

ECS614U/ECS749P - Software Instruments

The purpose of this worksheet is to familiarise yourself with different software instruments.

- Open the Logic Project *Software_Instruments*.
- Each track in this project contains a different software instrument. The software instrument can be either a synthesiser or a sampler. The first two tracks say **EXS** which is a sampler. The other tracks are synthesisers. Listen to each of the tracks in turn.
- To look at the settings of the software instrument double click on the instrument icon (for track 1, this is the blue EXS24 icon just above the track fader).
- Adjust the ADSR settings on **EXS** sampled instruments and listen to the effect. These can be found in the bottom right corner under the **ENV2** heading.
- Open the **ESM** synthesiser on track 3 and experiment with the main parameters detailed below.
 - **8/16/32**: make the synth higher and lower in pitch (a large number represents a lower pitch).
 - **Glide**: how much one note glides into the next.
 - **Mix**: how the waveform generated is mixed between a saw tooth and square wave.
 - **Cutoff**: the resonant frequency of the synth.
 - **Resonance**: the level of resonance at the cutoff frequency.
 - **Overdrive**: distortion added to the signal.
- The **ESM** is a very simple synthesiser. Open the **ES2** on track 4. It is far more complex! Experiment with different settings and try out different presets.
- **Ultrabeat** in track 5 is a designated percussion synth/sampler. Experiment with different settings and try out different presets.