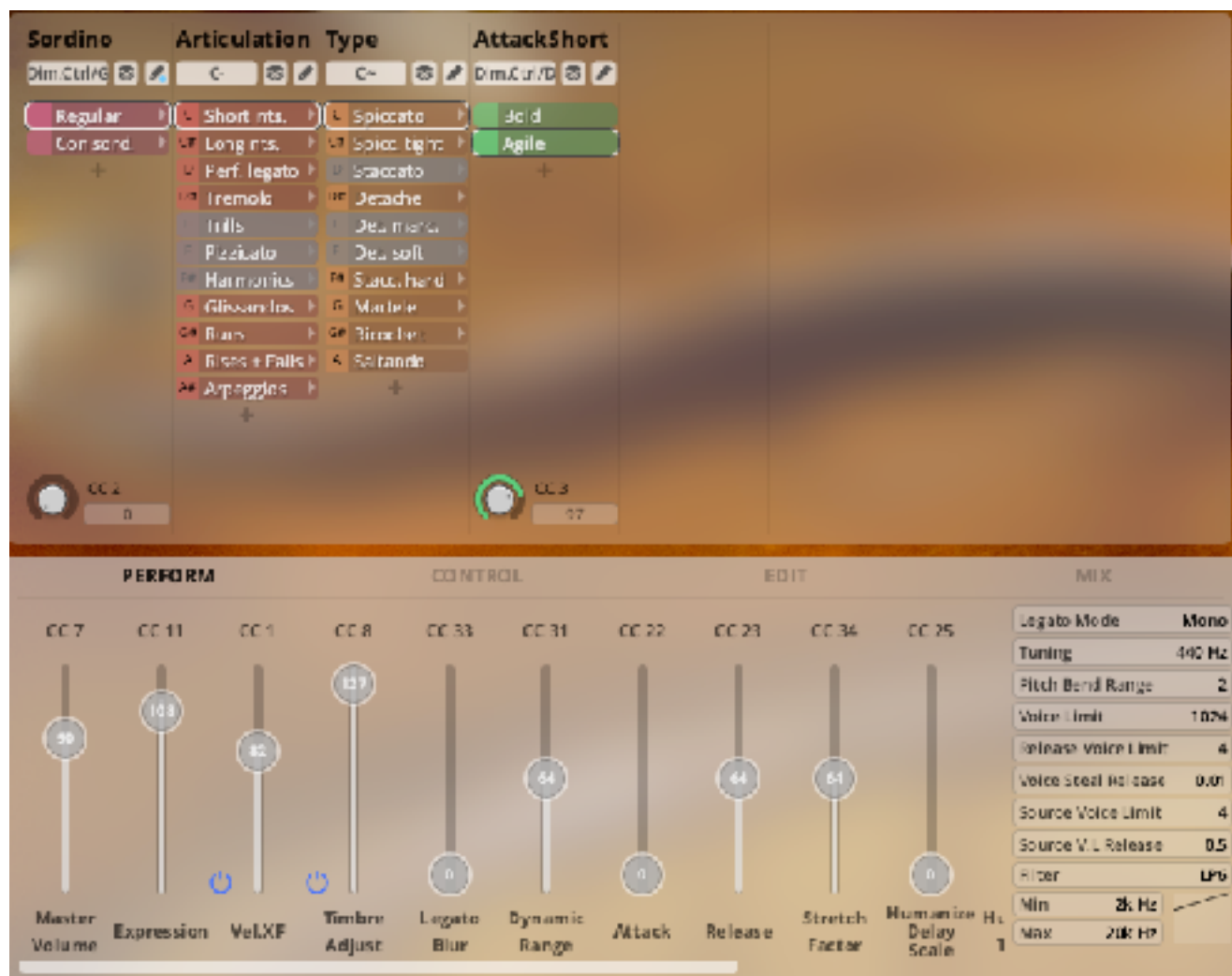


VSL SYNCHRON DUALITY

STRINGS PRESETS

and Logic Articulation Set



Foreword

A few years ago, I've switched my bread-and-butter strings library to VSL and have been an early adopter of Synchron Duality Strings (SDS) since its release.

I have then worked countless hours to adapt it to my workflow based on keyswitches & CC.

This package hosts the result of this fine-tuning and I hope that you'll find as useful as it is to me.

Use it as it is, tweak it, break it, adapt it, release it as you want.

It's optimised for my own workflow which consists in:

- working with Logic Pro articulations sets - and its limitations, like only 3 levels of keyswitching while default VSL libs might be up to 5 levels.
- using my own touch controller based on Open Stage Control framework,
- using CC controls as much as possible.

This package contains presets for all instruments - **Violins I, Violins II, Viola, Cello, Double Bass** and **Tutti** (full ensemble).

Most of the presets work exactly with the same principles, save Double Bass & Tutti which have less articulations.

These presets includes articulations from :

- **Synchron Duality Strings (SDS)**, including new articulations brought by the last free update,
- **SDS Con Sordino** extension,
- **SDS Virtuoso** extension.

SDS Colors is not included - I created separate presets for this library

All presets are based on the Standard versions of the libraries - not the Full versions - but should work also with the Full versions.

I release also a video on my YouTube channel : <https://www.youtube.com/@loicdesjardinsmusic>

Disclaimers

I am not endorsed by VSL nor by Apple. I would like to, but it's not the case. :/

Presets are provided as-this ; I will maintain and update them for my own purpose first, I take no commitment in fixing or maintaining them.

I am free also to make any changes - even drastic - in the structure of presets.

Presets support current state of VSL Synchron Duality Strings library and extensions, I take no liability on future updates and changes made by VSL or Apple.

Also, these presets work wonderfully with my own configuration (M1 Max, 32GB RAM, w/ external Thunderbolt NVME drive) but I'm not responsible for any performance issue experienced by users.

Installation

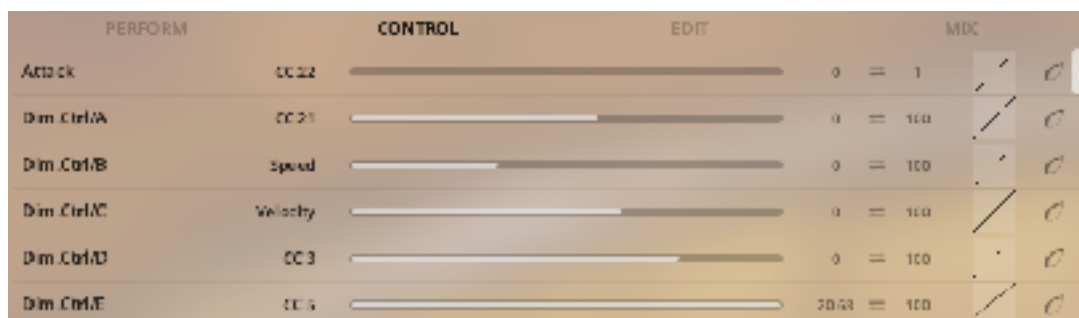
Copy the SDS presets (vsynpreset files) to your user preset directory, as set in Vienna Synchron Player, under **Settings, Database** tab, **User Presets Folder** setting.

Copy the Logic Pro articulation set (plist file) in : <User>/Music/Audio Music Apps/Articulations Settings

Generic controls

Controls

The most used controls are **CC21, Velocity, Speed** and **CC3**, together with **CC2** (Con Sordino switch) and **CC4** (Fake Divisi, see below)



Timbre Adjust

Timbre Adjust has been **activated** on all presets.

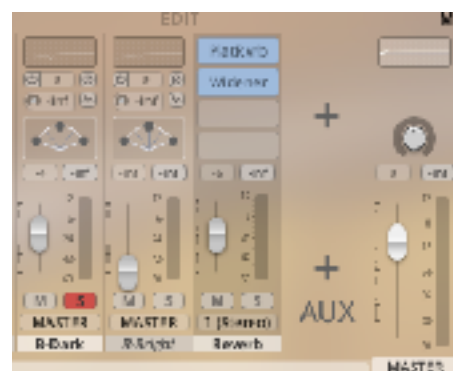
I recommend to use this parameter if your strings are sound a bit too harsh or too present in a mix. It a great way to soften them or look for a more “vintage” sound.

Mix

Mix is based on **03. Wide preset**. This preset slightly emphasises panning while keeping the overall balance natural. If you want to change this, make sure that “Fake divisi” is still active (see below)

“Fake Divisi”

SDS has been recorded in 2 different studio rooms in Synchron Studio : a symphonic size orchestra in the larger Synchron Stage A and a small studio orchestra in Studio B.
Hence, this library allows to blend cinematic and chamber orchestra.



I have used this to my advantage by creating a “fake divisi” orchestra, using **CC4** automation. Values below 64 will use the full sound and A & B stage while values above 64 will **solo** B-Dark microphone and activate a **3dB boost** from the EQ to compensate the volume loss.

Disclaimer : triggering the “fake divisi” mode might generate a faint click noise. It is recommended to switch when section is not playing.

VelXF sus

All presets are based on the VelXF sus presets from VSL, allowing to control articulation volume with **CC1** (Vel Xfade) for Longs articulations, and **Velocity** for short articulations. Please refer to VSL documentation for more details about the different approach.

Con Sordino

Con Sordino is triggered by **CC2** (values above 64). Please note that Con Sordino doesn't work with all articulations - specifically those brought by Virtuoso Extension.

For performance issues, I have chosen to **switch** between Regular/Con Sordino and **not crossfade**. Crossfading triggers too many samples, saturating the voice count on my system and generating glitches.

If you have a more powerful system (more RAM, better CPU, onboarded drive) you may try to activate crossfade mode. This is done by clicking on the “sandwich” icon below the section name to turn it blue. Crossfading curves can be adjusted using the “pen” icon next to it (available from July 2024 release of Synchron Player).



Crossfades

Speaking of crossfades, each of them has been carefully edited to match my usage.

2-entries crossfades will show (roughly) a similar design : A from 0 to 33, then crossfade from 33 to 85 then B only from 85 on.



3-entries crossfades will show A only from 0 to 26, then A/B crossfade from 26 to 50, then B only from 60 to 75, then B/C crossfade from 75 to 100 and C only from 100.

Specific controls

The section below will browse through the articulations provided by the Regular + Con Sordino + Virtuoso merged combination.

If I mention articulations that you don't find in your player, it could mean that you are missing an extension or didn't install the last SDS update (as of Aug 2024).

Shorts nts / Spiccato

Shorts nts / Spicc. tight

Shorts nts / Staccato

Shorts nts / Detache

Shorts nts / Det. marc.

Shorts nts / Det. soft

CC 2 : Regular / Con Sordino

Velocity : Dynamics

CC 3 : Bold / Agile

Shorts nts / Stacc. hard

Shorts nts / Martele

Velocity : Dynamics

CC 3 : Bold / Agile

Note : no Con Sordino

Shorts nts / Ricochet

CC3 : Ricochet selection a1/a2/a3/a4

Velocity : Dynamics

Note : no Con Sordino

Shorts nts / Saltando

Velocity : Dynamics

Long nts / Poco vib.

Long nts / Molto vib

Long nts / No vib

Long nts / No vib XF

not customized / not used

Long nts / Vibrato XF

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC21 : Vibrato No Vib. / Poco Vib. / Molto Vib.

CC3 : Release Normal / Soft / Very Soft

Note : No Vib. has only Normal release

Velocity : Attack Soft / Normal / Fast / Sfz

Note : No Vib. has only Normal & Fast attack



Long nts / Espressivo**Long nts / Swell**

CC1 : Dynamics

CC3 : Release Normal / Soft / Very Soft

CC2 : Regular / Con Sordino

Long nts / Crescendo [not available for Double Bass]**Long nts / Diminuendo** [not available for Double Bass]

CC1 : Dynamics (on sustain)

CC3 : Length Short / Medium / Long

*Perf. legato / Normal**Perf legato / Agile Leg / Poco Vib**Perf legato / Agile Leg / Molto Vib**not customized / not used***Perf legato / Agile Leg / Vibrato XF**

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC21 : Vibrato Poco Vib / Molto Vib

CC3 : Release Normal / Soft / Very Soft

Velocity : Attack Normal / Normal / Fast / Sfz

*Perf legato / Auto-spd / Normal / Poco Vib**Perf legato / Auto-spd / Normal / Molto Vib**Perf legato / Auto-spd / Agile leg / Poco Vib**Perf legato / Auto-spd / Agile leg / Molto Vib**not customized / not used***Perf. legato / Auto-spd / Normal / Vibrato XF**

CC1 : Dynamics

Speed : Normal / Agile Leg

CC2 : Regular / Con Sordino

CC21 : Vibrato Poco Vib / Molto Vib

CC3 : Release Normal / Soft / Very Soft

Velocity : Attack Soft / Normal / Fast / Sfz

*Perf. legato / Slurred leg / Poco Vib**Perf. legato / Slurred leg / Molto Vib**not customized / not used***Perf legato / Slurred Leg / Vibrato XF**

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC21 : Vibrato Poco Vib / Molto Vib

CC3 : Release Normal / Soft / Very Soft

Velocity : Attack Soft / Normal / Fast / Sfz



Perf legato / Slurred leg / Espresso

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC3 : Release Normal / Soft / Very Soft

*Perf. legato / Portamen / Poco Vib**Perf. legato / Portamen / Molto Vib**not customized / not used***Perf. legato / Portamen / Vibrato XF**

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC21 : Vibrato Poco Vib / Molto Vib

CC3 : Release Normal / Soft / Very Soft

Velocity : Attack Soft / Normal / Fast / Sfz

Perf. legato / Portamen / Espresso

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC3 : Release Normal / Soft / Very Soft

Tremolo / Fast Trem**Tremolo / Slow Trem**

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC3 : Transition Normal / Legato / Slurred

Velocity : Attach Normal / Fast / Sfz

Tremolo / Slow X Fast

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC3 : Transition Normal / Legato / Slurred

Velocity : Attack Normal / Fast / Sfz

CC21 : Trem speed XFade Slow / Fast

Tremolo / Long X Fast

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC3 : Transition Normal / Legato / Slurred

Velocity : Attack Normal / Fast / Sfz. *Note : Long adds Soft Attack*

CC21 : Transition XFade Long / Fast Trem

Tremolo / Measured

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC3 : Transition Normal / Legato / Slurred / Cut

*Note : Tempo is selected using keyswitch from F-1**Note : By default, I don't activate Stretch mode (to optimise performance)*

Trills

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC3 : Transition

Note : Interval is selected using keyswitch from G-1

Pizzicato / Regular**Pizzicato / Snap Pizz****Pizzicato / Col legno**

Velocity : Dynamics

CC3 : Bold / Agile

CC2 : Regular / Con Sordino

Note : Con Sordino does not feature Snap Pizz articulation

**Harmonics / Long nts****Harmonics / Tremolo**

CC1 : Dynamics

CC2 : Regular / Con Sordino

Velocity : Attack Normal / Fast

Harmonics / Long XF tr.

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC21 : XFade Long / Tremolo (harmonics)

**Harmonics / Reg X Har**

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC21 : XFade Long / Harmonics

Harmonics / Trm X Har

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC21 : XFade Tremolo / Tremolo harmonics

Velocity : Attack Normal / Fast

Harmonics / Staccato

CC2 : Regular / Con Sordino

CC3 : Bold / Agile

Velocity : Dynamics. Note : quite limited range

Glissando / Glissando

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC21 : Speed Very Fast./ Fast / Slow / Very Slow

Note : Con Sordino only features Fast / Slow

Velocity : Direction Up / Down

CC3 : Interval Octave / Fifth / Second [only for Fast & Slow speeds]



Glissando / Glis trem

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC21 : Speed Very Fast./ Fast / Slow / Very Slow

Note : Con Sordino only features Fast / Slow

Velocity : Direction Up / Down

CC3 : Interval Octave / Fifth / Second [only for Fast & Slow speeds]

also CC3 : Note On / Note Off [only for Very fast speed]

Glissando / Glis X trem

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC21 : Speed Very Fast./ Fast / Slow / Very Slow

Note : Con Sordino & Glissando Trem only features Fast / Slow

Velocity : Direction Up / Down

CC3 : Interval Octave / Fifth / Second [only for Fast & Slow speeds]

also CC3 : Note On / Note Off [only for Very fast speed]

CC5 : XFade Glissando / Glissando Trem *Note : this is the only use of CC5***Glissando / Glis Salt**CC1 : Dynamics *Note : quite limited range*

Velocity : Direction Up / Down

Runs / Legato**Runs / Detache**

CC1 : Dynamics

CC2 : Regular / Con Sordino

CC3 : Interval Octave / Fifth / Third (key) / Third (mode)

Keyswitch from C8 : root note / mode (on Third mode)

Velocity : Direction Up / Down

Runs / Leg Chrom [not available for Double Bass & Tutti]**Runs / Det Chrom** [not available for Double Bass & Tutti]

CC1 : Dynamics

CC3 : Interval Fifth / Third / Second

Velocity : Direction Up / Down / Loop

CC21 : Release Regular / Cut (on Loop Velocity only)

Rises + Falls / Short [not available for Double Bass & Tutti]**Rises + Falls / Detache** [not available for Double Bass & Tutti]**Rises + Falls / Sustain** [not available for Double Bass]

CC1 : Dynamics

Velocity : Direction Rises / Fall

Rises + Falls / Crescendo [not available for Double Bass & Tutti]**Rises + Falls / Diminuendo** [not available for Double Bass & Tutti]CC1 : Dynamics *Note : quite limited range*

Velocity : Direction Rises / Fall

CC3 : Length Short / Medium / Long



Arpeggios / Chord [not available for Double Bass & Tutti]

Arpeggios / Pizzicato [not available for Double Bass & Tutti]

Arpeggios / Arp up [not available for Double Bass & Tutti]

Arpeggios / Arp down [not available for Double Bass & Tutti]

CC1 : Dynamics Note : CC1 also controls Pizzicato dynamics, not velocity

Keyswitch from C8 : Mode Major / Minor / Dom7 / Min7 / Augmented / Fifth

Arpeggios / Arp loops [not available for Double Bass & Tutti]

CC1 : Dynamics

Keyswitch from C8 : Mode Major / Minor / Dom7 / Min7 / Augm / 5th

Keyswitch from F-1 : Tempo 120 / 130 / 140 / 160 bpm

CC3 : Release Upper note / Lower note / Cut

Note : for performance optimisation, Stretch is not activated.



Logic Pro Articulation Set

I have created a full **Logic articulation set** to take benefit of SDS presets.

Some points about the articulation naming convention:

- All arts begin with a number of(eg. #23). This is made to take benefit of my homemade touch controller
- Same goes for the Symbol,
- Art names contain the main CC/variations possible. For example Leg Agile Vib(21) Rel(3) Atk(V) means that Vibrato is controlled by CC21, Release by CC3 and Attach by Velocity
- Not all articulations listed in the previous chapter are found in this articulation set ; some arts of lesser use or importance are not featured
- The same Articulation Set applies to all sections : Violins I & II, Violas, Cellos, Double Bass & Tutti. Though, some articulations are not actually found in libraries (Double Bass & Tutti don't have all articulations).



Articulations are triggered by sending **CC32** with the articulation number as a value. For example, sending CC32 with value 3 will select Staccato.

For the record, articulation selection looks like this on my touch control surface.

If you want to know more about this (fantastic) tool, please check my YouTube channel where I posted a series of videos.

<https://www.youtube.com/@loicdesjardinsmusic>

