

SONIC ATOMS

ZARIA

NEBULOUS VOCAL TEXTURES

USER MANUAL



A BEAUTY WITHIN A VOICE

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CREDITS

Zaria was produced by **Sonic Atoms**

Vocals:

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Recording:

Jakub Zajączkowski

Production:

Patryk Scelina

Beta testing:

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Michał Szablowski, Piotr Stachera**

Baltic Shimmers requirements:

Disk space: 1,1 Gb

RAM: 4Gb

Display resolution: 1366 x 768 (1920 x 1080 recommended)

Mac OS: 10.12 / 10.13 / 10.14 / 10.15

Windows 64 bit: 8.x/10

*Zaria is a sample library created with Steinberg's Halion sampler. It requires free [Halion Sonic SE3.4](#) to be installed in your system to run. If don't have Halion 6, Halion Sonic 3+ or Halion Sonic SE3.4 or newer already installed, you need to [login / register](#) to steinberg user account and activate your free license of Halion Sonic SE3. Activation requires [eLicencer](#) software which you can also download directly from Steinberg's website.

Installation and activation process is described in detail in Installation chapter.

ZARIA INSTRUMENTS

Zaria collection comes with 7 types of programs:

Performance - Particles

Performance - Particles Reversed

Performance - Compound

Performance - Compound Reversed

Single Atoms

Single Atoms Reversed

Pad



Performance - Particles / Particles Reversed
Program comes with various sounds, spread across the keyboard and split into **5 zones**.

Lower zone (white keys) is assigned to a drone. Its tone can be controlled by 6 knobs placed on left side of the interface. It can be also turned off.

In a **center** of a keyboard, all vocal particles are split into 3 zones. Each zone has it's own color (orange, green, blue). Each zone can be set to a different articulation. Vocal articulations can be changed directly from GUI or by keswitches. Keyswitches range starts from C-2 for "orange zone", from C-1 for "green zone", from C0 for "blue zone".

Higher zone (white keys) is assigned to a pad. Its tone can be controlled by 6 knobs placed on right side of the interface. It can be also turned off.



Performance - Compund / Compund Reversed

Program has **3 layers** of sound. **Lowest (Physical)** is based on granular synthesis and it provides the foundation of the sound. Its tone can be controlled by 6 knobs placed at the bottom of the interface. It can also be turned off.

Middle layer (Etheric) is made of long vocal articulations. One of four articulations can be changed directly from GUI or by a keyswitch (C-2 to D#-2).

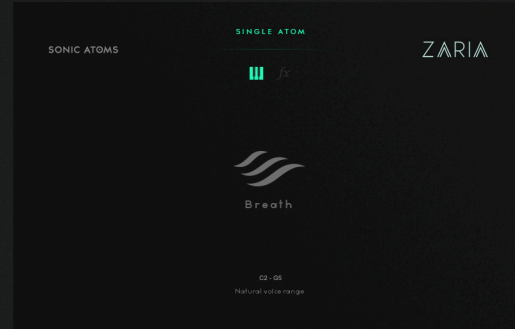
Upper layer (Astral) contains all special vocal articulations (bouncing notes and random shorts). Articulations can be changed directly from GUI or by a keyswitch (C-1 to G#-1). Astral layer is silent as default and it's volume can be raised by Mod Wheel (CC1).



PAD

This type of program is made of processed vocal textures. Pad sounds are usually similar to what regular synthesizer is capable of. However, because these sounds are made of long vocal textures, that lush synth like sound can unexpectedly turn and reveal its true nature. **Pad** program comes with additional controls:

2 **LFOs** which can influence one of four destinations: filter, panning, distortion and pitch. **LFO Shape** Menu - Controls oscillation type of main modulator. **LFO Trigger** Menu - Allows to set modulator behavior. **Randomize** Knob set random sample start value. **Fine Tuning** knob controls pitch of sound. **Voice** section allows to turn a pad into a monophonic lead sound with a glide time control. **Filter** section provides common controls such as: **cutoff**, **resonance**, **distortion** etc.



Single Atom / Single Atom Reversed*

Most of **Single Atom** programs is based on vocal articulations used in "Particles" and "Compound" programs. However there are several additional articulations, available as a single program only:

Breath

Short - Pop

Short - Ta

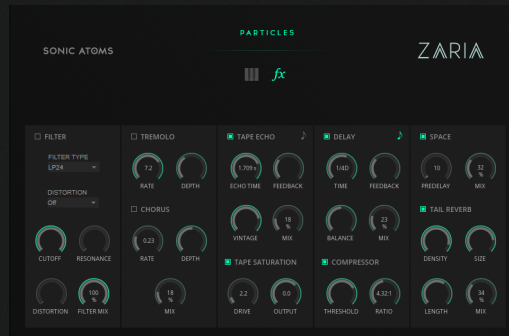
Wave Long - Ah / Wave Long Reversed - Ah

Wave Long - Oo / Wave Long Reversed - Oo

Wave Short - Ah / Wave Short Reversed - Ah

Wave Short - Oo / Wave Short Reversed - Oo

Single Atom programs contain vocal samples with extended pitch range. Samples within natural vocalist range are assigned to **green keys**, while pitch extension is presented with **red colour** on the keyboard. There is additional text information of natural voice range on the lower part of GUI.



FX PAGE

FILTER

Filter Type Menu -
Allowing to choose
from different variations
of high, low and band
pass filters.

Cut Off - Controls
chosen filter frequency
range.

Resonance - Controls
filter curve. Higher
resonance gives volume
boost on the end of
filter's frequency range.

Dist. Type Menu -
Allows to choose
various distortion
algorithms.

Distortion - Controls
distortion drive.

Filter Mix - Allows to
mix processed signal
with dry audio signal.

TREMOLO

Rate - Controls speed of
tremolo

Depth - Changes
tremolo influence on
audio signal

CHORUS

Rate - Controls
frequency of chorus
effect

Depth - Changes chorus
modulation amount

Mix - Allows to mix
processed signal with
dry audio signal.

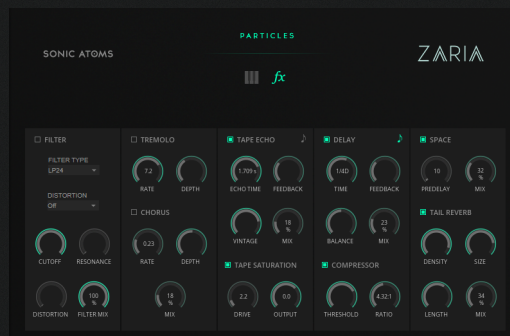
TAPE ECHO

Echo Time - Controls
echo intervals. It can be
synced with DAW's
tempo when little "eight
note" button is active.

Feedback - Controls
number of echo repeats.

Vintage - Adds more
character to a sound
and more modulation,
imitating old tape echo
unit.

Echo Mix - Controls
balance between dry
signal and tape echo.



FX PAGE

TAPE SATURATION

Drive - Amount of audio boost.

Output - Allows to reduce volume gain after tape saturation.

DELAY

Time - Controls delay intervals. It can be synced with DAW's tempo when little "eight note" button is active.

Feedback - Controls number of delay repeats.

Balance - Controls offset of delay time in Left/Right channel.

Mix - Controls balance between dry signal and delay.

COMPRESSOR

Threshold - Sets level at which compression applies

Ratio - Controls amount of compression

SPACE

1st stage convolution reverb. Simulates big room sound.

Predelay - Controls time offset between dry signal and convolution reverb

Mix - Allows to blend dry signal with convolution reverb

REVERB

2nd stage algorithmic reverb. Adds long lush tail to convolution reverb.

Density - Controls diffusion of reverb.

Size - Controls and timing of reverb.

Length - Control reverb time

Reverb Mix - Controls balance between dry signal and reverb.

PRE MAPPED MIDI CONTROLS

CC1 (Modwheel) - Controls main volume of Astral layer in "Performance - Compound / Compound Reversed" programs.

CC11 (Expression pedal) - Controls overall instrument volume

QUICK CONTROLS

HALION's quick controls are connected to instrument's Envelope (Attack, Sustain, Release) and allows to overwrite default Envelope settings. Quick Controls are active only in "Pad" type programs.

MIDI LEARN

Every knob, fader and "wave" controller can be assigned to preferred MIDI CC by using MIDI Learn feature. To use MIDI Learn click on chosen GUI controller with right mouse button and choose "Learn CC" from Pop-Up menu.

PATCH LIST

Pad - Cursed Valley
Pad - Dark Souls
Pad - Dark Spell
Pad - Elvish Choir
Pad - Elvish Dust
Pad - Elvish Prayers
Pad - Enchanted Crystals
Pad - First Snow
Pad - Frozen Needles
Pad - Frozen Wind
Pad - Holy Voices
Pad - Lost Memories
Pad - Lost Spirit
Pad - Sweet Dreams
Pad - Uncharted Territory
Pad - Winter Voices
Pad - Wood Elves
Pad - Zaria's Longing
Pad - Zaria's Spell
Pad - Zaria's Whisper
Performance - Compound Rev
Performance - Compound
Performance - Particles Rev
Performance - Particles
Single Atom - Bouncing - Pop
Single Atom - Bouncing - Ta
Single Atom - Breath
Single Atom - Long - Ih
Single Atom - Orbit - Oo

Single Atom - Random Shorts - Ih
Single Atom - Random Shorts - La
Single Atom - Random Shorts - Nah
Single Atom - Random Shorts - Oo
Single Atom - Random Shorts - Pop
Single Atom - Random Shorts - Ta
Single Atom - Short - Pop
Single Atom - Short - Ta
Single Atom - Wave Long - Ah
Single Atom - Wave Long - Oo
Single Atom - Wave Short - Ah
Single Atom - Wave Short - Oo
Single Atom - Waves - Ah
Single Atom Rev - Bouncing - Pop
Single Atom Rev - Bouncing - T
Single Atom Rev - Long - Ih
Single Atom Rev - Orbit - Oo
Single Atom Rev - Random Shorts - Ih
Single Atom Rev - Random Shorts - La
Single Atom Rev - Random Shorts - Nah
Single Atom Rev - Random Shorts - Oo
Single Atom Rev - Random Shorts - Pop
Single Atom Rev - Random Shorts - Ta
Single Atom Rev - Wave Long - Ah
Single Atom Rev - Wave Long - Oo
Single Atom Rev - Wave Short - Ah
Single Atom Rev - Wave Short - Oo
Single Atom Rev - Waves - Ah

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