Using the Zebra 2.5 and Zebrify Kore 2 templates

The Zebra 2.5 and Zebrify Kore 2 templates are designed to make 2 things a lot easier:
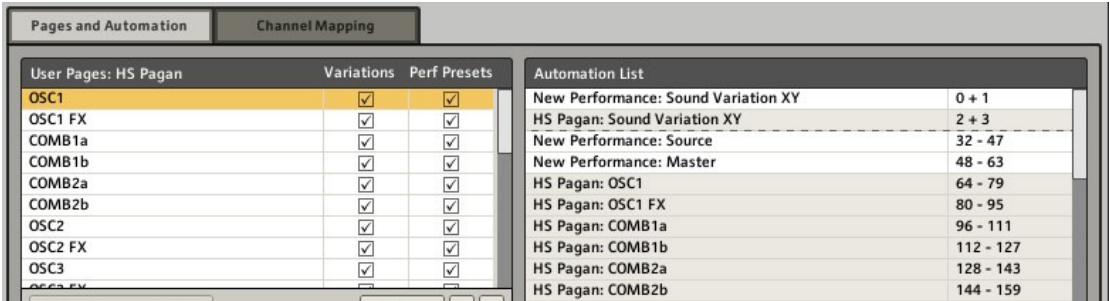
1) Controlling and automating the plugins using the Kore 2 hardware controller and/or a software host
2) Saving Zebra and Zebrify patches as KoreSounds or as part of Kore multisounds.

There is no way to batch import Zebra presets in Kore 2 as Zebra uses a proprietary preset format for presets. Also since Zebra is a highly flexible modular synth, every patch can have a radically different architecture which would make it impossible to have usable controller mappings for each Sound based on a batch process. In the case of Zebra it is better to focus on making usable KoreSounds (.ksd) on an individual basis and this way not only can controls be set up for each patch that enable it to be used as a performance synth, each Sound can then have attributes and user notes added to make it searchable in the library (again batch import cannot do this beyond very simple non specific tags that are of limited use in the library)
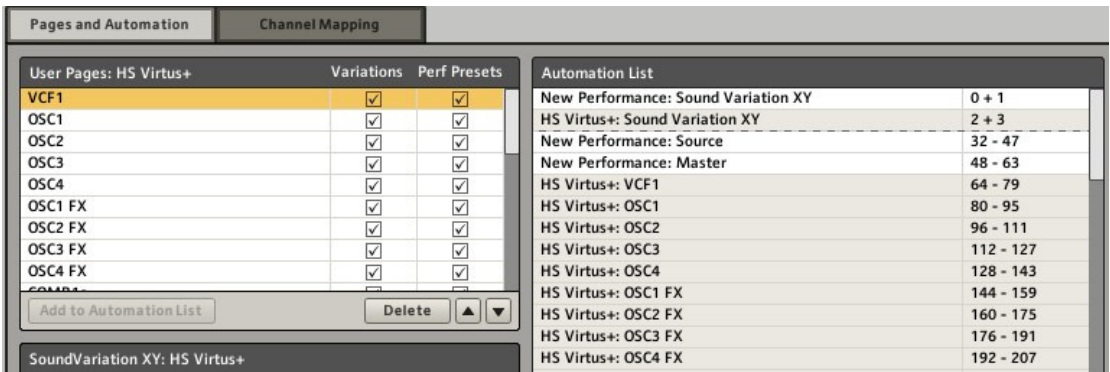
The Kore 2 template for Zebra 2.5 and Zebrify uses a user page structure that mirrors as much as possible the modular structure of Zebra by having a page (or more if the module has more than 8 params) for each module that can be controlled using VST automation. This way controls tailored to the architecture of each Zebra individual patch can be set up relatively quickly simply by moving around (by drag/drop) the page order in the **Kore Sound manager.**

Using the Kore Sound Manager

Open the Sound Manager and you will see this view:

Each of the pages in the left pane can be dragged to rearrange them as you please (or you can use the up/down arrows). You can even delete pages that aren't used in the patch if you want to (although it isn't necessary and may reduce flexibility if you want to come back to the patch at a later date).

So in the above view I have rearranged the order of pages to match the structure of the Zebra patch HS Virtus +. How you choose to order it is up to you – you may wish to simply mirror the structure of the patch in the Zebra matrix view, or you may wish to prioritise certain pages based on performance priorities (e.g. if the patch has XY's enabled or a certain page has the most impact on the sound during performance).

Also if you are using this in a host and wish to automate params then the pages at the top in the Sound manager will be the first ones "exposed" to the host for automation. This may be particularly useful in hosts that only

allow a fixed number of params for automation (e.g. older versions of Live) However you set it up, once you have it how you want save as a new Kore Sound.

Using with the Kore controller

You can easily flip between pages using the KORE controller by setting it to control mode (just hit the Control button) and then using the arrow keys to select the page you want to control. So if you are performing you do not need to use the mouse and computer screen as much.

Using with Zebra's XY performance controls

The default template is set up with just the first 2 XY's mapped to the Kore 2 morph grid (although all of them are mapped to knobs). This is because the Kore morph grid only has 8 vectors, whereas the 4 XY's that come with Zebra 2 have potentially 16 if all 4 are used. In practice though I find that the majority of patches that have XY's mapped are using just 2. However, where a patch does have 3 or 4, you could instead use the morph grid to store 8 "snaps" of favourite combinations of XY positions and morph between those – it's all customisable to your own needs.

Stephen Wey, 2009-12-21