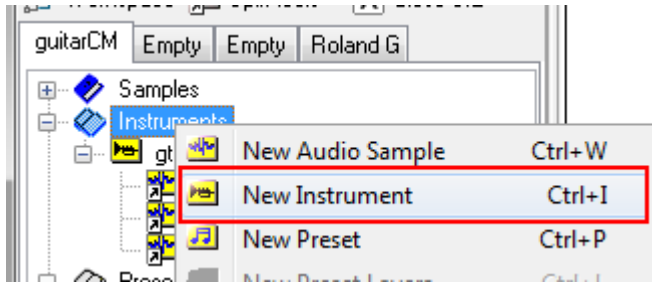


Tutorial part 2 - Add artificial velocity layers

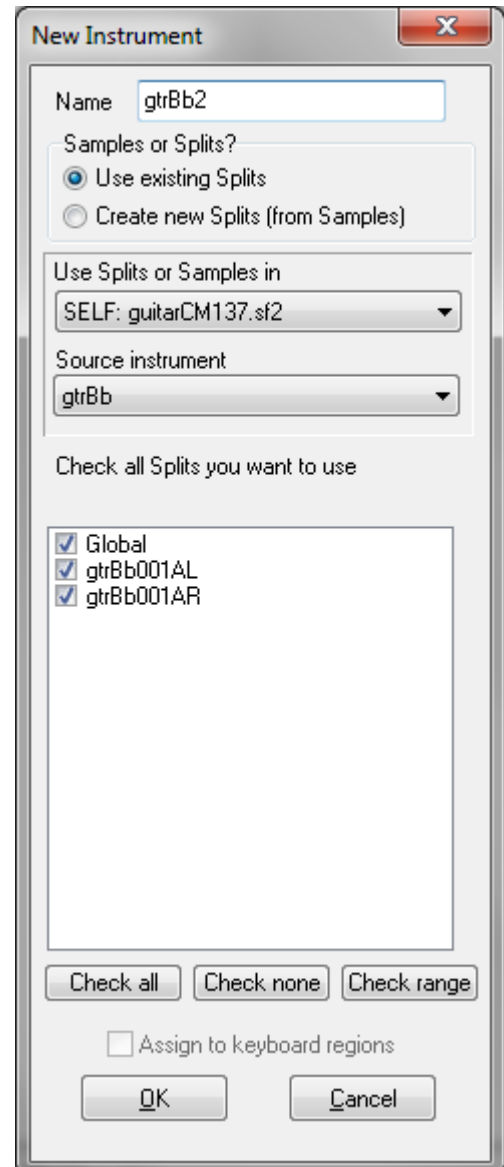
The example SoundFont is very simple: there is one single instrument and one single preset. The instrument uses only one stereo sample.

Start by adding new instruments:

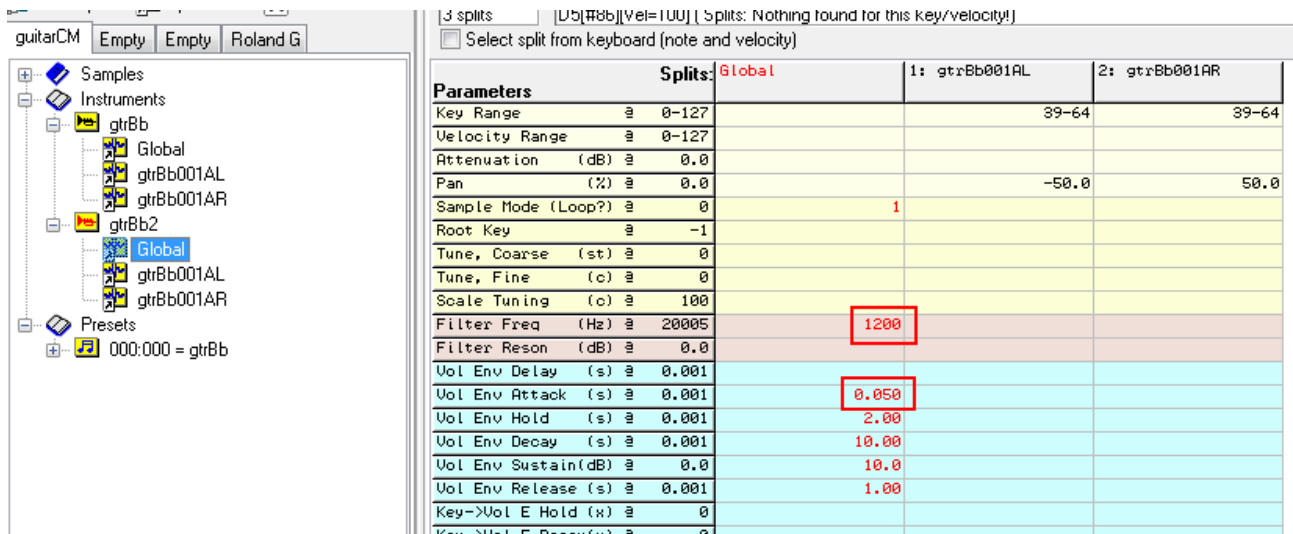


- Use existing Splits (do not create new splits from samples)
- Copy from the same SoundFont
- Use the only instrument present at this time. R
- Rename the first instrument to something like "gtrBb2".
- With this dialog you can define which instrument to copy the data from. In this case all splits should be checked.

Press OK to create the new instrument.



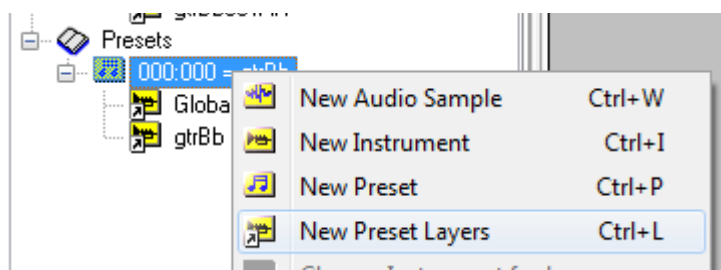
Next, select the Global split of the new instrument and edit the parameters you want to change. For example, set the “Filter Freq” to a lower value and make the” Vol Env Attack” higher:



You can audition the changes and compare to the original instrument (“gtrBb”) by switching back and forth between the two Global layers.

When you are done (for the moment), create the next instrument by copying data from the second instrument (“gtrBb2”). You can now create as many instrument s as you like and fiddle around with the parameters as you like.

When you are ready with instruments, you can add them as layers to the preset:



In this example I created only two new instrument s, “gtrBb2” and “gtrBb3”. Now I add them as layers to the preset. NOTE: do not check instruments already present or you will get a duplicated layer.



Finally you need to set the velocity ranges for the layers:

Parameters	Layers: Global	1: gtrBb	2: gtrBb2	3: gtrBb3
Key Range		(39-64)	(39-64)	(39-64)
Velocity Range		100-127	80-99	60-79
Attenuation (dB)				

Here is where you need to experiment!

Save the file as Snapshot during the work!