

ARTISTRYAUDIO



SCORPIO

SYNTH MOTION ENGINE



OWNER'S MANUAL

OVERVIEW

Scorpio is a Synth Motion Engine - an instrument capable of producing an array of sounds, blending between synths, traditional instruments, and futuristic processing.

The perfect tool for modern scoring, sound design, and dance music, Scorpio provides users with a cutting-edge workflow.

The plugin offers an intuitive, streamlined main interface, backed with deeper customization under the hood.

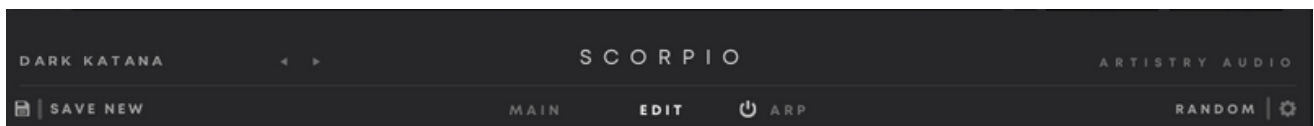
Scorpio comes loaded with XXX precursor sound sources, which can be further manipulated with effects.

Scorpio provides an XY pad for blending between macro parameters, creating an expressive form of motion control and granular synthesis.

Core Concepts:

- Two Cores: Seamlessly blend two Sound Sources (cores).
- XY Motion Pad: Assign and modulate multiple parameters.
- Flexible Effects: Deeply programmable effects.
- Arpeggiators: Create evolving textures.
- Randomization: Instantly create infinite variation

NAVIGATION



Top Bar

Scorpio's top bar buttons give access to features and sub-windows:

- Load Preset.
- Save New Preset.
- Switch view between Main / Edit / Arp.
- Randomizer: randomizes all elements of Scorpio.
- Randomization Settings.

Bottom Bar



The bottom bar provides access to additional windows and features:

- Dice Icon: Randomize Preset.
- Select Preset.
- Layer FX: Open Layer FX Window.
- Motion: Open Motion Window.
- Master FX: Open Master FX Window.
- Cog Icon: Open the Control Panel Window.

MAIN WINDOW



The “MAIN” window contains the XY pad, macro controls, and access to further customization features. Here, you have quick access to all the basic features you need to kick things off in Scorpio.

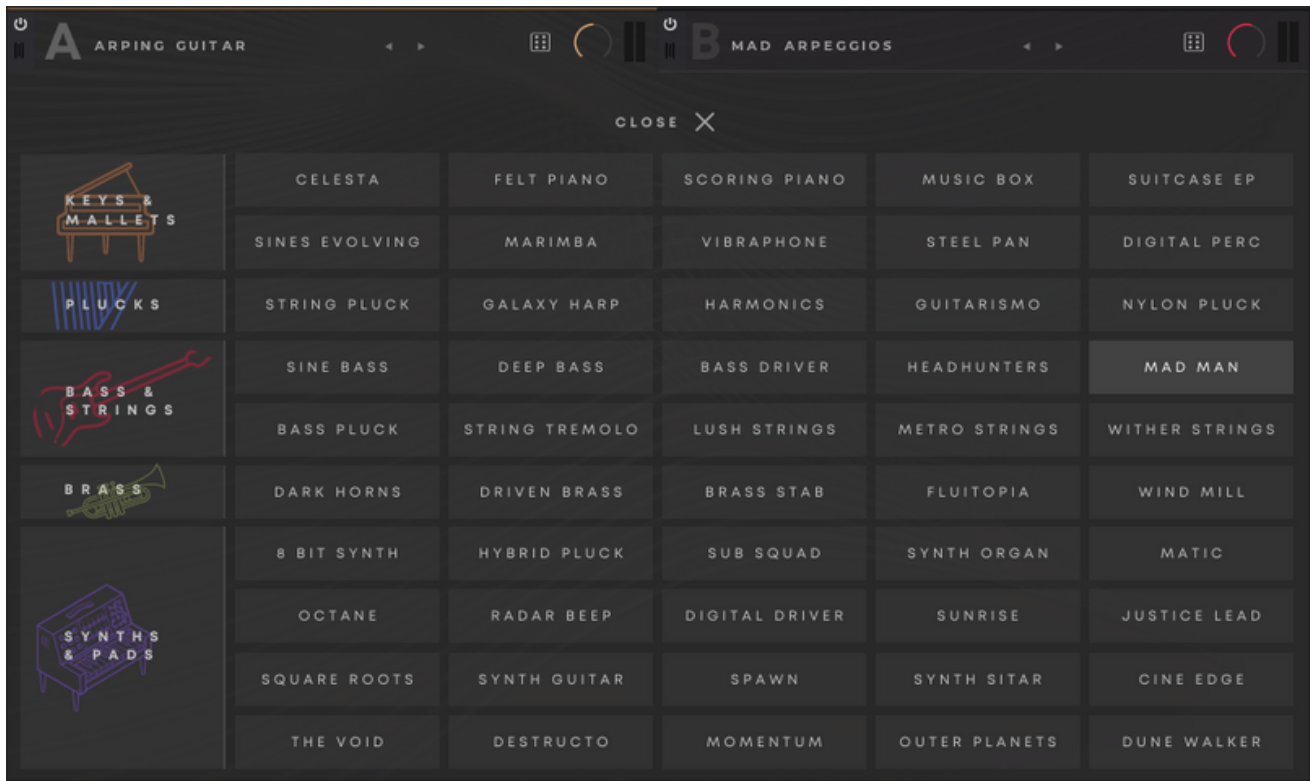
The main window can be opened by clicking “MAIN” in the top bar.
(MAIN /EDIT / ARP)

Select Sound Sources

You can change the loaded sound source for either of the two “Cores” - A and B.

Click the name of the source to open the selector.

SOURCE BROWSER



In the selector window, you will find a range of sound sources to choose from.

There are five groups:

- Keys & Mallets
- Plucks
- Bass & Strings
- Brass
- Synths & Pads

Each group contains several sounds.

Click a sound to load it into the core.

XY PAD



This interface enables users to freely blend between the two sources and the macro effects.

Any of the four main effects can be mapped to this controller. We will cover how to do this in the Macro Effects section.

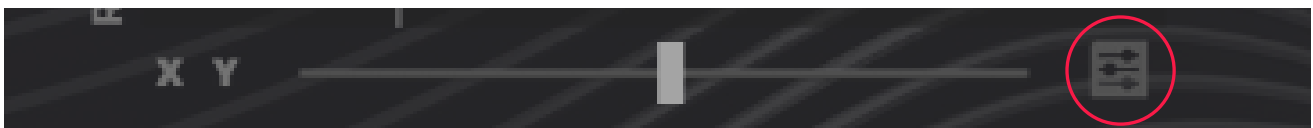
The XY Pad has a recording feature. Hit the REC button and Scorpio records any user input movement in the XY pad.

This recording can be played with the play icon above.

Use the retrigger button to continuously loop the recorded XY motion sequence.

There are additional controls for setting the crossfade and sensitivity of the XY pad.

This crossfade config menu is opened with the settings icon at the bottom right of the XY pad.



This lets you tweak the balances of the crossfaders. You can even invert the crossfade direction to reverse the control direction.

Macro Effects - Filter / Drive / Delay / Reverb

In the lower section of the Main window, there are four effects macros: Filter, Drive, Delay, Reverb.

These are accompanied by Low and High cut filters.

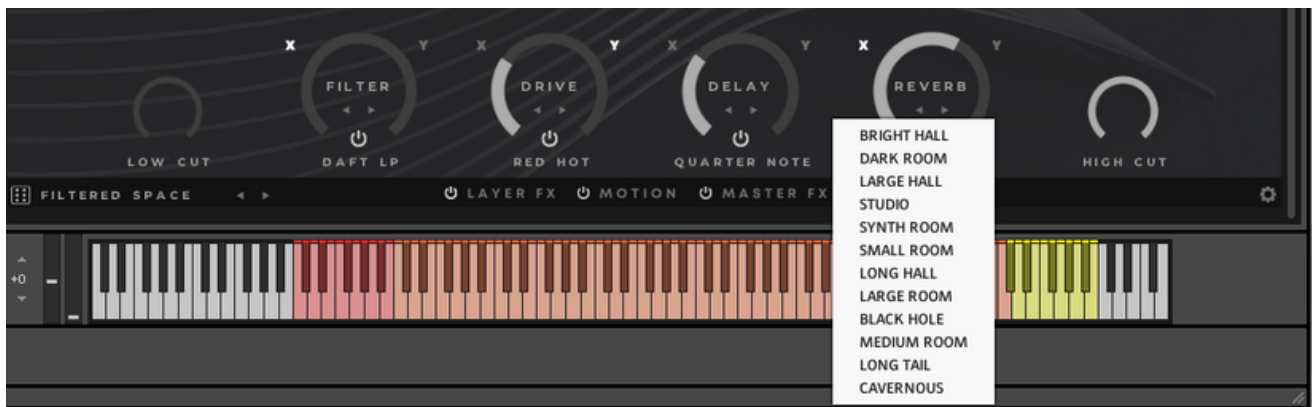
These effects process the combined output of Core A+B.

Each macro-control can be assigned to either the X or Y axis of the pad. Click the X or Y above the macro to assign the axis.

When the pad is moved, the effects are updated to reflect the movement.

Additional controls are accessed through the macro interface.

- The effect can be bypassed with the On/Off button below.
- Change the intensity of each effect by dragging the knob up or down.
- Change the effect preset for each of the four macro effects. Click the text below the knob to open the preset selection menu.



EDIT VIEW



The Edit view provides access to Scorpio's deeper controls.

The EDIT window can be opened by clicking "EDIT" in the top bar.
(MAIN / EDIT / ARP)

Each Core (A/B) has unique settings for the edit page. They can be changed independently of one another, allowing for a deep level of customization and design.

Click the large A or B above the waveform to switch between edit views for either core channel. Each core can be independently bypassed by the power button in its header.

The Edit view can be broken down into two key sections: Source and Effects.

SOURCE PANEL

This section deals with the root of sound generation for each core.

At the top of the source panel is a waveform display, showing the currently loaded sample.

The sample playback range can be edited here by dragging the boundaries of the box.

In the lower right corner of the waveform display, click the source name to open the source selection window. Here you can choose different source samples.



The bottom half of the source panel provides controls to manipulate the sound source.

- **Source:**

- **Stereo:** Set the source's stereo width 0-100%. 0 = mono. 100% = extra wide.
- **Pan:** Set the Left-Right balance of the source.
- **Vol:** A gain control for the source.

- **Tuning:**

- **Fine:** Change the tuning in cents.
- **Transpose:** Change the tuning in semitones.

- **Engine:** Switch between the two engine modes

- **Play:** Traditional Sampler-style playback. Control sample playback with controls for Forward/Reverse playback, Mono/Poly and control glissando amount with the Glide dial.
- **Grains:** Granular Playback. Control grain Size, and Sync Rate.

- **Sample:** End Time, Start Time. End time can be synced to a time division based on the DAW's tempo.

- **Amp Envelope:** Control the Attack, Decay, Sustain, and Release of the Amp Envelope

- **Pitch LFO:** Modulate the pitch of the source. Control the Frequency (modulation speed) and Range (modulation depth).

- **Filter:** A multimode filter with controls for Cutoff, Resonance, Sensitivity, and Type.

- **Filter Env:** Intensity and ADSR controls for the filter envelope.

EDIT WINDOW SUB PANELS



There are three Sub-panels in the Edit view: Layer FX, Motion, and Master FX. Each can be opened by clicking its name at the bottom of Scorpio's UI.

Layer Effects



The Layer Effects panel provides four effects slots for each core channel. Each slot can be loaded with any effect from a large selection, allowing the creation of custom effects chains for each source. This is applied to channels A and B independently, each with a unique effects rack.

Scorpio's selection of effects includes:

- Filter
- Super GT
- S-Comp
- Limiter
- Transient
- EQ
- Tape Sat
- Drive
- Cat
- Dirt
- Cabinet
- Cry Wah
- Lo-Fi
- Delay
- Replika
- Reverb
- Reverb 2
- Plate
- Chorus
- Phaser
- Flanger

MOTION



This panel provides controls for adding further motion and movement to Scorpio.

Here, you can modulate various parameters with an LFO or step-based sequencer.

Parameters can be grouped into one of two sides. The motion macro works on a scale of -1 to 1.

Using the slider next to their name in the lists on the left and right hand sides of the Motion panel you can positively or negatively modulate each macro by different amounts depending on where you set this slider. This way you can group the modulation of parameters together.

These groupings can then be modulated together through time.

Parameters that can be modulated in the Motion panel also have controls below them in the main interface for setting their modulation amount.

You can route many parameters, including controls for both effects and sound sources.

Source: Volume, Pan, Filter, Pitch

FX: Change the intensity of the channel's loaded Layer FX.

Motion can be operated either with an LFO or Step Sequencer.

You can change the shape, depth, speed, and phase of the modulation wave. This works in a similar way to an LFO, although with deeper controls.

MOTION TYPES



LFO:

Shape: Change the shape of the LFO wave.

Div: Change sync division.

Speed: Speed of LFO repetition.

Vari: Open motion speed editor panel.

Fade In: Change the attack time for modulation occurring.

Rand: Randomize the LFO settings.

Phase: Edit the phase position of the LFO.

RTG: Retrigger, reactivates the LFO when a key is pressed.



Step Sequencer

Div: Change sync division.

Speed: Set sequence playback speed.

Vari: Open variation settings.

Steps: Set the number of steps in the sequence.

Nudge: Move the starting step in increments of 1 step.

RTG: Retrigger, sequence will restart every key press.

Rand: Randomize the Step settings.

MASTER EFFECTS

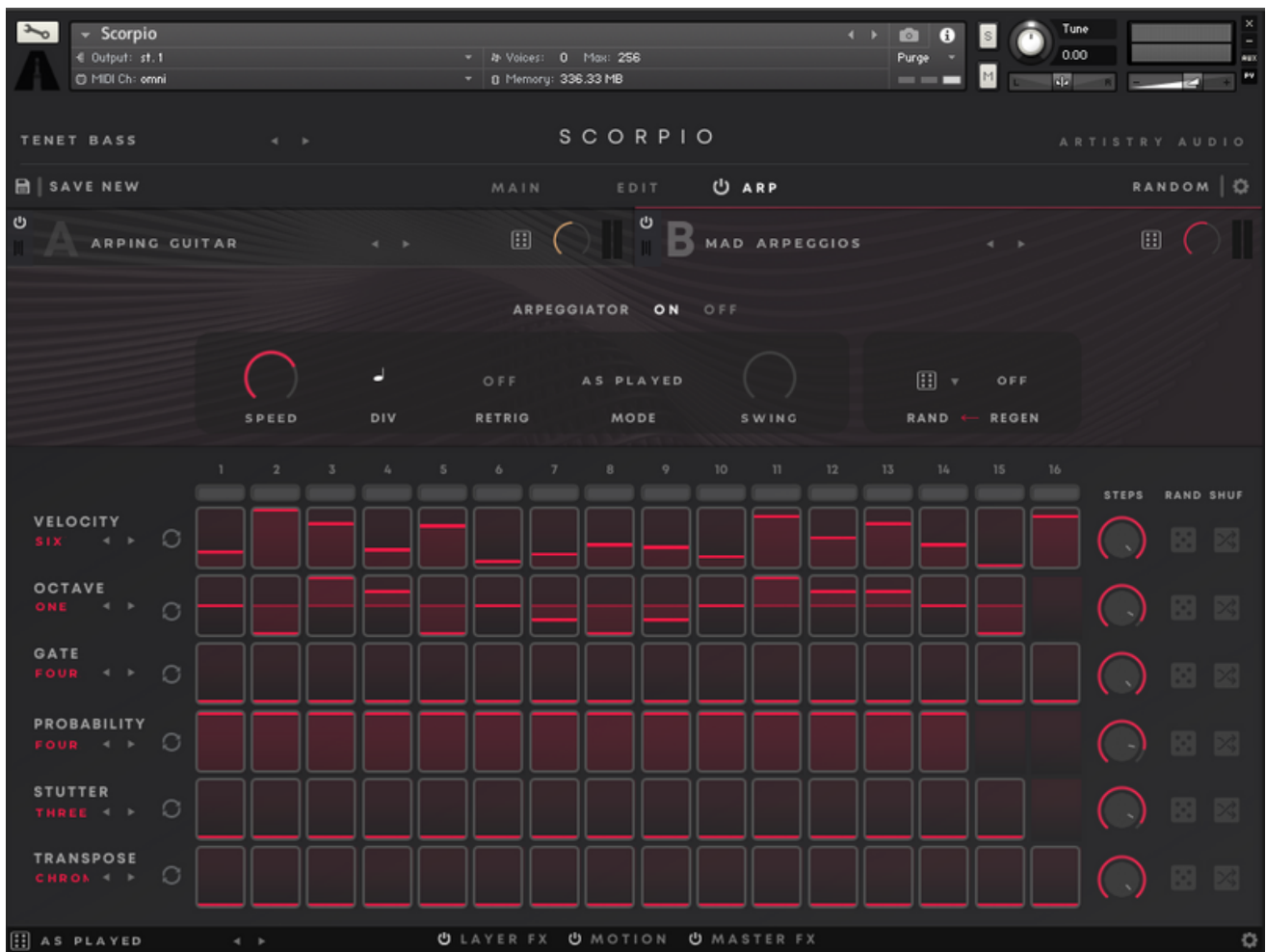


This works nearly identically to the Layer FX view, the only difference being that these effects are applied to both source channels.

You can choose four effects from the previous list.

This is a great place to color the sound on its way out of the plugin. Use the master effects to fine tune and polish your sound.

ARP VIEW



The Arp view opens up new creative arpeggiation options.

This is a probability-driven arpeggiator, using randomness to create constantly varying modulations.

The ARP window can be opened by clicking “ARP” in the top bar.

(MAIN / EDIT / ARP)

The display in the top section of the arpeggiator view have general controls for the arpeggiator

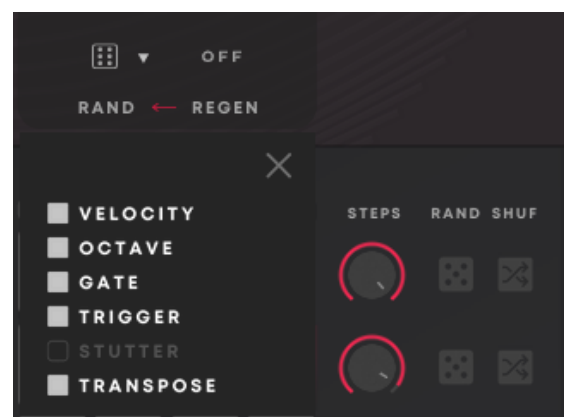
- Speed: How quickly the arpeggiator moves between each step.
- Div: Choose time metric division between Straight, Dotted, or Triplet.
- Retrig: Toggles whether the sequence is restarted (retriggered) each time a new key is pressed.
- Mode: Set the arpeggiator direction mode, including UP, DOWN, UP/DOWN, ZIG-ZAG, and various other combinations.
- Swing: 0-100% how swung the arpeggiator is. Higher numbers for more groove.

This 16 step sequencer is used to modulate parameters. Each step can be programmed with a custom value for:

- Velocity: volume range for the step.
- Octave: Octave range for the step (-5 to +5)
- Gate: The length of the step's note.
- Probability: How likely will the processing of the step occur (0-100%)
- Stutter: Granulates the step
- Transpose: Modulate the pitch within a chosen key, scale, or mode.

To the right of each arpeggiator track, there are additional controls for Step length, Randomisation, and Shuffling.

The Rand-Regen section gives the option for further randomisation. Here you can select a random regeneration length, and toggle selected parameters. When the length is reached, the selected parameters are randomized.

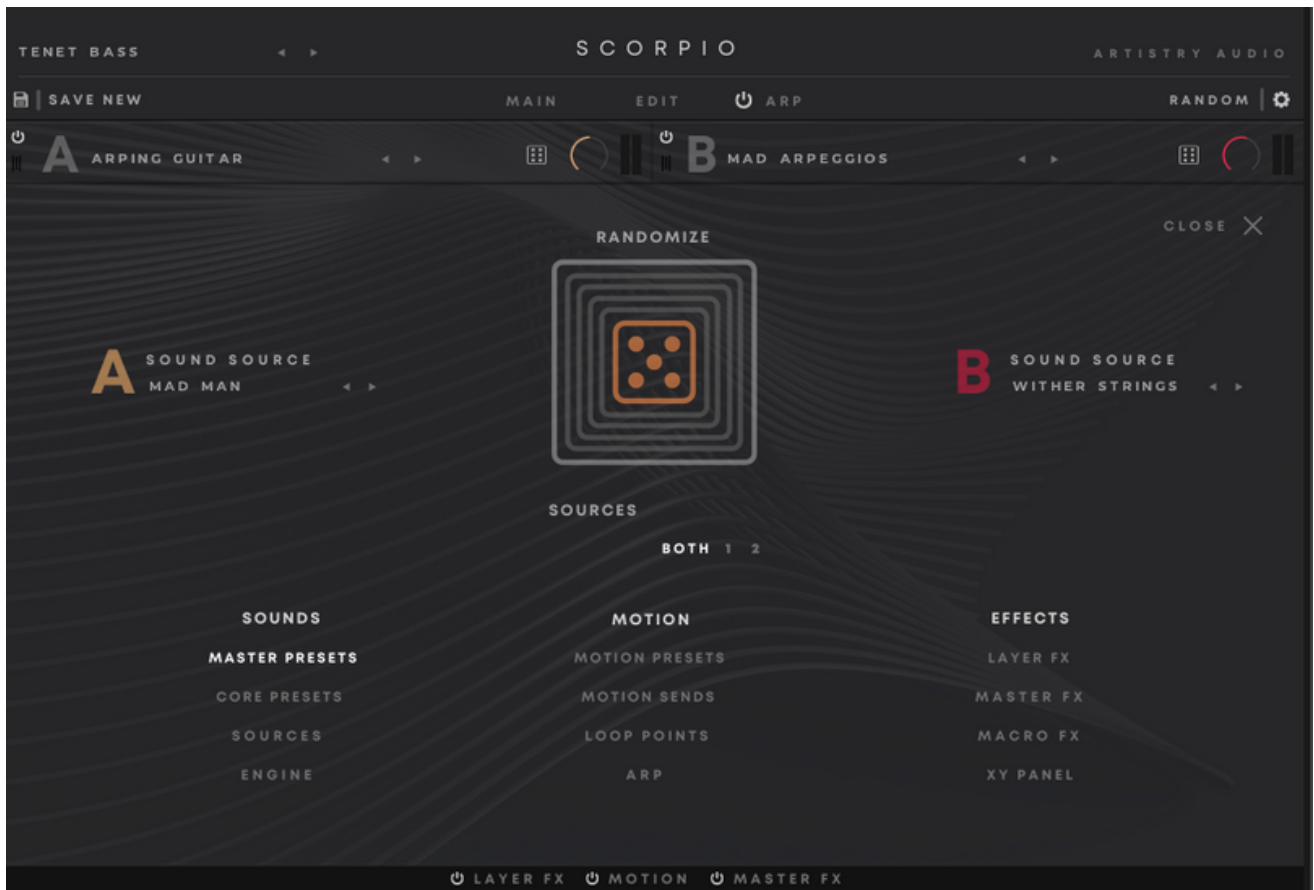


RANDOMIZATION WINDOW



The Randomization Windows is opened via the cog icon in the plugins top right corner. (Next to the word “RANDOM”)

This is an intelligent randomization engine. This is a more music-centered approach, rather than total randomization, which can be chaotic.

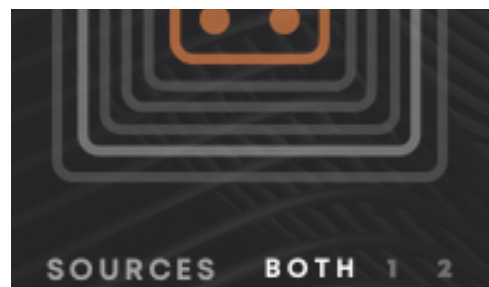


Here you can choose which parameters are changed when randomization is triggered. This allows you to keep some elements of your patch the same, and spin the dice on others.

Use the matrix in the bottom half of the Randomization window to determine which parameters are randomized. Simply click the parameters you want to randomize. All highlighted elements will be randomized.

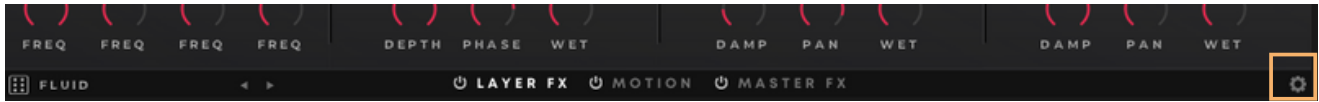
Select whether you wish to modulate parameters for both sources, or one or the other, with the BOTH, 1 and 2 buttons.

The source randomisation controls are just below the large dice.



CONTROL PANEL

Open the control panel with the cog icon in the bottom right corner.



The control panel lets you change the key range for each source. There are also controls for Velocity Sensitivity, and Output Gain.



PRESET BROWSER

Scorpio comes with a handy Preset Browser. Explore the supplied library of patches, or save your custom patches for a later session.

The Preset Browser is opened by clicking the Preset Name in the top left corner of the Scorpio window. Next to the name there are also two arrows for quick switching between presets.



There are different types of preset to choose from.

Core Presets

First, you have presets for Core A and Core B. Use this section to swap out the preset for each core.

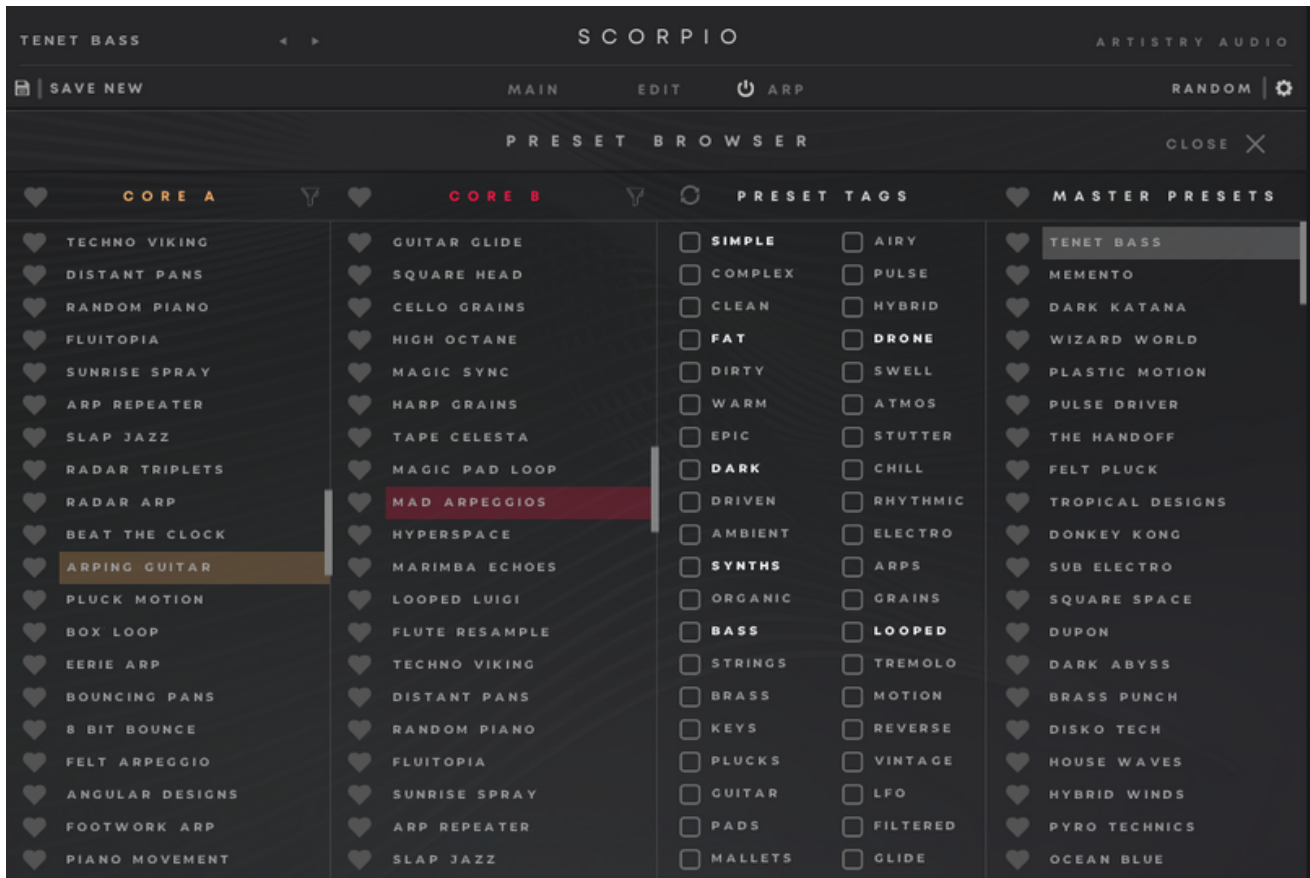
Preset Tags

Presets are sorted with tags to describe their sound. This makes it quick and easy to find the style of sound you're looking for. Some tags describe the instruments used, others describe the genre or feeling.

Master Presets

These preset include more information than the Core presets. Master presets include presets for both Cores A and B, the master effects chain and macro mappings of the XY pad.

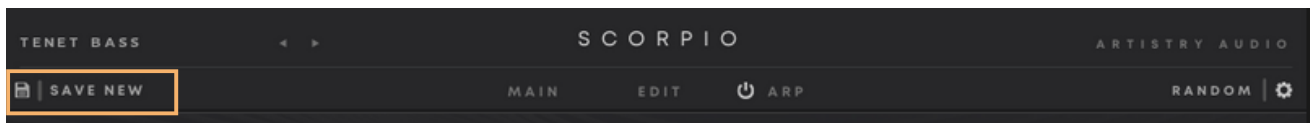
Essentially the master preset is a complete patch.



Saving Presets

You can easily save your own presets for recall. These presets can be recalled between sessions and DAW's.

Simply hit the SAVE NEW button in the top left corner to open the preset saving window.



Enter the name of your preset, select any relevant tags, then hit Save.
You can find User Presets at the bottom of the Master Presets list.

