CRYSTALLIA

150 PRESETS FOR ZEBRA2

CREATED BY ENZALLA

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Introduction

Thank you for purchasing **Crystallia** for Zebra2. We hope you will enjoy playing these sounds and put them to good use in your music!

Installation

You can install **Crystallia** anywhere within Zebra2's 'Local' folder. Mac owners can use the extra 'User' folder as alternative location.

1. Load Zebra2 and click on the PRESETS button to the right of the data display
2. In the Directory panel, right-click on 'Local' and select 'reveal in Finder' (Mac) or 'open in Explorer' (Windows)
3. Copy the 'Crystallia' folder into the 'Zebra2' folder you have just revealed
4. Back in Zebra2's own preset browser, right-click on 'Local' again and select 'refresh'.

Note: Zebra2 requires all presets to be in the following locations:

Windows: 'Local'   (YOUR PLUG-IN PATH) \u-he\Zebra2.data\Presets\Zebra2\

Mac OS X: 'Local'   MacHD/Library/Audio/Presets/u-he/Zebra2/   or

        'User'   ~/Library/Audio/Presets/u-he/Zebra2/

Playing the Presets

Most **Crystallia** presets include realtime MIDI performance control via modulation wheel. The results of using this control are often subtle, but sometimes dramatic. Note that none of the presets in **Crystallia** require a keyboard with aftertouch capability.

About the Author

Vincenzo Bellanova (Enzalla) is a pianist, composer, teacher and sound designer based in Milan, Italy.

"The idea behind the soundset is to provide useful and powerful tools for video game and film composers. You can find all you need to create hybrid cinematic tracks or layer under other sounds.

Zebra offers something that other synths can't and this leads to extremely creative sound design techniques. A few I have loved since the first use:

- *Additive Engine: Just a few harmonics with detuning and reverb can create otherworldly pads. Comb Filters: Perfect for creating drums, organic plucks and keys, as well as lush FX.*

- *Multi Stage Envelopes. The uses are endless. For example, one could be the creation of claps (combined with a white noise).*

- *Reverb. I spent hours creating metallic textures reducing the range to almost zero."*

Presets

Arpeggios

Abiguous 1
Abiguous 2
Archetype
Crystals
Dreams
Enchanted Variation
Enchanted
Evolutionism
Fantasy 1
Fantasy 2
Flute 1
Flute 2
Heavyggressive
Serum
Warm
Woodblocks

Basses

Attack
Brass
Cello
Cinematic Variation
Cinematic
ComBass
Delayed
Depth
Fuzzy
Geometry
Harmonics
Metallic
Move
Pulsating
Screaming Punch
Seq
Something Wrong
Submovement
Velocity
Warmalogue
Warmth
Waves

Drones

Bittersweet
Chord Growing
Discovery
Father
Foresight
Gates
Ghosts
Horns
Howl
Howling
Mystery
Tension
White Magic

Drums

Bells
Creepy Drop
Deep
Distohit
Dry Hits
Hell
It
Morphit
Ominous Hit
Run Sequence
ScrapeHit
Snare
SynthHit
Trailer
Wet Hits
Wood

FX

Approaching
Black Magic
Fangs
Flies
Frozen
Glimpse
Insects
Messy
Metal Hit
Metal Scrape
Metallic Repetitions
Nothing
Point
Rise
Shivers 1
Shivers 2
Siren
Steps
String
Velocity Back Hits
WoodenVerb

Keys

Adventure
Crystal Tears
E Piano
FMagic
Inharmonic Chaos Bells
Lush
Operator Piano
Operators
Spirits
Tomb Raider

Leads

Analog Trumpet
Calm 1
Calm 2
Cinematic Flute
Cinematic Pluck
Creepy Flute
Enchanted
Far Away
Flute
Flutey Arp
High Strings
Infinite
Pan Flute 1
Pan Flute 2
Seq Me
Solitary
Vibrate

Pads

Adrift
Aeternum DarkChord
Aeternum
Aggressive Saw
Alone
Atmospheric False Strings
Celestial Organ
Enchanted
Fathoms
Forgotten Land
Forgotten Souls Choir 1
Forgotten Souls Choir 2
Forgotten Souls Strings
Heavenly Beginning
Implicit
Infinite
Inner City
Inspector
Interstellar 1
Interstellar 2
Lush
Pulsating Organ
Rivers
Shimmering Voices
The Great Fall

Plucks

Bichord
Bounces
Depth
Force
Ice Drops
Implicit
Inner City
Koto
Percussive
Tails