

HARDSTYLE VOCAL EDITOR
DOCUMENTATION

LUS Hardstyle Vocal Editor

Output: st. 1 | Voices: 0 Max: 3 | Memory: 43.30 MB | MIDI Ch: [A] 1 | Tune: 0.00

STYLE 1 | **MAIN VOICE** | **STYLE 2**

Pitch | Panning | Volume | Pitch | Panning | Volume | Pitch | Panning | Volume

Formants | LP / HP FILTER | LP / HP FILTER | LP / HP FILTER

Sample Start | Timestretch

HARDSTYLE VOCAL EDITOR

Cinematic Hardstyle
VOICE OVERS

ROBOTIZER

Robo 1 | Robo 2 | Robo 3 | Robo 4

STUTTER | Mix | Frequency | Fade | **PANNER** | Mix | Frequency | Width | Frequency | Mix | **RESET LABELS**

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HARDSTYLE VOCAL EDITOR

DOCUMENTATION

Installation & Requirements

This instrument is created for Kontakt Full Edition v5.6 and newer.

OS: MacOS or Windows resolution 800x750 minimum. The **full, paid** version, of Native Instruments Kontakt is required to load the instrument in.

It can be used in the free Kontakt Player for 15 minutes in demo mode per session, but this is not user friendly.

The instrument requires 47 MB of RAM memory on top of the usage of Kontakt and the DAW.

Loading the instrument

- Start your DAW and load Kontakt 5.6 or newer.
- Locate the Instrument in the folder



Name	Size	Tem..	Date
↑ ..			
LUS Hardstyle Vocal Editor (Custom Audio).nki	20.10 kB		09/02/2022 15:02
LUS Hardstyle Vocal Editor.nki	24.31 kB		09/02/2022 14:54
📁 Samples			09/02/2022 12:46

- Open the *LUS Hardstyle Vocal Editor.nki* file or the *LUS Hardstyle Vocal Editor (Custom Audio).nki*
- The Hardstyle Vocal Editor will load and is ready to use

Note: if you use Drag and Drop load in Ableton Live, issues might occur. Please load the .NKI from within Kontakt itself instead of directly loading the .NKI via drag and drop.

Note 2: the custom audio.nki version can best be used in case you want to use your own audio in the Vocal Editor.

In case you only purchased the Vocal Editor and not the full Hardstyle Vocals pack, you will only have the Custom Audio.nki

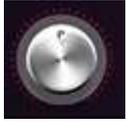
Features



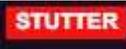
Hardstyle Vocal Editor description

The Hardstyle Vocal Editor is a sampler instrument which consists of 3 different sound layers. It is designed to easily apply certain processing effects to vocal audio. For example pitch shifting, time stretching, robitizing, distortion and volume stutter effects.

General features



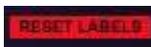
Knob – click and drag with your mouse to change the value. CMD / CTRL + click will reset to the default position, in case the knob has a default position.



Enable feature – a feature is enabled in case the switch fills red with white text.



Toggle – A toggle can be used to enable or disable a voice layer.



Reset Labels – some text displays are updated with knob and slider values. Click this button to reset the text displays to its default instrument text.

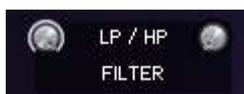
Voice Layers

The instrument features 3 voice layers which can be used independent or in sync. *Main voice, Style 1 & Style 2*. Each layer contains the same voice sample per key. In case you load your own audio, make sure all layers consist of the same voice if you want to make use of multiple layers playing at the same time.

Each layer has Pitch, Panning and Volume controls.



Each layer has a Low Pass and High Pass filter.



Use these controls to optionally blend the vocals together in case multiple layers are used. *For instance, remove the high-end of layer style 1 and remove the low-end of the main style voice.*

Main voice



The center layer is the main voice layer which loads without any effects applied and default pitching is applied.

Style 1



The left layer is designed to process a deep trailer voice effect controlled by setting the formants. Formants are the harmonic frequencies that occur in the human voice.



They define the timbre and alter the perception of how a vocal has been performed (more from the diaphragm than from the throat, for example). A typical vocal signal, like all signals with an inherent musical pitch, comprises a fundamental frequency - the root pitch - and mathematically-related harmonic overtones.

Regular pitch shifting will transpose the fundamental and related harmonics up and/or down while maintaining their relationship, resulting in an obvious transposition of musical key.

Style 2



The right layer is designed to process a more extreme effect to create a deep and robot-like voice via formant shifting. See the description at style 1 to read more on formant shifting. Style 2 has a similar configuration, but with different base parameters for the shifting and pitching.



Stretch & Start



The timestretch control plays the voice sample faster (dial right) or slower (dial left). In center position the sound is played as originally recorded. The control can be automated to create music timed effects.



Most voice samples have multiple takes or lines. The Sample Start lets you change the start time later in time so a different part of the vocal is played back.

Motion section

The instrument features a “Stutter motion effect” and “Panning motion effect”.

Stutter motion



The stutter motion is a volume stutter effect. This allows for the sound to play gated on and off. The stutter effect has controls to set the fade in of the stutter, mix the sound with the non-stuttered audio and set the speed of the effect.

Panner motion



The panner motion is a panning effect. This allows for the sound to play left and right on and off. The effect has controls to set the width of the panning, mix the sound with the non-panned audio and set the speed of the effect.

Amplifier Envelope

The Amp Envelope features the four most important controls:

Attack, Decay, Sustain, Release. Knob values are shown on the AMP ENV DISPLAY. Click a knob to see its current value.



Master Effects

The instrument features the following effects:

Distortion, Saturation and Bitcrusher.

Drive - Distortion

The drive knob adds distortion to the sound.

Raw - Saturation

The raw knob can be used to add overall warmth and saturation to the sounds resulting in a more expressive sound.

Lo-Fi / bit-crusher

The bit-crusher knob can be used to add some gentle highs to the sound or create robotizing effects.

Robotizer

The instrument features 4 robotizer effects.



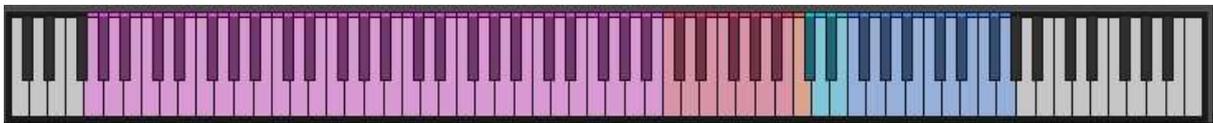
All of them have a unique configuration varying from adding chorus and delay to a doubler reverb style.

The bigger control on the left sets the amount of the robotizer effect and the smaller control on the right changes the style of the effect.

Voice mappings

The Hardstyle Vocal Editor is available with a preloaded pack of deep spoken trailer voice samples. This is optionally depending on if you bought the instrument with the Hardstyle Vocals Vol.1 pack or not.

Hardstyle Vocals Pack - mapping



Pink = Words (start G-2)

Red = Stories (start C3)

Orange = Custom recording (C4)

Turquoise = Combining words (start C#4)

Blue = Preverbs (start F4)

The word, stories and combining words zones each contain multiple takes. Use the sample start to select your desired one.

Load your own vocals (custom audio .nki)

Regardless of the instrument including or excluding the vocal pack, the instrument can be loaded in the "custom audio" version .nki.

This version is preloaded with 25 voice layers that can easily be replaced.

Notes c2 to c4 are preloaded with audio samples.

Read below to learn how to replace the audio with your own files.

Coded, created, designed and powered by O. Wijes for Lussive Audio

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Loading your own samples

You can load your own samples by replacing the default and custom audio files. Locate the [Samples/Hardstyle Vocal Samples/Custom Audio] folder. Make sure you use the *LUS Hardstyle Vocal Editor (Custom Audio).nki* since that has 25 custom audio slots mapped.



Since this instrument is created for Kontakt 5.6 and newer, drag & drop loading is not implemented since that's available in Kontakt 6. There will be a future version that supports this.

Method 1: replace the audio files in the folder

You can load your own samples by replacing the custom audio files. Make sure you keep the exact filename.

The Custom Audio folder contains 25 files which in the instrument load from notes C2 to C4. Refresh / Reload your Kontakt instance after replacing the files.

Method 2: Use the “exchange sample” feature in Kontakt

Experienced Kontakt users can change the samples via the Expert Zones mode. It's a simple process which best can be done via the Expert Mode or Edit Instrument mode.

Step 1: make sure you have the Full Kontakt rack view opened by clicking on this, or similar, icon.



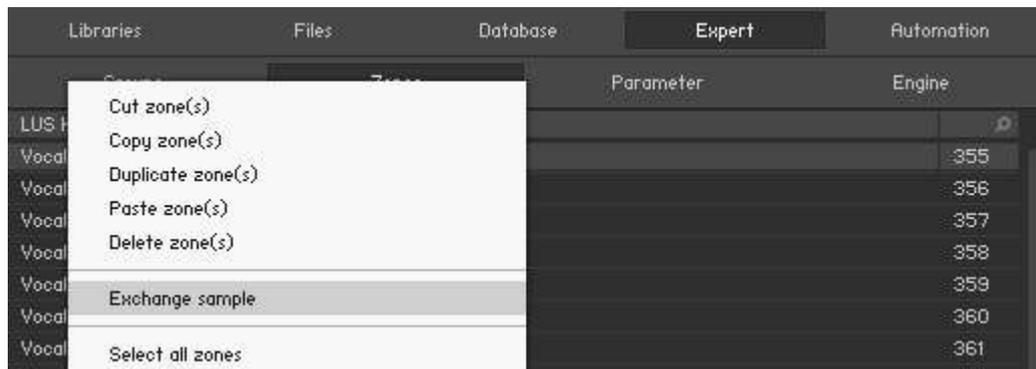
Step 2: Click the “Edit Instrument” icon.



The instrument is in edit mode now and in the Expert Mode tab you can now see all “Zones”. A zone contains a sample. It should now look similar to this:

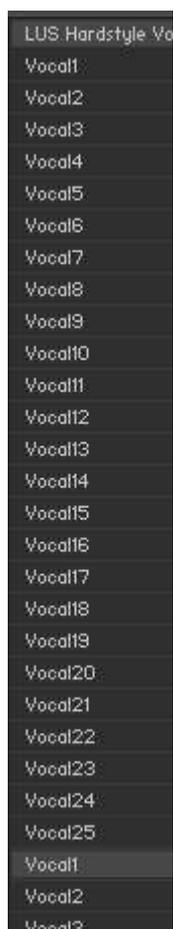


Step 3: Right-click a zone and select “Exchange Sample”



Step 4: Select the file from your harddrive and confirm.

Step 5: Repeat this step voor each group.



Since there are 3 *groups* (main style, style 1 and style 2), you need to replace the similarly named zone 3 times in total.

So, if you replace: Vocal1, you have to replace all 3 available Vocal1 zones.

For example, see the top and highlighted one in the image on the left.

Tips & Tricks

Automation

By default all knobs have been configured in the Host Automation. Ready to use for all controls. If needed, you can always automate your controls in your DAW by using the Automation Drag feature in Kontakt. After enabling automation on one of the features, you can use your automation lanes in your DAW and any knob you twist in record mode is automated.

Default values

Many knobs have a default setting value. Like 0,0 DB or 0,00 Tune.
Ctrl / CMD + Mouse click results in the knob to be restored to its default position.

Precision knob set

You can set a knob with more precision by holding the SHIFT key while you change the value.

Pitch Bend

The Pitch Wheel is set to 24 notes so you can additionally pitch the voice up or down.

Render to audio

In case you are ready editing the voice, it is advised to export the sound to a new audio file in your DAW.

This way you can perfectly time the audio to your track instead of doing this with the midi note timing.

This way you can also export different words or lines from the instrument without having to load multiple instances.