

ARTISTRY AUDIO

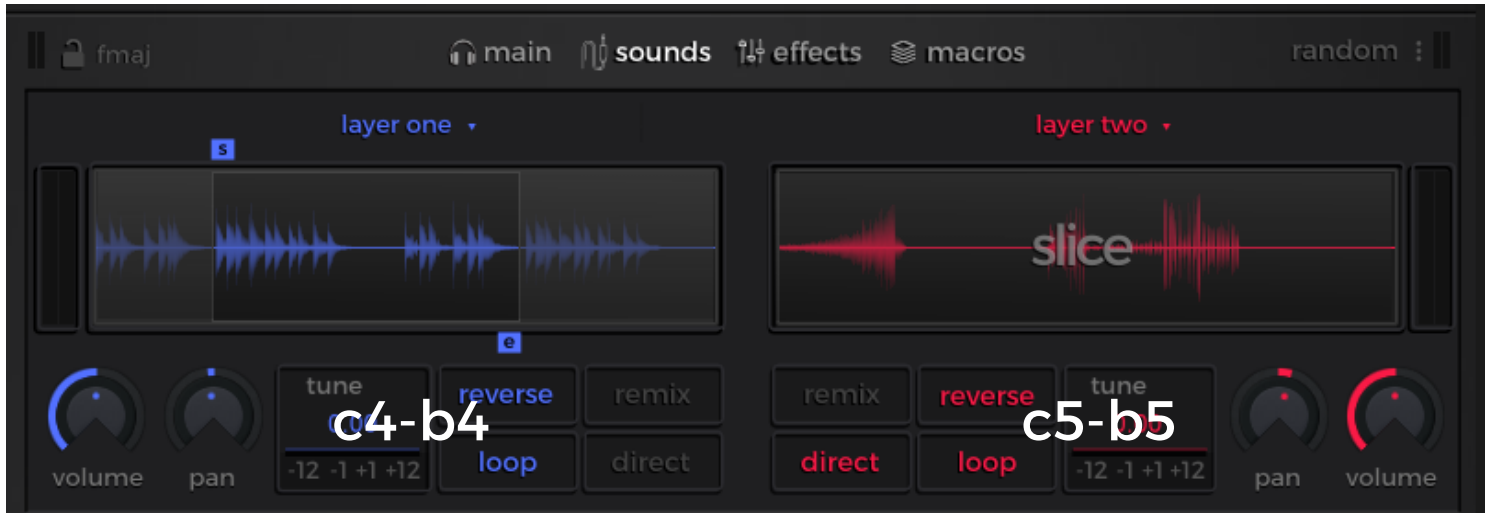


OWNER'S MANUAL

O V E R V I E W

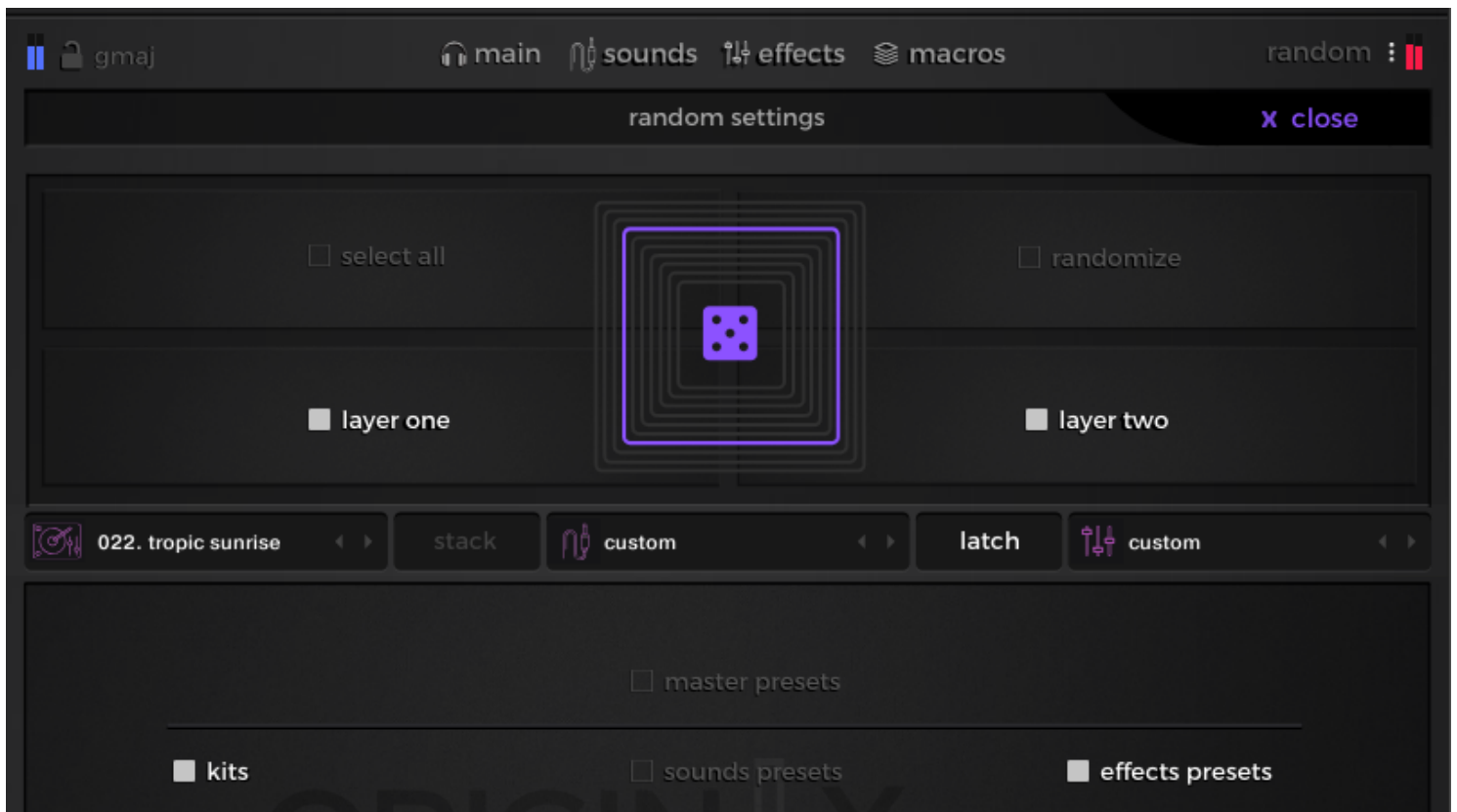
Origin X is a powerful sampler which comes with over 1400 loops and several hundred sounds and effects presets. Origin X allows you to load two layers of 12 samples, manipulate those samples, apply layer-specific and global effects, and animate to your sounds with macros and custom sequences.

The samples in Layer One are mapped to C4 - B4, and the samples on Layer Two are mapped to C5 - B5:



Edit individual sample controls in the sounds page top panel

You can sculpt your sounds to your exact liking or apply our intelligent randomization on any or all parameters to get unexpected, inspiring results.



Randomize any parameter by selecting it in the lower panel and clicking the dice icon

Key Switches

Origin X uses MIDI to control both pitch and effects, which makes it great for live performance and experimentation. MIDI Note F3 toggles between speed / effects switches or pitch switches.

When the pitch key switches are activated, the keys C1 to B2 control the pitch of the sample with the root pitch being assigned to C2.



When the speed and effects switches are activated, the keys C1, D1, and E1 will set sample playback to halftime, normal speed and double time respectively. Each key from C2 to B2 will have one sounds and one effects preset assigned to it for manipulating your sounds on the fly.



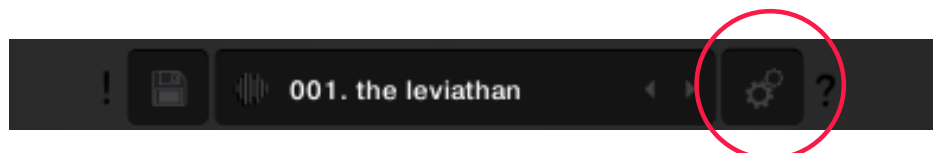
N A V I G A T I O N

Tabs & Global

Anywhere in Origin X, you can access the Main, Sounds, Effects and Macro pages. Just click the icons at the top of the interface:



Clicking the cog icon will open up global controls.:

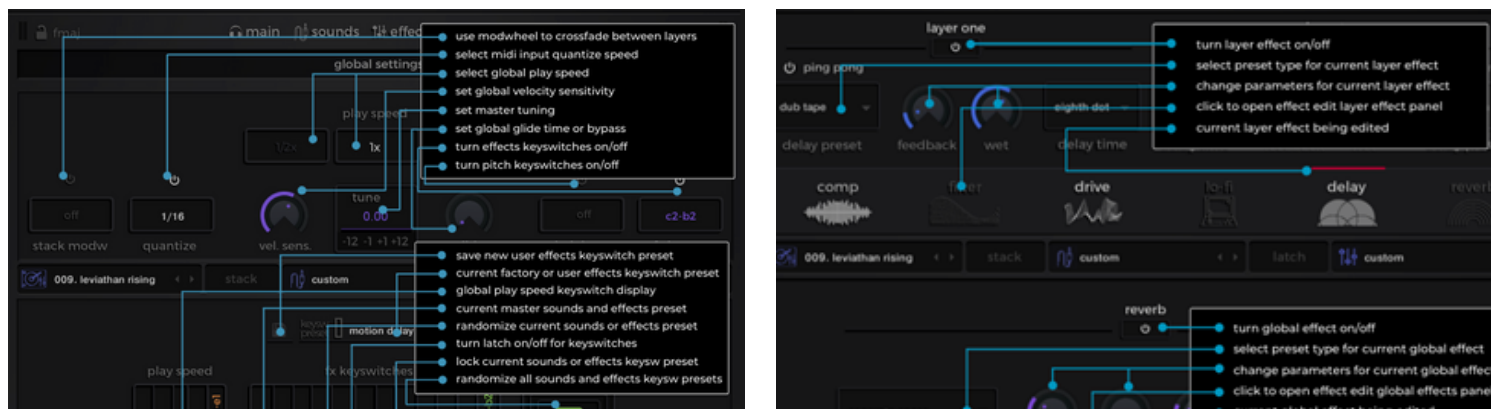


The settings for pitch, speed and effects are accessed here. Use the parameters to control glide between different pitches, velocity sensitivity, quantize play settings and global tuning.



Help Screens

Almost every interface tab / screen in Origin X has a help screen available which will show an overlay of controls with explanations. Just click the "?" icon at the top of the interface to display this help overlay for any tab:



MAIN PAGE



The main page is primarily used to select the presets and sounds you will be working with. From the Main Tab you can select global sound presets, kit, sounds and effects presets, alter the key settings for your Origin X instrument and randomize your Origin X instrument.

All of these features can also be altered from each of the four main pages within Origin X.

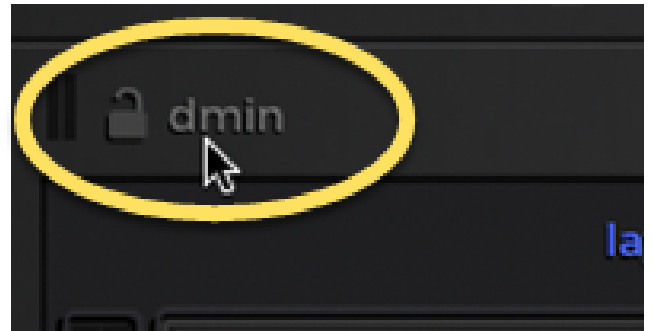
The Main Tab also features Macro controls. These bring together control over multiple parameters together, letting you shape your sound over time using a single parameter instead of multiple. Here in the Main Tab, the macros can be turned on and off and adjusted.

We'll discuss Macros further in the Macros page section.

KEY LOCK

KEY SELECTION

In the top left hand corner of every page in Origin X, there is a padlock icon and text displaying which key Origin X is playing in. By clicking on the key shown you'll be taken to the key lock page. You can alter the key of the available kits to fit your project, either root, major or minor as seen at the top of the page. You can then lock this key by clicking on the padlock icon so that closes.

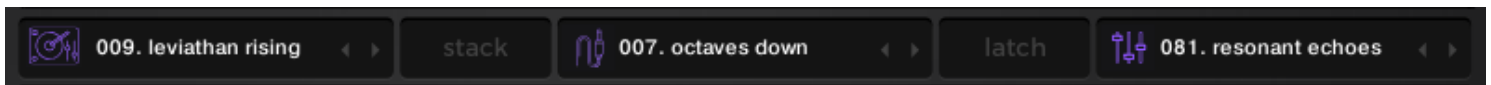
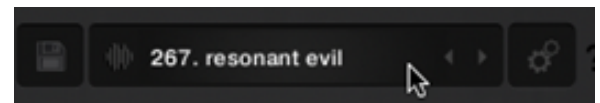


When setting key lock to major or minor, only kits with samples that confirm to your chosen key will be shown (see below), resulting in gaps in the selection when you open the kit preset browser:



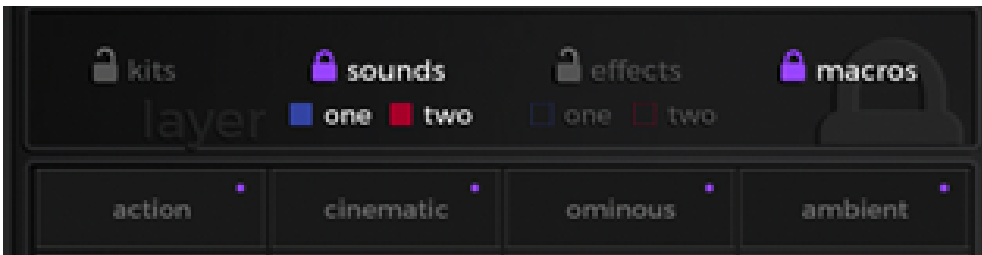
PRESET BROWSER

The preset browser can be accessed directly from the Main page (or any other page) by clicking on any of the kits, sounds or effects preset names below the Origin X logo.



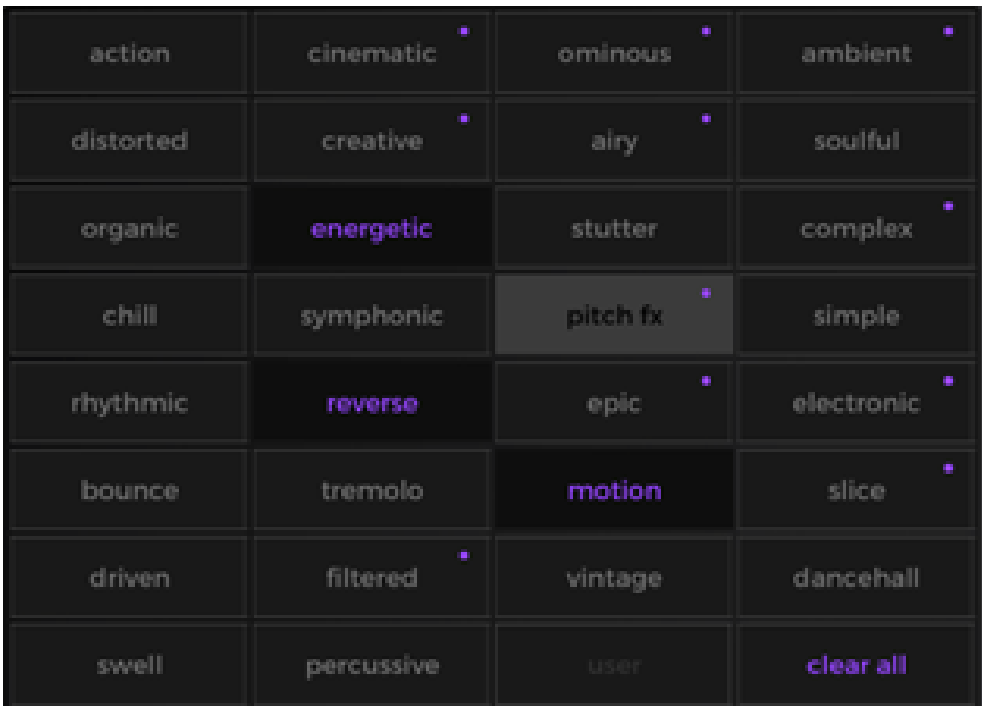
To load a master preset in Origin X, open the dropdown menu at the top of the interface. A master preset in Origin X is made up of a kit preset, sounds preset, effects preset and a macros preset. By changing a master preset, you are changing each of these individual sub presets as well.

If you find a master preset with a sounds preset you really like, you can lock just those sounds preset and cycle through different kits, effects and macro presets by clicking on the padlock icon next to the word sounds in the dropdown menu. You can also lock kits, effects and macros presets in the same way to mix and match elements from the 350 master presets.

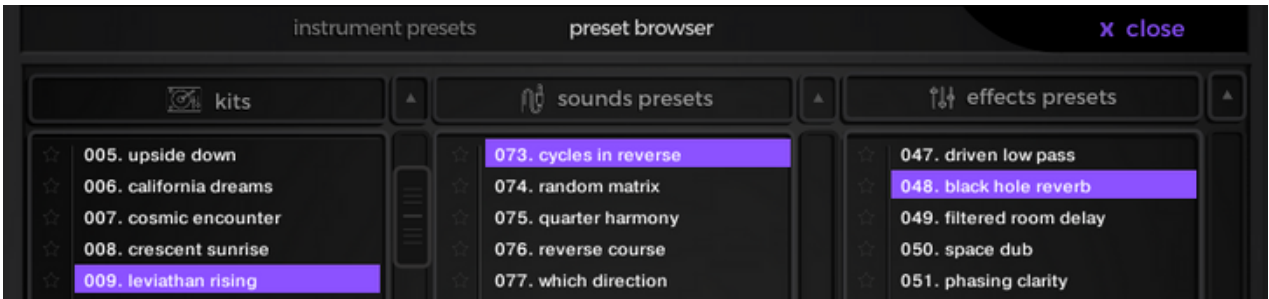


The sounds and effects presets are also made up of two sub presets - Layer One and Layer Two. You can lock these independently of one another as well by clicking on the check boxes below their respective padlocks.

Master presets can be filtered by keywords in the instruments presets tab in the master presets dropdown menu.

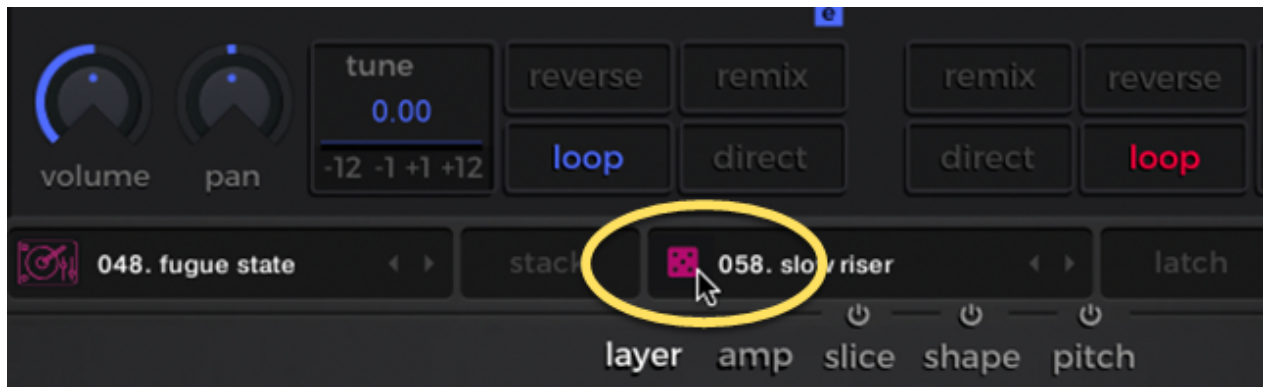


From the master presets dropdown menu, you can also access the preset browser which allows you to select kits, then a different sounds preset and then a different effects preset.

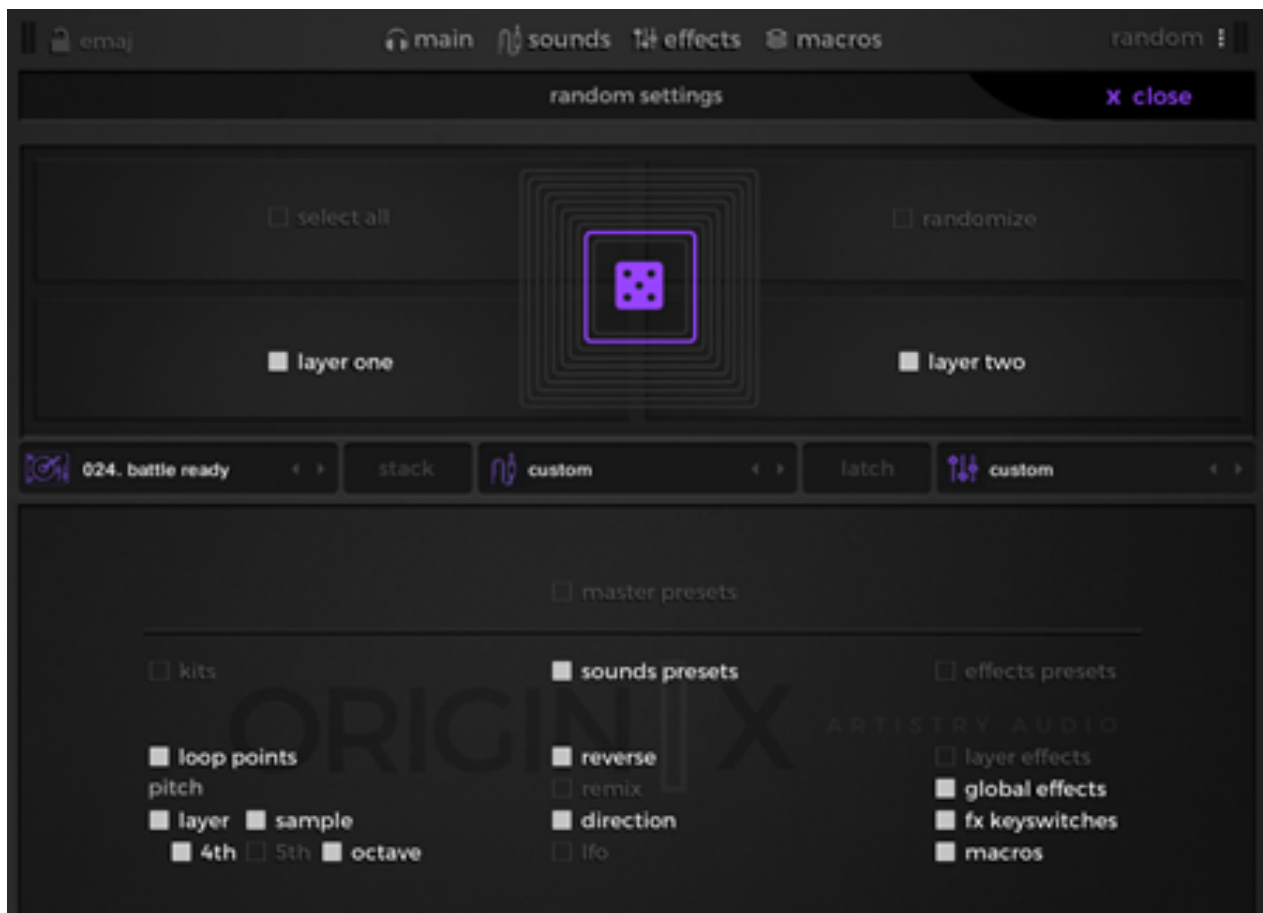


R A N D O M I Z E

To help with sound discovery, all presets and sub presets can be randomized. Hovering your mouse over the icon to the left of either the master preset, kit preset, sounds preset or effect preset will display a die which when clicked randomizes that preset.



The randomization settings can be altered by clicking on the three dot menu icon to the right of the word random. This tab lets you select which settings will be randomized when you 'roll the die'. You can select all parameters and also randomize which parameters will be randomized as well as turning off and on randomization for each sound layer.



SOUNDS PAGE

NAVIGATING THE SOUNDS PAGE

The sounds page allows you to edit the individual sound layers. In Origin X, sounds presets are divided into two layers which play variations of different sounds and are mapped across consecutive octaves on the MIDI keyboard.

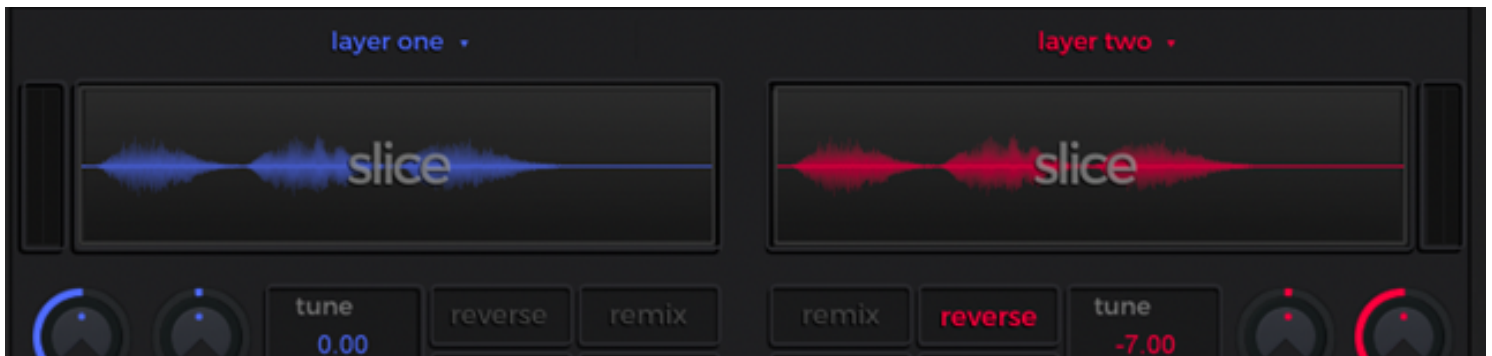
You can also stack the layers on top of each other so that they are mapped across one octave and each key triggers two samples. Press the central stack button to do this. When stack is activated you can fade between the two layers with your controller's mod wheel by turning on stack crossfade in the control panel (accessed via the gear icon in the instrument header).



Useful controls for initializing layers and copying / clearing various parameters are shown when you click directly one the Layer One and Layer Two legends at the top of the interface.

Holding down your alt key while moving a parameter will simultaneously apply that change to Layers One and Layer Two.

The top half of the sounds tab displays two waveforms and various parameter settings. The waveforms displayed are the two most recently played samples on Layer One and Layer Two respectively. You can tweak each of these recently played samples individually here.

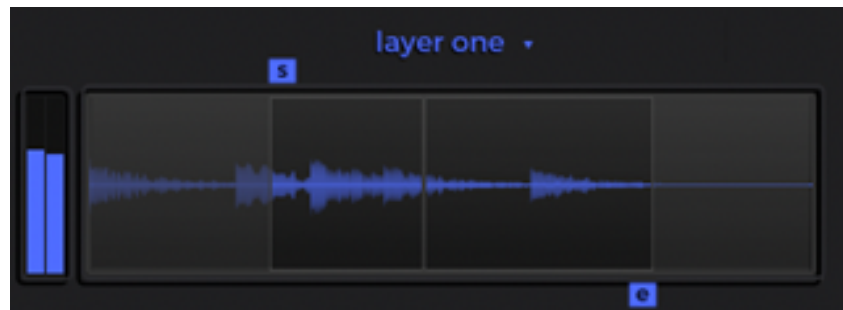


The bottom half gives you global control of layers one and two. You can apply changes to every sample in layer one and every sample in layer two in this section as well as altering parameters for individual samples without having to load them in the top half of the UI. You will also find tabs for amplitude, slice, shape and pitch editing.



EDITING INDIVIDUAL SAMPLES

You can load individual samples in the top half of the sounds tab by either playing the sample on your MIDI keyboard, or by clicking on a key on the keyboard in the layer tab in the bottom half of the UI.



Once a sample is loaded you can set a start and end point for the sample's playback, change the volume of the sample, tune the sample, pan the sample, enable looping, enable remix and enable direct (the final two are controlled by the slice tab in the bottom half of the UI - we will discuss them in more detail later).

EDITING LAYERS AND INDIVIDUAL SAMPLES

The layer tab in the bottom half of the UI gives you the ability to apply global parameter changes to each layer individually.

You can apply Loop, Remix, Direct and Reverse to every sample in each layer by enabling any of these buttons. You can also turn any of these settings off or on using the matrix on the keyboard above.

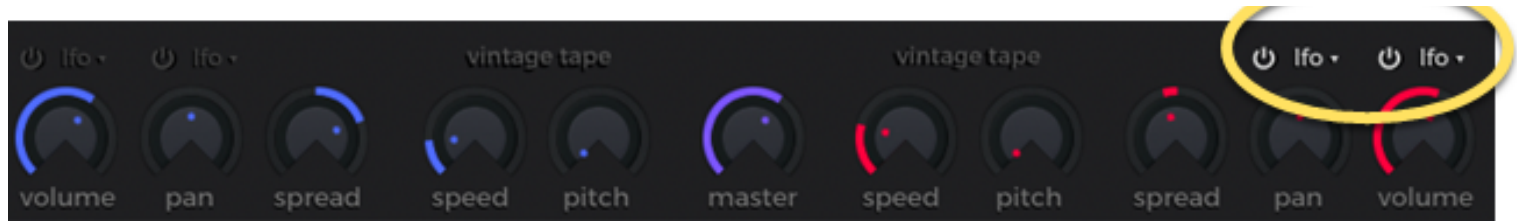


You can also apply other global changes which affect both layers, such as tuning, stereo spread, volume and pan.

Volume and pan can also be modulated via an LFO. Each layer has its own LFO which can be accessed by opening the dropdown menu above the volume and pan dials. From here you can adjust the shape, speed and intensity of the LFO.

The LFO can then be assigned to volume and pan by enabling the on/off button above each dial. There is an internal LFO assigned to the speed and pitch controls, which gives a vintage tape wobble effect when you turn up the dials.

There is also a master volume dial which affects both layers.



AMP ENVELOPE

The amp tab houses a basic amp envelope for each layer. From here you can adjust the attack, decay, sustain and release of each layer's amp envelope. The curve dial shapes the attack of the envelope.



EDITING SLICE SETTINGS

The Slice tab houses the parameters for the play direction and loop remix effects which are activated by the direct and remix buttons respectively elsewhere in Origin X.

Both of these effects operate on a step-based system. You can control the number of steps, the speed at which the steps are cycled through, the direction in which they are cycled through and whether or not the cycle is retrIGGERED every time you hit a new key. You can also bypass play direction and loop remix entirely, or just bypass layer one or layer two within play direction or loop remix.

Both loop remix and play direction have their own step grid so they can operate totally independently of one another. In addition, both have various presets which can be accessed from above the step editor.

EDITING SLICE SETTINGS



Play direction's steps determine which direction a sample is played in. If the top half of a step is highlighted, that step will play forwards, and if the bottom half is highlighted then it will play in reverse. Below the step editor you have the option to double the number of steps, randomize the distribution of forward and reverse steps, invert the distribution and clear it. There is also a smooth dial which eases the transition between forward and reverse steps.

Each step within Loop Remix has a bar which acts as a fader. The position of the bar determines from what point in the loop a sample plays when that step is reached. Below the step editor you can double the number of steps, randomize the value of each step, gate steps that have their bars set at 0 and clear the pattern.



If you play through a sample using your MIDI keyboard whilst turning the s. Start dial, you can record the motion of your dial turning. As with play direction, there is also a smooth dial. The slice tab can be turned on and off via the on/off icon above it.

EDITING SHAPE SETTINGS

The shape tab provides a basic, three band EQ for each layer. Each band is a bell shaped node and you can adjust both the frequency and gain for each node. The shape tab can be turned off and on via the on/off button above it.



THE PITCH ENVELOPE

The pitch tab is home to a pitch envelope for each layer. You can set the amount of pitch bend the envelope will apply using the pitch knob. You can also set the attack, decay, sustain and release of the pitch bend using the appropriate dials. The pitch envelope is especially useful for creating speed-ramp / tape-stop style effects.

The pitch tab can be turned off and on via the on/off button above it.



E F F E C T S P A G E

Navigating the effects tab

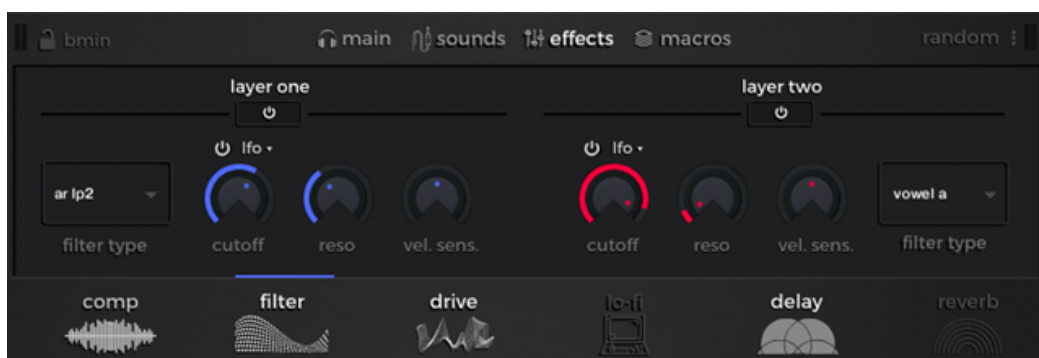
The effects tab offers some classic effects for creative sound design purposes: the top half of the effects tab is for layer specific effects and the bottom half is for global effects. The signal flow is top to bottom.



Editing layer effects

The top half of the effects tab is home to the layer effects. You can choose from a compressor, filter, lo-fi unit, delay and reverb. You can run any or all of these effects simultaneously on either or both layers with different parameters for each layer.

By clicking on an effect you open its parameters. By clicking the on/off button beneath each layer you can turn the effect on or off for each layer. Once an effect is turned on for a layer you can adjust all of its parameters.



Editing global effects

Global effects are applied to both layers simultaneously after layer effects are applied. Global effects include: compressor, shape (which is a three band equaliser with an additional low pass and high pass filter), tape saturation, mod (which houses a chorus and phaser unit), space (a reverb unit) and delay. Each of these effects can be turned on and off and their parameters adjusted to your preference



M A C R O S P A G E

Navigating the macros tab

The macro tab is divided into a top and bottom section. The top section is for editing the motion of a macro; the bottom is for adjusting the settings of each macro.



Editing macros

There are four macros within Origin X – each one can be assigned to control the parameters of the various modules within the instrument. The modules that can be controlled are mainly effects units but modules such as the splice settings and the amp can also be controlled via macros. Each macro has a dropdown menu next to it which allows you to select the different themes of modules (autofilter / autopan / delay etc).



Each option in the dropdown menu has preassigned mappings determining which parameters within the selected unit the macro will affect. You can edit how each parameter is affected by the macro by setting the range of that parameter, just drag the red and green icons beneath each parameter dial. This determines the minimum and maximum value that the parameter will take when the macro dial is at its lowest and highest position respectively.

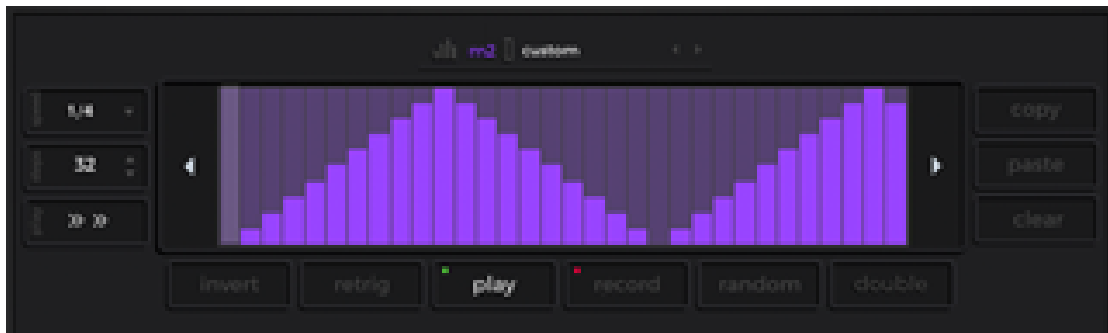
You can disable each parameter with the bypass button to the top left of each parameter dial. You can also navigate to each parameter within Origin X via the arrow button to the top right of each parameter dial. Invert the range of values with the invert button below each dial.



There is a small flame icon to the top right of each macro dial. This indicates whether the module that the macro is assigned to is turned off or on - the flame lights up when the module is switched on. You can also turn each module off and on by clicking this flame icon.

Editing macro automation

You can automate each macro by pressing the button to the top left of each macro dial or by clicking in the top half of the UI when in the macros tab - this will turn on motion for the macro you are currently editing. With motion you can program a sequence for the macro dial so that it changes value over time.



You can set the number of steps in the sequence, the speed at which the sequencer plays through the steps and the direction in which it plays through. The arrow buttons to either side of the sequencer shift the pattern along one step either left or right.

To the right of the sequencer you have the option to copy and paste sequencer patterns between macros. You can also clear your sequence.

Below the sequencer you can invert sequencer values, turn retrigger on/off, play or bypass the sequencer, record macro knob motion into sequencer, randomize your sequencer pattern and double the length of your sequencer pattern.