# ORB PRODUCER SUITE

# Contents

# ORB PRODUCER SUITE - *GETTING STARTED*

## Introduction - What is Orb Producer Suite?

The Orb Producer Suite are four MIDI + Audio plug-ins for the musical roles

- ORB *CHORDS*

- ORB *BASS*

- ORB *ARPEGGIOS*

- ORB *MELODY*

All plugins are synced together just like a band.

Each plugin also contains a separate wavetable synth.

This lets you generate and edit compositions rapidly and get inspired by the music and sound engines built into the plug-ins.

## Installation

Drag and drop the .vst3 files into one of the following paths and set your DAW to search for plug-ins the respective path.

**MacOS:**

Library/Audio/Plug-ins/VST3

**Windows:**

C:\Program Files (x86)\Steinberg\VstPlugins;

C:\Program Files\Steinberg\VstPlugins;

## Basics

Open your DAW (Digital Audio Workstation) and first drag an OP *CHORDS* plug-in onto a free track. The *CHORDS* plug-in is the master that coordinates all others, so it needs to be created first. After that, feel free to add the *BASS, ARPEGGIOS* and *MELODY* plug-ins, each on their own tracks.

As Orb Producer will already generate a composition, feel free to start right here. Otherwise, play with all the musical parameters before you hit the ORB button located in the center of the parameter space. This button will regenerate all the musical context of the role you are editing. Hit as many times as you want!

# Composing Music on the *MIDI* Side (Part 1)

## Top Header



A -> Solo/Mute (affects MIDI and Audio)

B -> Sound volume

C -> Synth Preset

D -> Playhead (Sync with all plugins)

E -> Disables the plugins Playhead to enable the Playhead directly from the DAW. That means the DAW Play/Stop will control all Orb plugins.

F -> Switches between the Midi and Synth view. (Shortcut *S*)

G -> Enables/Disables the Synth. Disabling the Synth is useful if you want to route the Midi notes to an external VST or Synth hardware.

H -> Undo/Redo

I -> Settings / Version

# Magic buttons and Global Themes Parameters



A -> The most powerful button. Randomly changes the musical parameters of all Orb Plugins at once.

B -> Recreates a new chord progression for the current theme.

C -> Enables *SPLIT* to allow multiple chords per Bar. *Ctrl + click* creates directly new splits.

All the following global parameters only affect the selected current Theme.

They are self-explanatory:

- Tonality key and scale

- Time Signature (2/4, 3/4, 4/4, 5/4, 3/8, 5/8, 7/8, 9/8, 12/8)

- Bars = number of full musical bars created

- Chord Progression

## Scale Chords

The song chords represent the current chord progression for the selected Theme.



Each chord can be selected and then displays 3 different characteristics (yellow arrows) :

- The Chord key in the scale

- The Chord Type (Maj/min/Sus2/Sus4/dim/aug)

- The additional chord colors to enrich the chord. (7th/9th/11th/13th)

# Composing Music on the *MIDI* Side (Part 2)

Orb Producer Suite helps you compose music, but also comes with a built-in synthesizer. You can switch between the MIDI and SYNTH view via the two tabs on the plug-in header. By default you will find yourself in the MIDI tab where you generate and edit your music. The musical parameters around the generation are divided into two sections.

The upper section of

- *DENSITY*

- *COMPLEXITY*

- *PHRASE LENGTH*

are high level musical parameters that allow to reset the direction of your music.

Set a low *density* for a calm phrase or a high *density* for a more energetic musical phrase. *Complexity* defines how sophisticated the generated rhythm will be.

The *phrase length* is set in bars and defines how many bars the musical phrase will span.
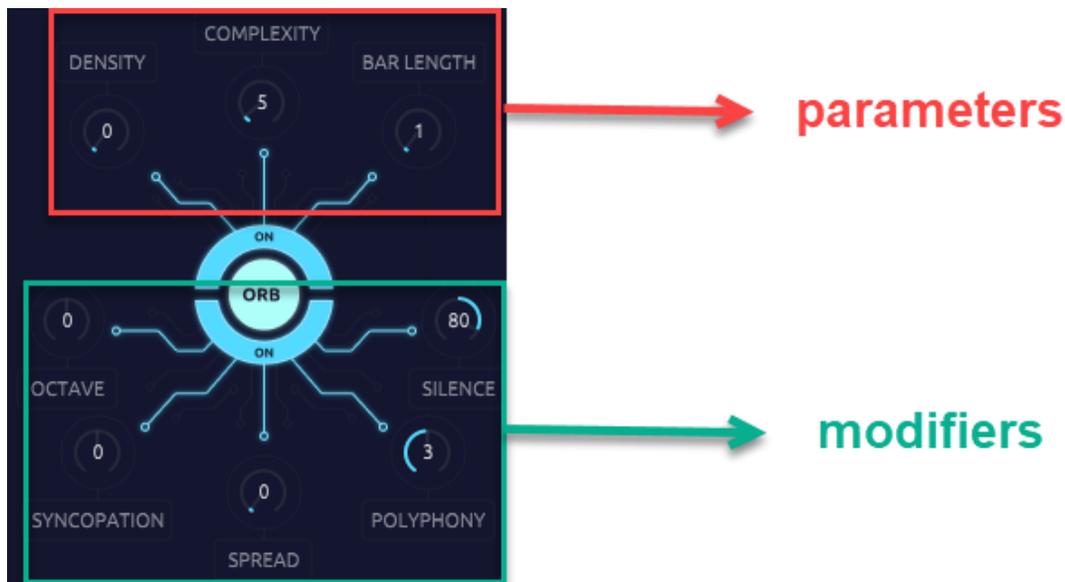


The lower section are modifiers that let you sculpt the generated notes precisely without regenerating the musical context.

These are the following modifiers:

- OCTAVE

- SYNCOPATION

- SILENCE

- POLYPHONY

- HUMAN TOUCH (non-chords plugins) or SPREAD (chords plugin)

Shift the notes up or down several octaves with *OCTAVE* parameter. Pull or push the notes off the beat with by turning the *SYNCOPATION* knob. *HUMAN TOUCH* let you introduce rhythmic variations for a more human feel.    SPREAD out the notes across several octaves. Set the number of voices with *POLYPHONY* to create denser music. Introduce rests by shortening the notes either from the left or right side by adjusting the *SILENCE* parameter.

*SPREAD* spreads the chord notes more when you increase the value.

# Wavetable Synthesizer on the *SYNTH* Side

By clicking on the synth tab on the header you can switch to the synth view. Here you can tweak the sound or generate your own synth patches.

The built-in synth provides you with two wavetable oscillators, each with its own state-variable filter. Two envelope generators (ADSRs) let you tweak the output envelope (AMP) or modulate other synth parameters (ENV).

The modulation matrix lets you assign more modifiers like the LFO1, LFO2 to selected synth parameters. Try assigning an LFO to a filter frequency and click PLAY to enjoy a classic modulation sound.

Finally, the synth provides an effects section on the lower right where you can add delay, reverb overdrive and turn on a glide effect to slide between notes.