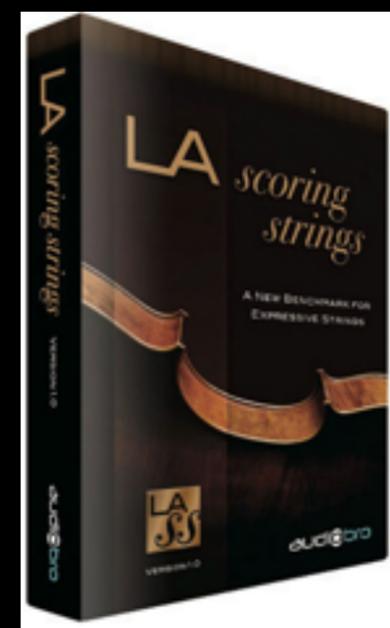
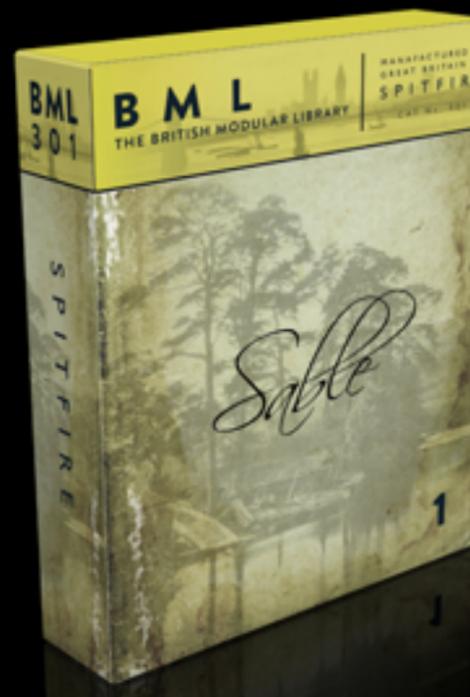


## New from Numerical Sound



Universal Sordino is Numerical Sound's new product designed to bring the con sordino sound to any sample library or string recording. Universal Sordino is designed to be truly universal in application: as long as your recordings are separated by instrument or section (i.e. violins, violas, cellos or basses)

Universal Sordino is designed to bring the con sordino (or muted) string sound to any string sample library, such as one of the following:



Universal Sordino can also work with any other string recording, including acoustic sections or solo strings. The wide variety of timbral impulses included caters to recordings ranging in mic'ing distance (from right on the stage to far away) and brightness (from very dark to very bright).



The Timbral Impulses offer a deeper “analog” sound with much more resolution and flexibility than discrete sample based patches. 3 Perspectives are included with 4 tonal variations in each perspective and a further 5 tonal weights for a total of 60 con sordino options for Violins, Violas, Cellos and Double Bases. Both 44K and 48K are supported.

Distance Perspectives

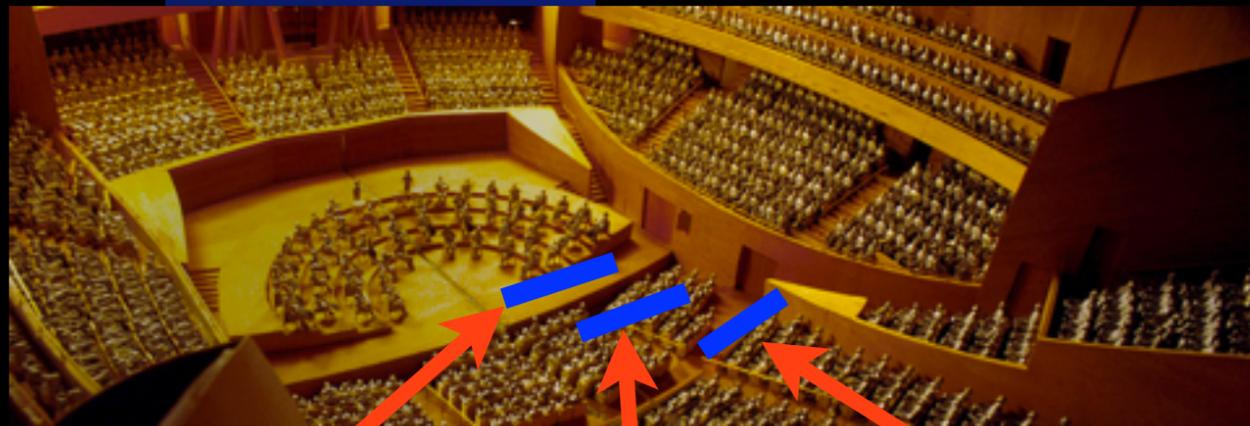
Stage  
Near  
Far

Tonal Perspective

Half Sordino  
con Sordino Bright  
con Sordino  
con Sordino Dark

Tonal Weight

Very Light  
Light  
Medium  
Full  
Deep



Stage  
1 metre back

Near  
5 metres back

Far  
12 metres back

Essential for the aesthetic balance because string libraries often have stronger harmonic content in the lower register of each instrument due to close mic'ing techniques used in the original sampling session.

# Converting a string library viola track into a con Sordino track

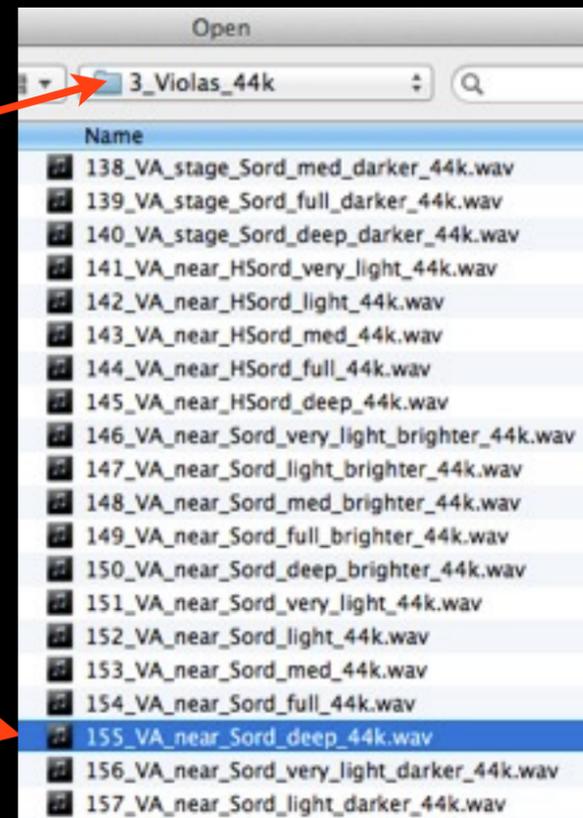
1) Select normal, un-muted violas samples in your preferred plug-in.



2) Add a convolution plug-in to the output chain of the plug-in. (Here we use the Vienna Suite).



3) Load a Sordino Universal violas impulse at your session's sample rate.



4) Bring the dry signal all the way down (-infinite dB) and set the wet to 100%.

# Here is how to change an acoustic track into a con sordino track

1) Select normal, un-muted viola track.

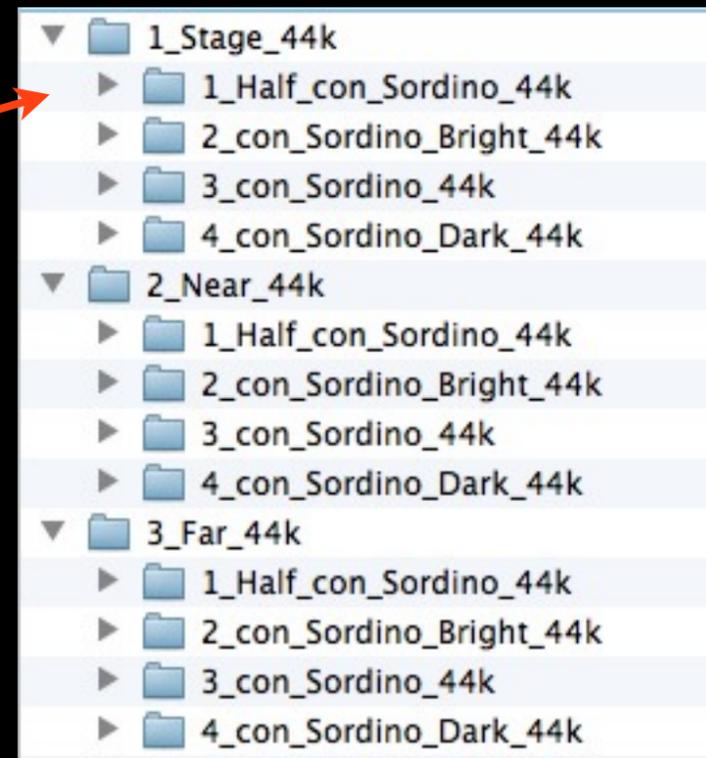


2) Add a convolution plug-in to the output chain of the plug-in. (Here we use the Vienna Suite).



4) Bring the dry signal all the way down (-infinite dB) and set the wet to 100%.

3) Load a Sordino Universal viola impulse at your session's sample rate.



# Choosing a Sordino Universal Impulses

Each Instrument has 60 con sordino timbral impulses. 20 in stage perspective (the closest), 20 in near perspective and 20 in far perspective (the furthest).



1) Select which Sampling Rate

44K

48K

2) Select which perspective. Stage, Near or Far.

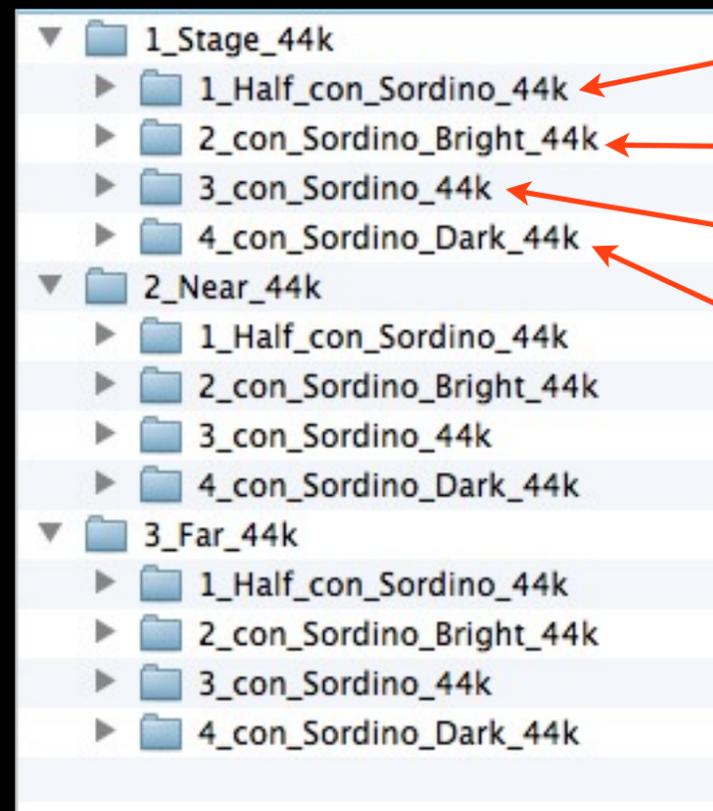


1) Stage Perspective: The sound of strings from 1 meter (3ft) back and 3 meters (10ft) in height. There is a slight reduction in bowing noise relative to the string harmonics

2) Near Perspective: The sound of strings from 5 meters (15ft) back and 3 meters (10ft) in height. There is moderate reduction in bowing noise relative to the string harmonics

3) Far Perspective: The sound of strings from about 12 meters (36ft) back and about 3 meters (10ft) in height. There is significant reduction in bowing noise relative to string harmonics.

In each perspective there are 4 variations



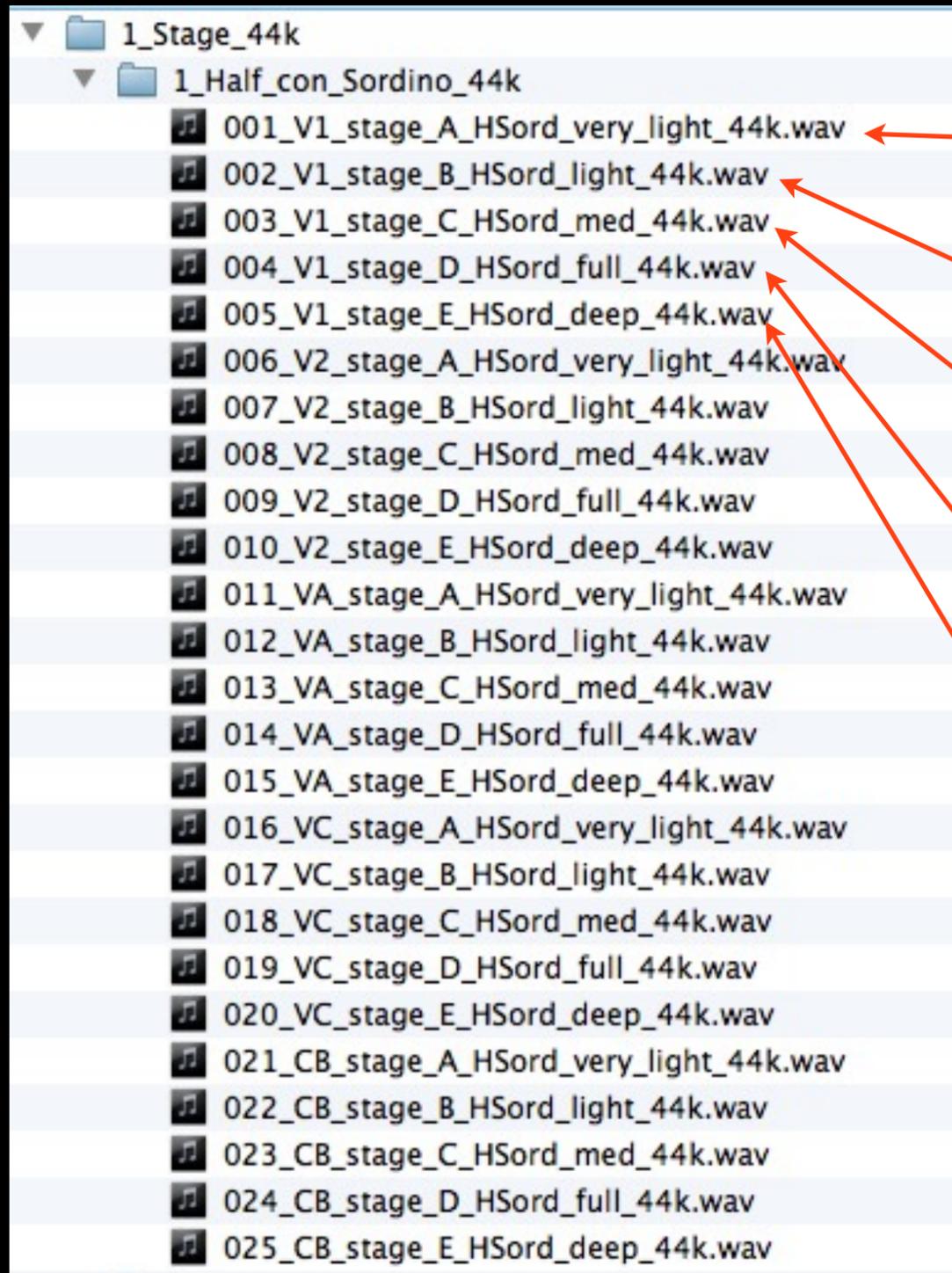
Half Sordino

Sordino with a brighter overall sound.

Regular Sordino

Darker Sordino overall sound

In each string instrument there are 5 timbral variations.



“Very Light” TI: strongest reduction in the lower frequencies, resulting in a very light tone.

“Light” TI: strong reduction in the lower frequencies.

“Med” TI: moderate reduction in the lower frequencies.

“Full” TI: slight reduction in the lower frequencies.

“Deep” TI: retain the full bottom end of the instrument.

## String Abbreviations

First Violins: V1 example 051\_V1\_stage\_F\_Sord\_very\_light\_44k.wav

Second Violins: V2 example 057\_V2\_stage\_G\_Sord\_light\_44k.wav

Violas: VA example 060\_V2\_stage\_K\_Sord\_deep\_44k.wav

Cellos: VC example 069\_VC\_stage\_J\_Sord\_full\_44k.wav

Double Basses: CB example 073\_CB\_stage\_H\_Sord\_med\_44k.wav

## Expressive Control with Universal Sordino

The natural sound of the many sordino variations mean that DAWs that support host automation can create additional expressive control for libraries by dynamically controlling the wet/dry ratio in a convolution engine. If MIDI learn is supported, the frequency balance can be dynamically controlled using a MIDI CC of your choice (typically the same one you use for dynamics) so that the sordino is fully applied at quieter dynamics while the dry signal comes through unprocessed at louder dynamics.

There are all sort of creative possibilities that open up when you start applying Sordino Universal to the appropriate register of mixed ensemble strings or synth patches. You can also dynamically automate the wet/dry balance of these impulses to add an expressive character to your strings.

Numerical Sound an innovator in the field of convolution has produced over 20 products since 1998 that use convolution as a sound design tool, loop modification, reverb or plugin.



[www.numericalsound.com](http://www.numericalsound.com)

A Quick look at the Numerical Sound catalog

Numerical Sound Released

The Hollywood Sound : Impulse Response Collection in January 2014



Early Reflections with built in tails designed to offer a dramatic nuance alternatives to popular film scoring stage venues. Comes with 241 Early reflection tail/combinations **plus** 27 bonus reverb tails (not including ERs).

[http://numericalsound.com/hollywood\\_sound\\_ir.html](http://numericalsound.com/hollywood_sound_ir.html)

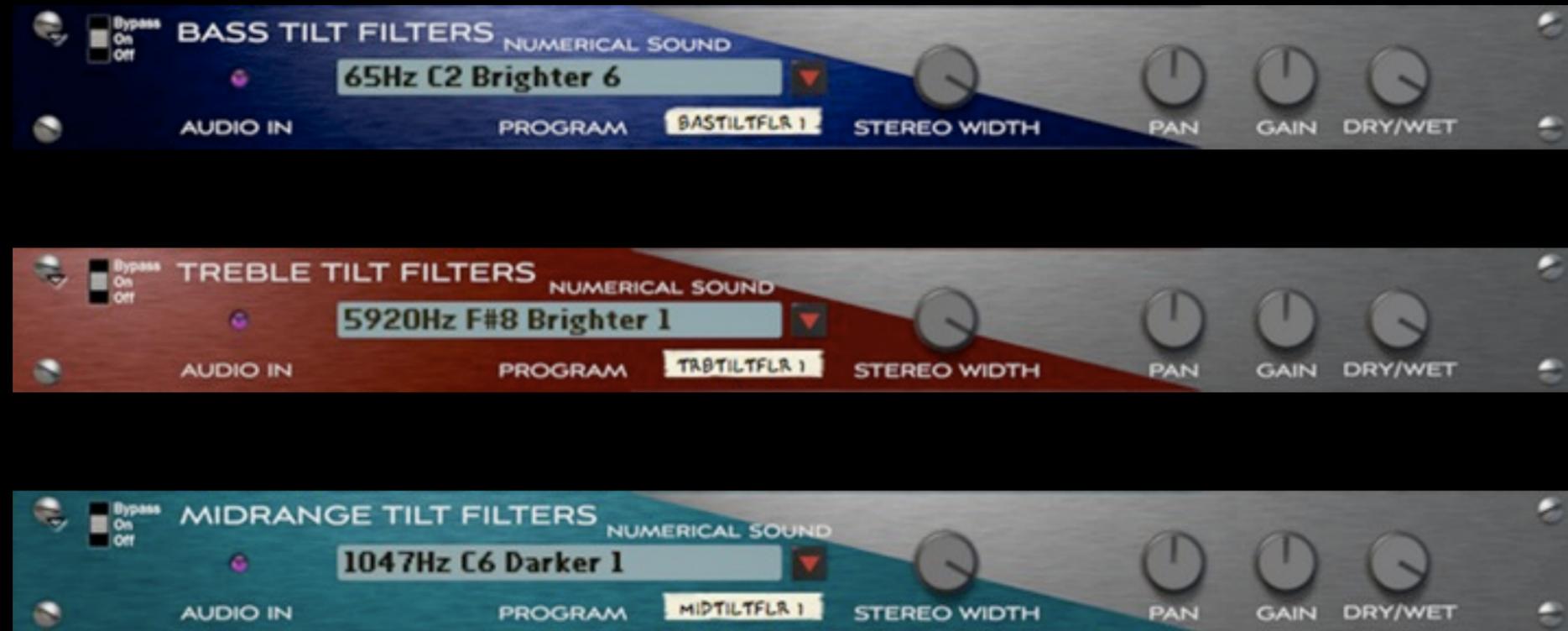
Numerical Sound Released

The Hollywood Sound : Timbral Impulses, LASS Edition in December 2013

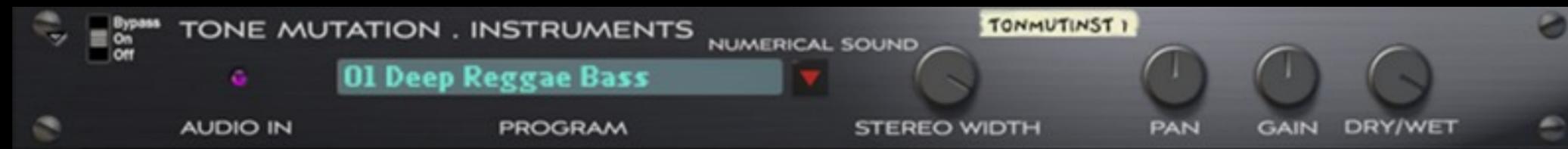
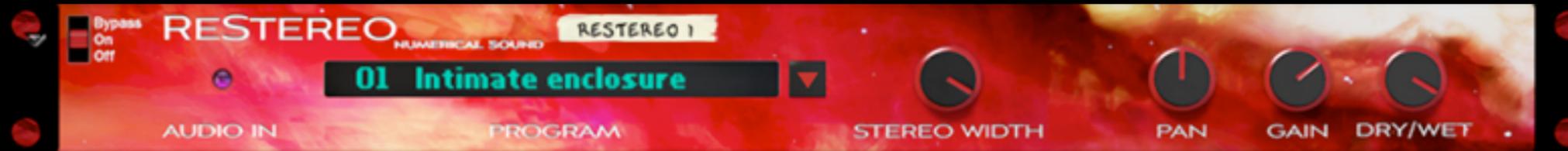


Timbral Impulses designed specifically to sweeten and add warmth to any of the LA Scoring String (LASS) libraries.

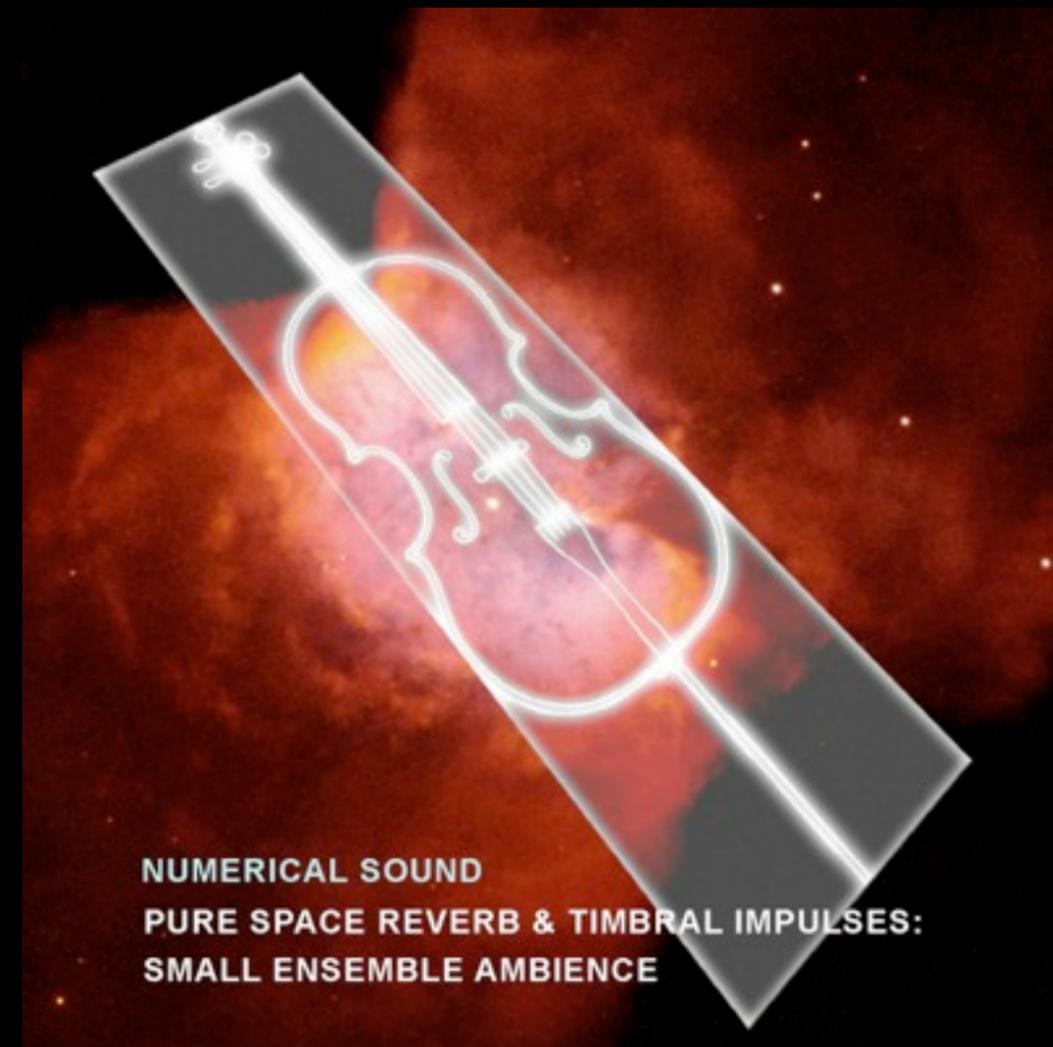
[http://www.numericalsound.com/hollywood\\_sound\\_ti\\_lass.html](http://www.numericalsound.com/hollywood_sound_ti_lass.html)



Designed exclusively for Propellerhead's Reason are these Tilt filter convolution based Rack Extensions Plugins available directly from Propellerhead's store at [https://shop.propellerheads.se/browse/?q=&product\\_type=rack-extensions-refills&pl=&sub\\_type=&developer=Numerical+Sound&sort=date&view=grid](https://shop.propellerheads.se/browse/?q=&product_type=rack-extensions-refills&pl=&sub_type=&developer=Numerical+Sound&sort=date&view=grid)



Numerical Sound convolution based Rack Extension plugins for Propellerhead's Reason Released between August 2012 and July 2013 available exclusively from the Propellerhead's website [https://shop.propellerheads.se/browse/?q=&product\\_type=rack-extensions-refills&pl=&sub\\_type=&developer=Numerical+Sound&sort=date&view=grid](https://shop.propellerheads.se/browse/?q=&product_type=rack-extensions-refills&pl=&sub_type=&developer=Numerical+Sound&sort=date&view=grid)



Designed for VSL's Vienna Suite, Forti and Serti provides individual ER, Reverb tails, TILT filters, and much more, for large halls and recording studios and smaller halls recordings studios and other smaller rooms. Available exclusively at

Forti: <http://www.vsl.co.at/en/211/497/1686/311/181.htm>

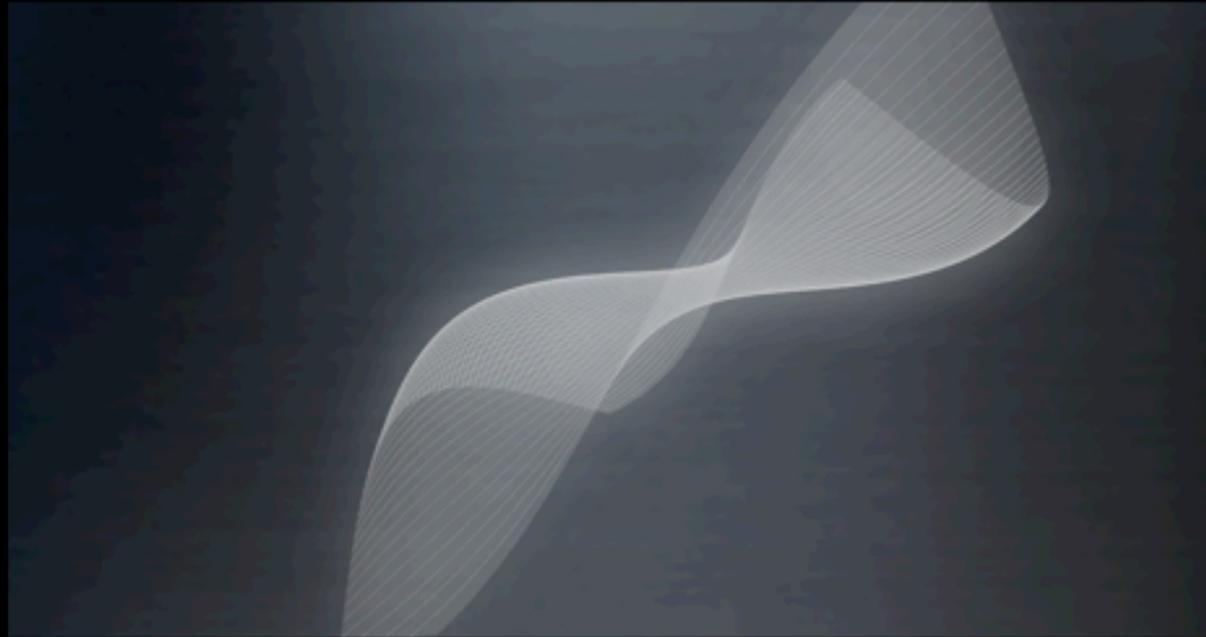
Serti: <http://www.vsl.co.at/en/211/497/1686/312/242.htm>



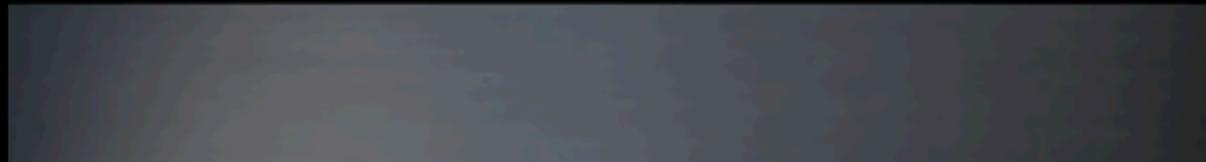
The Blüthner Digital Model One in Kontakt Player format, recorded at Skywalker Sound uses convolution based timbral impulses that can change the overall sound of the Blüthner to match the sound of over 250 well known acoustic and digital pianos, plus many famous piano recordings.

<http://www.proaudiovault.com/bluthner-piano-samples.htm>

NUMERICAL SOUNDS PRESENTS



HOLLYWOOD IMPULSE RESPONSES

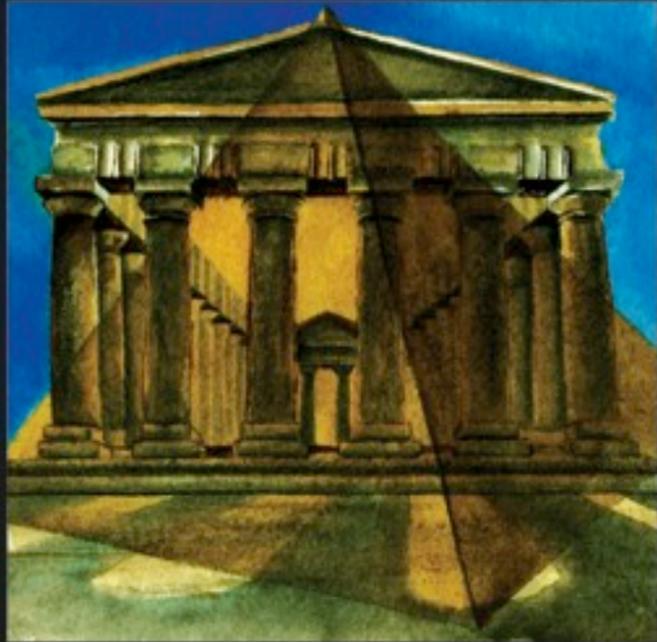


## Hollywood Impulse Responses

combine reverb tails, TILT filters and frequency ranges rolled into a collection of individual impulses matching specific acoustic instruments.

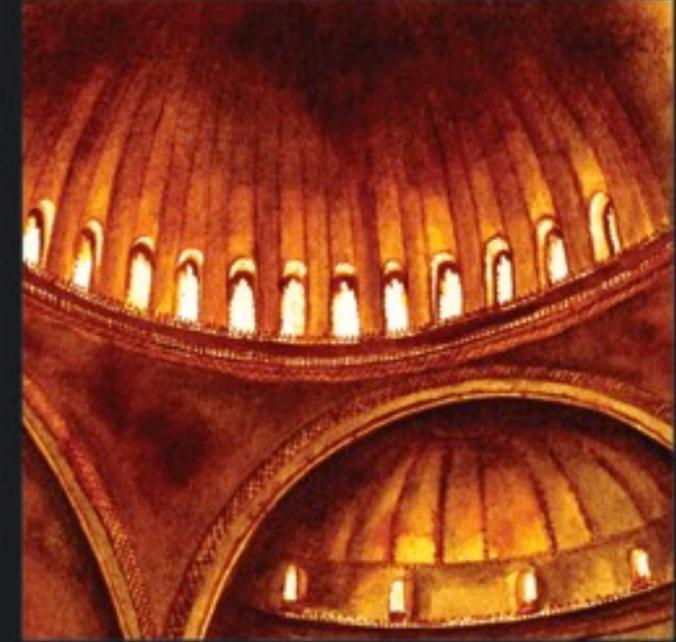
<http://www.numericalsound.com/hollywood-impulse-responses.html>

PURE SPACE



CLASSICAL AND MYSTICAL REVERBERATION IMPULSES

PURE SPACE

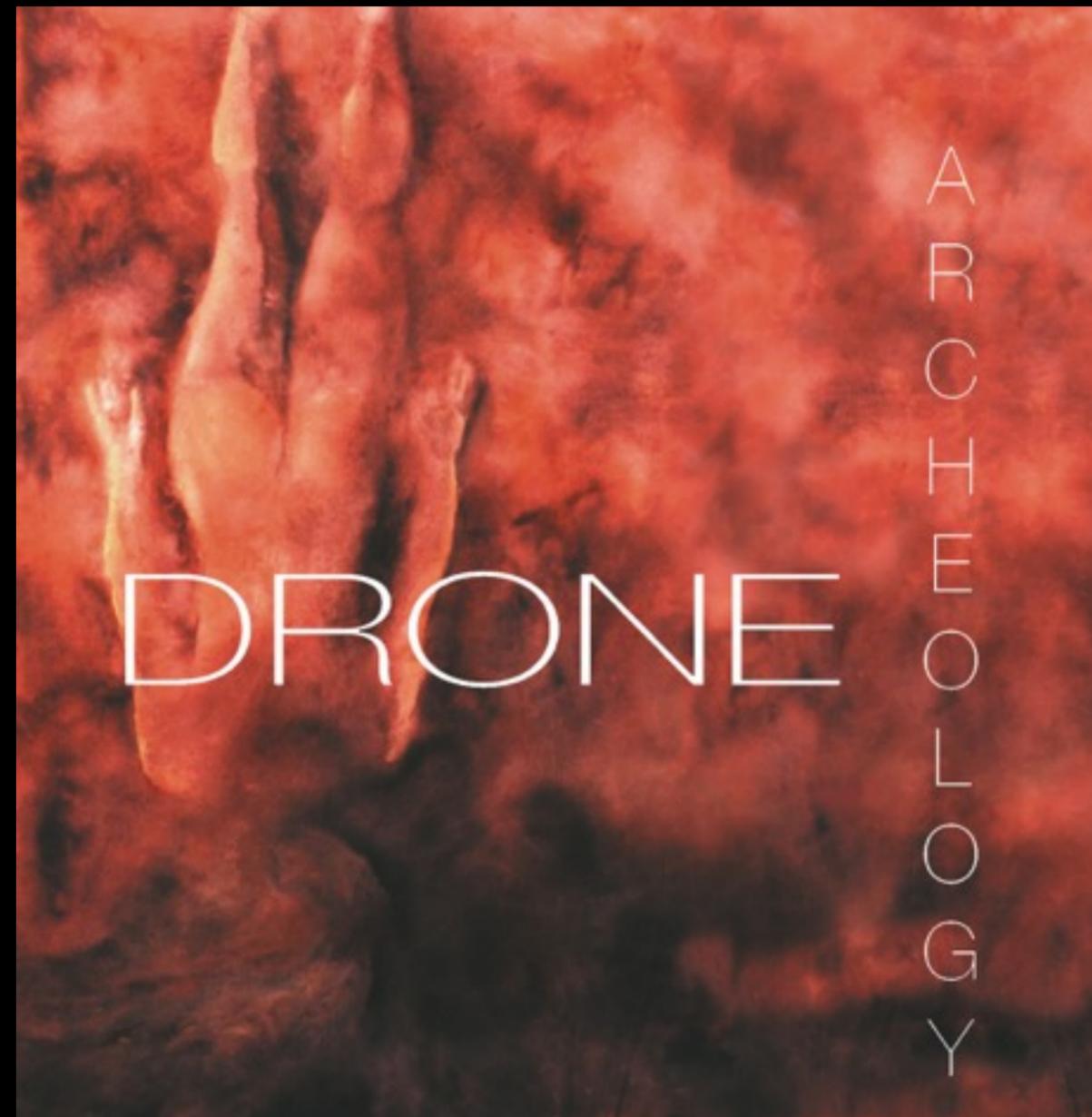


FILM AND SACRED REVERBERATION IMPULSES

Two Pure Space Reverb Impulse CD's released in 2003 Classical & Mystical RI's and Film & Sacred RI's. Our two volumes Pure Space Reverb Impulse collection covers both classical and mystical RI's and film and sacred RI's. Used by many prominent mastering facilities, audio engineers and film composers.

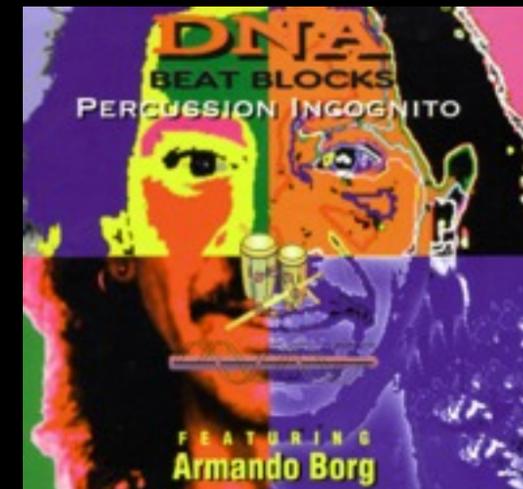
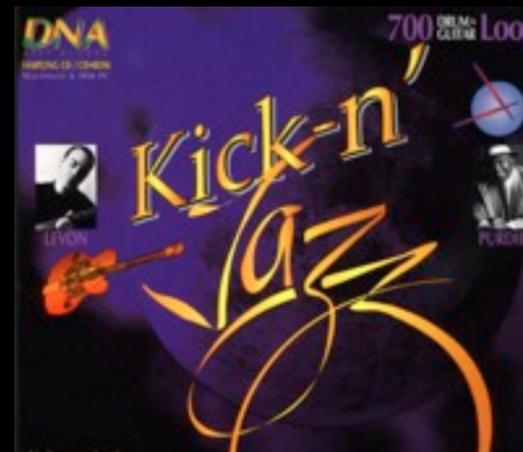
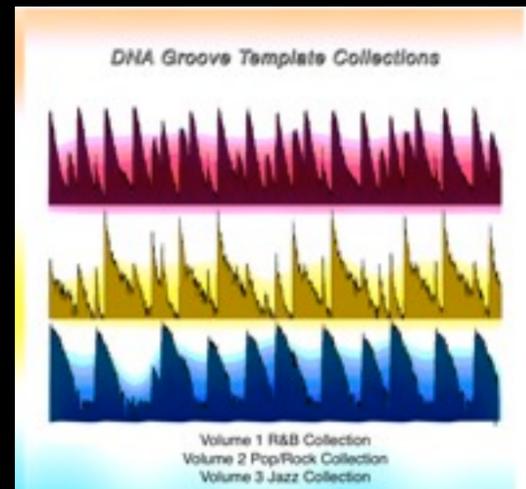
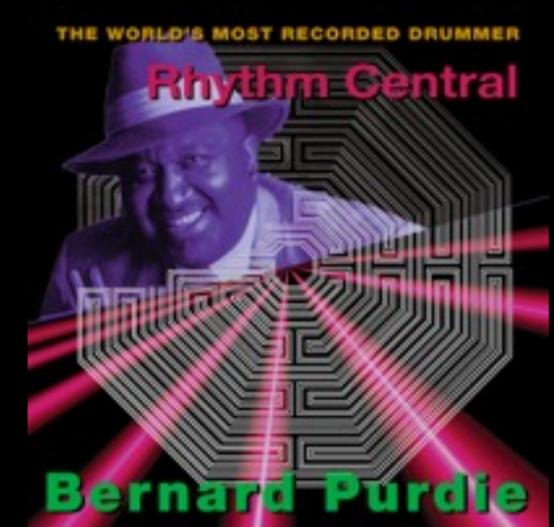
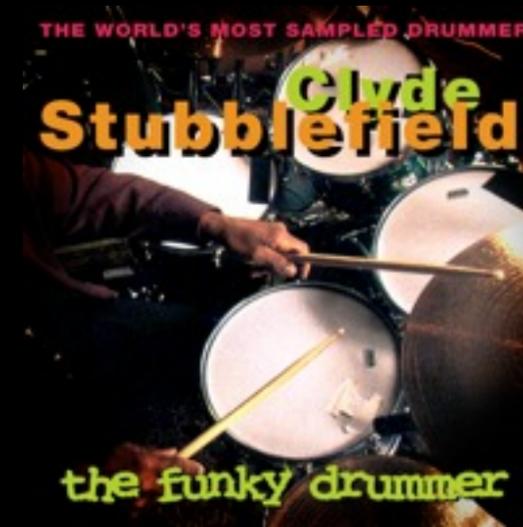
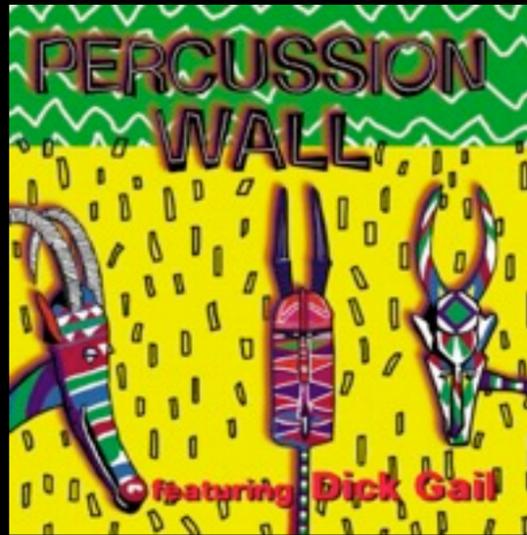
Film <http://www.numericalsound.com/pure-space-film.html>

Classical <http://www.numericalsound.com/pure-space-classical.html>



Numerical Sound releases Drone Archeology the world's first sampling CD back in 1998 to utilize convolution technology to generate tones. These drones have been used extensively by film and TV Composers ever since. These low tones with a constant pitch are very evocative often used to add character to a film or TV cue.

<http://www.numericalsound.com/drone-archeology.html>



More collections available at Numerical Sound [www.numericalsound.com](http://www.numericalsound.com)



[www.numericalsound.com](http://www.numericalsound.com)