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sounds good sounddesign

# Zebra Playground



Hello and a big **THANK YOU** for purchasing **ZEBRA PLAYGROUND**,  
 a combined set of  
**375 presets**,  
**375 extended variation presets**,  
**60 oscillator waveform templates**  
 and **540 oscillator presets** for Zebra2.

**ZEBRA PLAYGROUND** is a set of highly flexible sounds  
 that can be used for a wide variety of modern music styles.

All of the presets are making extensive use of Zebra's performance controls  
 with each sound using all four XY pads and the Modwheel.

And a good bunch also use Aftertouch for even more fun when playing them live  
 (not to mention that many of the sounds are very velocity sensitive for expressive play).

This way each preset can be altered and manipulated in real-time or through the host's automation system.

You can achieve fine adjustments of sonic details

making the sound fit better into your song

or create drastic variations of the original sound in just a few seconds.

I hope you enjoy using these sounds in your productions as much as I enjoyed creating them.



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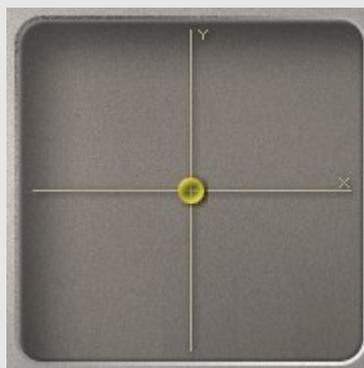
What you get

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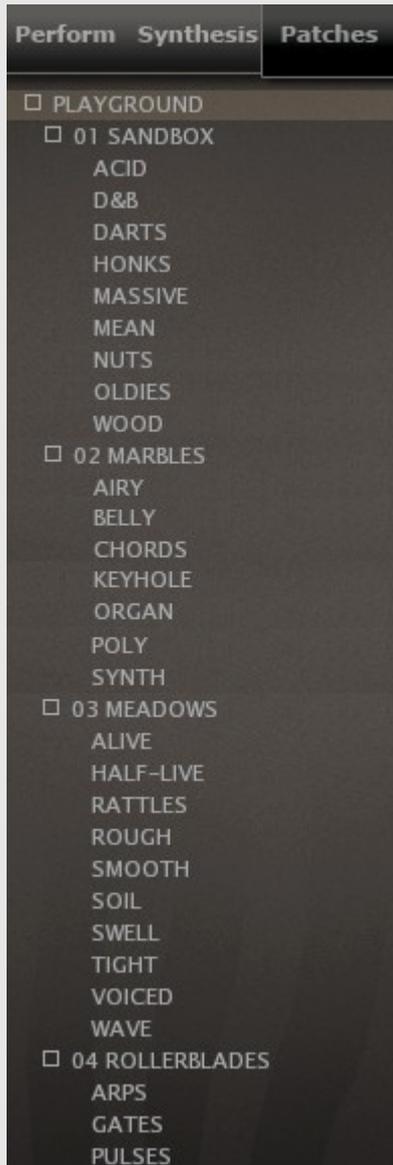
Support & links



## INSTALLATION

### How to get everything in the right places

There is no dedicated installer,  
just extract the zip file and place the presets and oscillator presets in the correct locations.



#### Windows:

Presets:

C:\Program Files\u-he\Presets\Zebra2\

Osc Presets:

C:\Program Files\u-he\Zebra2\Modules\Oscillator\

#### Mac:

Presets:

Presets: ~/Library/Audio/Presets/u-he/Zebra2/

Osc Presets:

Local:

MacHD/Library/Application Support/u-he/Zebra2/Modules/Oscillator/

User:

~/Library/Application Support/u-he/Zebra2/Modules/Oscillator/

The next time you open an instance of Zebra you should be able to see all the new content.  
If you place the files while Zebra is opened,  
go to Zebra's preset page and choose "refresh folder list" from the right-click menu.

That's it.

## CONTENT



**ZEBRA PLAYGROUND** is a set of 750 Zebra2 presets and 600 oscillator presets. The presets are divided into two sections.

There are 375 original presets completely performance-ready, meaning they all make extensive use of all four XY pads and the Modwheel as well as being very velocity sensitive, and a good bunch also supports Aftertouch.

The second part are 375 XV patches, XV standing for "extended variation" which means that these are presets derived from the original presets using the power of the XY pads and often going beyond by also altering other aspects of the patch to create new sounds.



The oscillator presets are also divided into two sections. The first is a set of 60 pure waveform presets which feature handcrafted waveforms filling the 16 waveform slots of the oscillator module. They are a good starting point when you are in need of a straight waveform.

The second section are 540 fully-fledged oscillator presets making good use of all the parameters of the oscillator module. Those are a great source of inspiration when you quickly want to create a specific sound.

## Preset folder structure explained

Following the playground concept, the presets are divided into four main sections:

### 01 Sandbox

Laying the groundwork for your songs, here you can find deep basses and dirty leads.

### 02 Marbles

Play with airy keys and light leads, bells, chords and more.

### 03 Meadows

Simple & smooth pads for the background or rough & complex sounds dominating the song.

### 04 Rollerblades

Everything that keeps rolling: Arpeggios and gated sounds as well as pulsing sequences.



## Oscillator preset folder structure explained

### 00 waves osc + 01 waves pure

60 osc presets containing all sorts of waveforms.

### 02 classics

Mainly old fashioned saws, squares, triangle sounds and alike.  
A good place to find oscillators for classic subtractive sounds.

### 03 trancey

All the stuff for Dance, Trance and other electronic styles.

### 04 harmonious

The softer side of Zebra's oscillators, good for pads and nice leads.

### 05 sinusoid

Everything with a sinusoid base, good place for e-pianos, bells and more.

### 06 spectral

Spectral sounds in all shapes.

### 07 hand-held

Strings and keys for guitars, pianos and more.

### 08 organic

One word: organs.

### 09 hard press

Hard and edgy saws and squares, good for pressing, salient leads.

### 10 wiry

Electric wires, rough and rusty sounds.

### 11 skew

Weird angular and acid sounds.

### 12 nutty

Fun stuff and sound effect sounds.



## HOW TO USE

### Presets

Every preset is build with maximum flexibility and playability in mind.

Each sound makes use of all four XY pads as well as the Modwheel.

Many sounds are very Velocity sensitive and some also use Aftertouch for some extra fun.

You can tweak and bend every sound in subtle or extreme ways to match the sound to your needs.



As many sounds are very responsive to velocity

you can try to play them with different velocity curves.

Many keyboards have options to change the way they react to incoming velocity values.

I for myself found that many sounds can be played more expressive when the keyboard's velocity is set to an exponential curve instead of a linear response.



The functions of the Modwheel and Aftertouch (when used) are briefly explained in the info-field of each preset.

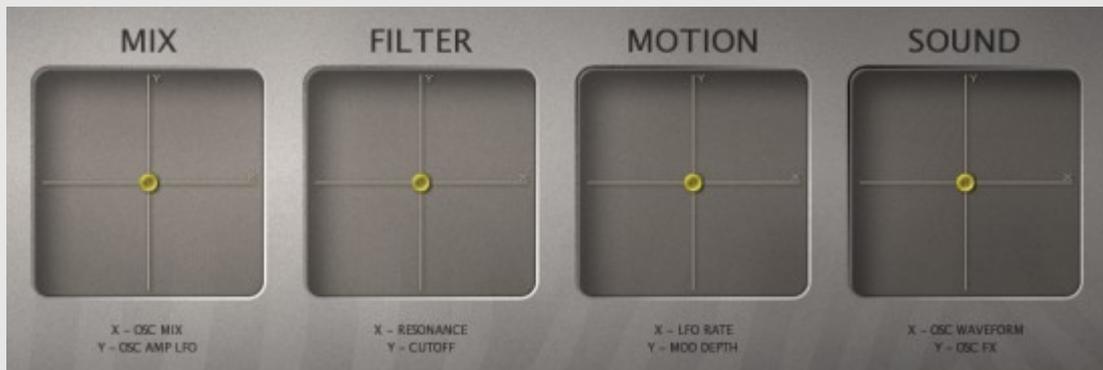
So if you are just quickly browsing through the sounds it might be a good idea to simply keep the info-field opened all the time.

## XY Layout

The layout of the XY pad assignments is structured in a similar way for most of the presets.

This makes it easier to memorize their functioning and it's also more convenient when you want to assign the XY pads to midi controllers.

This way the same controllers will most times control similar aspects of the sound.



### XY 1 – MIX

Controls the grid mix, osc mix or other parameters relevant for sound changes.

### XY 2 – FILTER

Controls cutoff and resonance or other spectral sound shaping parameters.

### XY 3 – MOTION

Controls amplitude and/or modulation envelopes, lfos, msegs and so on.

### XY 4 – SOUND

Controls everything that alters the sound, osc fx, shaper parameters and more.

This structure doesn't mean that all presets will have the same changes in sound since all the parameters are assigned individually for each preset.

And there are also presets that deviate a bit from the assignment scheme to achieve more useful results.



## FX Section

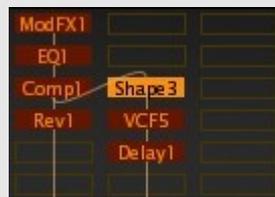
A word about the effects section:

Some users might be tempted to always disable the fx section before listening to the sound.

But be aware that you might miss some great sounds.

Not only do quite some presets make use of the flexible structure of the effect grid creating sounds that rely on the integrated effect modules, most sounds also make use of the tonal shaping capabilities like eqs, shapers and filter modules.

Bypassing the complete effects section would often simply destroy the intended sound of the preset. So please only disable the effect modules that you don't need.



## Extended Variations – XV Patches

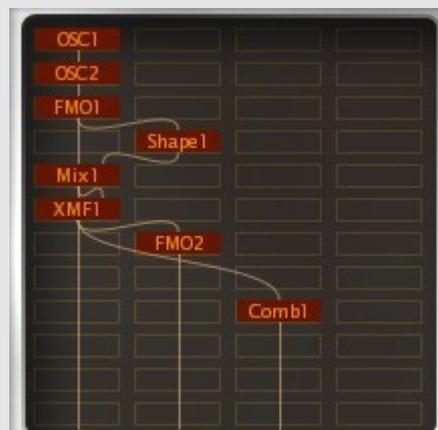
Besides the 375 normal patches there are also 375 presets starting with the "XV" abbreviation.

These are basically variations of the original presets but in a more advanced form.

XV stands for extended Variation, this means that besides the usual changes of the XY pads most of these presets have even more changes to them allowing for sounds which can't be achieved by using the XYs only.

There might just be changes in volume or eqing to remove unwanted frequencies

but the changes are often going even further by changing filter types, adding extra modulation, changing envelopes or even adding/replacing modules in the grid.



All the changes that are made to a XV patch in comparison to its original have been documented in the info-field of the preset so you can always retrace what makes a preset different from its forebear.

One thing to keep in mind is that because of the changes to the preset not all performance controls (XY pads, Modwheel, Aftertouch, Velocity) might react in the same way as they do in the original preset. This can result in unexpected sounds if you play with those preset's performance controls.



Also keep in mind that the volume of the original presets was adjusted to stay in a useful range even if you play with the performance controls.

The volume of the XV patches however was set to be at a useful level for their current fixed state.

Because of this and because of the additional changes to the XV patches the volume might react in unexpected ways if you play with their performance controls.

So although it can lead to really great and unexpected sounds, you should always have a look at the volumes.

Changes can lead to big differences in volume making the patch going either very silent or very loud. So be careful while altering the xv patches.

This however is just a warning to set listening levels to a reasonable level so you don't hurt your ears or your gear, for the most part playing with the performance controls of XV patches should just be as much fun as with the original presets.



## Oscillator Presets



The first 60 osc presets are present twice in two folders (waves osc and waves pure), each folder contains the same presets with the same names.

There's only one difference:

The files in the first folder (waves osc) will simply load as normal oscillator presets, meaning all settings of the before loaded osc will be overwritten.

The presets in the second folder (waves pure) are exactly the same except that they will only load the pure waveforms and the position of the wavewarp knob into the momentarily loaded osc module.

All other settings of the actual osc will stay unaffected.

This way you can simply switch between different waveform sets while all other settings like the osc effects, tuning, detune etc. stay the same. This can be handy in many situations e.g. when you want to try out different waveforms with the same osc effect settings to quickly find the sound that suits you most.



These 60 osc presets are thought to act as a good starting point for your own sound design ambitions.

They contain presets with standard waveforms like saw, square, triangle, morphings between them and so on.

And then you'll find presets that contain completely different waveforms in each wave-slot which can either act as a big source of waveforms or as a source for wavetable-like morphing sounds.

There are also spectrum presets that contain different harmonics in each slot. So whenever you want to start a new preset and are in need of a certain waveform, the "waves osc" folder is a good place to start your search.



Then there are 540 fully-fledged oscillator presets grouped into sound-categories making extensive use of the vast amount of possibilities and flexibility a single Zebra2 oscillator has to offer. Many of these already sound like complete synthesizer presets and are ready to be used this way instantly.

It can happen that you'll find the exact sound you had in mind and simply want to save this one oscillator configuration as a Zebra2 preset.



Btw, don't read out too much from the names of the osc presets, the naming scheme was just a simple way to better organize the sounds that are sonically close to each other.

So even if two osc presets have the same general name and are in the same category, they are most likely built in totally different ways with a different underlying waveform and different osc effects.

Thus they will deliver completely different sounds once you start altering or modulating their parameters.

## WHAT ELSE

### Contact

If you have any questions or feedback about the soundset,  
you can get in contact through the following e-mail address:  
[support@tasmodia.com](mailto:support@tasmodia.com)

### Disclaimer

**Although the levels for the presets and its performance controls  
are being adjusted carefully there is always the possibility of volume spikes.**

**Please set volumes of your gear to reasonable levels  
or make use of additional compressors or limiters in the signal chain  
while playing with the presets.**

**I'm taking no responsibilities to any damages or malfunctions  
to the user or his gear resulting from the usage of the content of this soundset.**

**Redistribution or repackaging of parts or the whole content of this soundset  
is not allowed without written consent by the original author  
Thomas Binek (Tasmodia).**

### Links

If you want more information about Zebra2 you can follow these links:

<http://www.u-he.com/>

<http://www.zebrasynth.com/>

If you have any questions about Zebra's functions  
you can read the online manual or visit the u-he forum at KVR:

<http://www.kvraudio.com/forum/viewforum.php?f=31>

<http://www.u-he.com/zebra/manual/>

There's even more info about and content for the fantastic u-he products under the following link:

<http://www.uhniverse.com/>

And now start exploring **ZEBRA PLAYGROUND** and have fun.

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