

ScapesWizard mini Manual

X-Mas Freebie 2010 by HG Fortune

The mini machine for soundscapes, atmospheres and textures in motion



ScapesWizard mini is a subset of ScapesWizard Pro. Although it does have a reduced feature set still it does offer a lot to play with for creating some stunning soundscapes, atmospheres and textures.

As ScapesWizard is based on a very different control system in triggering samples assigned to keys it is quite obvious you can't play this machine like piano or organ. But you can let it play by itself ;-)

Basically usage of ScapesWizard Pro and ScapesWizard mini are the same (the soundengines for osc 1, 2 and 3 are the same in both versions) but there are some differences listed here:

LazyPlay in ScapesWizard does feature mode JustLazy of the Pro version only. This is simply as there is no wavepool to select a bunch of waves for sequential PoolSeq or LazyPool playing. Therefore dedicated Reset button and display selector for switching between WavePool and Joyscope are not required in the mini version.

ScapesWizard mini does have 48 waves in each slot instead of 120 in ScapesWizard Pro. Still these reduced set of waves does offer a lot variety but of course not as much as with the Pro version. Space Rumbling Background Noise is featured in the Pro version only. So if you want more ...

For a detailed description you can refer to the manual of the Pro version below.

ScapesWizard Pro Manual

The machine for soundscapes, atmospheres and textures in motion



Note: This is a machine thus it is not to be played like a common synthesizer!

ScapesWizard is a machine for soundscapes with **very different control concept** by triggering different samples via keyboard, or, using LazyPlay play a pool of waves in sequence or at random driven by inbuilt clock or triggered by keyboard to advance manually.

There are three different soundengines: Slow Motion Scapes (Osc 1&2), OneShots and Loops (Osc 3), and Space Rumble Background Noise. Each engine has got some dedicated soundmodifiers partly with special controls. But the most important feature is you can trigger i.e. switch samples with a dedicated tune setting via keyboard (with velocity) which is ideal for live interaction too!

Basically you have a keyboard split to trigger a sample of Osc 1 & Osc 2 (alternating or Osc 1 only) from C2 to B3 (left side) and Osc 3 from C4 to B5 (right side). So simply give a key a short push and the resp. sample will play until it's changed by pushing another key. For Osc 3 looped sampled can be faded out by giving key C6 a short push, and even you can retrigger it via key F6.

You got 2 x 24 samples (= 2 x 2 octaves) in direct access via keyboard. To each keyrange (from C2 to B3 and C4 to B5) a different waveset out of 5 can be assigned. This makes the plugin suited very well for usage with trigger pad controllers. Also for live interaction pitchwheel can be used for Osc1 & Osc2 with a range of +1/-1 octave and for Osc 3 the same for Modwheel.

The basic usage is intended to have a setting 'in motion' and then play different samples and maybe with occasional tweaking of some knobs. Although there seem to be very few control elements most of these have a double function: left side is setting a dedicated value while right side adjusts modulation amount. Note those knobs with a marker at top/mid.

There are four LFOs adjustable in Rate plus a Variation knob changing the waveforms for all 4 LFO. You will notice there are no LFO selectors at all present. This is due to the fact that no LFO is used directly. Always

there is used a mix of 2 LFO controlled i.e. mixed by a 3rd LFO to achieve more complex modulation waves giving more variation. Anyway the small 'planets' in the mid display show motion & amount of the resp. modulation.

The Demo version is quite the same except it mutes shotly at varying intervals, and there are nice voiceovers, but not every time ;-)

The left section with Osc 1 & 2



Basically Osc 1 & 2 are triggered alternating, but you can freeze osc. 2 to switch osc 1 only via keytrigger: use button at K(ey)Mode Altrn/Osc 1.

Set selector is used to access a set of 24 samples to be triggered via keyboard: Set 1=01-24, 2=25-48, 3=49-72, 4=73-96, 5=97-120)

Tune setting (in semitone steps +/- 2 oct.) for each wave is memorized for each preset and will be used when the wave is triggered again.

Mix Src adjusts between both sources, also: left side = fixed value, right side adjusts modulation amount of mix, center/mid is Osc. 1 only.

Level sets the basic level, while Dry Wet adjusts between dry and colored signal (left side fixed value, right side mod amount)

Modify Color of the sound (left side fixed value, right side mod amount)

Blips add some S& H blips while Blips Var allows some variation of the blips

Pan (left side fixed value, right side mod amount) allows to set a pan position with delayed pan moving to opposite direction.

Feedbk is Feedback of Delay and Delay Level is obvious.

The right section with Osc 3



Osc 3 consists mainly of oneshot samples.

Set selector is used to access a set of 24 samples to be triggered via keyboard: Set 1=01-24, 2=25-48, 3=49-72, 4=73-96, 5=97-120)

Tune setting (in semitone steps +/- 2 oct.) for each wave is memorized for each preset and will be used when the wave is triggered again.

Level sets the basic level

HiCut moves away some unwanted higher frequencies

Depth adds some spatial depth via a reverb (a plain dry signal is intentionally not possible).

Color A & Color B (both with left side fixed values, right side mod amount) while Dry Wet adjusts between dry and colored signal (left side fixed value, right side mod amount).

Pan (left side fixed value, right side mod amount) allows to set a pan position with delayed pan moving to opposite direction.

Feedbk is Feedback of Delay and Delay Level is obvious.

Note on the delay: it is using a fixed delay time of ½ note length which is best suited for this machine.

Lower Mid Section



Space Rumble Background Noise supplies some more or less 'Huge' background noise scape to be adjusted in Level, Color A and B plus a Mix between A and B. Use it with care.

Depth knob here is valid for Osc 1 & 2 and this section. Depth adds some spatial depth via a reverb (a plain dry signal is intentionally not possible).

Upper Mid Section = LFOs



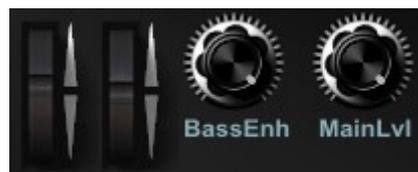
There are four LFO to be contolled in Rate plus a knob to set variation of LFO waves in combination for the four LFO. No LFO is used directly instead there is always used a mix of 2 LFO controlled i.e. mixed by a 3rd LFO to achieve more complex modulation waves giving more longterm variation.

Center section



There are three Joystick balls which when move will also move the related knobs. In the background there are small 'planets' showing the actual amount of modulation used. Moving a knob if assigned will move a planet here. And, yes there are three joystick balls to play with – the related knobs will move resp.

Output and further controls



Use Bass Enhance for more bass response and adjust Main Level to the required output level. Pitchbend and Modwheel are for pitch bending the oscillators (+/- 1 octave range). Both wheels on the GUI have a spring to middle/center position.

LazyPlay



For LazyPlay there are three modes (change is only possible when NOT in Play mode (Play visible):

Just Lazy: selecting from waves at random from each waveset.

LazyPool: only waves from the Wavepool will be used for LazyPlay

PoolSeq: playing the waves selected in the Pool in sequential order and of course alternating for osc 1 & 2.

Hint: Esp. after having played with modes Push Reset button to ensure it starts at 1st step – waves displayed at osc slots should match those listed in slot 1 and 2.

Key / Clock switches between clock driven mode or manual advance via MIDI Keys: D#6 for Osc 1&2, and D#6 for osc 3. Hint: You might play the wavepool in sequence via these two trigger keys.

Select a mode and Push Play / Stop button to start / stop it

Reset is fairly obvious: resets to 1st step *Note:* Key E6 does it too ;-)

The Button WavePool / JoyScope switches display between WavePool and JoyScope Pad area in the middle.

Var 1&2 and Var 3 will set interval for switching to next wave (approximatly from 10sec up to 59 secs)

Note: Var 3 knob turned fully to left will switch this part Off.

Having the Joypad visible there is an indicator when the next switch is about to appear: when the small darker blue planet is reaching its upper or right border it will bounce back and switch, if Play is off that planet is in the lower left corner. .

The Wavepool

allows to select 12 waves for osc. 1, 12 waves for osc. 2 and 16 waves for osc. 3.

Osc 1 = odd columns = 1st and 3rd, Osc 2 = even columns = 2nd and 4th

Wavepool for LazyPlay			
Pool for Osc 1 & 2 (odd & even column)			
13 - ExoSph	4 - Broad Ms	91 - SpaceC	111 - Mboko
91 - SpaceC	13 - ExoSph	64 - Planetar	68 - ScapeD
3 - Bend Car	97 - SubStor	22 - Hanging	44 - Leaving
10 - Drawn li	30 - Indepth	105 - Third S	63 - Pharu
92 - SpaceLi	12 - DropsIn	85 - S'n'H-Bl	117 - Whale
20 - From th	13 - ExoSph	24 - Hauntec	46 - LowMoo
Pool for Osc 3			
13 - 1S-Corn	65 - 1S-Spac	61 - 1S-Sonz	6 - 1S-BellBi
62 - 1S-Spac	25 - 1S-Dark	72 - 1S-Strar	29 - 1S-Drift
61 - 1S-Sonz	1 - 1S-Abstr	1 - 1S-Abstr	34 - 1S-Gliss
8 - 1S-Bird o	77 - 1S-Toon	13 - 1S-Corn	64 - 1S-Spac

Some additional hints:

You can load other sf2 files but preferably those containing waves with inharmonic content (i.e. no dedicated pitch) will serve best while instrumentlike waves such as saws, organ, strings etc. are not really suited for this machine. Also waves with large parts very much above or below zero (like a big DC offset for a large portion of the wave) won't work well.

FAQ for silly questions:

Q: Why are there only 120 internal waves for each slot? SF2 files can have 128.

A: $5 \times 24 = 120$, as 24 is the range for the key triggers.

Q: Why only 64 patches inside?

A: Actually 16 would have been enough already. It's not so much about patches (as of soundsettings) rather than with playing the waves. It's hardly ever been easier to be creative than with this machine as is ;-)

Q: I loaded my mega piano sf2 file into slots for osc 1 & 2 but I can't really play the piano, why is that so?

A: Are you sure you did understand the concept of this machine? Please read again from the beginning of this manual

Credits and further info

The Synthesizer has been created by H. G. Fortune with Synthedit by Jeff McClintock.

Patches were kindly done by Dimitri Schkoda, Stanley King, Shabdahbriah

Vocals for some of the Demo messages by my kind neighbour Irina B.

This VSTi uses further modules by David Haupt, Kelly D. Lynch, Peter Schoffhauzer, Daz Diamond, Lance Putnam, Etric van Mayer, Tactile Sounds et al.

VSTi by H. G. Fortune:

More VSTi: <http://www.hgf-synthesizer.de>

H. G. Fortune

G. Hager

Almaweg 49

53347 Alfter

0228/5344207

Germany

email: fortune@flomo-art.de

official support forum on: kvraudio.com

Open group for users, fans, friends and supporters: [on www.facebook.com](https://www.facebook.com)

This is not a technical support forum rather than for latest news, communication among members e.g. sharing ideas, videos and music.

Thanks to all who have helped and do support my work!

Appendix 1

List samples for Osc 1 & 2

000 Along the Bell	030 Industrial	060 Pass Beyond	090 SpaceClangs
001 BellyDancing	031 InHarmony	061 Perilous Encounter	091 SpaceLift 2
002 Bend Canyon	032 Inside Rim of Bell	062 Pharu	092 Spaceshift
003 Broad Vision	033 Intrusion	063 Planetary Trail	093 Sparkling Spaces
004 CoronaSphere	034 Jumpy Aliens	064 RepeatAttempt	094 StangeMotion
005 Dark Calling	035 Jumpy Aligned	065 Rumpelstizlchen	095 StrangeGhouls
006 DataBlipBlop	036 Jumpy Bandpass	066 ScannedMotion	096 SubStorm
007 DeepAbyss	037 Jumpy Phases	067 ScapeDreaming1	097 Subtle Danger
008 Distant Space	038 Just Jumpy	068 ScapeDreaming2	098 SubtleMotions
009 Drawn Into	039 Kristall-Morph	069 ScapeDreaming3	099 Subway
010 Drifting Along	040 Landscape 7	070 ScareBirds	100 Tanger in Dream
011 DropsInCave	041 Late Move	071 Scrapyard	101 Tantaloid
012 ExoSphere	042 Late Surprise	072 Seti Calling 1	102 The Hammer
013 Faint Bells	043 LeavingReturning	073 Seti Calling 2	103 The Sea 2
014 Farsighted	044 Ligetica	074 Shifting Bell	104 Third System
015 Fifth Sphere	045 LowMoon	075 Shifting Spheres	105 TimeCrossing
016 Fifties SciFi	046 Lunatic	076 ShiftingSpace	106 TransferData
017 Floating Aside	047 MirageMotion	077 Shimmering	107 Tumbling Away
018 From Below	048 MoonGhost	078 Sixties Ufo	108 TurboThrottle
019 From the Past	049 MoonHorror	079 Slow Approach	109 Vanora Bell
020 Glass Labyrinth	050 Multi Belling	080 Slow Jumpy	110 Vibokobong
021 Hanging On	051 Mystery Cave	081 Slow Up	111 Vibrant
022 Haunted Henge	052 Night System	082 SomeWeirdTalk-r	112 Vx-Motion
023 HauntedCave	053 NightmareTrip	083 SlowSwirlyBlips	113 Waiting For
024 HeavyDrone	054 NirwanaFlow	084 S'n'H-Blipps	114 Warning!Forbidden
025 HiddenBeyond	055 No Gamelan	085 Somewhere in Java	115 WaterPhonic
026 Hiding Behind	056 Northern Pings	086 SomeWind	116 Whale Bells
027 In Motion	057 Not Bubbles	087 SonicMachine10	117 What Albraum
028 In Pandoras Box	058 Nowhere To Go	088 Space is Cold	118 Where Am I
029 IndepthView	059 Outpost	089 SpaceClanging	119 Woodland

List samples for Osc 3 (Prefixes: 1S = oneshot, Lp=Looped)

000 1S-Abstract	030 1S-Falling	060 1S-Sonar	090 Lp-Chicadas
001 1S-AnvilCrash	031 1S-FromDeep	061 1S-SpaceBubble	091 Lp-Clocks-rev
002 1S-Artefacts	032 1S-Giantree	062 1S-SpacewarPunch	092 Lp-ClockTickin
003 1S-Bell K2	033 1S-GlissSparkly	063 1S-SpaceWhirl	093 Lp-Demons-r
004 1S-Bell17	034 1S-Gong1	064 1S-SpaceyWob	094 Lp-DropsInCave
005 1S-BellBig	035 1S-Gong2	065 1S-Sparkle-1	095 Lp-Flowater
006 1S-Bell-Syn	036 1S-Gong3	066 1S-SparkleWhirl	096 Lp-Forlorn
007 1S-Bird of Prey	037 1S-Gong4	067 1S-Sparkley	097 Lp-Gevoegel2
008 1S-Birdie	038 1S-GongBig	068 1S-SplashGun	098 Lp-Ghoulzone
009 1S-BlowBang04	039 1S-Grinder	069 1S-Spookbell	099 Lp-Haunted-rev
010 1S-Breezing	040 1S-HighPitched	070 1S-Steamout	100 Lp-InTheWoods
011 1S-CicadaRattle	041 1S-HiWobble	071 1S-StrangeBell	101 Lp-InvWarpoon
012 1S-Coming	042 1S-In Motion	072 1S-Strum	102 Lp-LightningL
013 1S-CommFailing	043 1S-K-Bell	073 1S-Thunder2	103 Lp-Limbodrift
014 1S-CreepyDoor	044 1S-K-Blow	074 1S-ThunderBig	104 Lp-LostInSpace
015 1S-Crystalline	045 1S-K-SN-Machine	075 1S-Toonlike1	105 Lp-SamUnhold
016 1S-CyberDrop	046 1S-Mysteries2	076 1S-Toonlike2	106 Lp-S'n'H-Blipps
017 1S-Cymb1Cresc	047 1S-NoiseShot	077 1S-Toonlike3	107 Lp-SomeWind
018 1S-Cymb2Cresc	048 1S-NoizUpWobbl	078 1S-Viboko	108 Lp-Sonar
019 1S-CymbalCresc	049 1S-OneBubble	079 1S-W-Drop	109 Lp-SpcWarpX
020 1S-Cymb-Backw	050 1S-PassingBy3	080 1S-Werewolf	110 Lp-Spookie!
021 1S-Cymb-Backwlg	051 1S-Piano-glis	081 1S-WhirlPasser1	111 Lp-StormWind
022 1S-DangerAlert	052 1S-PitchDown	082 1S-WhirlPasser2	112 Lp-Suspense
023 1S-DarkAge	053 1S-Pitchp3W	083 1S-Wobbledown	113 Lp-TunnelBel
024 1S-DarkBell	054 1S-PitchUp	084 1S-Wolves	114 Lp-Tunnellizer
025 1S-Darkgliss	055 1S-PitchUp2	085 1S-WoobleShot	115 Lp-Voegelei
026 1S-DarkMetal	056 1S-Plutom1	086 Lp-AlienLife	116 Lp-Water-Birds
027 1S-DeepSpaceFx	057 1S-RainyThunder	087 Lp-Aliens-r	117 Lp-WeirdLoop
028 1S-Drifting	058 1S-RattleTensiV	088 Lp-BellMaze	118 Lp-WeirdTalk-r
029 1S-Failure	059 1S-SitarBubble	089 Lp-BellNoiz	119 Lp-Woodland

There is also an additional Mute wave in each sf2 file (not listed here) just in case you might need it.

Appendix 2

MIDI-Implementation of MIDI CC for buttons, sliders & knobs (recognized data valid from 0-127)

MIDI CC from 33 to 63 are not assigned so you might use these for your own assignments provided your MIDI Controller Hard/Software does support these as normal controllers.

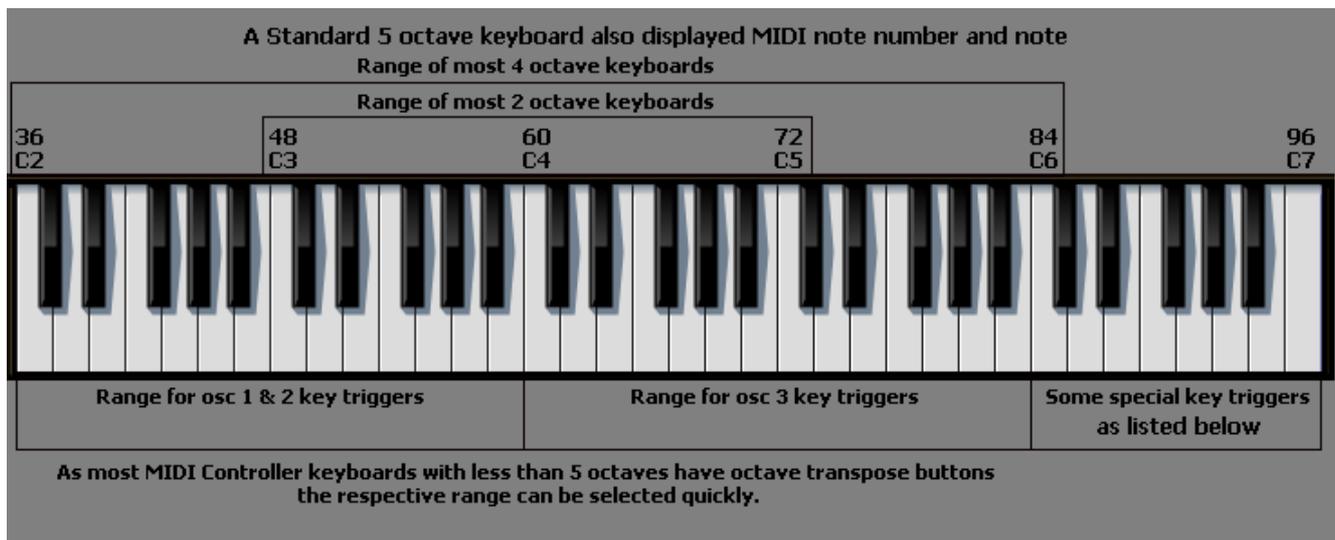
Main Vol	= 7	= 33	Osc 1 & 2		LFO	
Bass Enhance	= 8	= 34	Mix Src	= 70	LFO 1 Rate	= 89
	= 9	= 35	Level	= 71	LFO 2 Rate	= 90
	= 10	= 36	Dry Wet	= 72	LFO Var	= 91
	= 11	= 37	Color	= 73	LFO 3 Rate	= 92
	= 12	= 38	Blips	= 74	LFO 4 Rate	= 93
	= 13	= 39	Blips Var	= 75		
	= 14	= 40	Pan	= 76	LazyPlay	
	= 15	= 41	Feedback	= 77	Var (Osc) 1&2	= 94
	= 16	= 42	Delay Level	= 78	Var (Osc) 3	= 95
	= 17	= 43	Depth	= 79		
		= 44				
Oscillators		= 45	Osc 3			= 102
Osc 1 Wave	= 18	= 46	Level	= 80		= 103
Osc 1 Set	= 19	= 47	HiCut	= 81		= 104
Osc 1 Tune	= 20	= 48	Depth	= 82		= 105
Osc 2 Wave	= 21	= 49	Color A	= 83		= 106
Osc 2 Set	= 22	= 50	Color B	= 84		= 107
Osc 2 Tune	= 23	= 51	Dry/Wet	= 85		= 108
Osc 3 Wave	= 24	= 52	Pan	= 86		= 109
Osc 3 Set	= 25	= 53	Feedback	= 87		= 110
Osc 3 Tune	= 26	= 54	Delay Level	= 88		= 111
		= 55				= 112
Space Rumble		= 56				= 113
Level	= 27	= 57				= 114
Color A	= 28	= 58				= 115
Color B	= 29	= 59				= 116
Mix A:B	= 30	= 60				= 117
	= 31	= 61				= 118
	= 32	= 62				= 119
		= 63				

You might use MIDI Learn or Edit via right click with mouse on the resp. Item (knob, button, selector etc.) to change these assignments. Not all control elements on GUI do supports this.

The inbuilt MIDI CC & value display will show changes when an assigned item is edited.

Appendix 3

This illustration should give you an idea where on a MIDI keyboard the ranges are located:



Assignment of the special key triggers:

C6 = Fade out for looped waves at osc. 3

C#6 = advance for osc. 1 & 2 (alternating) Note: Be sure to set to Key at LazyPlay in order to use this

D#6 = advance for osc. 3 Note: Be sure to set to Key at LazyPlay in order to use this

E6 = Reset (might be handy at times)

F6 = Retrigger Osc 3 (helpful to retrigger the current oneshot or bring a faded out loop sample back to life)

C7 = Fade out / Fade In again for main out.

Terms of License Agreement:

You are NOT ALLOWED to sell the program or charge for the access to the free version. You are allowed to distribute the free version of this program (online or on magazine CD's) as long as You do not charge for this program! Anyway You are requested to send an info about such a distribution.

You may use the program in personal and/or commercial music (credits are welcome). But You are not allowed to make samples (looped or unlooped) for commercial sampling CDs without prior permission. You are allowed to run the registered i.e. Pro version of the program on different computers as long as You are the only person having access to and using the program.

You are not allowed to modify, decompile or reverse-engineer the program. This program is not copy-protected but protected by national & international (copyright-) laws.

Changes & enhancements may be made without prior notice and a grant that further editions will read patches from former version cannot be given.

The software is supplied as is. Use this program on Your own risk and Your own responsibility.

One final note: After having downloaded the zipfile make a backup!