HYDRA STACK

Introduction

Hydra Stack is a collection of Multi Sampled instruments sampled from a Hydra Synth using the Wavestack Mutant. This module creates a Supersaw style of sound from the loaded oscillator shape. 218 instruments have been sampled at 96khz using 2 samples per octave over 5 octaves for a great sampled range. There are 2 complete sets, one set at 20% detune and the other at 40%

The digital waveforms from the Hydrasynth are special due to their high resolution and so they are a great collection for bright sounds that never sound harsh.

The 'Stack' Kontakt instrument was designed to be a simple 2 'Oscillator' Synth for easily creating/ randomising sounds It deploys a wave shape and time method to shape the volume and filter envelopes. I often create complex scripts, but I hope that this one is simple and easy to understand.

I resisted adding the usual effects as I think these samples sound really good without them, and I also wanted to create an instrument that was easy on CPU. I did include Room Reverb, although it doesn't get used often in randomised sounds.

Global Options

- OSC MIX - This Mixes between the two virtual oscillators to achieve the desired balance.

- SPREAD - Pans the Oscillators away from the centre in opposite directions

- DETUNE - Detunes the Oscillators away from each other in opposite directions.

- TUNE B - Semitone Tuning for Oscillator 2.

- PITCH BEND - Sets the range of the Pitch Bender between 0 and 24 semitones.

- VIBRATO - Sets the speed of the Vibrato LFO, use the mod Wheel for Vibrato amount.

- REVERB AMT - The amount of signal sent to the reverb.

- REVERB TIME - The length of the Reverb Time.

- MASTER VOLUME - Master volume of the instrument.

- SHADE - Applies a Colour top the GUI.

- W - Randomise both the Oscillator waveforms.

- D - Load Default Settings

- R - Global randomise, this will randomise all values.

Synths

There are 2 synths (oscillators) with identical settings:

- BANK - There are 2 banks of 109 samples, II will use the second bank and the % button will switch between the 20% and 40% versions.

- WAVE - Selects the waveform, it can be selected via the knob or the menu.

- CUTOFF - The frequency Cutoff of the Filter.

- RESONANCE - The Resonance of the filter.

- ENV - The amount of Envelope applied to the cutoff.

- ENV TIME - This will decide will decide the envelope time of the selected shape.

- RELEASE - The release time of the Envelope.

- VELOCITY - The velocity sensitivity of the Oscillator.

- SHAPE - Selects the Shape of the Envelopes. Note that this is for both Volume & Filter Envelopes.

    - STAB - Full Attack to zero
    - BRIDGE - Equal Attack and Decay time to zero.
    - ATTACK - Attack time to full & then zero.
    - ATTACK 2 - Attack Time to full Sustain.
    - SUSTAIN - Full Sustain.

- W - Randomises the Bank/Waveform.

- D - sets to Default.

- R - Randomises the Synth.