


# Art Conductor 5.3 Expression Maps

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# Art Conductor 5.3 Expression Maps

Thank you for using Art Conductor! Here's a brief manual on how to set everything up. Next to the manual, you'll find a folder called “\_B  Babylonwaves Art Conductor Cubase” which contains all the content. To load a map, open the Expression Map editor in Cubase 5 or higher and press the *Load* button.

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## What's new?

Update 5.3 is the third release in 2019 and adds 8 new libraries and a significant amount of small fixes and enhancements. We've also updated several libraries from Native Instruments and Cinematic Samples. On top, many libraries received small enhancements and bug fixes. Thanks to all those who pointed our errors to us!

New libraries:

ADD: Best Service The Orchestra Complete

ADD: Best Service TO Strings Of Winter

ADD: Red Room Audio Blue Grass Fiddle

ADD: Red Room Audio Celtic Fiddle

ADD: Red Room Audio Palette Melodics

ADD: Project Sam Swing More

ADD: Spitfire Hans Zimmer Percussion

ADD: Spitfire Hans Zimmer Percussion Pro

Improved:

FIX: Spitfire Alternative Solo Strings: non conform UACCKS on C-1

FIX: Cinematic Studio Strings: Option for less articulation ("no CS switching") for cubase users

FIX: Cinematic Studio Strings Solo: Option for less articulation ("no CS switching") for cubase users

FIX: NI Symphony Series Brass Ensemble: Update to v1.1 instruments (Articulations adjusted)

FIX: NI Symphony Series Brass Solo: Update to v1.1 instruments (Articulations adjusted)

FIX: NI Symphony Series Woodwinds Ensemble: Update to v1.1 instruments (Articulations adjusted)

FIX: NI Symphony Series Woodwinds Solo: Update to v1.1 instruments (Articulations adjusted)

FIX: NI Symphony Series Strings Ensemble: Update to v1.1 instruments (Articulations adjusted)

FIX: EastWest RA: Missing instruments included

FIX: EastWest Silk: Missing instruments included

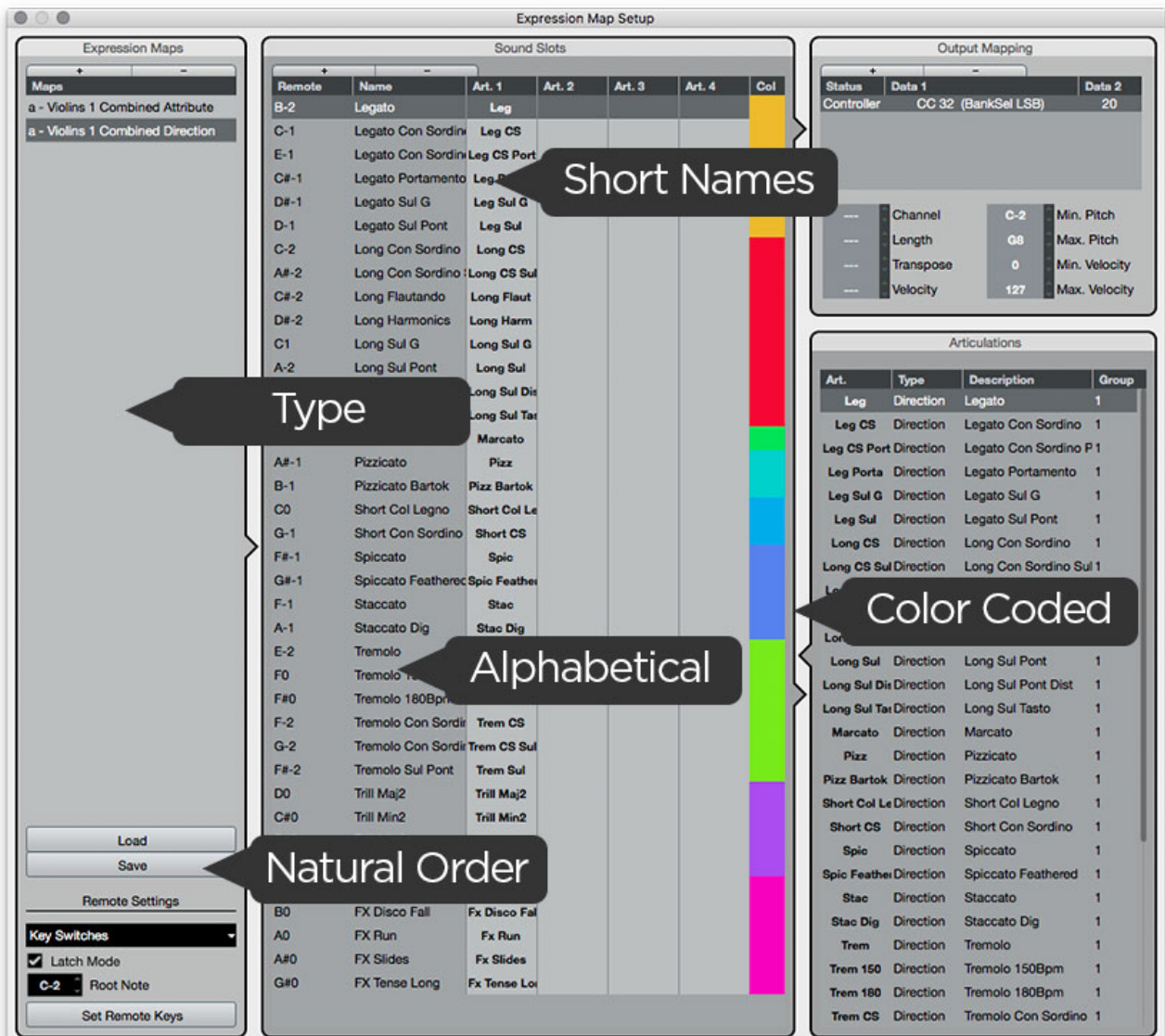
FIX: 8dio Majetica String Legato was missing

# Direct versus Attribute

You might already have spotted that every map exists in two variations, one with a “D” for Direct at the end of the file name, the other one with an “A” for Attribute. We’ve decided to supply you with both options because there are different ways of working with EMs. All that matters in the end is that this library speeds up your workflow and enables you to focus more on composing and less on technicalities.

## Overview

Here’s a picture of how things might look when you open the EM setup in Cubase and load one of our maps:



**Name:** All expression are in alphabetical order. This way you find them faster

**Remote:** All key switches are in the natural order of the instrument from left to right or top to bottom, depending on the individual layout. Usually the most important articulations are on the first slots in every instrument. So, this way, you have them on the first remote keys. If you prefer to have your key switches in the same order like the names, simply click on "Set Remote Key" and reorder them accordingly.

**Short names:** We've tried to balance two things: using the same names in every map (sometimes independently of the native names in the library) and also keep the naming of the library. I know that contradicts to a degree and we spend a great deal of time finding the right balance.

**Colors:** We use color coding for the articulations. This way, for instance, all Legatos are orange and all Longs (or Sustains) are red.

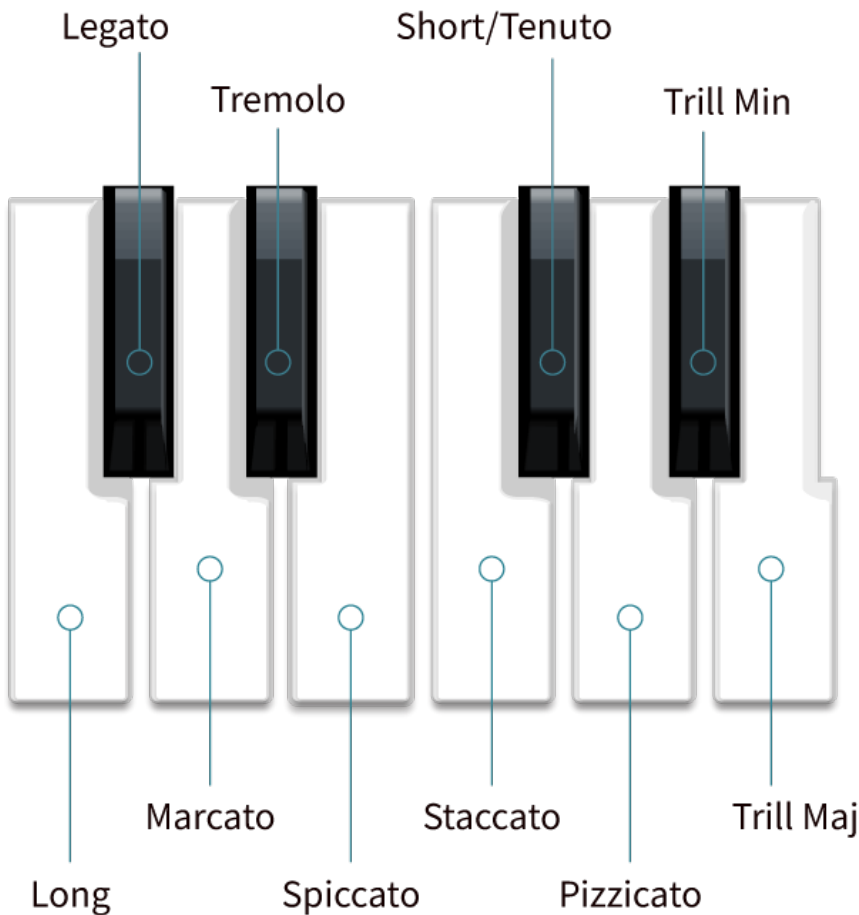
**FX Sets:** Starting with 3.0 there are so called FX Sets which chronologically order the remote keys from C-2 onwards. We use those sets for instruments which don't really feature standard articulations and therefore would waste an entire octave worth on non assigned remote keys.

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## Key switches ...

The key switches we use are identical to the trigger keys used in the output mapping of the EM. This means, if for instance E0 is used to switch to “Tremolo” in a certain library, we use E0 to make the articulation map switch to tremolo as well.

From version 2.1. we also consolidated the most important key switches into the first octave starting at C-2. This way, all libraries behave the same when it comes to those changes. Here’s the layout:



There are a couple of instruments which do not follow this order. This is because those don’t contain enough techniques which fall into the categories in the diagram above. The name of the template of those instruments ends with a “~”.

One thing should be mentioned though: some libraries use key switches in the higher registers. If you decide to move up the Root Note for the key switches in order to make best use of your

keyboard's real estate, some switches might stop working. This is because the span of MIDI notes is limited and the notes simply become too high.

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## UACC KS and Spitfire libraries

Spitfire instruments give you the option to use special Key Switches to choose articulations. We've decided to use those so-called UACC KS instead of normal notes. The reason behind this is that UACC KS are based on a standard which is universal to all their instruments. A legato articulation, for instance, is always triggered by the same value. This enables you to exchange the sample instrument and your articulation switches keep working as long as the replacement instrument contains the articulation you've previously chosen. Below you can see the menu which pops up once you press the lock symbol with the little triangle.

**Note: It appears that in some libraries, depending on the version of the library you're using, the UACC Key Switch is not set to C-2 but to something else. So, if the key switches are not working, or you hear multiple articulations at the same time when using multiple instruments, check if the key switch is set to C-2 first.**

You'll also note that some Spitfire libraries contain an expressions map with the word "Cb" (or "Combined") in the file name. This indicates, we've consolidated all relevant instruments in the "Extended techniques" and "Legato" folder into one big articulation set. To get the best use out of it, make sure you put all the instruments into one Kontakt multi, use the same MIDI channel for all and don't forget to enable UACC KS.





## VSL Libraries

The support for VSL libraries focuses on presets instead of matrices. Both VIPRO and Preset Level 1/2 are supported with dedicated templates for every instrument. We deciphered all abbreviations VSL uses to describe their instruments. In order to limit the amount of key switches needed, we've opted to ignore certain aspects of the Level 1/2 instruments. Those presets are called "[ Universal ...]" and you can switch to those but you cannot select items in the matrices within. For those you need to use the conventional Key Switches VSL supplies which are usually located from C1 onwards. We've also omitted duplicate cells where ever possible.

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## Cinematic Instruments

The newer templates support many special details. As it turned out, with those special details in combination with all the articulations, the number of articulations in our templates got a little out of hand. As a result, we've made smaller sets which are more compatible with Cubase and larger sets (called CS switching) which allow you to change everything but will not work so well when you are used to trigger articulations in Cubase with live key switches. For compatibility reasons there is a legacy folder which contains all the older templates as well.

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## Support

If you have remaining questions, feel free to contact us through the support form. Also, if you believe that a certain templates can be done in a more effective way, don't wait and just contact us. We're always happy to improve things as much as possible:

<http://www.babylonwaves.com>