Soliton Sound Bank for Zebra 2.5 information.
All Soliton for Zebra sounds were created by Michael Cavallo.
Release date on July 18th, 2011.
Visit us at: http://www.monomo-sounddesign.com
Contact / Support at: Michael@monomo-sounddesign.com

Follow the links below to hear music demo tracks created with Soliton for Zebra

These 2 tracks were created by Mike Leghorn using only Soliton sounds.
The River of Life
http://soundcloud.com/mike-leghorn/the-river-of-life
The Rite of Splunge
http://soundcloud.com/mike-leghorn/the-rite-of-splunge

Below is the link to hear my own demo tracks and individual Soliton demo tracks.
http://soundcloud.com/monomo

Special thanks to **Mike Leghorn** for his amazing music demos.
You can visit his site below, to hear more great music.
http://mike-leghorn.com/

I would also like to thank **Brian Rzycki** for his support and helpful input,
into the creation of these Soliton for Zebra sounds.

Thank you and enjoy.
Best wishes,
Michael Cavallo

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Soliton is a combination of presets contained within 4 folders.
They are labeled below with content descriptions.
All are in Zebra 2.5 H2P format.

1 Main Set - 131 presets. The standard preset pack.
2 XY Variations - 154 preset variations.
3 Arps - 102 arpeggiator presets.
4 Osc Waves - 193 wave tables.

More detailed descriptions of the contents can be found below.

1 Main Set - These are the main presets of 128 sounds, within grouped folders.
Most of these have a dry mix, where the FX are turned off by default.
All of them contain tweaked FX, which you can turn on from within the FX section to enhance the tone.
2 XY Variations – These are variations of the main presets.
These were created by changing the XY controls, and individually tweaked parameters.
The Mod Wheel, Pitch Wheel, and After Touch settings in most of these were also changed.
3 Arps - These were created using the main presets pre-designed Arpeggiator settings.
These also have changed XY controls, and individual parameter tweaks, as well as
changes made to there Mod Wheel, After Touch, and Pitch Wheel settings.
4 Osc Waves - These are the hand drawn oscillator wavetables used within the main presets.
Each oscillator used in these presets have 16 unique waves.
About 25% are morphed wave tables, and the remaining 75% have individually unique drawn waves. Some may contain a simple saw, square, or triangle as the initial wave, with 15 other uniquely drawn waves within the remaining wave slots.

The **main universal features** regarding the Soliton Zebra bank, are as follows.
1. All presets have all 4 XY controllers assigned to various unique parameters.
2. All presets have Modulation Wheel settings.
3. All presets have information added to the info panel, and within the XY control panel.
4. Approximately 85% of presets contain After Touch setting.
5. Approximately 35% of presets have Pitch Wheel settings set to other parameters besides pitch.
6. Approximately 90% of presets contain Arpeggiator settings set within the standard presets.
7. Approximately 75% of presets contain extra modules within the Module Grid.
They are turned off by default within the standard set.
8. All presets contain various tweaked FX within the FX section, which are turned off by default.

More detailed explanations of the above features are as follows.

XY control- In most cases, the XY1 pad is used for Wave tables, and detune type settings.
It's effect is sometimes only noticed with combination changes of the other 3 XY pads.
The XY2 and XY3 pads, are usually a mixed bag of anything from filters, to sync, or Osc Fx.
The XY4 pad is used primarily for Envelope settings.

Modulation Wheel- Referred to as **MW**, has many different types of mod sources set to it.
These can be vibrato, filter, envelope and tone changes. Many of the settings which can be
said to like a preset morphing feature, actually change the sound completely, or add other
sound sources.
Note to those with spring back loaded modulation wheels.
Most of the presets mod wheel settings works best with non-spring loaded mod wheels.
You can use your DAW automation feature of the mod wheel, as an alternative to taking
better advantage of the way I have these mod wheel settings routed.

After Touch- Is referred to as **AT** within the info panels of the presets.
After Touch settings can be set to filters, or vibrato with most of the presets.

Pitch Wheel- Is referred to as **PW** within the info panels of the presets.
Many Pitch Wheel settings have the PW in UP position set to other parameters than
pitch. Such as filters or vibrato. This still allows for pitch bends while pulling down
on the Pitch Wheel.

Extra Modules- The extra modules in most presets are found within the Module Grid, which I
refer to as the Mod Table. The extra modules are turned off by default.
Turning these on one by one or in combination, can change the sound in various ways.

Arpeggiator Settings- All of the main presets, except those with long release times, have
pre-designed Arpeggiator settings saved with the initial preset. They also contain the
Arp Mods found within the Matrix tab. These Arp Mods are set to 0 by default.
To make use of the Arp settings within the main presets, click on the Arpeggiator mode from
the Zebra GUI, under the Global settings within the FX section.
Then click to turn on the last Delay FX, that each preset has within the FX chain.
Then click on the Matrix tab, to turn the Arp Mod knobs around in different ways to create a
more unique sounding Arp.

The Soliton for Zebra sound bank requires Zebra version 2.5 or higher.
You can get the latest version here.
http://www.u-he.com/cms/zebra

•End User License Agreement-EULA
Date: July 16th 2011
Party A: is the sole creator of **Soliton** for Zebra sound bank **DEMO**, Michael Cavallo.
Party B: is the person who has acquired **Party A's Soliton** for Zebra sound bank **DEMO**.

To use these presets you must agree to the contents of this EULA.
The conditions of this agreement are as follows:

1. **Party B** will not include or re-package any part of **Party A's Soliton** sound bank **DEMO** in any other software, or sample bank,
or any other electronic form, for distribution or sale, without expressed permission from **Party A**.

2. **Party B** will not create samples of any part of **Party A's Soliton** sound bank **DEMO** for sale or distribution to any other persons.

3. **Party B** can distribute in whole only, **Party A's Soliton** sound bank **DEMO** free of charge only.
No profit can be made by **Party B** from the distribution of **Party A's Soliton** sound bank **DEMO**.

4. **Party B** must comply with all of these EULA conditions. If Party B fails to comply with any of these EULA conditions,
then **Party B** will have effectively broken this **End User License Agreement**.

5. Breaking this EULA can result in **Party B** no longer being permitted to use **Party A's Soliton** sound bank for Zebra.
Breaking this EULA can result in **Party A** taking legal action against **Party B**.

6. **Party B** can use **Party A's Soliton** sound bank **DEMO** presets for the creation of commercial and non-commercial music use.

End of EULA.

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http://www.monomo-sounddesign.com

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