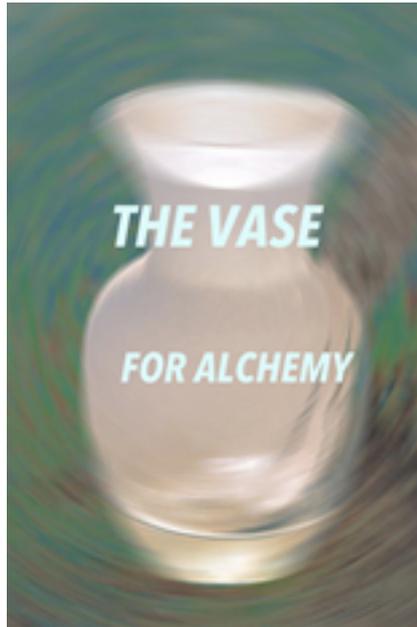


Mini Bank *The Vase for Alchemy*

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Installation

Unpack the rar file you downloaded with the UnRar-application, you will then find a Readme.pdf and 2 folders:
*“The Vase“ - which contains the tagged patches (.acp) and resynthed sound files (.aaz), 10.4 MB in size.

Place this folder here:

Mac: HD (not user)/Library/Application Support/Camel Audio/Alchemy/Presets

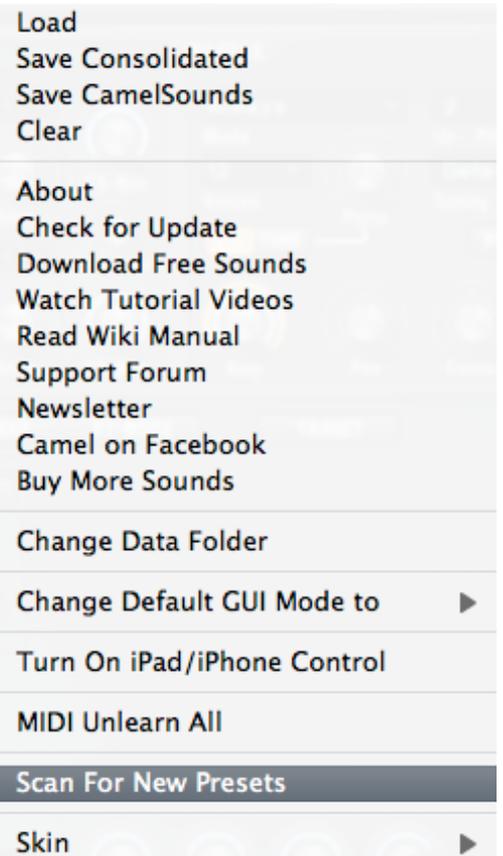
Windows: PathToDataDirectory/Alchemy.data/Presets/

*“Vase Samples“ - which contains 229.1 MB of samples in wav format 48 Khz/24 Bit/stereo

Mac: HD (not user)/Library/Application Support/Camel Audio/Alchemy/Samples

Windows: PathToDataDirectory/Alchemy.data/Samples/

After the installation open Alchemy inside your DAW and use the
“Scan for New Presets“ function from Alchemy’s File Menu.



Your Preset Browser should then look something like this:

The screenshot shows a software preset browser interface. At the top, there are several filter menus: 'Category' (All, Bass, Brass, Drums, Guitars, Keys, Leads, Mallets, Organs, Pads), 'Subcategory' (All, Acoustic, Analog, Bass, Bell, Bowed, Chaotic, Choir, Cinematic, Classic), 'Sound Library' (Alchemy Metallur, Dark Brass, Factory, Framedrum, Midrasc, Patchpool Subscript, **The Vase**, User, Warped Strings, Windschatten), 'Timbre' (All, Simple, Complex, Clean, Distorted, Bright, Dark, Thin, Phat, Nice), 'Articulation' (All, Arpeggiated, Tempo Synced, Pulsing, Dry, Processed, Mono, Chord, Glide, Slow Attack), and 'Genre' (All, Ambient, Downtempo, Drum and Bass, Dubstep, Electronica, Urban, House, Industrial, Pop). Below these filters is a list of 15 presets, each with a star rating and a name: Additive Vase, Airy Vase Pad, Claydrum Scape, Claydrum Vase tuned 2Vel RR9, Claydrum Vase untuned 2Vel RR9, Meta Vase Pad, Spectral Vase Pad, Synced Vase, Vase 2 Art Mix RR10, and Vase All Tuned 3Vel RR10. To the right of the list is a preview window showing a glowing vase with the text 'THE VASE FOR ALCHEMY'. Further right are fields for 'Author' (Simon Stockhausen), 'User Tags' (Vase Resynth), and 'Comments' (A resynthed vase hit forms all sorts of synth sounds), along with an 'EDIT' button.

Licence agreement and terms of usage

This license agreement is between you (the licensee) and me (Simon Stockhausen).

1.) The licensee must not distribute the patches and samples from *The Vase for Alchemy*, resample them, copy or otherwise replicate the patches and samples of this soundset in any commercial, free or otherwise product. That includes sample and audio libraries and patches for samplers and sample based synthesizers. You can of course create such derivates for your own musical work as long as these derivates are only distributed in the context of musical work or sound design.

2.) The license to the soundset *The Vase for Alchemy* may not be given away or sold.

Content

This is the vase I sampled after it had been spending it's lifetime until now hosting flowers, water and micro-organisms:

The Vase for Alchemy is a Mini Bank, containing 15 patches made entirely from a multisampled vase using unprocessed samples for beautiful and delicate mallet-like instruments and processed, spectralized and metasynthed samples for pads, synths, soundscapes and otherworldly noises.

The vase was played with soft mallets, hitting it at the top, bottom and side, recording 10 variations for each hit (10x Round Robin). It was also played with the hand for claydrum-like sounds (9xRR), it was rubbed with a drumstick, it was filled with water for nice drips and drops and it was resynthed to create keyboard-like instruments.



All vase samples were recorded with 3 Neumann microphones in L-C-R in 48 Khz/24 Bit, a U87 as the center mic - a stereo set of KM 184 for L-R.

As in all my soundsets for Alchemy I make extensive use of Alchemy's complex modulation possibilities and filters, often intermodulating LFOs/MSEGs/Sequencers with each other and assigning numerous parameters to a single Controller. This enables the user to deeply interact with the sounds and shape it according to his needs and preferences. Also the patches can serve as a starting point for the user's own creations when loading new samples into them and then using the pre-assigned Controllers and Snapshots in the Remix Pad.

NOTE: This Sound Bank requires the full version of Alchemy.

It does not work with the Alchemy player version.

CPU

All patches were programmed at a sample buffer of 128 samples inside Logic on a Mac 8-core 3 Ghz computer. I paid a lot of attention to the CPU consumption, if a patch puts too much strain on your system whilst tracking, lower the voice count in the patch or decrease the release time. You can raise the voice count again when rendering the track/bouncing your project. Also when mixing and not tracking I would advise you to raise the sample buffer, as latency is not an issue in that case.

Patches with 4 active sources are generally more CPU intense, switch off the sources you don't need if you're e.g. only using a single Snapshot of a patch in which not all sources are audible.

Patchlist

The Preset folder for *The Vase* doesn't contain any subfolders, I put the patches (.acp) and resynthed files (.aaz) into one folder. The sample folder also contains a subfolders with the sfz-files I created by converting my Kontakt mappings with Translator Pro.

Some of the playing tips and comments from the patchlist below were also included in the "Comments" field of the presets.

All 8 Performance Controllers as well as both x/y-pads are assigned for each patch.

Patch Name	Comments
Additive Vase	A resynthed vase hit (additive mode) in 2 sources forms all sorts of synth sounds, Snaps 5+6 have a temposynced pitch sequence active, Snap 7 is a more paddy sound with temposynced modulation
Airy Vase Pad	Rubbing the edge of the vase with the stick of a mallet, almost flute-like, a bandpass filter in F2 with key follow and high resonance adds more tonality to the airy sounds. Both sources run in granular mode.
Claydrum Scape	Tremolating with the hands on the side of the vase, the same sample is used in both sources (granular mode). A bandpass filter in F1 with key follow and high resonance adds more tonality to the textures. x/y-pad 2 is dedicated to some crazy random pitch modulation.

Patch Name	Comments
Claydrum Vase tuned 2 Vel RR9	The lower velocity layer of the two uses 9 samples (9xRR) of a slap with the hand at the bottom of the vase, the upper velocity uses 9 slaps on the side of the vase - the resulting pitch difference of a semitone was compensated for in this patch so that both velocities create identical pitches. Snaps 4-7-8 are more experimental, the other sounds are great for sequencing fast melody lines and chord sequences.
Claydrum Vase untuned 2 Vel RR9	This is the untuned version of the Claydrum vase, the samples don't follow pitch and the original pitches are preserved, so the lower velocity layer sounds almost a semitone lower than the upper layer. Lot's of modulation options for pitch changes are available like velocity to pitch (Controller 1), master pitch (Perf 2) and the y-axis of x/y-pad 1 for random pitch changes. Snap 6 does follow pitch though, as a tuned combfilter is active in that sound.
Meta Vase Pad	3 metasynted, tonal vase drones split across the keyboard, scr A granular - scr B sampler, the starting points of the evolving samples can be controlled for each source (Perf. Contr. 1+5)
Spectral Vase Pad	Stretched and spectralized vase hits form an ethereal pad, sources A-C are granular, source D runs in additive mode. Also good for droning in the lower ranges. Snap 8 is very noisy, Snap 7 has temposynced amplitude modulation happening.
Synced Vase	The upper velocity layer of the Claydrum vase - 9xRR - sample playhead controlled by a synced LFO so it repeats the sample according to the speed settings of the LFO (Perf. Contr. 1) - x-axis of x/y-pad 1 fully up adds a nice tonal sequence with a 2 octave range.
Vase 2 Art Mix RR 10	This patch mixes 2 articulation in 2 sources running in granular mode, hitting the top and the side of the vase with a soft mallet, the patch is tuned. Each source has 10 variations per sample (10xRound Robin). The sample playhead of source B is controlled by a LFO, this makes for some nice animated textures (see Snaps 3+6). Snap 5 is a very percussive mallet instrument.
Vase Akk Tuned 3Vel RR10	This patch uses 3 articulations in 3 velocity layers, each layer has 10 variations (10x Round Robin). The lowest vel layer is the bottom of the vase, hit with a soft mallet, the middle layer is the top and the highest layer the side of the vase which produces the sound with the most harmonics. As each articulation has slightly different harmonics and harmonic relations this patch is not "perfectly in tune" but I tried my best to adjust the pitches, a bit more world-music/asian sounding. There are some very technoid Snaps available in this patch as well :)
Vase Clavi	Yeah, it was time for a funky vase clavi - I treated some bottom vase samples with tuned combfilters at different pitches over the range of the keyboard (Melodyne and Zebrify). Snap 4 is more drony/padlike, Snap 7/8 are temposynced, trance-gate like, Snaps 5+6 more oriental and leadish.

Patch Name	Comments
Vase Tails	Very haunting and airy, almost vocal-like - vase hits tuned to different octaves sent through various vast verbs, delays, modulators and filters to compose a multisampled pad. Some temposynced and more crazy stuff is happening in Snaps 4/6/7/8
Vase Waterdrops	Of course I had to treat the vase with some water, pouring it in the vase, hitting the vase while shaking the water inside it, spilling it all over myself and the mics (not sampled) and so on. A few very nice sounds came out of that water session. Both sources run in granular mode, tuned combfilters can be brought in with Perf Contr 6. Scroll through the rather long textural samples with Perf Contr 7. Snaps 7+8 are pretty far out there, the other Snaps are tonal.
Water Stabs	Some metasynted watervase samples are playing in sources A+B, they create the "stab" character of this patch. Play long notes to explore what comes after the initial stab or use Perf Contr 2 to speed up the samples in A+B. More water samples are present in sources C+D - not reacting to incoming pitches, but pitch modulated by a LFO - with or without tuned combfilters (Perf Contr 6), tune the water with Perf Contr 7. Snaps 6+7 have temposynced stuff going on, Snap 8 is pure granular water.
Wondrous Vase Quartet	4 diverse vase derivatives in 4 sources - a very versatile and deep patch. Polyphony is set to 7 as these 4 sources do eat some CPU, increase/decrease the polyphony to taste.

And now please have fun exploring *The Vase*...

Greetings from Simon Stockhausen