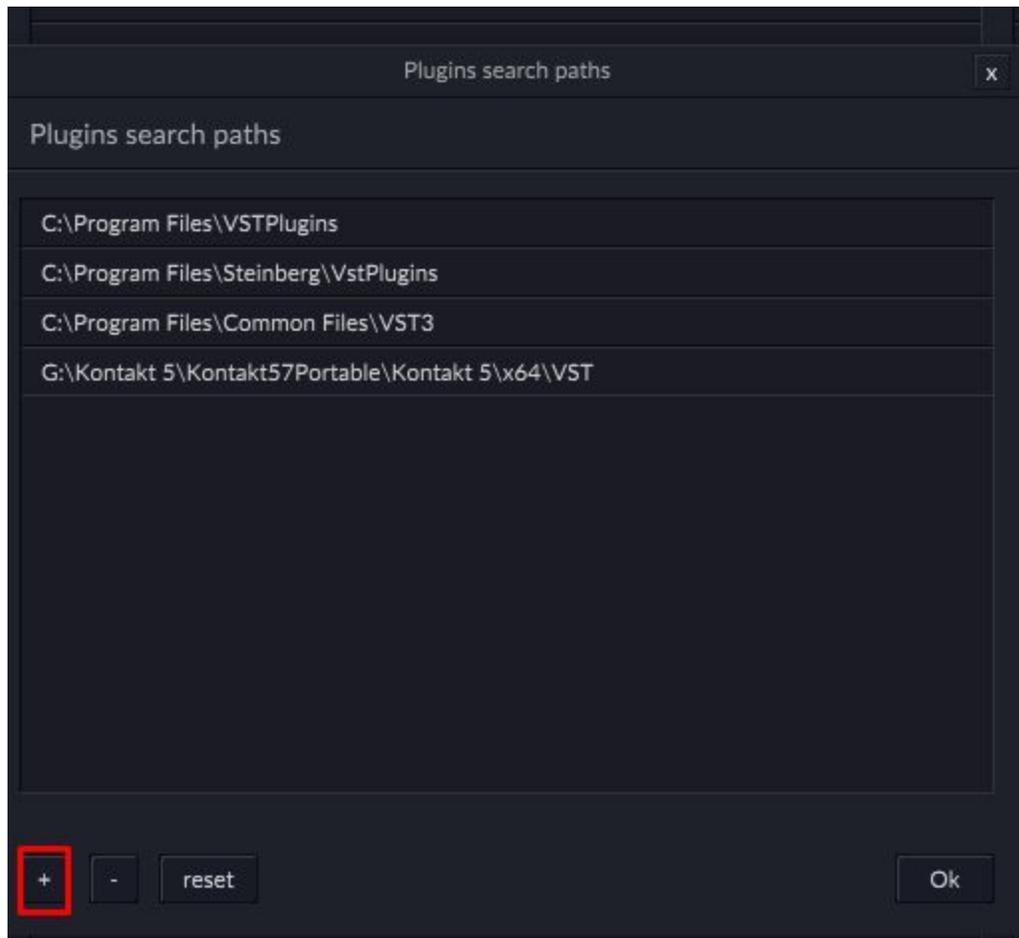
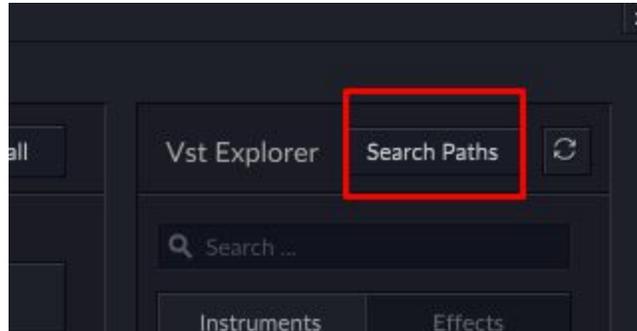
A. VST (Audio Units on Mac OS) scanning enables you to use external VSTs in Orb Composer S, such as Kontakt, Omnisphere, and many others, including effects plugins.



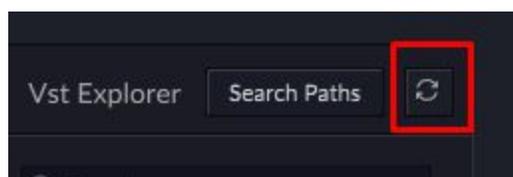
B. You can access the VSTs and scan for them in any of three ways. Press ctrl+shift+p, click on an instrument name on the left side of the main window, or click the Edit button at the top, and click on Instrument Preferences.



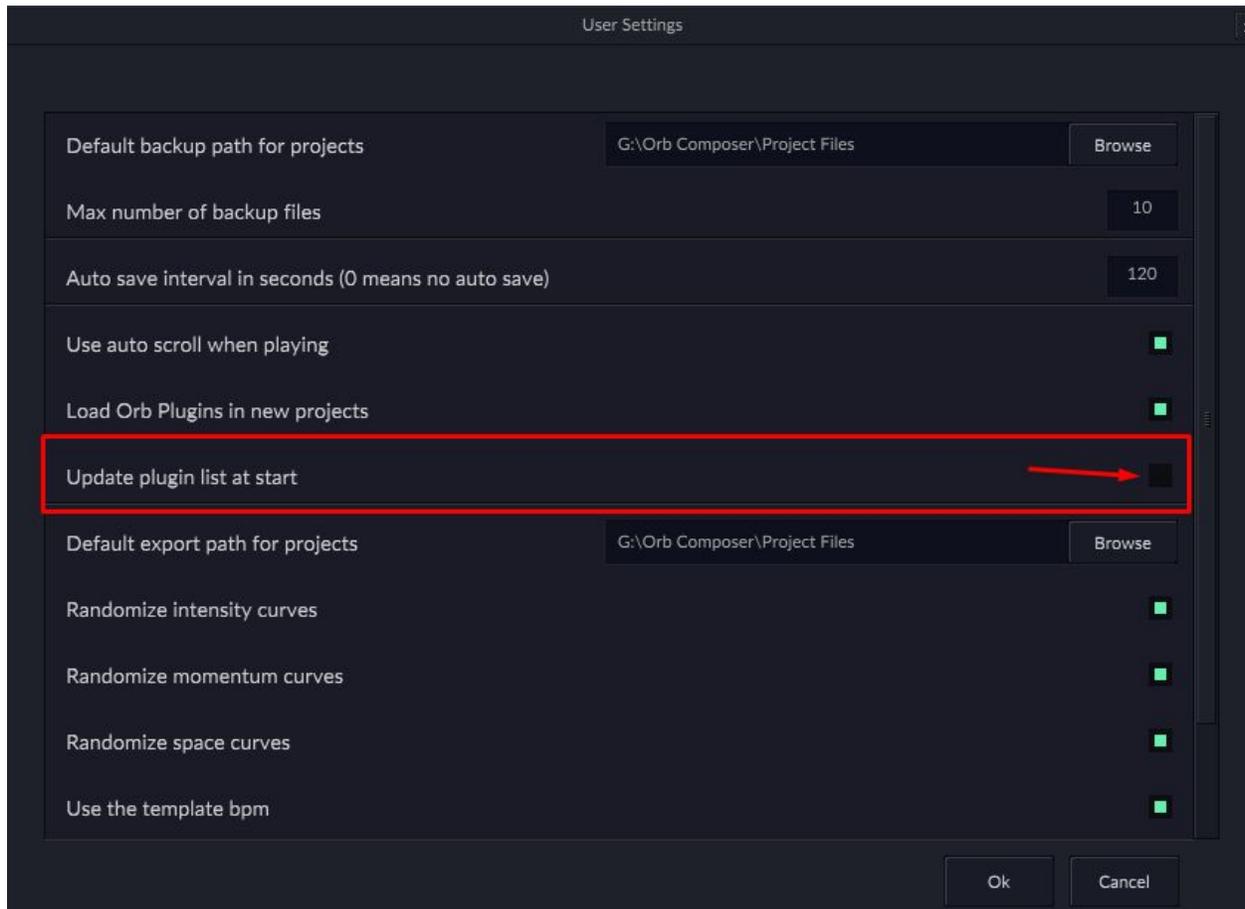
C. Once here, you can then click on “Search Paths” next to the text “VST Explorer”. Doing this opens a dialog box that will let you choose the paths to scan for VSTs and plugins. You can define as many as you need to.



- D. Once you have defined your paths, you can then click OK, and then in the Instrument Preferences window, click the “circle arrows” button to refresh your VST list.



- E. VST folders are always scanned on startup of Orb Composer. To disable this, go to Edit, then Show user settings, then uncheck the box that says “Update plugin list at start”



- F. It's important to note that while Orb Composer S supports VST3, it is recommended to use VST 2, as VST 3 support is only basic in this version.

V. DAW VS standalone workflow

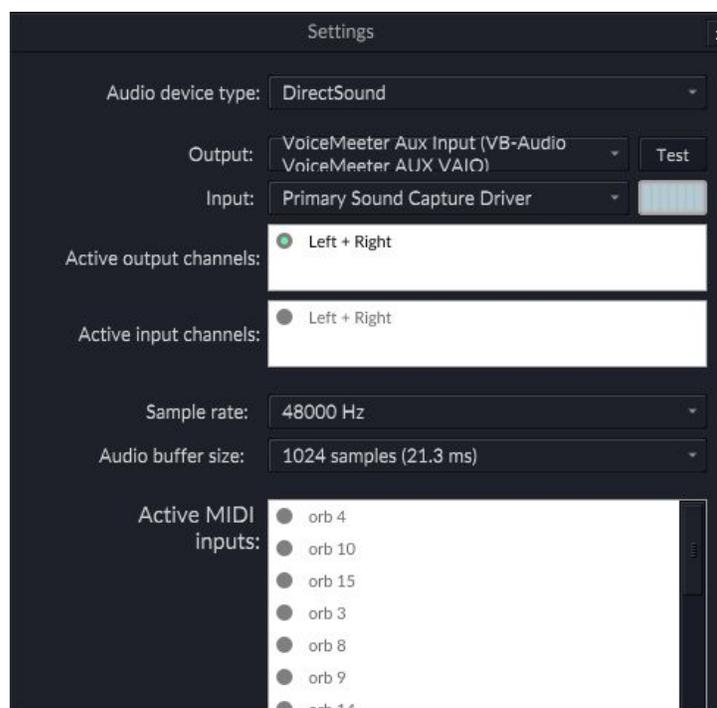
- A. Previously in Orb Composer, you had to connect Orb Composer to a DAW, which was quite tedious to setup, and much less reliable than Orb Composer S. Orb Composer S is a standalone software that enables you to have a much less intrusive and complicated workflow. You simply load

all of your VST instruments directly into each articulation or instrument you are using, and you can even add VST effects to each articulation as well.

- B. However, Orb Composer has some limitations, and while you may be satisfied with the results in Orb, you might want to edit MIDI or WAV files separately. It is at this point that you would export all of your files, and open them in the DAW of your choosing for further editing. We will go over this more in detail later.

VI. First opening : UX/UI overview, menu explained

- A. While the basic UI of Orb Composer hasn't changed much in Orb Composer S, there are some key features that should be noted, and we will review the UI.
- B. There is a new menu in Orb Composer S for defining sound output settings, and choosing the sample rate, and hz of your project. This is an important thing to set right. Set your samples too high and your latency will have a really long delay in listening, but set it too low and you'll run into issues with cutouts. We suggest somewhere between 1024 and 2048 samples for optimal latency and least amount of cutting out issues.

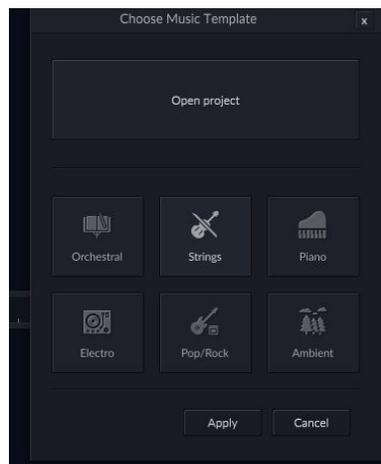


VII. My First Music with Orb Composer

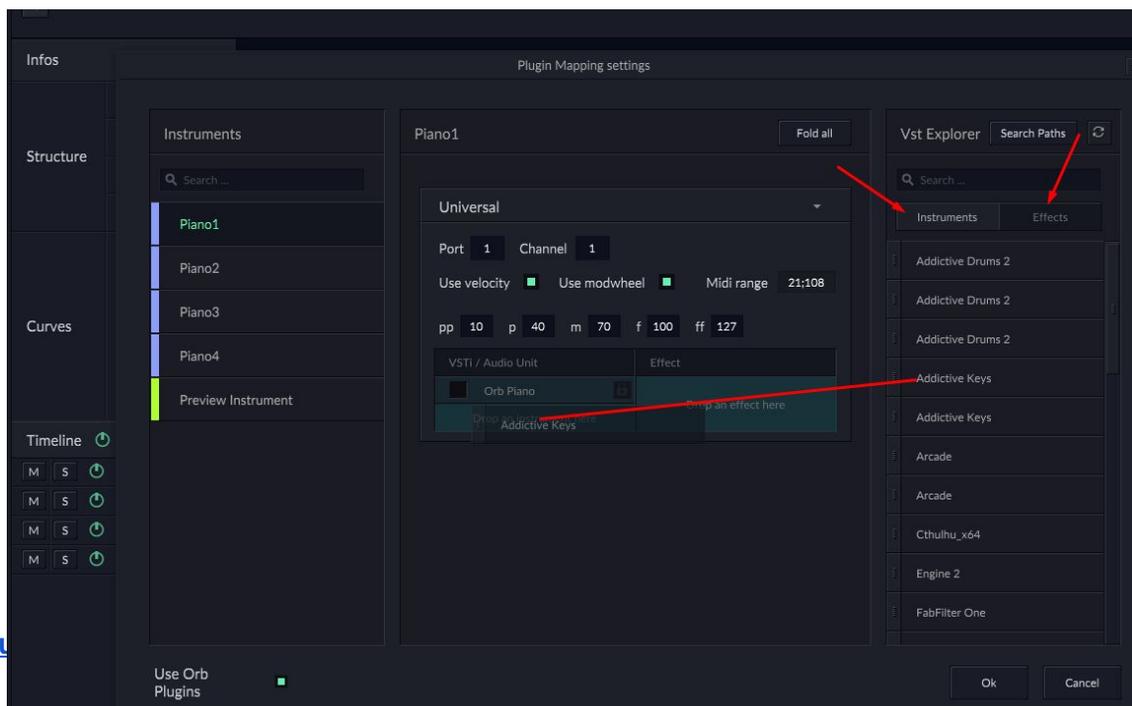
A. Video Explanation

1. <https://www.youtube.com/watch?v=q8uyW9y1VRo&t=311s>

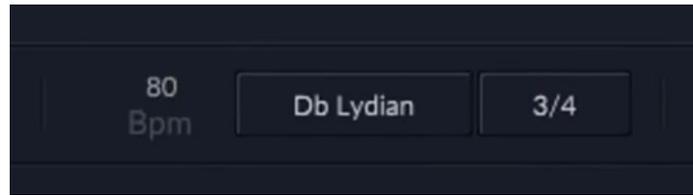
B. First, you'll want to select an existing template, or build your own, by hitting "CANCEL" and then dragging any instruments you want into the timeline.



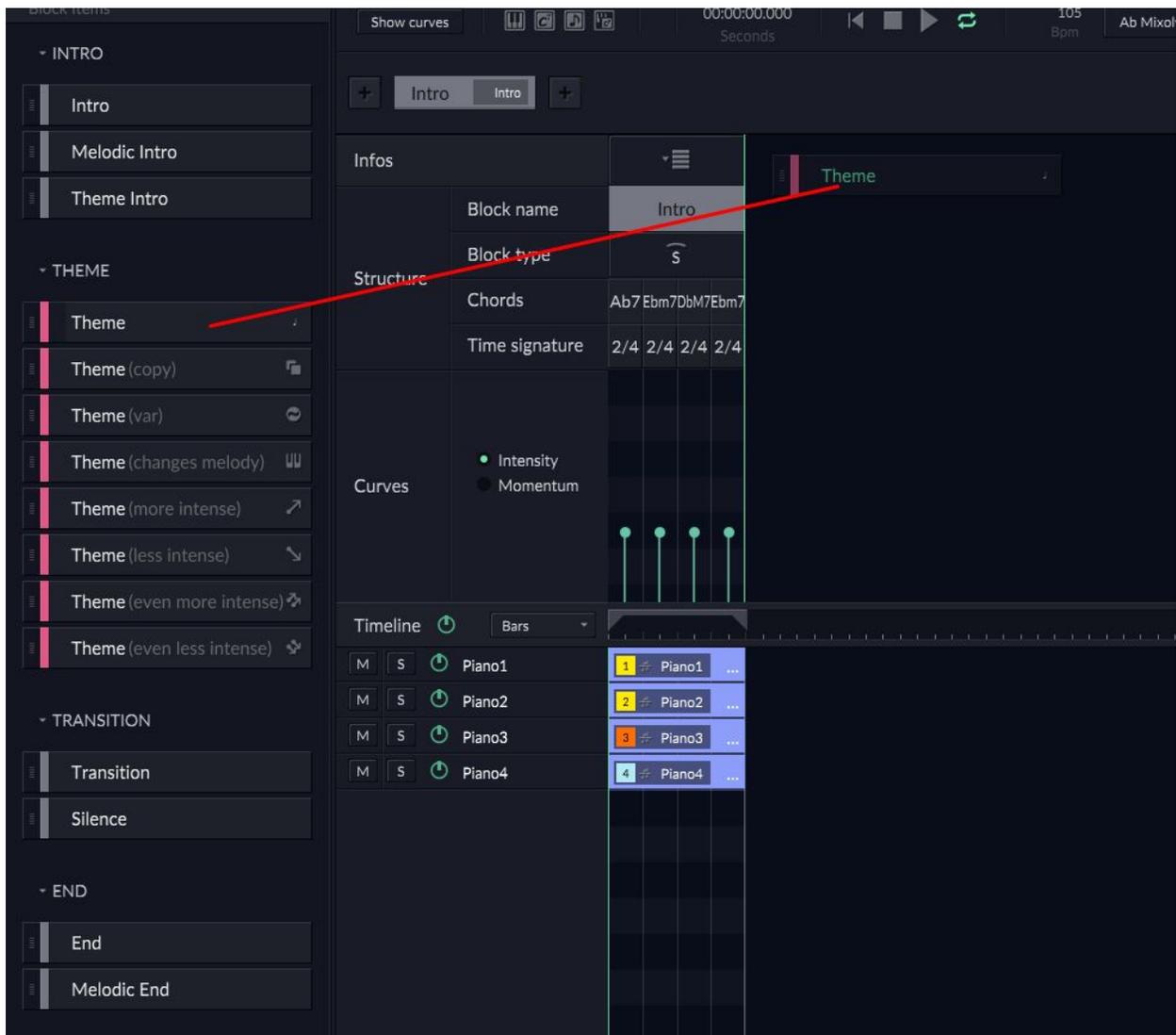
C. For any instruments you add, open the instrument settings by clicking on the instrument in the timeline, or hitting CTRL+SHIFT+P, and then drag in any instruments you'd like from your VST list.



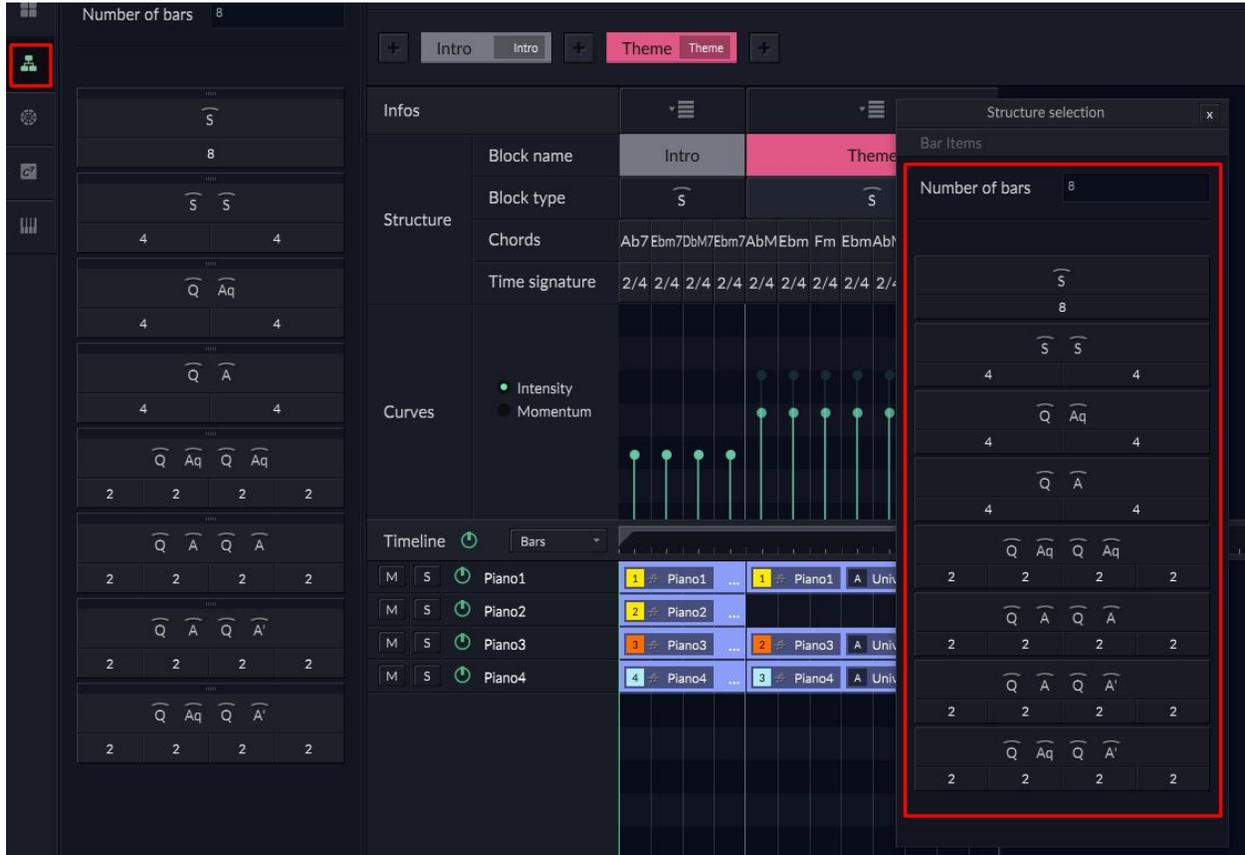
D. Next, finalize your default track settings (BPM, Key, Time Signature)



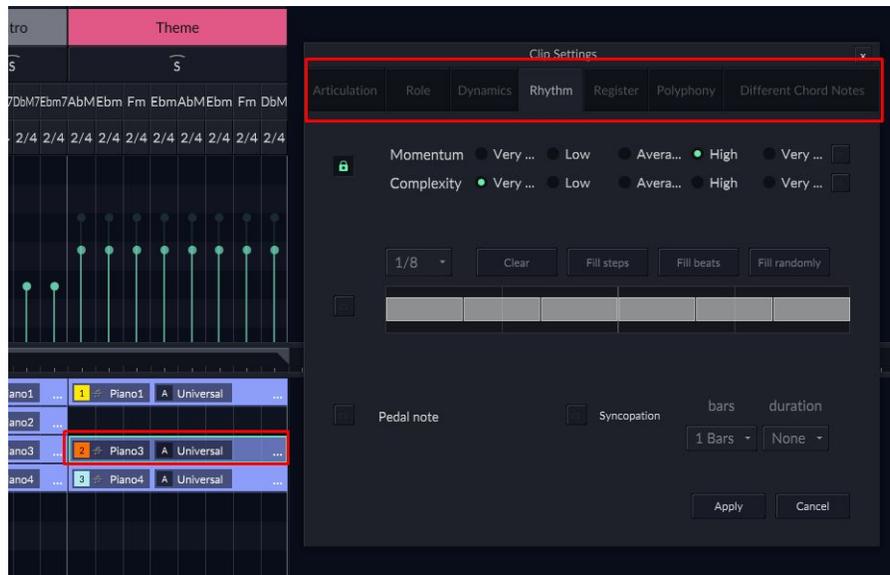
E. Then, start picking your track structure by choosing your blocks. Intro, Theme, Transition, and End blocks.



F. Choose and experiment with different block structures.



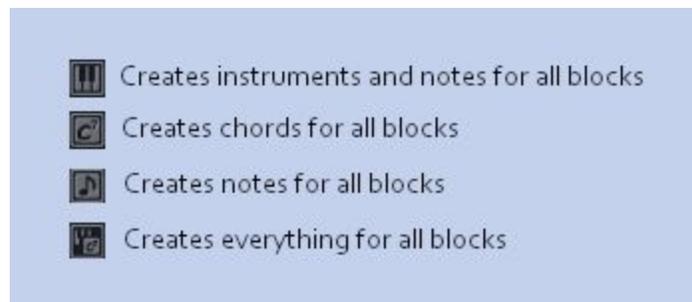
G. Once you have finished building your track, you can then start to experiment and listen to what Orb Composer has written. For instance, you can double click on any clip and see detailed settings that will let you customize everything Orb Composer does with that clip.



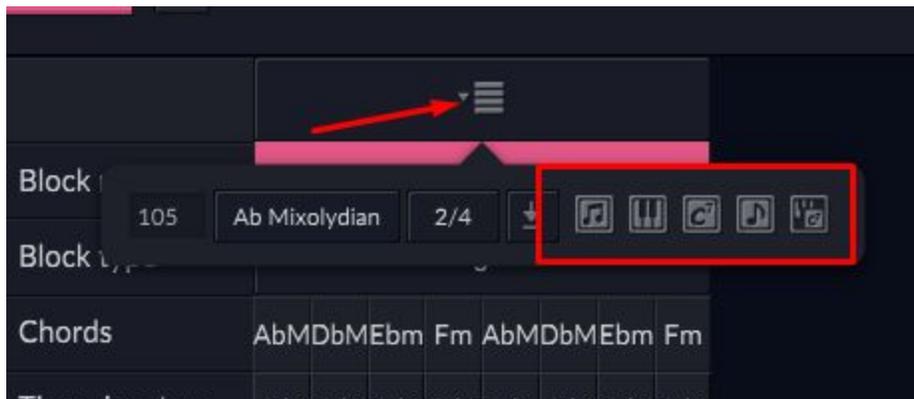
VIII. Refresh melody and chords with AI

A. Video Explanation

1. <https://www.youtube.com/watch?v=q8uyW9y1VRo&t=619s>
2. Refreshing melody and chords is easy and there's two ways to do it.
3. One is to refresh everything using the main menu buttons:



4. You can also do this per block:



IX. Build your own chord progression

A. Video Explanation

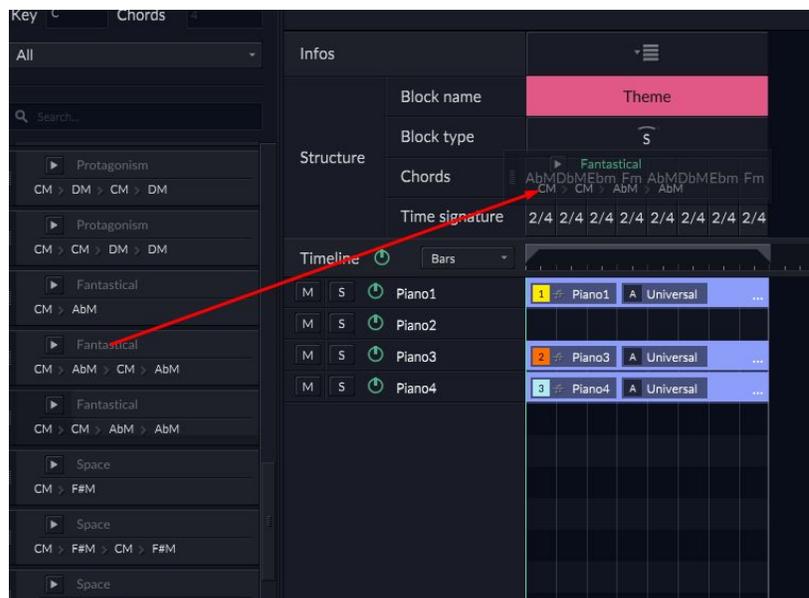
1. <https://www.youtube.com/watch?v=q8uyW9y1VRo&t=698s>

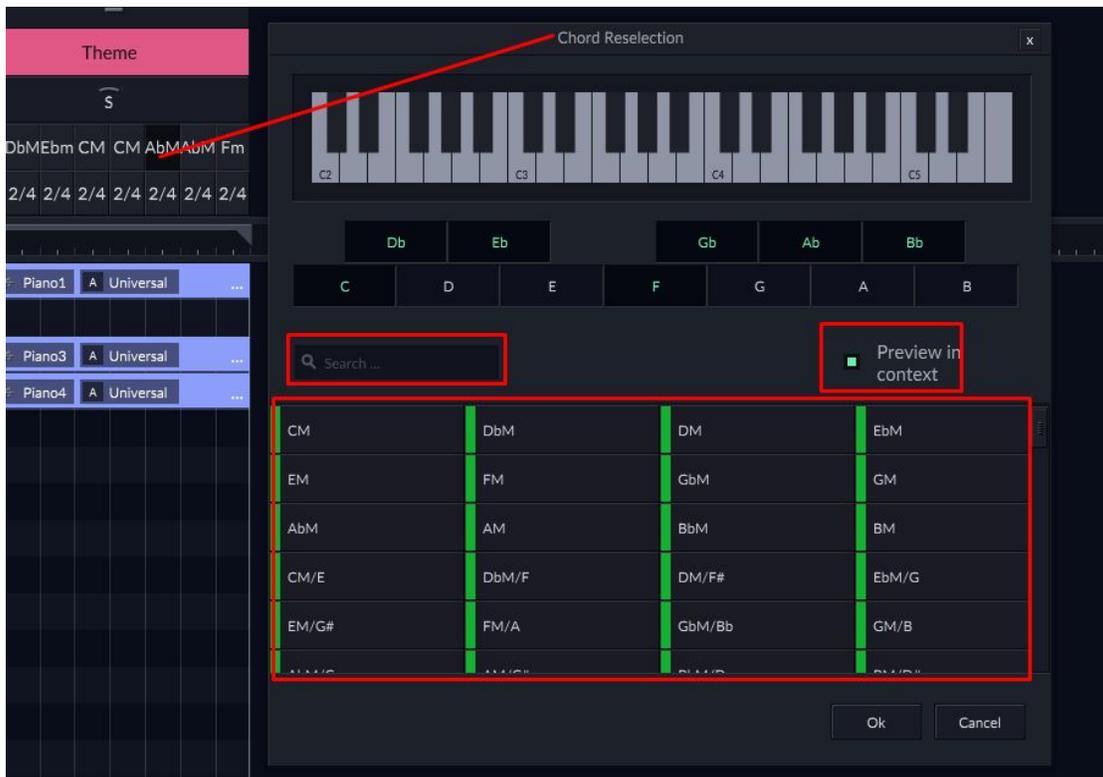
B. Building your own chord progressions can be done in two ways.

1. You can choose from a list of dozens of premade chord progressions



- a) Simply drag and drop the chord progression you want to use into the chords section of your blocks





2. You can also double click on any chord in the Chords section and choose custom chords, and hear them in context.

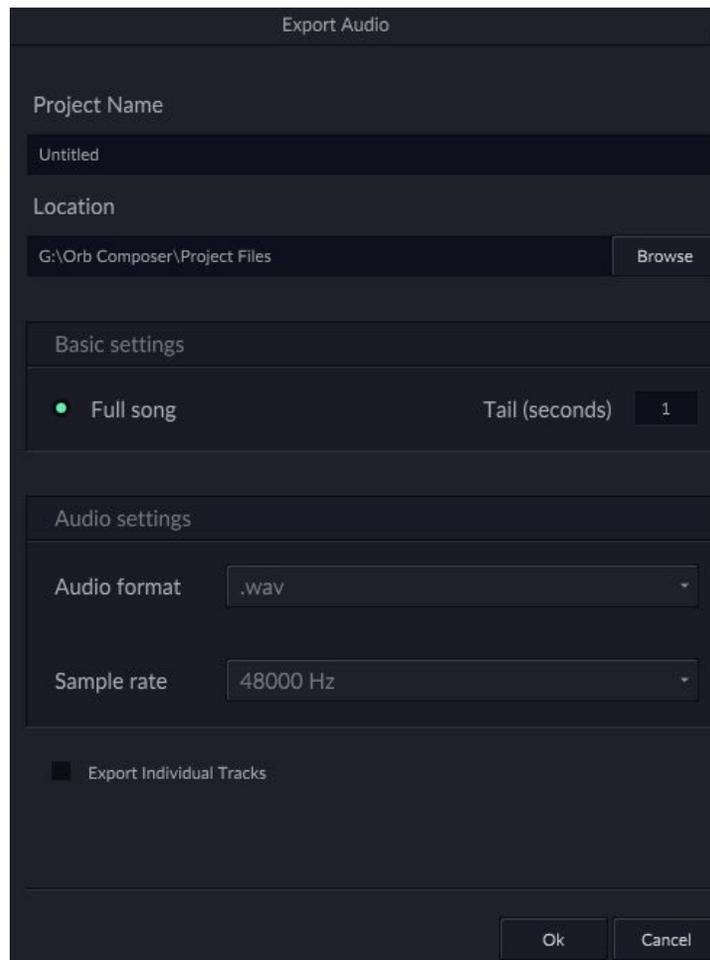
X. Exporting MIDI/Audio

A. Exporting MIDI

1. Go to File > Export MIDI
2. Choose where you want to save the file, and give it a name
3. Click Save

B. Exporting Audio

1. Go to File > Export Audio
2. In the dialog box, select your Project Name, tail length, whether you want to have individual tracks or the full song mixed together, and the location to save the file



XI. Project Template to Store VSTs for future projects

- A. It is recommended that if you have instruments or templates you want to use frequently that you start a new file from scratch, and then save the project as a TEMPLATE file to use for future tracks.
- B. This will prevent you needing to add instruments/VSTs/effects/etc.
- C. You can create as many templates as you need to as many different styles and projects as you require, and this is the recommended way to use Orb Composer S to ensure faster workflows for ongoing composition projects.

XII. FAQ and Opening Tickets

- A. We love [receiving your tickets \(link here\)](#) because it gives us a chance not just to help you, but to improve our software for everyone. However, we strongly encourage you to explore our [FAQ](#) prior to opening a ticket.