<Crescendo

<Crescendo is a multi-oscillator synth with a filtered white noise generator built specifically for the creation of Riser / Uplifter effects. These effects are common throughout all forms of dance music and are generally used in buildups and breakdowns to create a sense of anticipation or drama just before a drop.

Each time you hit Play, <Crescendo will play for a specified number of bars at a specified BPM. This sound will also be recorded into an audio buffer until you press Play again (whereupon the previous recording is overwritten). You can save what's in the audio buffer at any time by clicking the Write button and you can see a visual representation of what's in the audio buffer by checking the Waveform area of the screen:

There are three types of riser sounds to choose from: a standard rising tone (Riser), a pitch-modulated tone (Bloop) and white noise (Noise), each of which may be played individually or combined with the other sounds. There are various in-built effects to shape the sound and you can further enhance your sound by loading a VST effect onto the end of the effects chain.

Installation

OSX:

Unzip and drag the Crescendo FOLDER (not the file!) into your Applications folder.

To uninstall, delete the Crescendo folder from your Applications folder.

Windows:

Unzip and run the Crescendo.msi installer. Follow the on-screen prompts.

To uninstall, go to Control Panel > Programs and Features > Crescendo and click 'Uninstall'.

Quick Start

Choose from one of the presets available from the drop-down menu in the centre of the screen.

Click the Play button to start / stop the sound. The length of time it plays for is determined by the number of bars and BPM set (default on startup is 140BPM for 8 bars).

Once the sound has played through, click the Write button to write the file to disk (choose from .WAV and .AIFF)

Drop this into a Traktor Sample Slot or your own production in a DAW.

The controls in more detail...

Riser Synth

The Riser Synth consists of three individual oscillators, each of which create a sweeping tone. The Riser will play for the length of time specified in the Recording Length section and will change in pitch over this time depending on the values set on the Start and End dials. For example, a low setting for the Start dial and a high setting for the End dial will result in a rising tone. A high setting for the Start dial and a low setting for the End dial will result in a falling tone.

Shape - Determines the shape of the waveform used to produce the sound: sine wave, sawtooth or square. Sine is quite a soft sound, Saw is raspy and Square is 'hollow' sounding.
Start - Sets the starting pitch of the sound.
End - Sets the ending pitch of the sound.
Curve - This adjusts the 'slope' of the rising / falling tone (see **Curve**

Settings below).
Vol - Volume.
Grey buttons - Turns each individual oscillator or the whole Riser
Synth on / off.
Coloured buttons - Toggle various effects on and off. Please refer to
the **Effects** section below for more details on individual effects.

Curve Settings:

The Curve dial allows you to change the shape of the riser. With Curve
set to medium, the pitch rises / falls steadily from the Start position to
the End position. With Curve set to the lowest value, the pitch rises /
falls quickly then tapers off. With Curve set to the highest value, the
pitch starts slowly then quickly rises / falls to the End position. Here
we can see the path the pitch takes using various Curve settings (for
Riser Synth).
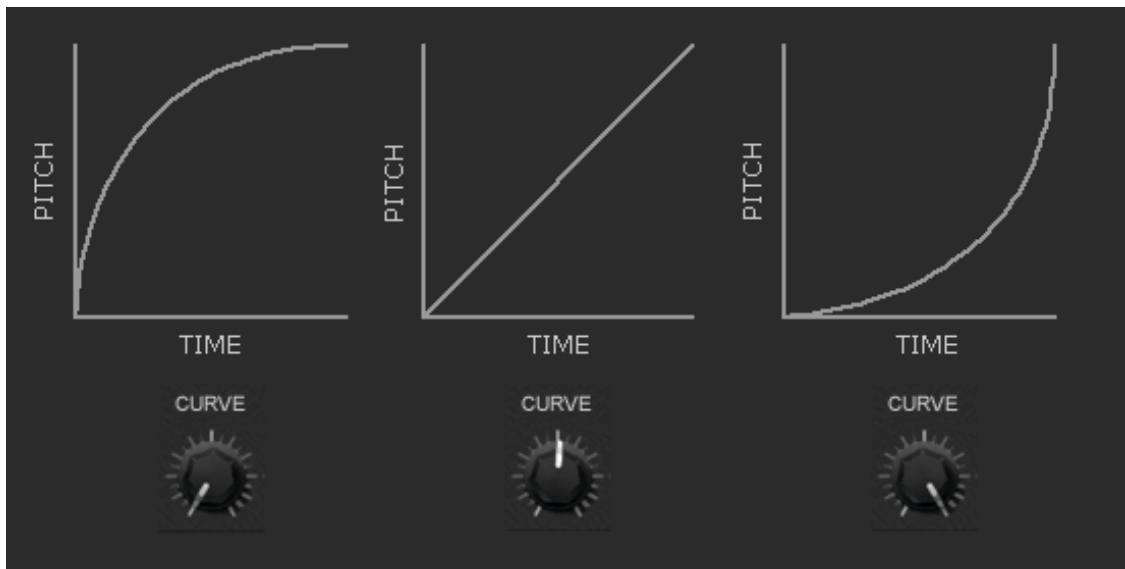
Bloop Synth

The Bloop Synth is similar to the Riser Synth except the pitch is modulated by an LFO, the frequency and width of which can be adjusted and automated.

Shape - Determines the shape of the waveform used to produce the sound: Sine, Triangle or Square. Sine is quite a soft sound, Triangle is raspy and Square is 'hollow' sounding.
Start - Sets the starting point of the Width and / or Freq dials (when Auto is turned on).
End - Sets the ending point of the Width and / or Freq dials(when Auto is turned on).
Curve - This adjusts the 'slope' of the Width and / or Freq of the Bloop Synth (when Auto is turned on).
Width - Changes the LFO range.
Freq - Changes the pitch of the Bloop Synth.
Auto LEDs - Turns on / off automation for the Width and Freq dials. When Auto is turned on, the dial can no longer be moved manually and will instead move gradually over your defined bar period based upon the values set on the Start / End dials.
Grey buttons - Turns Bloop Synth on / off.
Coloured buttons - Toggle various effects on and off. Please refer to the **Effects** section below for more details.

Noise Synth

The Noise Synth is white noise fed through a filter. The filter is then

'swept' from one frequency to another (typically from low to high, creating a rising sound).

Type - Choose the type of filter: High Pass, Band Pass or Low Pass.
**Start** - Set the starting frequency of the filter.
End - Set the ending frequency of the filter.
Curve - Adjusts the curve of the filter sweep.
Q - Adjusts the resonance of the filter.

NOTE: The filter sweep is always automated to start at the frequency set on the Start dial and end on the frequency set on the End dial. Like the Riser Synth, a low Start setting and a high End setting will result in a rising tone and the opposite will result in a falling tone.

Recording Length
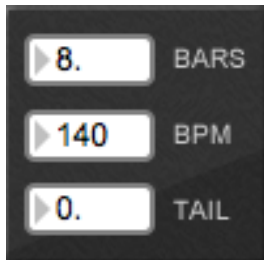
Here you can set the duration of your riser effect.

Bars - Duration of your riser in bars.
BPM - The Beats Per Minute of your riser.
Tail - Duration in bars to continue recording after the riser has ended (used to catch any Reverb / Delay effects that are still playing).

Presets / VST Effect / Playback

Choose from various preset settings or store your own. Add a VST effect, trigger your riser to start / stop and save your finished riser to disk (AIFF / WAV format).

Preset - Choose from various factory presets.
User - Shift-click to store your current settings as a preset. Click to select between stored presets. Alt + Shift to delete.
ON - Turn your loaded VST effect on / off.
Load - Loads a VST effect.

NOTE: When loading a VST effect, Mac users should browse to / Library/Audio/Plugins/VST/ and Windows users to their 32bit VST Plugin folder (typically /Program Files (x86)/Steinberg/ VSTPlugins/).

Open - Opens the GUI of your loaded VST effect.
Play / Stop - Start / stop playback & recording of your sound to the audio buffer.
Write - Save the sound currently in the audio buffer to disk as WAV / AIFF.

Mixer

The Mixer is used to balance the relative volume levels of each sound. You can also set the Attack time (see below) and adjust the stereo width of each synth.

Attack - Controls how quickly the sound fades in. A low attack means the sound plays instantly. A high attack means the sound's volume fades in slowly.
Wide - Widens the sound of the synth in the stereo field. This simply adds a small amount of delay to the right channel, giving the illusion that the sound is spread wider in the stereo field.
Vol - The volume control for each synth as well as the master volume for Crescendo.

Effects

Use the coloured buttons at the top of each synth to turn the respectively coloured effect on / off, e.g., the red button will turn on the Ring Modulator effect. Some elements of each effect can be automated to move between the value set on the Start dial to the value set on the End dial. It will do this over the length of time specified in the Bars field.

Ring Modulator

A Ring Modulator is a classic effect used in all forms of sound production. The original sound is modulated (usually very quickly) by another signal.

Start - Sets the starting point of the Freq dial (when Auto is turned on).
End - Sets the ending point of the Freq dial (when Auto is turned on).
Freq - Manually adjust the Ring Modulator frequency.
Auto - Turns automation on / off. When turned on, the Freq dial will move from the level set on the Start dial to the level set on the End dial. It will do this over the time period set in the Bars field.

Flanger

Another classic effect, created by using very small amounts of delay to manipulate the audio signal.

Start - Sets the starting point of the Freq dial (when Auto is turned on).
End - Sets the ending point of the Freq dial (when Auto is turned on).
Freq - Manually adjust the Flanger frequency.
Amt - Controls the amount of the effect that is mixed with the dry signal.
Auto - Turns automation on / off. When turned on, the Freq dial will move from the level set on the Start dial to the level set on the End dial. It will do this over the time period set in the Bars field.

Gater

Also known as a 'Trance Gate', the Gater opens and closes repeatedly allowing the sound to pass through at predetermined rhythmic intervals. When the Gater is open, the sound is allowed to pass through and when the Gater is closed the sound is stopped from passing through. The rate at which it does this can be set on the Time dial.

Start - Sets the starting point of the Amt dial (when Auto is turned on).
End - Sets the ending point of the Amt dial (when Auto is turned on).
Time - Select from 9 different time divisions for the Gater effect:

1 - 1/2 note
2 - 1/2 note triplet
3 - 1/4 note
4 - 1/4 note triplet
5 - 1/8 note
6 - 1/8 note triplet
7 - 1/16 note
8 - 1/16 note triplet
9 - 1/32 note

Amt - When the dial is turned down only the dry signal can be heard (ie., you don't hear the effect). When the dial is turned all the way up then only the effect can be heard. The Amt dial can be automated by the Auto button and Start / End dials.
Auto - Turns automation for the Amt dial on / off. When turned on, the Amt dial will move from the level set on the Start dial to the level set on the End dial. It will do this over the time period set in the Bars field (see Recording Length above).
Soft - Changes the shape of the Gater effect from a square wave (ie., a strict on / off) to a sine wave (a smooth transition between on and off), thereby 'softening' the effect.
Down - Sets the Gater to open on the down beat and close on the up beat.

Tip - For a standard 'Trance Gate' effect, turn on the Down

button, set the Soft button to off and set the Time dial to 7 (1/16 note). This will set the sound to play on every 16th note's down beat and the volume cut on the up beat of every 16th note.

Up - Sets the Gater to open on the up beat / off beat and close on the down beat.

Tip – For a 'pumping' effect (normally achieved with side chain compression on a kick drum), turn on the Up button and the Soft button and set the Time dial to 3 (1/4 note). The sound now rises gradually on the up beat and fades on the down beat. This works well against a kick drum set to play on the beat.

Delay

Delay simply repeats the sound at a given time division (8th note, 16th note, 1/4 note triplet, etc) and gradually fades away. The time it takes to fade away can be adjusted.

Amt - The length of time the delay effect continues for. When the dial is turned all the way up the sound is repeated indefinitely.
Time - Select from 9 different time divisions for the Delay effect:

1 - 1/2 note
2 - 1/2 note triplet
3 - 1/4 note
4 - 1/4 note triplet
5 - 1/8 note
6 - 1/8 note triplet
7 - 1/16 note
8 - 1/16 note triplet
9 - 1/32 note

Reverb

Reverb adds 'space' to a sound giving it a natural-sounding echo as if in a large room.

Amt - The amount of reverb applied

Support

For support-related queries please contact
support@digitaldjtools.net.

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