



## ■ ■ ■ BRASS 2

「  
Go Beyond Sampling  
」



**Judd  
Miller**



“The sound and feel of this virtual instrument is much different than playing a sample... it has a life and aliveness. i don't know of anything else like it.”

## THE LIVE MODE

[Click here for more details!](#)

The Live Mode allows incredible realism and expressivity thanks to a fully controllable 8 parameters panel especially developed for real time playing.



## THE RIFF MODE

[Click here for more details!](#)

The Riff Mode offers an alternate solution to samplers or music libraries! In Riff mode, you can choose from over 500 pre-recorded, MODIFIABLE segments of music called "Riffs".

## New in version 2.0!

Brass V2 is a collection of a trumpet, a saxophone and a trombone, all delivered in software format. You can play each of these instruments independently, or all of them together using different types of harmonization and effects.

Brass V2 is based on physical modeling; a technology that allows for more control and flexibility over your sound.

It certainly isn't your typical sample-based solution that comes with Gigabytes of samples. As a matter of fact, Brass V2 is a real instrument allowing for a lot of expressivity, subtlety and personal interpretation. Learning how to use Brass in-depth usually takes a couple of hours, but be assured you will never go back to using samples. This is what innovation and technology should always be used for: offering you more power and creativity, without any additional complexity.



**New Saxophone model:** In Version 2, BRASS comes with a new saxophone model. It is based on a tenor saxophone by Buffet-Crampon. We have also reproduced two different mouthpieces, one classical and one jazz.



**New Harmonization:** As you can now play four different instruments at a time, we bring you a new harmonization engine that is extremely easy to use. Sections, duets, trios, all these are now possible.

**New Spatiality:** Realism mainly comes from the core instrument models, but also from the recording scenery. The new spacialization adds a new level of possibilities to your brass parts.

**New MIDI integration:** In version 2, Brass comes with a better integration in the musician's studio. MIDI settings will allow you to easily decide whether you control Brass using a simple keyboard, a breath-controller, an Akai EWI, a Yamaha WX5 and more.



**New Riff organization:** While Brass is primarily a set of instruments to play, it also comes loaded with hundreds of pre-written phrases. Organized by style, such as Hip-Hop, Latino, Rock, Jazz or even Military, they make it easy for non-players to insert realistic brass parts in their music. All of these phrases can be quickly and dramatically modified in all aspects.



**PLATFORM SPECIFICATIONS**

- Windows: 2000/XP/VISTA
- Mac OS X: 10.4 or higher and Universal Binary

**REQUIRED CONFIGURATION**

- PC: 512 MB RAM; 2 Ghz DualCore CPU
- Mac: 512 MB RAM; 2 Ghz DualCore CPU

**PROTECTION**

e-Licenser (old Syncrosoft)™ : USB port required



**V2.0 FEATURES**

- Acclaimed trumpet and trombone models
- Four-part multi-timbrality in Live mode ( **V 2.0** )
- Harmonization module to control the polyphonic multi-timbral instrument kits (60 kits) ( **V 2.0** )
- Customize instrument characteristics (musical style, attack, use static or dynamic mutes, humanize...)
- New "brassing" effect used in trumpets and trombones (tightens up attacks) ( **V 2.0** )
- New organisation of MIDI controls allowing easier editing and better control (includes support for the Akai EWI) ( **V 2.0** )
- New set of presets, riffs and kits: 75 presets, 160 riffs & 60 kits ( **V 2.0** )
- Place the instruments in a virtual stereo space with optional ambience reverberation.

**MAIN FEATURES**

- Virtual instrument playable through a MIDI keyboard
- Three physically modeled Brass instruments: Trumpet, Trombone and Saxophone
- **LIVE Mode** with total control over expressiveness through extensive MIDI control of key parameters
- **RIFF Mode** with more than 500 modifiable pre-recorded MIDI phrases in many different styles (Jazz, Funk, Latino, Fanfare, Reggae, Pop, Classic, Military...)
- Configuration of the instruments : 4 attack and 4 vibrato types, material, humanization
- Import and export riff presets from and to MIDI files
- 8 parameters to control the instruments in real time :
  - Attack
  - Pressure
  - Pitch (for legatos, falls or expressivity)
  - Timbre of the instruments
  - Noise amount in the instrument sound
  - Vibrato
  - Position of the instrument toward the microphone
  - Mute (for trumpet and trombone)
- Independent automatization of each parameter via a dedicated control window
- Easy and fast searching of riffs with the preset explorer
- Up to 4 simultaneous instruments in a riff
- Editable length, tempo and tune of each riff
- Riff editing with the zoomable pianoroll and independent parameter editing
- Powerful editing options : solo, mute, 8 drawing tools
- Live playing of several riffs with the keyboard
- Chorus mode for all instruments, up to 4 instruments unison section
- Spatialization of the instruments in a configurable room

**COMPATIBILITY MATRIX**

**REQUIRED MINIMUM CONFIGURATION:**

PC: 512 MB RAM; 2 Ghz DualCore CPU  
 Mac: 512 MB RAM; 2 Ghz DualCore CPU

**PLATFORM SPECIFICATIONS:**

Windows: 2000/XP/VISTA  
 Mac OS X: 10.4 or higher and Universal Binary

	STANDALONE			
WINDOWS		(Cubase, Acid, Live)	(Pro Tools)	
MAC OS X	(Core Audio supported)	(Cubase SX, Live)	(Pro Tools)	(Logic Audio, Live, Digital Performer)



## PHYSICAL INTERFACES

When interacting with a physical model, the importance of the control is capital. If the instrument has been emulated within the BRASS software, the way you will play it is certainly a part of the full experience.

We find that the physical interfaces are such an integral part of BRASS that we have devoted a page specifically to them. In this section you'll find out a little more about the Physical Interfaces and the large effect they can have on your musical creation. Remember: physical interfaces are used in BOTH playing modes offered in BRASS: RIFF and LIVE.

Interfaces include:

- Keyboard, with or without (polyphonic) aftertouch
- knobs, sliders
- Foot pedals
- Joystick
- Breath Controller or Ribbon

## KEYBOARD

In using the possibilities of control offered by the keyboard (velocity or after touch for example) you are going to be able to get closer to the level of expression of a master instrumentalist on the trumpet, saxophone, or the trombone.

**The velocity** is the force with which the keys of the keyboard are pushed. Using the easily modifiable connections given in the presets, we can connect the Velocity on the "Attack" parameter and from then on it will be the force with which you push the key that decides the attack of the note.



**The aftertouch** is a function that certain MIDI keyboards offer. It is the measure of pressure value on the keys over a period of time. In effect, you can decide to push strongly on the keys, then release, then push with a different amount of force, etc. The keyboards that save the variations permit a control really close to BRASS.

If you were to link the aftertouch to a parameter such as pressure, you could control the pressure sent to the instrument simply by pushing the key.

## BREATH CONTROLLER

The MIDI breath controller is offered only in LIVE mode and is an ideal tool for augmenting the realism of playing in BRASS.

Thanks to Breath Control, you can control the intensity of pressure with more precision or, for example, make vibrato effects; thus, you will have mastered the intensity and speed. The breath control is most useful when linked to the attack and the pressure. Parameters such as "pitch" you will usually decide with the keyboard.



These are just examples of the physical interfaces used to simplify and enhance your playing experience.