

Now available at the original introductory price:

Synchron Stage Reverb



Overview

General Information

Big Bang Orchestra

Synchron Collections

Strings Pro

Elite Strings

Duality Strings Essentials

Duality Strings (regular & sordino)

Duality Strings (colors)

Duality Strings (virtuoso)

Duality Strings (fx)

Solo Strings

FX Strings

Percussion I

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World Percussion

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Special Woodwinds

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Synchron Percussion III

Introduction

Welcome to the Vienna Symphonic Library's series of Synchron Instruments! The instruments were recorded at Stage A, the main hall of Vienna's revitalized Vienna Synchron Stage. The recordings were executed using an expansive, phase-controlled multi-microphone set-up, capturing string effects played in a scoring stage with exceptional acoustics, now ready to be used in your studio. This document will provide you with the information you need to use the Library with our Vienna Synchron Player.

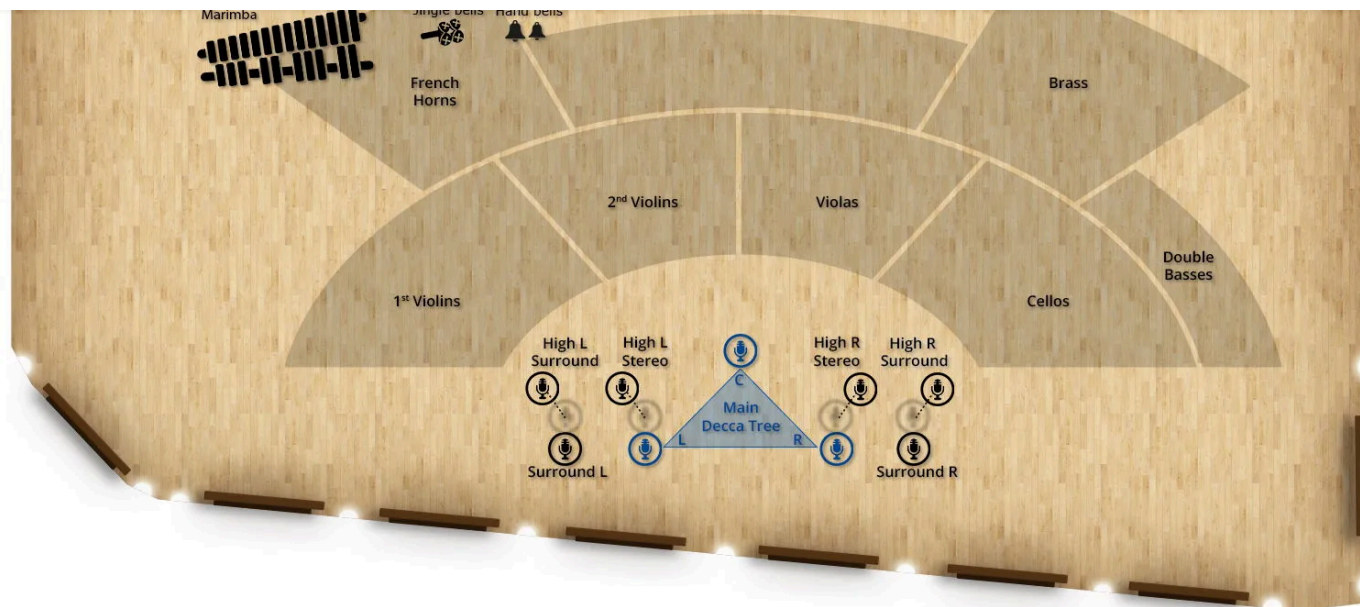


Specialist Talk: Andreas Olszewski

Standard and Extended Library

All the instruments were recorded using 12 microphones, subdivided into 7 sections. The Standard Library includes 4 of these sections, allowing you to integrate instruments recorded with a stereo Decca tree into your projects using our new Synchron Player software. Adding the Extended Library and thus getting the Full Library expands your possibilities to 5.1 surround and Auro 3D 9.1.

Microphone positions



Standard Library

1. Close Mic - Mono
2. Mid Layer Mic - Stereo (L/R)
3. Main/Room Mic - Decca Tree Stereo (L/R)
4. Main/Room Mic - Decca Tree Mono (Center)

Extended Library

5. Main Surround - Stereo (L/R)
6. High Stereo (3D) - Stereo (L/R)
7. High Surround (3D) - Stereo (L/R)

The instrument Presets also include different mixer presets. By default the classic room mixes are loaded which include the Standard Library microphone positions. These are balanced in the stereo field to represent the respective instrument's position in the Synchron Stage set-up.



generate acoustic reflections that are perceived naturally due to the fact that sounds originate from around as well as from above the listener. Thanks to the comprehensive selection of discrete audio channels with the Full Library of Synchron Percussion I you may mix your instruments in Auro 3D as well as in Dolby Atmos.

01 SY Timpani

02 Timpani – Adams – Hard mallets

A set of five Adams Symphonic timpani of different sizes, played with hard mallets.



Static rolls

- **Play range:** C2-C4

Use Dim.Ctrl/A (CC1) to choose dynamic selection or velocity crossfading.



Dynamic rolls

- **Play range:** C2-C4

Dynamic rolls, 2/4/6/8 seconds. Use Dim.Ctrl/A (CC1) to select length, and keyswitches A0/B0 to switch between crescendo and diminuendo.

Octaves



Owners of all three Synchron Percussion collections can use this Preset which combines the medium, soft, and hard mallet articulations.

- **Mallet keyswitches:** C1/C#1

Use Dim.Ctrl/A (CC1) to play with the tone ringing or secco resp. muted (medium/soft mallets).

04 Big Timpani

Low drums played with hard and soft mallets: single hits ringing and secco; rolls ringing, secco, and crescendo 1/2/4 sec.

- **Range:** A#1–D3
- **Mallet keyswitches:** A0/B0



Included instruments:

- Left: Big Taiko (Original 36")
- Center: Timpani (Adams Philharmonic Light)
- Right: Bass drum (Kolberg "Dicke Bertha" 36")

02 SY Drums - Toms

01 Field drum – Aural, 01 Marching snare – Yamaha



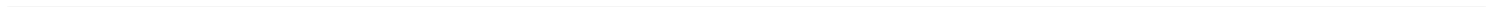
A field drum by Aural and a Yamaha marching snare played with sticks, rods, and mallets.

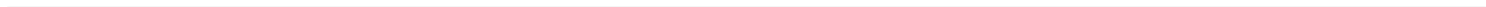
- **Snares on/off:** Dim.Ctrl/A (MIDI CC1, modwheel)

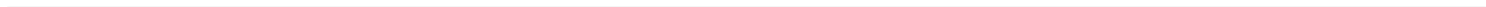


Mapping sticks

- Play range: C3-A#6

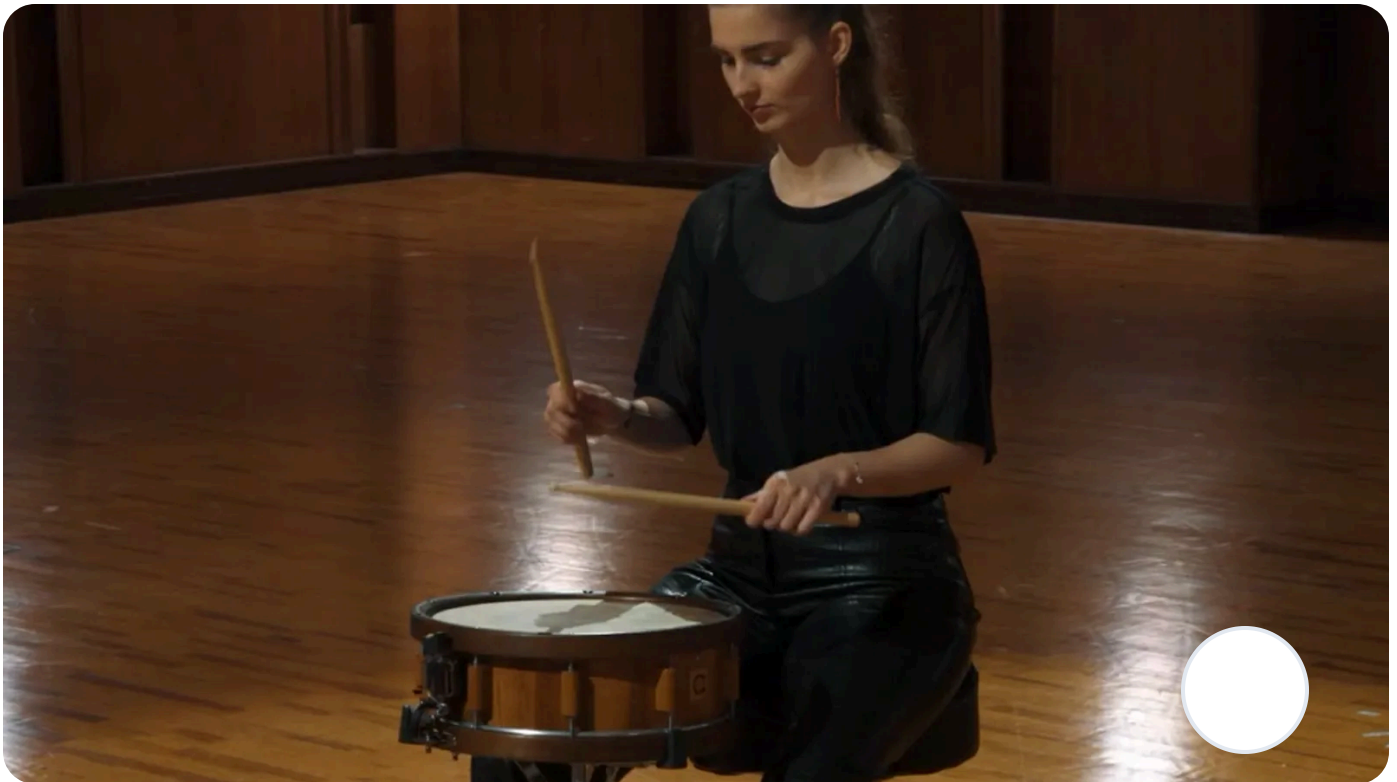








01 Piccolo snare – Kolberg, 01 Snare drum – Aural Nut



A piccolo snare drum by Kolberg played with sticks, rods, brushes, and mallets.

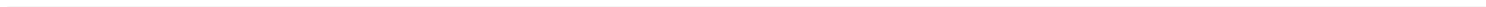
Use Dim.Ctrl/A (CC1) to play with or without snare.

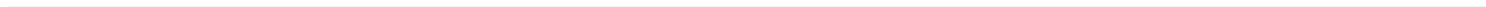
- Snares on/off keyswitch option: C7/D7

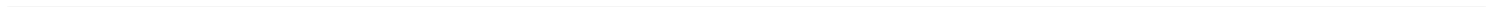


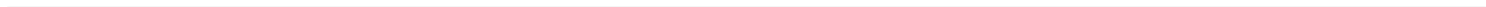
Mapping sticks

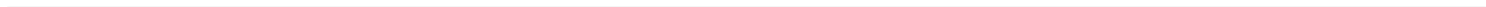
- Play range: C3–A#6















Boobams played with sticks and mallets. Regular, rim strokes (sticks), coperto (mallets), rolls, and press rolls.

- Play range regular, rim: C3–F6 (C3–F4 left hand, C5–F6 right hand)
- Play range rolls, press rolls: C3–F4
- Beater keys: C1–D1



- Play range: C4–G6

Mapping



16 Drums and Pianos

Drums reinforced by three grand pianos. Single hits ringing and secco, rolls ringing and secco, rolls crescendo 1/2/4 sec, and clusters.

- **Play range:** A#1–D4



Included instruments:

- Left 1: Grand Piano 1 (Bösendorfer Imperial)
- Left 2: Big Taiko (Original 36")
- Center 1: Grand Piano 2 (Steinway D-274)
- Center 2: Timpani (Adams Philharmonic Light)
- Right 1: Grand Piano 3 (Yamaha CFX)
- Right 2: Bass drum (Kolberg "Dicke Bertha" 36")

Mapping clusters

- **Play range:** C3–D#6



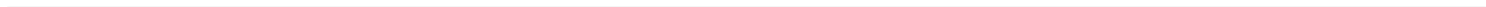
21 Drum Riffs

The drum riffs in this subfolder were first published in our Big Bang Orchestra series. It is a collection of rhythmical riffs played by main, low, and high sections, and available at tempos of 120, 130, and 140 BPM. If you want to go easy on your RAM, there are also separate Presets for each tempo. Moreover, you also get "Timestretch" variants that allow you to adapt the playing



should be played with sticks or with brushes.

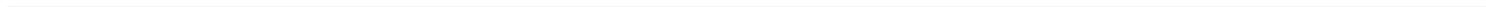
- **Keyswitches:**
 - Tempo "all" Presets: C1–E1 (white keys only)
 - Riffs #1–8, all: D2–A#2
 - Sub variants 1a–1c (Main Riff 1 only): G1–A1
 - High Riffs Sticks/Brushes: A0/B0
- **Range:** C4: loop with cut release (the loop stops immediately when you release the key); C#4: loop with note release (plays a final accented note); D4: single note release
- **Range "Riff-all" variants:**
 - Main riff: C3–G7
 - Low/high riff: C4–G7





Mapping

The variant "Main Riff-all" has the additional variations of Riff 1 mapped from C3 to G3, Low and High start at C4.





03 ST Cymbals - Gongs

01 Piatti – All (SP I-III), 01 Piatti – Sabian 20"

Synchron Percussion III adds Sabian 20" piatti to the collection, and therefore also offers an extra Preset that combines the three piatti models.

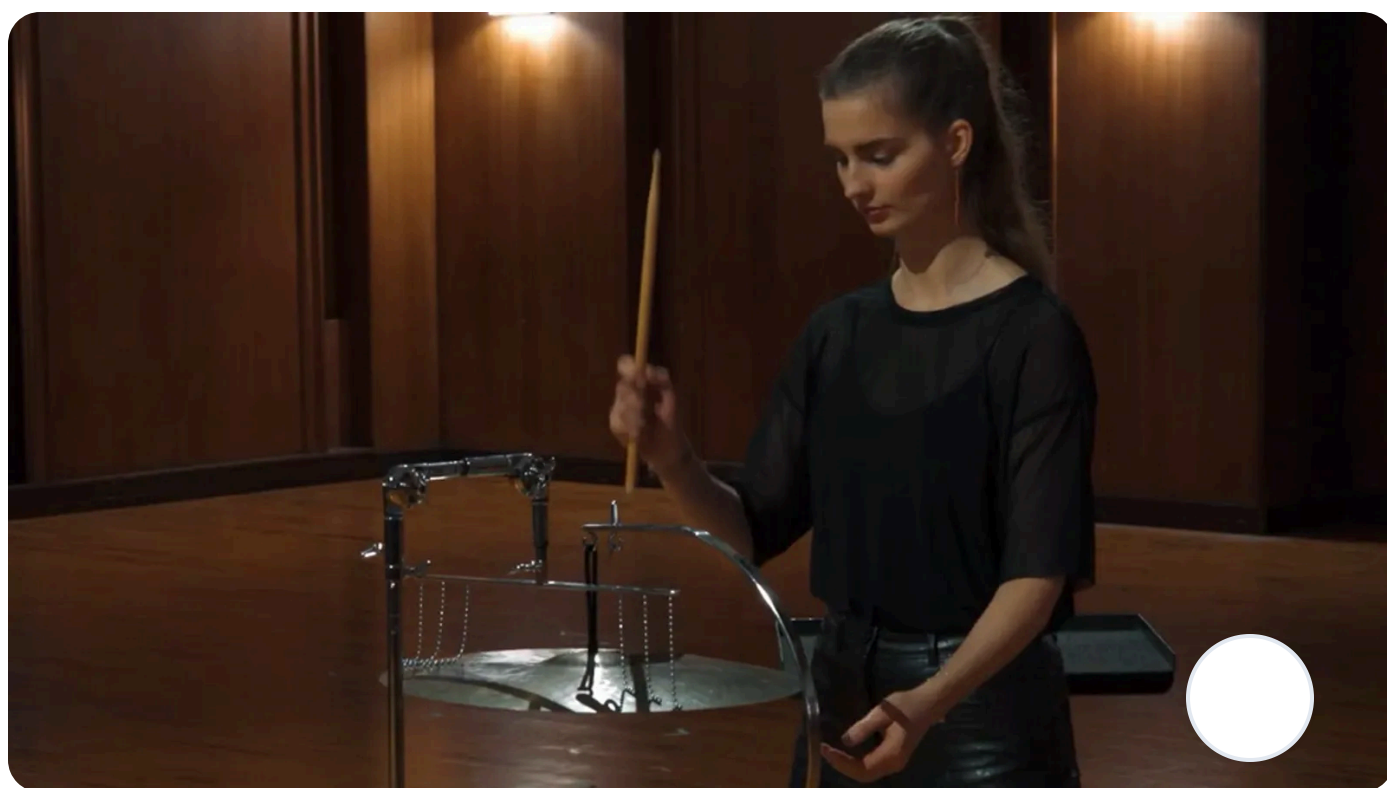
- Play range: C4-C#5

Mapping

The Sabian piatti have additional loose strokes mapped to E4.



02 Sizzle cymbal – Zildjian 18", 02 Splash cymbals - Zildjian





Zildjian 18" sizzle cymbal, 8" and 12" splash cymbals played with sticks, mallets (splash cymbals: hard and soft), rods, brushes, and bowed.



Mapping sticks

- Play range: F3–A#6



Mapping mallets

- Play range: F3–A#6



Mapping rods

- Play range: F3–G#4



Mapping brushes

- Play range: F3–D4

Mapping bow

- Play range: C4–G6 (white keys only)



02 Suspended Cymbals – All (SP I-III)

This Preset combines all the suspended cymbals of Synchron Percussion I and III.



05 Ancient cymbals



High and low ancient cymbals.

- **Range:** combined C4–F7; individual C4–F5



Mapping



11 Suspended Cymbals ensemble



Mapping



12 Super Crashes ensemble

A piatti ensemble with tight and loose hits, 1 and 2 upbeats, and sizzles.

- **Range:** C4–G6
- **Hard/soft beaters:** C3/D3



Mapping

13 Big Metal ensemble, 14 Small Metal ensemble

Big and small metal ensembels with tight and loose beats, 1–4 upbeats, normal and crescendo rolls.

- Range: C4–G6



Mapping



04 SY Mallets

06 Marimba - Adams





Hard / soft mallets

Open, muted, handle hits, harmonics, rolls normal and dynamics (crescendo and diminuendo 1/3 sec.), and glissandos.

- **Articulation switches:** F1–B1

Dynamic rolls

Dynamic rolls, 1/3 seconds.

- **Cres/dim switches:** A0/B0
- **Duration switch:** Dim.Ctrl/A, MIDI CC1 (modwheel)



Glissandos

Glissandos up and down, slow and fast – full range, and octaves 2–6.

- **Range:** C3–G#4

Mapping



Bow

Bowed normal tones and harmonics.

- **Range:** normal C2-C7, harmonics C2-E4
- **Normal/harmonics:** F1/G1



Superball

Hit and rubbed tones.

- Hit/rubbed: F1/F#1

07 Temple blocks (tuned) - Kolberg



A set of Kolberg temple blocks played with hard and soft beaters.

- **Beater switches:** C1-C#1
- **Play ranges:**
 - single strokes C3-C4 left hand, C5-C6 right hand;
 - rolls C3-C4 variant 1, C5-C6 variant 2;
 - dynamic rolls C3-C4 crescendo, C5-C6 diminuendo;
 - upbeats C5-C6.



Dynamic rolls

Dynamic rolls, 1/2/4 seconds.

- **Play range:** C3–C4 crescendo, C5–C6 diminuendo
- **Duration switches:** C2–D2



Cencerros or cowbells, played with hard and soft mallets, plastic beater, rasping stick, and bowed. Ringing and stopped tones, rolls (mallets only) with normal and short release. Rasping stick: fast and slow. Bow: single notes.

- **Beater/bow switches:** C1–E1
- **Range:** F3–F6



05 Hand bells



Hand bells – single hits open and muted, tremolo, short and long shakes.

- **Beater/bow switches:** C1–E1
- **Variant switches:** F1/F#1, single hits: open/muted; tremolo and shakes: long/short release
- **Range:** F5–F7



06 Rin bells



Rin bells – single hits open and muted, rolls static and dynamics 1/2/4 sec., bowed.

- **Beater/bow switches:** C1-D#1
- **Variant switches:** F1/F#1, single hits: open/muted; static rolls and bow: long/short release



Dynamic rolls

Dynamic rolls, 1/2/4 seconds.

- **Duration switches:** F1–G1
- **Cres/dim switch:** A0/B0

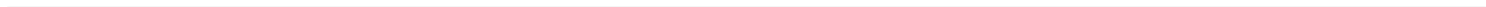
07 Bell tree



A bell tree played with hard and soft beaters. Up and down strokes, very slow with 2 sticks, slow, medium, fast, and very fast.

- **Beater switches:** C1/C#1
- **Range:** C2-G#6

Mapping





cc single bells



Sleigh bells and mixed jingles. Single shakes and rolls.

- **Range:** C4–F5

Mapping



11 Low bells and pianos

Plate and tubular bells, burma gongs, and three grand pianos. Single hits and rolls, ringing and secco.

- **Articulation switches:** C1-D#1
- **Range:** A#1-D4



- Center 2: Tubular Bells (Bergerault C25, F4–F6)
- Right 1: Grand Piano 3 (Yamaha CFX)
- Right 2: Burma Gongs

12 High bells ensemble

High plate and tubular bells, vibraphone. Single notes ringing and secco.

- **Articulation switches:** C1–C#1
- **Range:** C4–D7

Included instruments:

- Left: High Plate bells (Kolberg, C4–D7)
- Center: Tubular bells (Bergerault C25, F4–F6)
- Right: Vibraphone (Musser M55)

06 SY Percussion

15 Flexatones



Large and small flexatones. Single hits, steady open and muted, fifth and octave glissandos up and down 1/2/4 sec., performances.

- **Flexatone switches:** C1–D1
- **Articulation switches:** F1–A1
- **Steady open/muted:** Dim.Ctrl/A (CC1, modwheel)



Fifth glissandos

- Ranges:
 - Large F3-F4
 - Small A#4-A#5



Octave glissandos

- Ranges:
 - Large F3–A#3
 - Small F4–A#4



Performances

- Ranges (white keys only):
 - Large E3–E4
 - Small G4–G5

Fifth glissandos, large

- Range: F3–C5



Fifth glissandos, small

- Range: D#4-A#5



16 Car horns



Car horns of different pitch, roughly in tune.



17 Whistles, bird calls and flutes

Shrill whistles: samba whistle, small and large whistle

Special whistles: steamship large and small, twotone, police, bosun's pipe, wind effect

Birdcalls: cuckoo, duck, crow, dove, nightingale, cricket

Warning signals: warning horn, siren horn, siren whistle

Slide flutes large and small

- **Instrument switches:** C1-E1

Shrill whistles



Samba whistle, small and large whistle.

- Range: C4-A#6



Special whistles



Steamship whistle large and small, twotone whistle, police whistle, bosuns's pipe, and wind effect.

- Range: C2-A#7



Mapping octave 5-7



Birdcalls



A collection of birdcalls: cuckoo, duck, crow, dove, nightingale, cricket.

- Range: C2-F7

Mapping octave 2-4



Mapping octave 5-7



Warning signals



Warning horn, siren horn, and siren whistle.

- **Range:** C4–E6



Slide flutes



Small and large slide flutes.

- **Range:** C4–A5



18 Jingle ring



Single hits, rolls, dynamics 1/2/4 sec., repetitions steady and with accents.



Mapping

06 SY Percussion – Latin Percussion

This additional subfolder of the Percussion folder contains congas, bongos, timbales, cow bells, agogo bells, guiros, sandpaper blocks, claves, cabasas, and wind chimes.



21 Congas - Meinl



Tumba, conga, and quinto played with hands and sticks.

Hands: open and muffled tones, manoteo heel and tip, slaps normal and open, flams slapped and open, bass tones closed and open, rolls normal, rolls dynamics 2/4/6/8 sec.

Sticks: single strokes, rim, mallets, rimshots.

- **Beater switches:** C1-C#1



Mapping hands

- Ranges:
 - Tumba C2-A#3
 - Conga C4-A#5
 - Quinto C6-A#7

Mapping sticks

- Ranges:



22 Bongos - Meinl



High and low bongos played with hands and sticks.

Hands: open and muffled tones, manoteo heel and tip, rimshots open and closed, slaps, flams open, rolls normal, rolls dynamics 1/2/4/6 sec.



Mapping hands

- Ranges:
 - Low bongo C2–A3
 - High bongo C4–A5



23 Timbales - LP



High and low (14" and 15") timbales played with sticks and mallets.



- Combined/low/high: C2-D2
- Beater switches: C1-C#1

Mapping sticks, single

- Range: C3-A#6



Mapping sticks, combined

- Ranges:



Mapping mallets

- Range single: C3–D4
- Combined:
 - 15" C3–D4
 - 14" C5–D6



24 Cow bells



Low, medium, and high cowbells played with sticks, timbales sticks, mallets, a rasping stick, and bowed.

Sticks, timbales sticks, mallets: top and edge hits open and muted. Rasping stick: slow and fast. Bow: variants 1–4.



Mapping sticks, timbales sticks, mallets

- Range: C3-G#5



Mapping rasping sticks

- Range: C3–G#5



Mapping bow

- Range: C3–F5



25 Agogo bells



Low and high agogo bells played with sticks, mallets, a rasping stick, and bowed.

Sticks, mallets: open and muted normal and with click release. Rasping stick: slow and fast.
Bow: variants 1–4.

- **Beater switches:** C1–E1

Mapping sticks, mallets



Mapping rasping sticks

- Range: C3-G#4



Mapping bow

- Range: C3–F4



26 Guiros





Mapping



28 Claves



Low, medium, and high claves. Single hits, secco, and 1–3 upbeats.

- **Claves switches:** C2–D'2
- **Range:** individual C4–A#4, all C3–A#5

Mapping



29 Cabasas



Large and small cabasas. Single shakes, turnaround, shake tremolo, short and long move.

- **Cabasa switches:** C2–D2
- **Range:** individual C4–B4, all C4–B5

Mapping

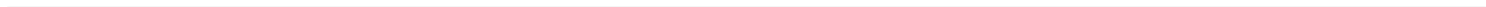


30 Wind chimes





Mapping





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