Elias Software

Elias Studio 3.2.2

Quick Guide

www.eliassoftware.com

1 License

- The 3.2.1 version of the Elias Studio is free to use so the license check has been disabled and no license is needed to run the full version of the studio in this specific version of the studio.

2 Start-up Screen

- The start-up screen will pop up at every time you start the studio, except if you have "Auto Open Most Recent Project" activated, and give you some options what to do:
    - locate an existing project
    - create a new project
    - Open one of the projects from the list of recent project
    - Open your default browser and take you to www.eliassoftware.com where you can manage your licenses.

3 Studio Settings (Edit menu)

In order from top to bottom. Some settings may require a restart of the studio:

- Output device - Set audio device.
- Sample Rate - Choose one of the predefined sample rates from the list.
- Choose behaviour when dropping file in a level slot with drop policy
- Enable/disable tooltips
- Enable/disable Json file format
- Auto Open last open project at studio startup.
- Enable/Disable the Filter for what Startable Action Presets that are shown in the action preset menu in the player while not playing.
- Enable/disable autosave and manage time intervals, number of saves and if you want to save them to a specific directory

4 Theme Settings (Theme menu)

- Theme settings are defined per theme in your Elias project.
- Bars – Theme length in bars, (not including tails) - Remember Elias handles looping, so just export the stem with a few extra bars at the end and let Elias manage it for you.
- Time Signature – Time signature of this theme.
- BPM – (Beats per minute) Set the tempo of your Theme

5 Transition Presets

- Transition presets are project global settings that decide how transitions and level selections are made. You can start setting the basic settings for your project and your themes in the Transition Settings window/tab.
- Select what transition setting to edit or play in the top of the transition settings window/tab or in the transition presets menu. You can also select transition preset in the player window.
- Transition preset settings are "inherited" which means that if no specific settings are made to a level slot it will inherit the track settings. If no track settings are specified, the theme settings set in the transition settings window/tab will be inherited. Lastly if there are settings that are not set for each theme will it will be inherited from the basic settings in the top of the transition settings window/tab.
- To see the possible transition settings on a track, click on the top of the track or on an individual level slot or variation slot that contains audio and the transition settings will appear in the inspector. You can then change any of these settings, such as Agility, Fade, Level Selection Strategy and Progression Mode. Note that not all options are available in level slots and variation slots and stinger tracks will also have the addition to set pickup beats and the stinger selection strategy.
- Delete, rename or create new transition presets in the transition preset menu.
- When playing a theme, the transition preset to be used in the next action is chosen in the dropdown menu, in the transition preset menu or in the top of the transition settings window/tab.

6 Transition Settings (Transition settings window/tab)

- Transitions Settings contains settings for the whole Elias project.
- These settings can be overridden in transitions settings for each theme (also found in the Transition Settings tab) or in the Track, level slots and variation slots settings (found in Loop Tracks and Stinger Tracks tabs) that you can find in the inspector if they are selected.
- Agility Settings – See Agility
- Jump To Bar Uses Theme Fades - If you want to use the themes or projects fade settings instead when jumping to another bar.
- Fade Settings – Default values in milliseconds for fades.
    - Fade In – When fading in from silence.
    - Cross fade – When going from one audio source to another.
    - Fade out – When going from non silence to silence.
- Level selection strategy – Default setting of what method to use when transitioning to an empty level slot. This cannot be set per level slot or variation slot.
    - Closest Above - Plays the closest non-empty level above current level.
    - Closest Below - Plays the closest non-empty level below current level.

- ○ Closest to Current - Plays the closest non-empty level to the currently playing level on that track.
      - ○ Least Possible Change - Does not change anything until going to a non-empty level.
      - ○ Exact - will play only what is in the currently playing level. Empty level slots will be treated as silence.
- Pickup Beats (only stinger tracks) - Decides how many beats before a transition a stinger will start playing. Beats can also be split by writing decimals.
- Progression mode - Decides how a selection is made in variations.
      - ○ Checkbox "Enable Automatic variation Transition" will automatically run (RE-)Activate Level at the end of every loop when being activated.
      - ○ Sequential - Plays every variation in order from top to bottom.
      - ○ Random - Chooses a random variation every time it is played.
      - ○ Shuffle - Randomizes the order the variations play in but does not repeat a variation until every variation has been played.
- Stinger Selection Strategy is an extra setting for Stinger variations (only for stinger tracks). Progressive follows the set progression mode and tonal follows the Agility Beat Points that are defined in the settings for theme, stinger track or variations.

7 Level slots

- The music in an Elias project file (.mepro) is arranged in a grid of Tracks and level slots. The music loops are made in different intensities or variations that are then placed in the level slots. Transitions can then be made at exact beat points in the Theme to make musical transitions between the levels.
- Number of levels is always five more than the last non empty level.
- Both loop tracks and stinger tracks use levels but the levels are controlled separately with their own sliders during playback when played as stand alone. When playing a stinger in a level change stingers follows the level slider in the player.
- Drag and drop your files from the explorer into the slots in the Track View or double clicking a level slot or variation slot to locate a file with explorer/finder.
- To empty a level slot, clear all the variation slots or choose clear in the context menu.
- If you leave a level slot empty, what plays is decided based on the "Level Selection Strategy" for the transition preset used. (See Transition Presets)
- Right click on an empty level slot to create a silent level if you want that track to go silent at that level or write silent in the path to create the same effect.
- Expand/contract a level by clicking the arrow next to the level number or expand/contract them all by clicking the grey corner in the loop track view or stinger track view.
- A level slot will never actually contain an audio path, however if there is only a single variation you can work with the level slot as if it was the variation. If there is only one variation in a level slot it will be displayed as the first variation when expanding the level.

- Click on the number to the left of a level to expand it and to create variations on a track. If you run out of variation slots just update the level variations view by contracting the Level and expanding it again to have one more variation slots available. Repeat this as many times as needed.
- Add and remove levels by right clicking in the numbered area to the left in the track view. New tracks cannot manually be added above the last non empty level.

8 Tracks

- There are four different types of tracks:
    - Audio Loop tracks contains audio files that will loop with the theme. They can either fill the whole loop, or be smaller segments placed in the timeline.
    - Midi Loop Tracks works just as audio loop tracks but uses a midi file that are played by a patch in a generator that you set to each midi track.
    - Audio Stinger Tracks are non looped audio files that are played once when getting the instructions to play.
    - Midi Stinger Tracks works as audio loop tracks but uses a midi file that are played by a patch in a generator that you set to each midi track.
- Add a number to the field in the bottom of the create new track dialog to create more than one track at a time.
- If the track is a MIDI track you can add a generator and a midi channel to it in the inspector with the track selected.
- Create tracks from the Tracks menu or click Ctrl-T.
- Remove a track by right clicking the colored area of the track and select "Delete Track".
- Rename tracks by double click on the track name or right click on the track and select "Rename track".
- Duplicate a track by right clicking on it and select "Duplicate Track" in the context menu.

9 Loop Tracks

- Can be either a MIDI or an audio track
- Loop Tracks are stems that contains levels that in turn contains the audio files.
- Select a loop track and look in the inspector to access settings that affects that track only.
- Quickly add five more level by right clicking on a level and select "Show more levels".

10 Stinger Tracks

- Can be either a MIDI or an audio track
- Stingers are non-looped musical bits that can help in transitions and/or add another layer to your music.

- Stingers can be called at any time but will play at a specific moment depending on their settings.
- Variations work the same way as they do for loop tracks. See 11 Variation slots.
- Pickup beats decide how many beats ahead a level change the stinger should start playing. This may delay the transition but allows for better musical transitions. When looking for the first allowed agility point, it will start looking as many beats ahead as the pickup beats set. This can cause the transition to start later then it would without pickup beats.
- By using custom agility beat points tonal stingers can be used since every given point a tonal stinger harmonises with the loop can be specified in the list of beat points.

11 Variation slots

- Variation slots in a loop or stinger level slot are added by holding shift while dragging and dropping several audio files on a level slot or expanding the level to access the variation levels and dropping them there into the variation slots.
- Progression - How variations are chosen - see Progression Mode in Default Transition settings for Current Theme
- Silence can also be added as a variation.
- Audition variation and levels by right clicking on a them and then select "Audition variation" to hear it isolated outside of playback. Note that if a Level has more than one variation you cannot audition it directly.

12 Generators and Patches

- Create and manage Generators in the generator tab
- Add and manages patches to your generator in the inspector with the generator selected.
- The patches you can load are in the SFZ format but with some of our own opcodes.
- There is one bus created in the mixer for each generator where effects can be added as usual.

13 Inspector

- The inspector is context sensitive and shows additional controls for a selected item in the Track and Stinger view as well as in the mixer.

14 Agility

- Agility is used to control when a transition is allowed to happen.
- Sub-beat agility can be set, both for custom agility and for agility every x beats.
- Custom agility is an editable list of beat points that specifies when changes can be made.

15 Segments

- Each loop track variation slot can be constructed with shorter segments. Whilst stinger track variations cannot have segments.
- Segments are created by right clicking in the segment timeline and choosing the file in the explorer. Audio Files can also be dragged into the segment timeline from a folder.
- When an audio file is chosen you are prompted to specify the length of the segment which means that audio tails can be left in audio files for smoother transitions between segments. You can also set the number of times you want the segment to loop.
- If an audio file is longer than the bars it fills up, the remaining non-silent part will continue to be played. This allows for looping tails to overlap properly and transitions between segments to behave nicely. This feature comes at a performance cost due to double the amount of audio being required to be read during the overlap.
- Use the zoom slider to zoom in on the timeline and use the reset button to fit the full loop inside the window.
- Duplicate a segment by right clicking on it and select "Duplicate Segment". The new duplicated segment will be added right after the original and if there is no room to do this the option will not be available.

16 Player

16.1 Playback

- Bar displaying location in the loop. Directly below the current time is displayed in bars and beats to the left and in minutes and seconds to the right.
- Jump forward or backward in the loop by clicking at a corresponding place in the loop bar.

16.2 Theme and Transition Preset

- Theme select - Select Theme in the list and make a level change while playing to make a transition between themes. Themes can also be changed while not playing.
- Set transition prest to use in next level change.
- The selected Transition Preset will be used for level changes, going to silence, and playing stingers. (This setting does NOT apply to Action Presets as they will specify their own Transition Presets).

16.3 Level

- (RE)Activate Level - Update transition without changing level.

- Level – Slider and textbox where you can choose what level you want to play. Changing this during playback will issue change level events.
- Jump To Bar - Select a bar to jump to and make a level change.
- Silence – Transition to silence. (Level 0).
- Stinger – Select a stinger to play in conjunction with a level change.
- Affected Tracks - Include or exclude tracks in level changes.

16.4 Standalone Stingers

- Set stinger to play as standalone outside of a level change.
- If stingers are placed on more than one stinger level, they are chosen by the level slider next to the drop down.
- Play stingers at any moment during playback with the play button.

16.5 Action Preset

- Action Preset – Select an action preset you have created and activate it with the play button next to it.
- When not playing, Press Action Preset play button to start a Theme with an Action Preset.

17 Studio Settings

- Output device - select from all your available output devices.
- Buffer Size - Set the size of each audio buffer. Larger buffer sizes are more stable but will have slightly more delay.
- Drop policy - decides behavior when dropping several files on a closed level slot.
- Auto-run Analysis on startup - Will automatically run a full analysis when loading a project.
- Auto-run Analysis for modified files - Will automatically run when adding a new file, or if a file is modified on disk.
- Show tooltips - Enables or disables tooltips.
- Use formatted Json - will format the mepro with Json format when enabled.
- Auto open most recent project - Will skip start screen when starting the studio and load the last open project.
- Filter startable action presets by theme - Will only show startable action presets in the list of action presets in the player when the studio is not playing.
- Autosaves - Disable or enable this feature here as well as manage time interval when auto saves should occur, the maximum numbers of autosaves, and if you want them to be saved to any specific location.

18 Mixer and Buses

- A bus is automatically created for each created track and generator. These can not be removed manually but are deleted when you remove the corresponding track.
- Buses – Right click on empty bus slots to add effects, sends and buses. Fill the dialogs and check the inspector for settings.
- Bus slots - Selecting a bus slot will show the options for it in the inspector. Right click it to remove or replace with a different effect.
- Sends - Send to bus and send to effect sends audio to the specified target.
- The mixer also support DSP effects and effects will also be available for purchase from the Elias webshop.
- There are so far six built in effects in Elias Studio; volume, reverb, filter, balance, compressor/limiter and an Equalizer.
  The compressor has a second input slot for sidechaining.
- Effect parameters can sweep in real time while playing. Either by adjusting controls in the mixer controls or pre-programmed in an action preset.

19 Track Groups

- Create Track Groups to exclude Tracks from reacting in level changes.
- Affected Tracks can be found in the Track Groups tab and new groups are added and removed using the buttons in the top of that window. Tracks are then selected in the inspector.
- Select the Group Track you want to use in the Affected Tracks drop down list in the Level section in the Player. The Track Groups are active as long as they are selected.
- Track Groups can also be used in Action Presets.
- If you want to control just one single track you do not need to create a group for it since they are already selectable in the Affected Tracks list in the player and in the Action Preset event "Set Level on Track".

20 Action Presets

- Action presets are a set of pre decided events that will execute several actions in one button press or call.
- There are five different types of events an Action Preset can use:
  - Set Level - Can change level or theme and jump to a specific bar while playing a stinger at the same time and can use track groups and a specified transition preset.
  - Set Level on Track - Does the same as Set Level but here you can control a single track instead of track groups.
  - Play Stinger - will play a stinger

- Set effect parameter - Will adjust an effect parameters and will also let you set a sweep time.
- Set Send Volume - Will adjust a send volume and will also let you set a sweep time.

21 Locate Missing Files

- When opening, saving or exporting a deliver package, the studio will check for any missing files and ask the user to locate them.
- The user can manually check if files are missing from the Edit menu option "Locate missing files".

22 Export Delivery Package

- Under file menu. Export Delivery Package will gathers all your files used in your project into one package with a couple of option:
    - Attach file
    - Add to zip archive
    - Rename files to name standard
    - Convert files to Ogg with specified bitrate if you are working with wav files, or export unchanged without any conversion. (If there are ogg files in your project they will not be double compressed if you select to export to ogg to prevent loss of quality.)
    - If you are using SFZ patches they will also be included to the package with their associated samples files.
    - If there are any generators in the project with patches loaded, the option to economize the patches will be available at the bottom of the window. Set the ranges for each patch that you want to export. Any samples not triggered within that range will be excluded in the exported package.

23 Toolbar

- With a default layout you will find the Toolbar in the top of the mainwindow. Here you can fast access:
    - Analyse all - Smart Transitions
    - Record
    - Save
    - Export Delivery Package
    - Studio Settings
    - Unlock Pro
    - Our Account (opens in default browser)
    - Elias Shop (opens in default browser)

- ○ Undo
- ○ Redo

24 Analyse for Smart Transitions

- Run a full analysis (found in file menu or toolbar) to analyse all audio files for smoother and optimal transitions during silent parts.
- A full analysis will automatically be done when exporting a delivery package.
- Can be disabled on each track, Theme or on project level.

25 Shortcuts

These shortcuts are for windows but just use the Cmd key instead of the Ctrl key on MacOS.

25.1 File menu

- New Project = Ctrl+Alt+N
- Open = Ctrl+O
- Save = Ctrl+S
- Save As = Ctrl+Shift+S
- Export Delivery Package = Ctrl+Shift+E
- Reload last opened project = Ctrl + R

25.2 Edit menu

- Settings = Ctrl+K
- Undo = Ctrl+Z
- Redo = Ctrl+Shift+Z

25.3 Theme menu

- Create New Theme = Ctrl+N
- Rename Theme = Ctrl+Shift+R
- Theme Settings =Ctrl+Shift+K

25.4 Track menu

- New Track = Ctrl+T

25.5 Transition Presets menu

- Create Transition Preset = Ctrl+P
- Rename Transition Preset = Ctrl+Shift+P

25.6 Playback and Playback menu

- Play/Stop = Space
- (Re-)activate Level = R
- Silence = E
- Play Stinger = S
- Play Action Preset = A
- Increase Level = PgUp
- Decrease Level = PgDn
- Record = Asterisk Key (*) on Numpad

25.7 Windows menu

- Player View = F1
- Track View = F2
- Mixer View = F3
- Inspector = F4
- Segment View = F5
- Action Preset View = F6
- Track Groups View = F7
- Save Layout = Shift+L
- Load Layout = Ctrl+L
- Reset Layout = Ctrl+Shift+L

25.8 Help menu

- The player (shortcuts see 25.6 Playback and Playback menu) = F8
- User Manual = F9
- Online Tutorials = F10

25.9 Get Soundtracks menu

- Elias shop = F12

25.10 Editing

- Hold alt-key when dragging and dropping levels, variations or segments to other levels to copy them.
- Zoom in on the segment view with the scroll wheel while holding down the shift key when hovering over the segment window.
- When segment view timeline has been zoomed in use the scroll wheel to scroll from left to right.