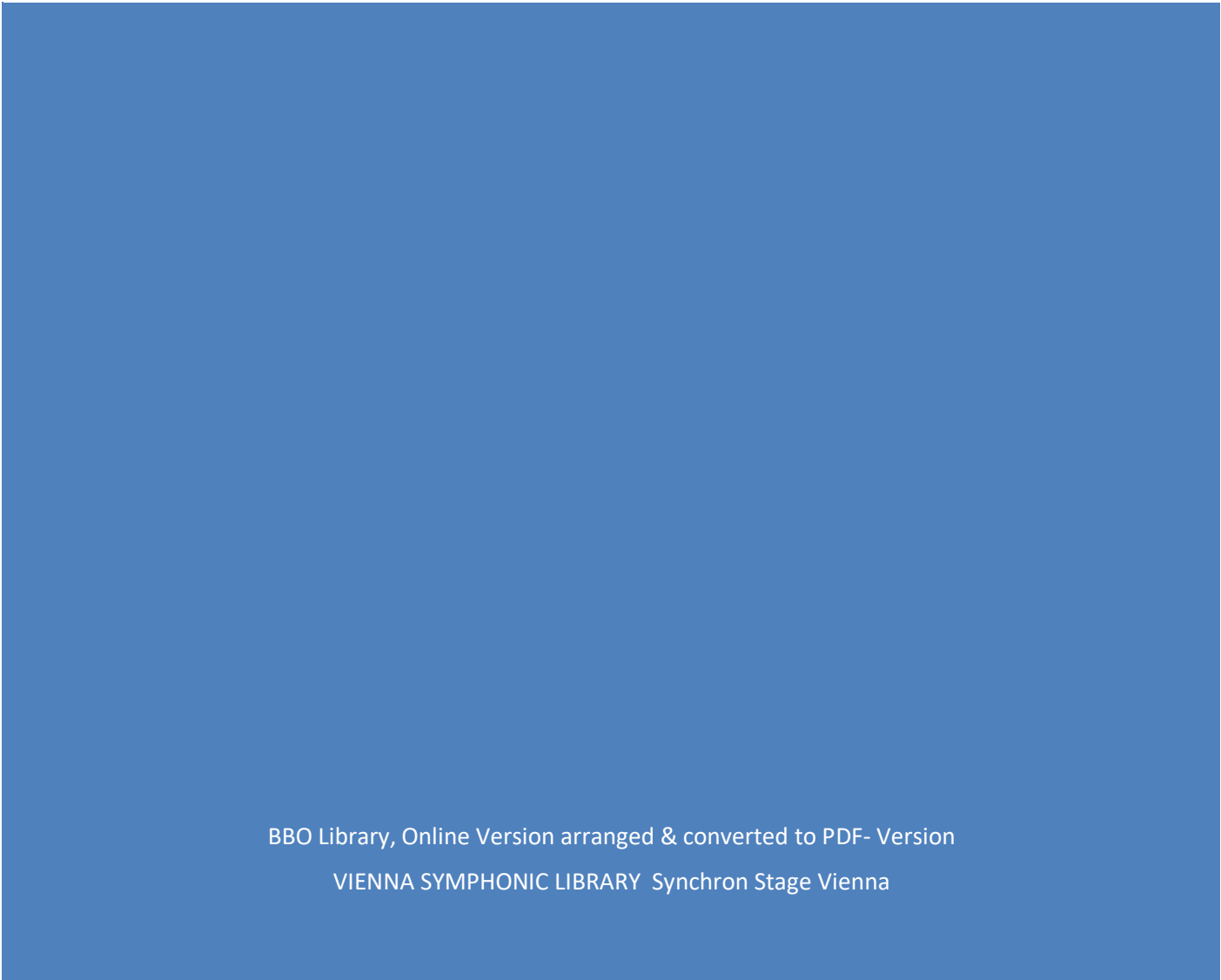




VSL BIG BANG ORCHESTRA



BBO Library, Online Version arranged & converted to PDF- Version
VIENNA SYMPHONIC LIBRARY Synchron Stage Vienna

Inhalt

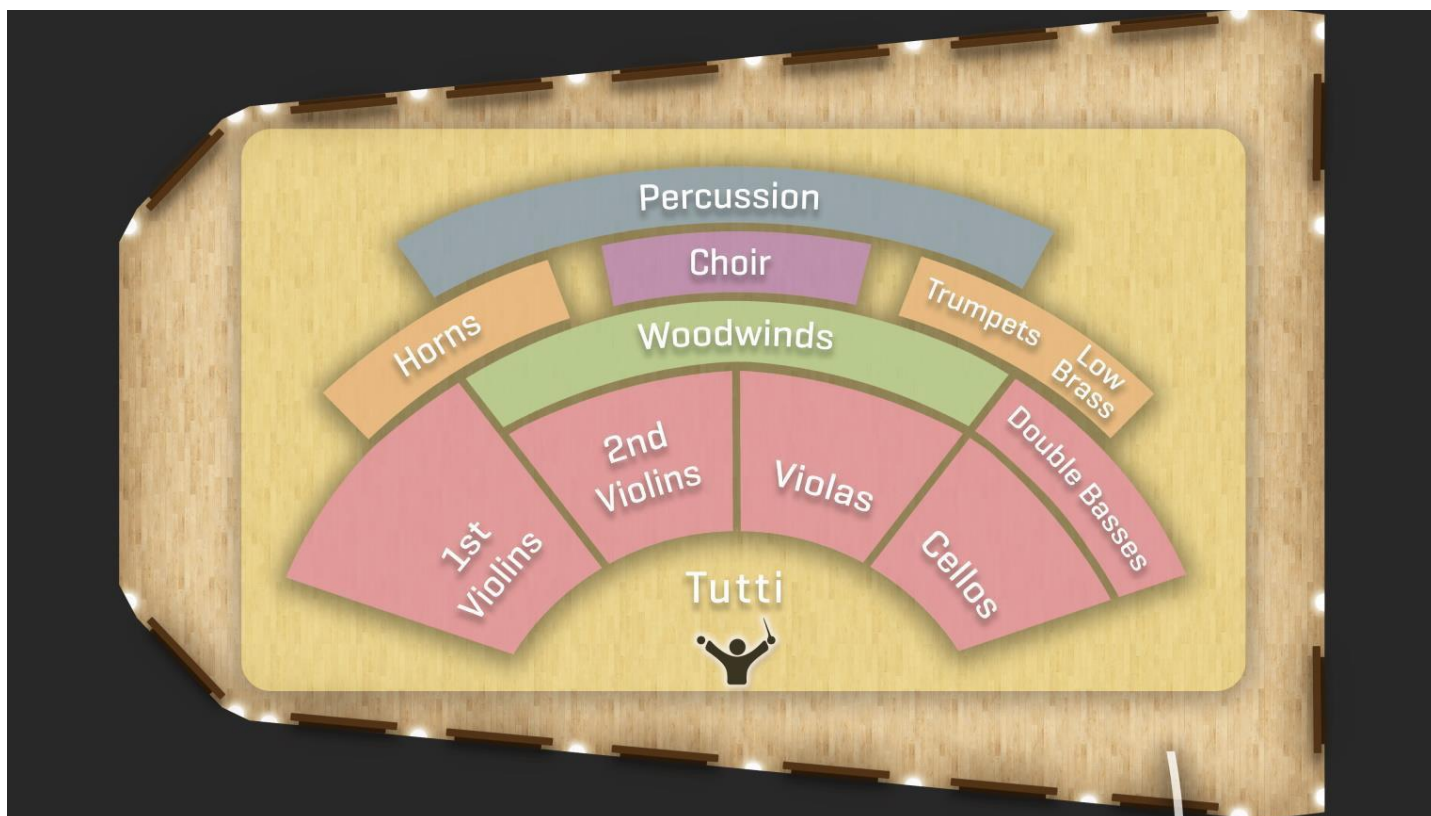
Big Bang Orchestra Overview	5
Big Bang Orchestra: Andromeda	1
Introduction	1
Walkthrough Videos	3
Reduction and Score	3
Included Presets.....	3
Con Sordino (Expansion).....	7
Big Bang Orchestra: Black Eye	1
Introduction	1
Walkthrough Videos	3
Reduction and Score	3
Included Presets.....	3
Big Bang Orchestra: Capricorn	1
Introduction	1
Walkthrough Videos	3
Included Presets.....	3
Included Riffs.....	3
Big Bang Orchestra: Dorado	1
Introduction	1
Walkthrough Videos	3
Included Presets.....	3
Big Bang Orchestra: Eridanus	1
Introduction	1
Walkthrough Videos	2
Included Presets.....	2
Big Bang Orchestra: Fornax	1
Introduction	1
Walkthrough Videos	2
Included Presets.....	2
Big Bang Orchestra: Ganymede	1
Introduction	1
Walkthrough Videos	3
Included Presets.....	3
Big Bang Orchestra: Hercules	1
Introduction	1

	2
Walkthrough Videos	2
Included Presets.....	2
Big Bang Orchestra: Izar	1
Introduction.....	1
Walkthrough Videos	2
Included Presets.....	2
Big Bang Orchestra: Jupiter	1
Introduction.....	1
Walkthrough Videos	2
Included Presets.....	2
Big Bang Orchestra: Kopernikus.....	1
Introduction.....	1
Walkthrough Videos	2
Included Presets.....	2
Big Bang Orchestra: Lyra	1
Introduction.....	1
Walkthrough Videos	2
Included Presets.....	2
Big Bang Orchestra: Musica	11
Introduction.....	11
Walkthrough Videos	2
Included Presets.....	2
Big Bang Orchestra: Neptune	1
Introduction.....	1
Walkthrough Videos	2
Included Presets.....	2
Short notes.....	3
Long notes	3
Dynamics.....	4
Flutter and trills	5
Fast repetitions	5
Big Bang Orchestra: Orion	1
Introduction.....	1
Walkthrough Videos	2
Included Presets.....	3
Short notes.....	3
Long notes	4

	3
Legato	5
Dynamics.....	5
Flutter tonguing	6
Fast repetitions	7
Big Bang Orchestra: Phoenix	8
Introduction	8
Upgrade Info	2
Walkthrough Videos	2
Included Presets.....	2
Big Bang Orchestra: Quasar	1
Introduction	1
Upgrade Info	2
Walkthrough Videos	2
Included Presets.....	2
Big Bang Orchestra: Regulus	1
Introduction	1
Upgrade Info	3
Walkthrough Videos	3
Included Presets.....	3
Big Bang Orchestra: Solaris	1
Introduction	1
Walkthrough Videos	3
Included Presets.....	3
BBO Tana, Ursa, Vega, Wallia, Xenia.....	1
Introduction	1
Included Presets.....	2
Short notes	3
Long notes	4
Legato	5
Dynamics.....	6
Tremolo & trills.....	7
Fast repetitions	8
Pizzicato	9
Comparison Synchron Strings Pro and BBO: T-X.....	10
Big Bang Orchestra: Zodiac	1
Introduction	1
Included Presets.....	3

Big Bang Orchestra (free)	1
Introduction	1
Walkthrough Videos	2
Included Presets.....	2

Big Bang Orchestra Overview



BBO	Subtitle		Instruments
ANDROMEDA	Essentials		Orchestra in unison
BLACK EYE	Phrases & FX	TUTTI ORCHESTRA	Orchestra in unison
CAPRICORN	Symphonic Riffs		Orchestra in unison
DORADO	Percussion Ensembles		Taikos, concert toms, snare & snare ensemble, cymbals, crashes, tam-tams, triangles
ERIDANUS	Percussion Ensemble Riffs	PERCUSSION	Taikos, concert toms, bass drum, snare drum, cymbals, bongos
FORNAX	Pitched Percussion Ensembles		3 Synchron Pianos, taikos, timpani, bass drum, plate Bells, tubular bells, burma gongs, vibraphone, cymbals, triangles
GANYMEDE	Choirs	CHOIRS	Soprano, alto, tenor, bass ensembles (12 singers each) & Tutti recordings
HERCULES	Low Brass		4 Bass trombones, 1 bass tuba and 1 contrabasstuba
IZAR	Low Brass Clusters	BRASS	4 Bass trombones, 1 bass tuba and 1 contrabasstuba (with crossfade to regular Low Brass)
JUPITER	Horns		6 Horns
KOPERNIKUS	Trumpets		4 Trumpets in Bb

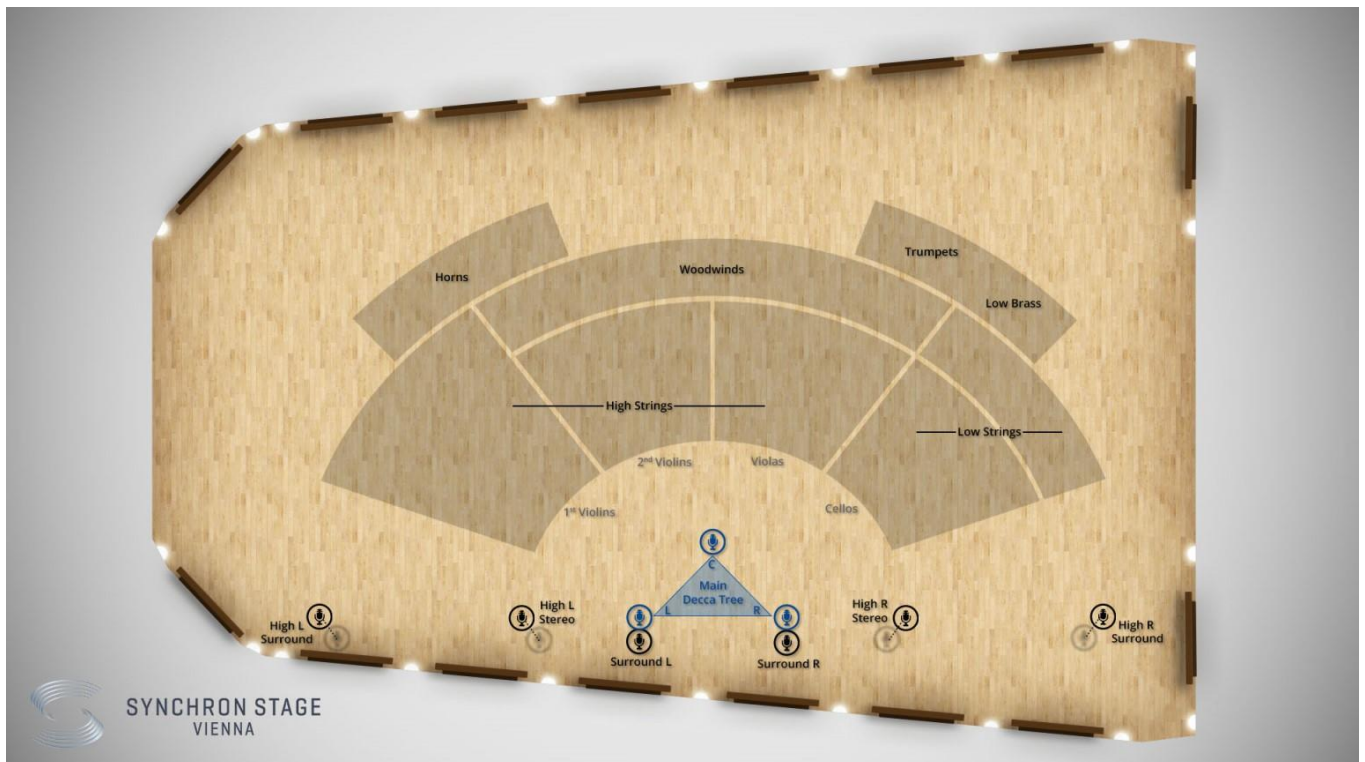
LYRA	High Strings	STRINGS	14 First violins, 12 second violins and 8 violas, unison in octaves
MUSCA	Low Strings		6 Cellos and 4 Double basses, unison in octaves
NEPTUNE	Tutti Woodwinds	WOODWINDS	1 Piccolo, 3 flutes, 2 oboes, 1 english horn, 2 clarinets in Bb, 1 bass clarinet, 2 bassoons, 1 contrabassoon
ORION	Woodwind Sections		3 Flutes, 3 oboes, 3 clarinets and 3 bassoons
PHOENIX	Pitched Solo Percussion	PERCUSSION (subsets of Synchron Percussion I&II)	Timpani, glockenspiel, xylophone, vibraphone, tubular bells, burma gongs
QUASAR	Solo Percussion		Snare drum, bass drum, concert toms, taikos, piatti, cymbals, tam-tams, triangles, woodblocks, thundersheet, windmachine, slapstick
REGULUS	FX Strings	STRINGS	50-piece string orchestra / 6 groups : Special FX
SOLARIS	FX Woodwinds	WOODWINDS	Low Winds: 2 contra bassoons, 2 bassoons, 1 contrabass clarinet, 2 bass clarinets, High Winds: 1 Piccolo, 3 flutes, 4 clarinets
TANA	1st Violins	STRINGS (subsets of Synchron Strings Pro)	14 violins
URSA	2nd Violins		10 violins
VEGA	Violas		8 violas
WALLIA	Cellos		8 cellos
XENIA	Basses		6 double basses
YMIR	Children's Choir	CHOIRS	tba
ZODIAC	Massive Ensembles	SUPER-SIZED SECTIONS	30 1st violins, 26 2nd violins, 20 violas, 22 cellos, 14 double basses, 12 horns, 9 trombones

Big Bang Orchestra: Andromeda



Introduction

Welcome to the Vienna Symphonic Library's series of Synchron Instruments! As the name says, [Big Bang Orchestra](#) furnishes you with a selection of full-orchestra articulations, at the same time allowing you (if you haven't done so already) to explore our powerful Synchron Player software. If you're looking for that extra dramatic effect or want to highlight a passage in your composition, this bonus library could be the solution, or at least point you in the right direction.



Big Bang Orchestra: Andromeda explores the concept further, and not only gives you a wider range of articulations, but also offers Presets with and without the extra touch of a piccolo flute, as well as marcato control via modwheel (CC1) or by keystroke velocity.



About Presets

Big Bang Orchestra makes use of our Synchron Player's unique features, and offers several Mixer Presets in five categories: Room Mix, Stereo Decca Tree, Surround to Stereo, Surround, and Processed. The Mixer Presets in each category are Close (Dry in the Room Mix), Classic, Wide, Distant, and Ambient. The Processed section offers "Big" versions of these Presets.

BBO Andromeda also provides you with a "Wet" Mixer Preset in each category, as well as more choice in the Processed section. The additional Mixer Presets are named Vintage Tape, War Fanfare, String Is King, Massive, Lush, and Bouncy.

About Patches

Patches can be used to build your own custom Presets and shape them according to your specific requirements. Big Bang Orchestra does not contain so many Patches, so the possibilities are somewhat limited. Still, if you want to get into creating Presets of your own, please refer to the Synchron Player manual, which will be helpful in case you encounter any problems.

About Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

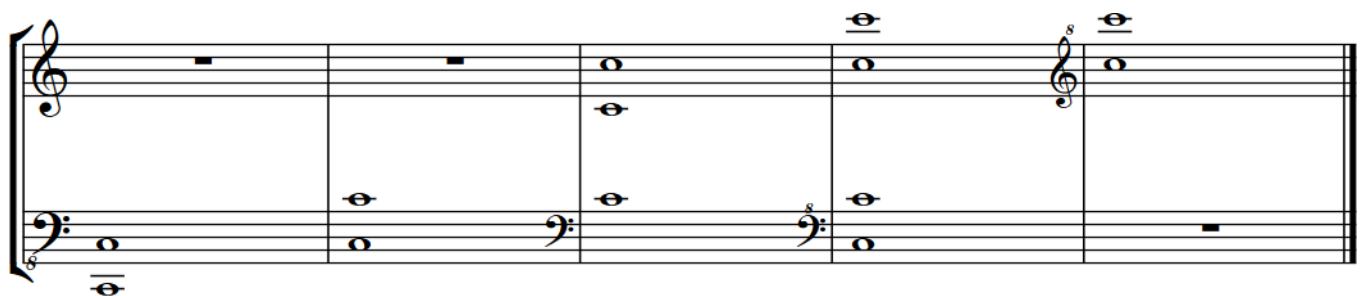
The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.

Walkthrough Videos

YouTube Video (<https://www.youtube.com/watch?v=C-8FG0qbwcs&list=PLC5G55FKmpIEn30tjxEqhhuuQJS-k3wbxG&rel=0>)

Reduction and Score



You can download the score here (<https://eu.vsl.co.at/?FileID=205229>).

Included Presets

BBO Andromeda offers a regular Preset, where marcato articulations are controlled with the modwheel (CC1), and another one marked "VelXF", where keystroke velocity controls the marcato intensity. Within these Presets, you can use the keyswitches A0/B0 to make a basic choice between articulations with and without piccolo flute.

Articulation categories are selected with the keyswitches from C1 to F1.

Short notes



Nothing more to be said here...

Long notes

Choose between non-marcato and marcato with the keyswitches G1 and A1.

Non marcato



The keyswitches from C7 to F7 select different types of expression:

- C7 Normal
- C#7 Soft low Brass
- D7 Espressivo
- D#7 Soft swell

- E7 Sforzato
- F7 Sforzatissimo

Marcato

The marcato option allows you to add marcato attacks with the help of the modwheel (MIDI CC1) or by keystroke velocity when you use the VelXF Preset. This also applies to all subsequent Articulations. Type keyswitches as above.



Dynamics

Short and long swells, with marcato option.



Tremolo + Trills

Tremolo sustained, half and whole tone trills. With marcato option.



Falls half tone

Half tone falls, with marcato option.



Fast repetitions

Fast repetitions at 120, 140, and 160 BPM. With marcato option.



Con Sordino (Expansion)

This expansion to BBO Andromeda provides you with a full orchestra playing soft to mezzo dynamics where the string sections play con sordino. Like other Big Bang Orchestra collections, it offers a regular Preset, where marcato attacks are controlled with the modwheel (CC1), and another one marked "VelXF", where keystroke velocity controls the marcato intensity. Articulation categories are selected with the keyswitches from C1 to D#1.

- **Range:** C2 to D6.
- **Type keyswitches:** starting at C7 (white keys if only two choices).

Short notes

There are no other options to this articulation.



Long notes

Choose between non-marcato and marcato with the keyswitches G1 and A1.

Non marcato

Sustained, normal and espressivo.



Marcato

The marcato option allows you to add marcato attacks with the help of the modwheel (MIDI CC1) or by keystroke velocity when you use the VelXF Preset. This also applies to all subsequent articulations.



Soft swell

Soft swells, with marcato option.

Non marcato



Marcato



Tremolo + Trills

Tremolo images/bbo-a, half and whole tone trills. With marcato option.

Non marcato



Marcato

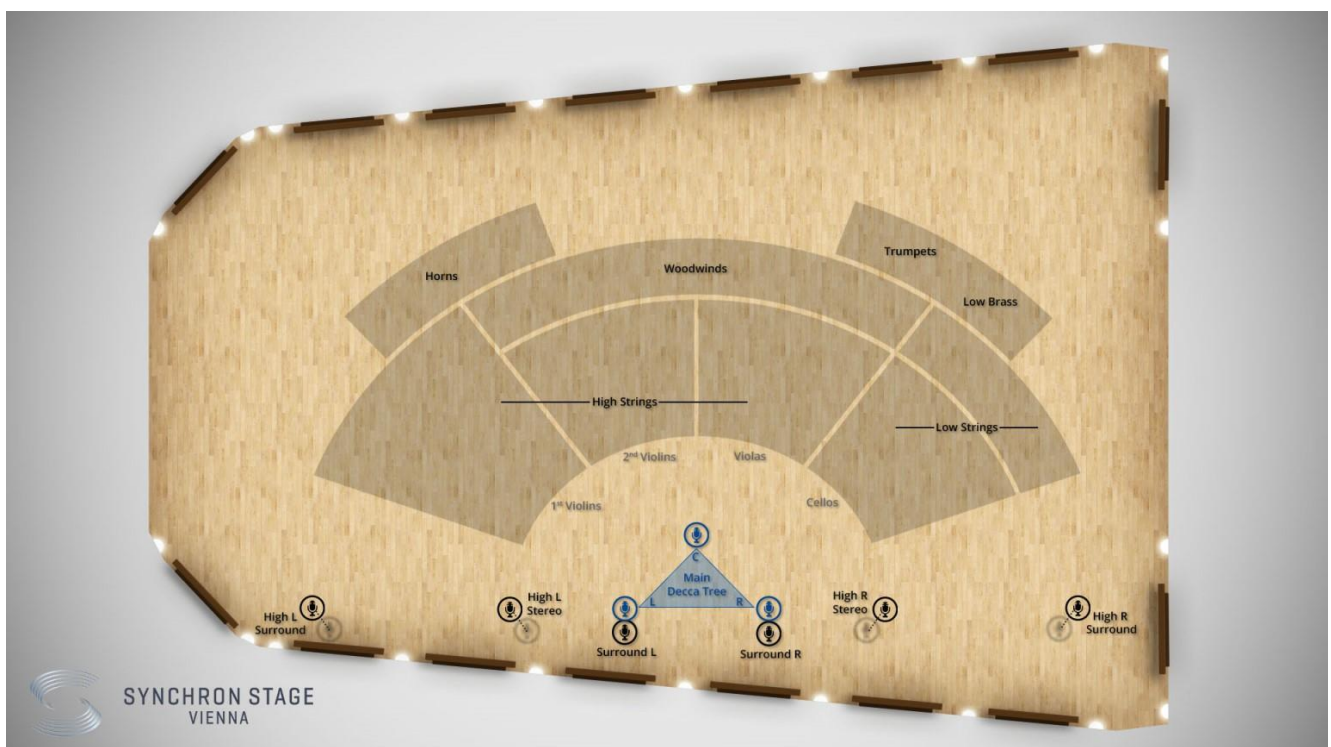


Big Bang Orchestra: Black Eye



Introduction

Welcome to the Vienna Symphonic Library's series of Synchron Instruments! As the name says, Big Bang Orchestra furnishes you with a selection of full-orchestra articulations, at the same time allowing you (if you haven't done so already) to explore our powerful Synchron Player software. If you're looking for that extra dramatic effect or want to highlight a passage in your composition, this bonus library could be the solution, or at least point you in the right direction.



Big Bang Orchestra: Black Eye, the second library expansion provides you with all-new musical elements, such as hits, rips, runs, clusters, tension sustains, rhythms, arpeggios, grace notes, echo effects and more.



About Presets

Big Bang Orchestra makes use of our Synchron Player's unique features, and offers several Mixer Presets in five categories: Room Mix, Stereo Decca Tree, Surround to Stereo, Surround, and Processed. The Mixer Presets in each category are Close (Dry in the Room Mix), Classic, Wide, Distant, and

Ambient. The Processed section offers "Big" versions of these Presets.

BBO Black Eye also provide you with a "Wet" Mixer Preset in each category, as well as more choice in the Processed section. The additional Mixer Presets are named Vintage Tape, War Fanfare, String Is King, Massive, Lush, and Bouncy.

About Patches

Patches can be used to build your own custom Presets and shape them according to your specific requirements. Big Bang Orchestra does not contain so many Patches, so the possibilities are somewhat limited. Still, if you want to get into creating Presets of your own, please refer to the Synchron Player manual, which will be helpful in case you encounter any problems.

About Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

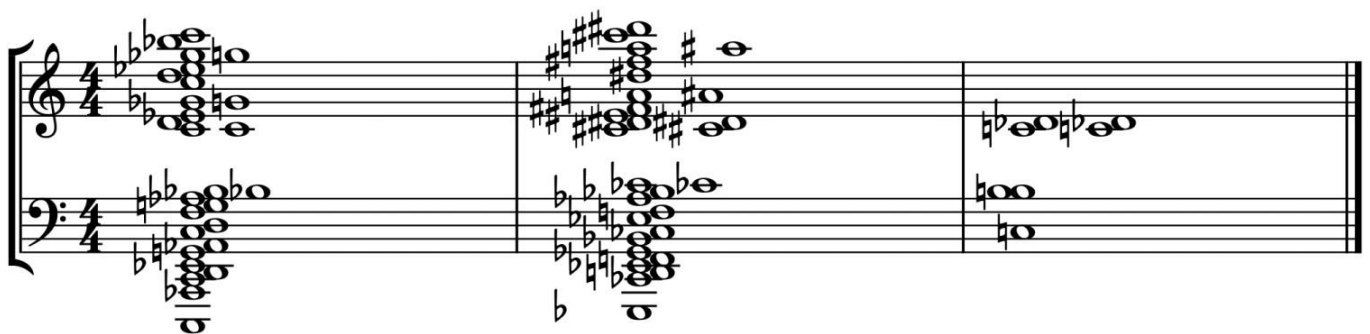
The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.

Walkthrough Videos

YouTube Video (https://www.youtube.com/watch?v=ZyEx_11UERY&list=PLC5G55FKmpIFeC52p-AIW0hnUgn_b5Ede&rel=0)

Reduction and Score



You can download the score here (<https://eu.vsl.co.at/?FileID=205230>).

Included Presets

Just like its predecessor BBO Andromeda, Black Eye offers a regular Preset, where marcato articulations are controlled with the modwheel (CC1), and another one marked "VelXF", where keystroke velocity controls the marcato intensity.

The main categories Hits, Phrases and FX, and Clusters can be selected with the keyswitches A0/A#0/B0. The subcategories of those are mapped to the keyswitches C1 and C#1 (Clusters: D1), while the Articulations range from D#1 to A1.

Hits - Unison

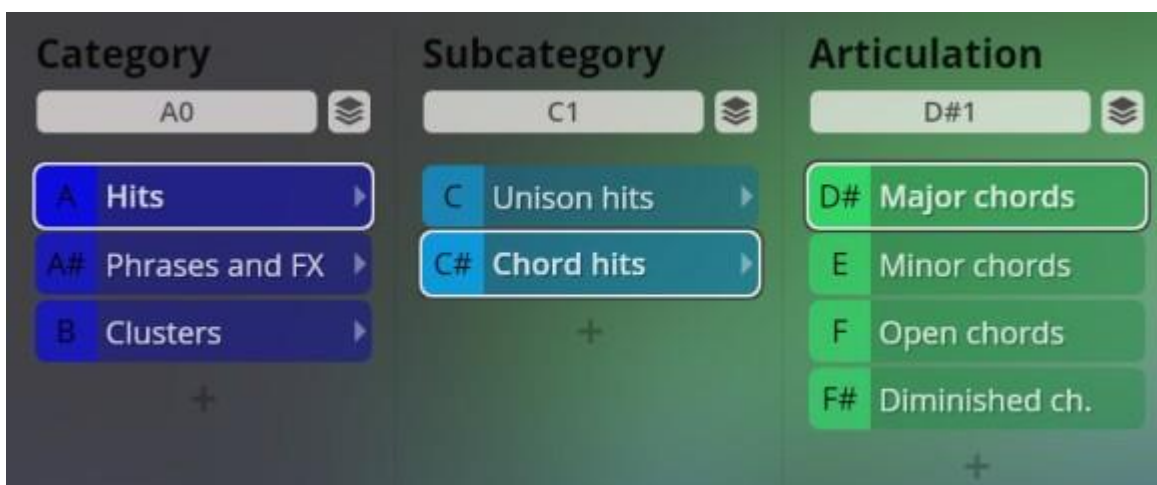
- **Flams** are basically grace notes played very close together (the first one soft, the second at normal volume) in order to sound like one slightly longer note.
- **Delayed** means that the lower or higher registers of the sound set in slightly later than their opposites.
- In the **Graced** patch, the instruments of the high register rip towards a target note, which is reinforced by the rest of the orchestra with a powerful marcato-staccato.
- **With pp sustain** provides a fortississimo staccato of brass and low strings, of which a very soft high note played by the muted strings remains.



- **Range:**
 - **Flams:** A#1–D5
 - **others:** A#4–D5

Hits - Chords

Major, minor, open, and diminished chord hits.



- **Range:** A#4–D5.

Phrases – Runs and rips

Octave runs major and minor, up and down, as well as upward and downward rips, i.e., powerful glissandos to the beginning of a note.



- **Range:**
 - **Runs:** A#1–D5
 - **Rips:** C2–D6

Phrases – Phrases and FX

This category contains various sustained textures.

- **Volume pumping** does what it says – the sound's volume swells and abates.
- **Shuffled sustain** is a kind of controlled chaos, where different groups of the orchestra play complementary rhythmic patterns. Due to its complex structure, this effect can be used independently of tempo and provides a propelling density that lends itself well to underscores, for instance.
- **Microtuning** comes in slow and fast variants, with the pitch of instruments hovering around the target note.
- **Echoes** repeats the initial sound at a lower volume while keeping up the sustained note.
- **Octave trills** are just that – instrument groups playing trills in octaves.
- **Seagull arpeggio** is an effect created by flageolet glissandos played on open strings, with the accompanying wind instruments playing arpeggios that follow the overtone series of the strings.



- ◆ **Range:**
 - **Volume pumping:** A#1–D6
 - **Microtuning:** A#1–D6
 - **Shuffled sustain:** A#2–D5
 - **Echoes:** A#3–D5
 - **Seagull arpeggio:** A#3–D5
 - **Octave trills:** A#1–D5

Clusters A, B

The "regular" clusters come in two variants marked "A" and "B", respectively. Both of them have the same low range sounds, with the variants in the high ranges. The clusters comprise short notes, long notes without and with marcato option, and short and long swells (sounds increasing continuously in volume and ending abruptly at the peak) without and with marcato option.

- ◆ **Range:**
 - **low clusters:** A#1–D4
 - **A/B clusters:** A#4–D6

Normal



Marcato

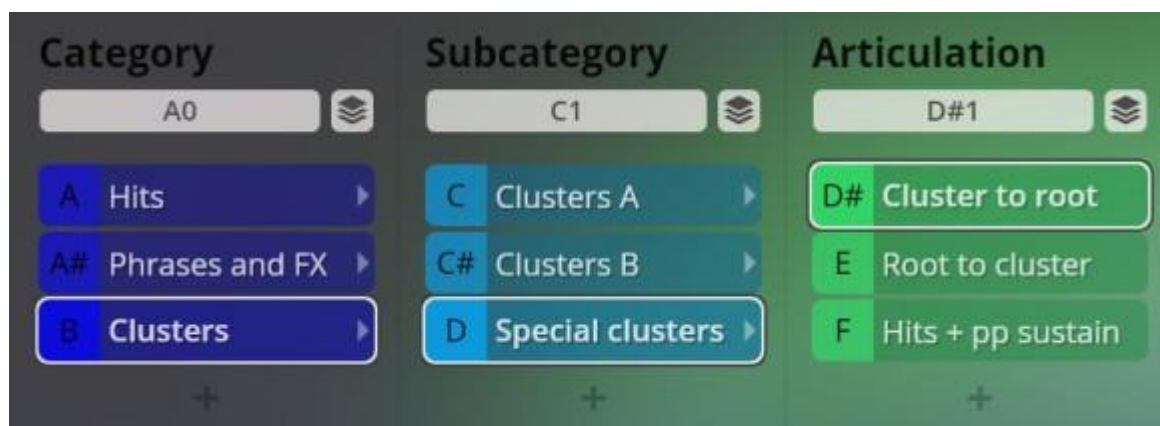
The marcato option allows you to add marcato attacks with the help of the modwheel (MIDI CC1) or by keystroke velocity when you use the VelXF Preset.

Using marcato with the swells allows you to create particularly intriguing sounds as the volume drops off after the initial hit but immediately starts to build up again.



Clusters – Special

- **Cluster to root** offers sounds that start out from a cluster, with the instruments gradually coming together at the target note.
- **Root to cluster** does the opposite – the tones deviating more and more from the original root note.
- **Hits + pp sustain** starts with fortississimo staccato clusters of brass and low strings, out of which emerge very soft higher-range clusters played by the muted strings.



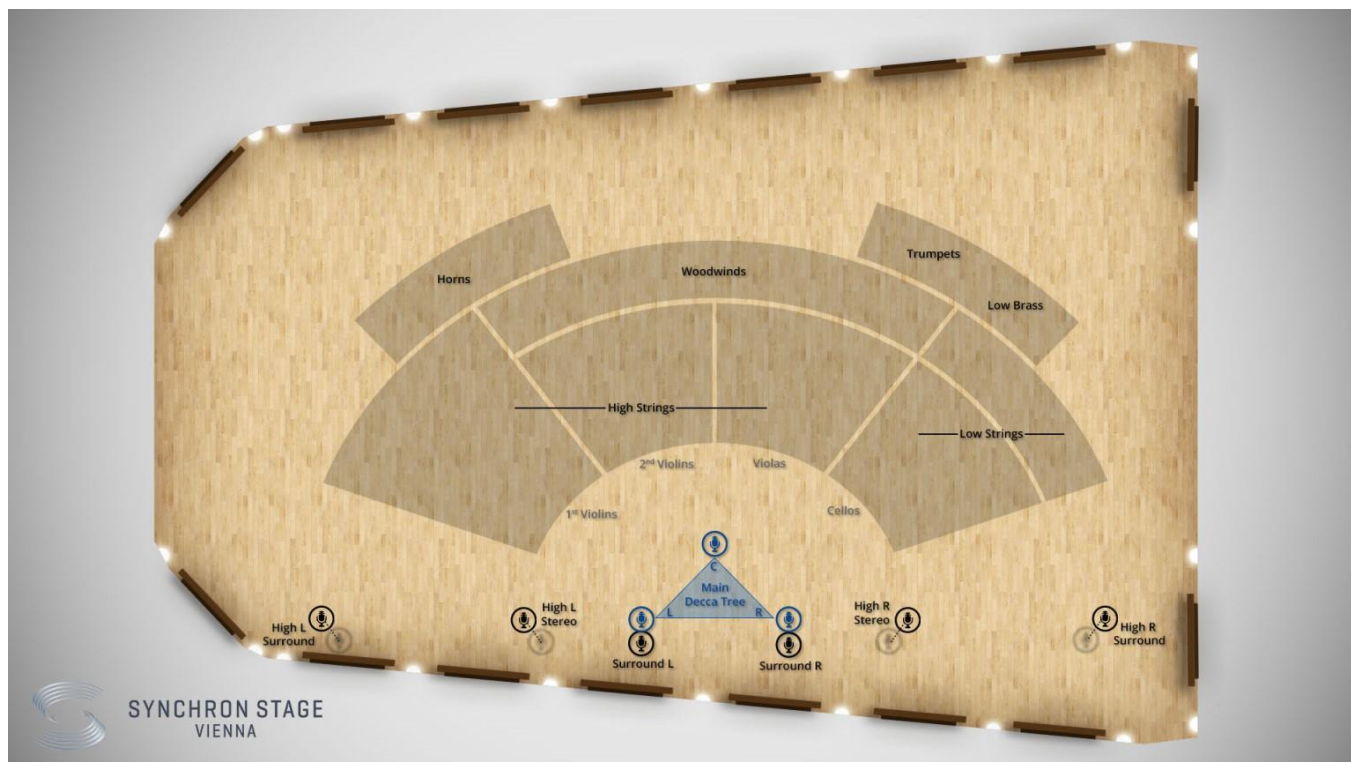
- **Range:**
 - **Clusterto root:** A#1–D6
 - **Root to cluster:** A#1–D6
 - **Hits + pp sustain:** A#3–D5

Big Bang Orchestra: Capricorn



Introduction

Welcome to the Vienna Symphonic Library's series of Synchron Instruments! As the name says, Big Bang Orchestra furnishes you with a selection of full-orchestra articulations, at the same time allowing you (if you haven't done so already) to explore our powerful Synchron Player software. If you're looking for that extra dramatic effect or want to highlight a passage in your composition, this bonus library could be the solution, or at least point you in the right direction.



Big Bang Orchestra: Capricorn was designed to equip you with a profound rhythmical structure at three speeds which allows you to create numerous variations by combining its main, low, and high sections freely.

About Presets

Big Bang Orchestra makes use of our Synchron Player's unique features, and offers several Mixer Presets in five categories: Room Mix, Stereo Decca Tree, Surround to Stereo, Surround, and Processed. The Mixer Presets in each category are Close (Dry in the Room Mix), Classic, Wide, Distant, and Ambient. The Processed section offers "Big" versions of these Presets.

BBO Capricorn also provide you with a "Wet" Mixer Preset in each category, as well as more choice in the Processed section. The additional Mixer Presets are named Vintage Tape, War Fanfare, String Is King, Massive, Lush, and Bouncy.

The riff-based BBO Capricorn and BBO Eridanus also offer special Mixer Presets for their time-stretch variants.

About Patches

Patches can be used to build your own custom Presets and shape them according to your specific requirements. Big Bang Orchestra does not contain so many Patches, so the possibilities are somewhat limited. Still, if you want to get into creating Presets of your own, please refer to the Synchron Player manual, which will be helpful in case you encounter any problems.

About Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.

Walkthrough Videos

YouTube Video (<https://www.youtube.com/watch?v=Ex-2B57IzIk&list=PLC5G55FKmpIEFIjGmz1pkvTG34AuuUINc&rel=0>)

Included Presets

BBO Capricorn offers regular Presets as well as ones marked "VelXF", where velocity crossfading provides smoother transitions between samples of different velocities. Apart from that, BBO Capricorn takes a different path than the previous libraries. It provides you with a collection of rhythmical riffs played by main, low, and high sections, and available at tempos of 120, 130, and 140 BPM. (If you want to go easy on your RAM, there are also separate Presets for each tempo.)

The **Main Themes** present the entire tonal spectrum of the symphony orchestra, while the **Low Riffs** and **High Riffs** are played by the lower resp. higher registers of strings, woodwinds, and brass. By using keyswitches you can create combinations of the different sections and also choose to leave out the low and high variants altogether.

You can also select whether to play with **Cut release**, where the loop stops immediately when you release the key, and **Note release**, which plays a final accented note.

- **Keyswitches**
 - **Tempo:** C1–E1 (white keys only)
 - **Cut/note release:** A0/B0
 - **Main variant #1–8:** D2–A2
 - **Low variant #1–8:** D5–B5, tacet: A#5, B#5
 - **High variant #1–8:** D7–B7, tacet: A#7, B#7
- **Range**
 - **Main riff:** C3–C5
 - **Low/high riff:** C6–C7

Included Riffs

Download the full score here (<https://eu.vsl.co.at/?FileID=200186>).

Main Riffs

Main Riff 1



Main Riff 2



Main Riff 3



Main Riff 4



Main Riff 5



Main Riff 6



Main Riff 7

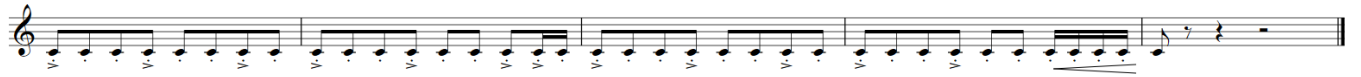


Main Riff 8



High Riffs

High Riff 1



High Riff 2



High Riff 3



High Riff 4



High Riff 5



High Riff 6



High Riff 7



High Riff 8



Low Riffs

[illegible]

The musical score for 'The Rose Tree' is presented in two systems. The first system contains the first two lines of music, and the second system contains the next two lines. The music is written in a key signature of one flat (B-flat) and a 2/4 time signature. The melody is written in the bass clef, and the accompaniment is written in the treble clef. The melody consists of a series of eighth and sixteenth notes, with some rests. The accompaniment consists of a steady eighth-note pattern in the right hand and a bass line in the left hand. The piece ends with a double bar line and a repeat sign.

The musical score for 'The Rose Tree' is presented on a single staff. The melody is written in a treble clef with a key signature of one flat (B-flat). The time signature is 3/4. The melody consists of a series of eighth and sixteenth notes, with many triplets indicated by a '3' over a bracket. The piece concludes with a double bar line and repeat dots.

The bass line of 'The Rose Tree' is written in 3/4 time. It consists of five measures. The first four measures each contain a triplet of eighth notes, with the notes being G2, F2, and E2 in the first measure, D2, C2, and B1 in the second, A1, G1, and F1 in the third, and E1, D1, and C1 in the fourth. The fifth measure contains a single eighth note G1 followed by a quarter rest. The key signature has one flat (Bb), and the time signature is 3/4.

[illegible]

Musical notation for the bass line of 'The Rose Tree'. The key signature has one flat (B-flat). The melody consists of five measures: 1. B2, C3, D3, E3 (quarter notes). 2. F3, G3, A3, B3 (quarter notes). 3. C4, D4, E4, F4 (quarter notes). 4. G4, A4, B4, C5 (quarter notes). 5. D5 (quarter note), followed by a whole rest. The piece ends with a double bar line.

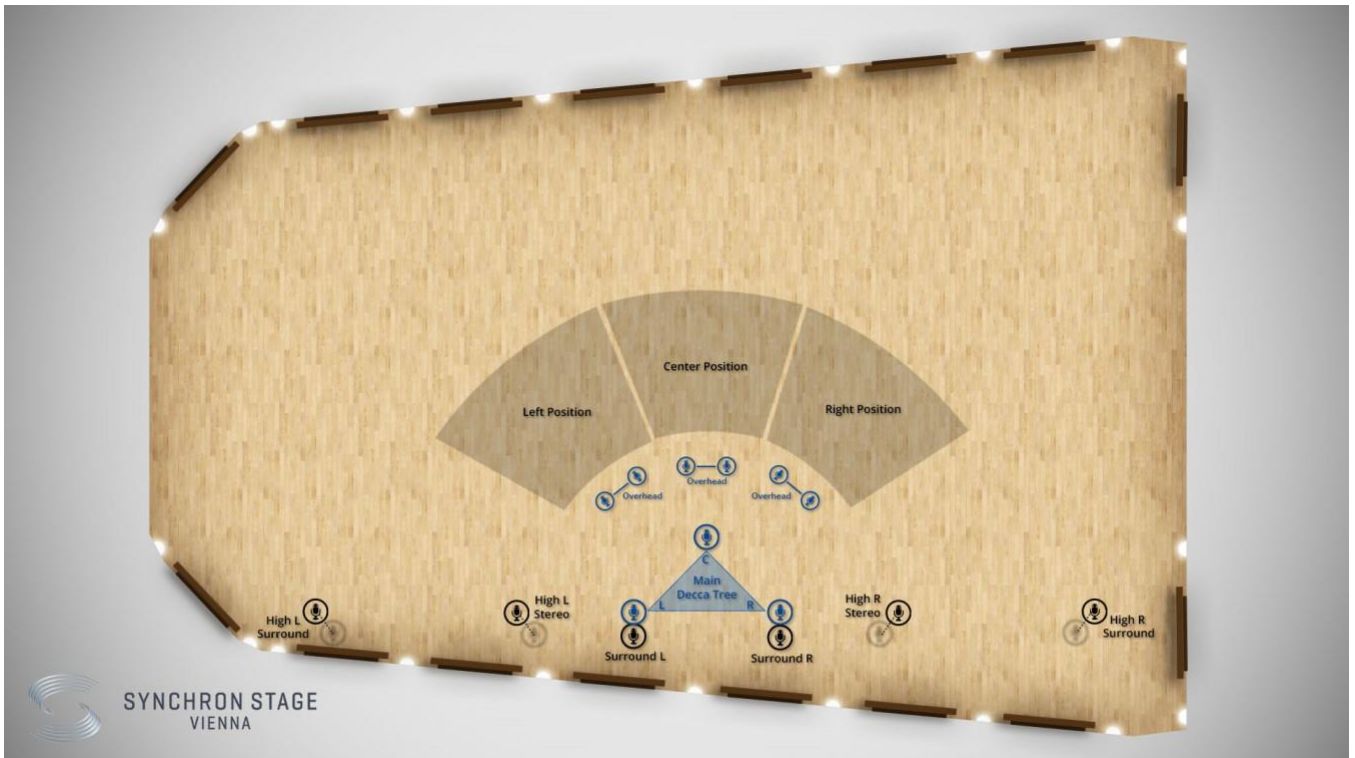
The musical score for 'The Rose Tree' is presented in two systems. The first system contains measures 1 through 4, and the second system contains measures 5 through 8. The music is written for a vocal line (soprano) and a piano accompaniment. The vocal line features a melody with eighth and sixteenth notes, often beamed together. The piano accompaniment consists of a steady eighth-note bass line in the left hand and a more complex right hand with eighth and sixteenth notes. The key signature has one flat (B-flat), and the time signature is 2/4. The piece concludes with a double bar line in measure 8.

Big Bang Orchestra: Dorado



Introduction

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Big Bang Orchestra: Dorado provides drums and non-pitched percussion with their most common articulations.

About Presets

Big Bang Orchestra makes use of our Synchron Player's unique features, and offers several Mixer Presets in five categories: Room Mix, Stereo Decca Tree, Surround to Stereo, Surround, and Processed. The Mixer Presets in each category are Close (Dry in the Room Mix), Classic, Wide, Distant, and Ambient. The Processed section offers "Big" versions of these Presets.

BBO Capricorn also provide you with a "Wet" Mixer Preset in each category, as well as more choice in the Processed section. The additional Mixer Presets are named Vintage Tape, War Fanfare, String Is King, Massive, Lush, and Bouncy.

About Patches

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About Pitch

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The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.

Walkthrough Videos

YouTube Video (https://www.youtube.com/watch?v=QsZ_slaZjHQ&list=PLC5G55FKmpIElyzXhxDSvL-6Yr1TMGHm1&rel=0)

Included Presets

With BBO Dorado, you get a number of drums and cymbals with their most important articulations so you can equip your orchestra with that extra bang.

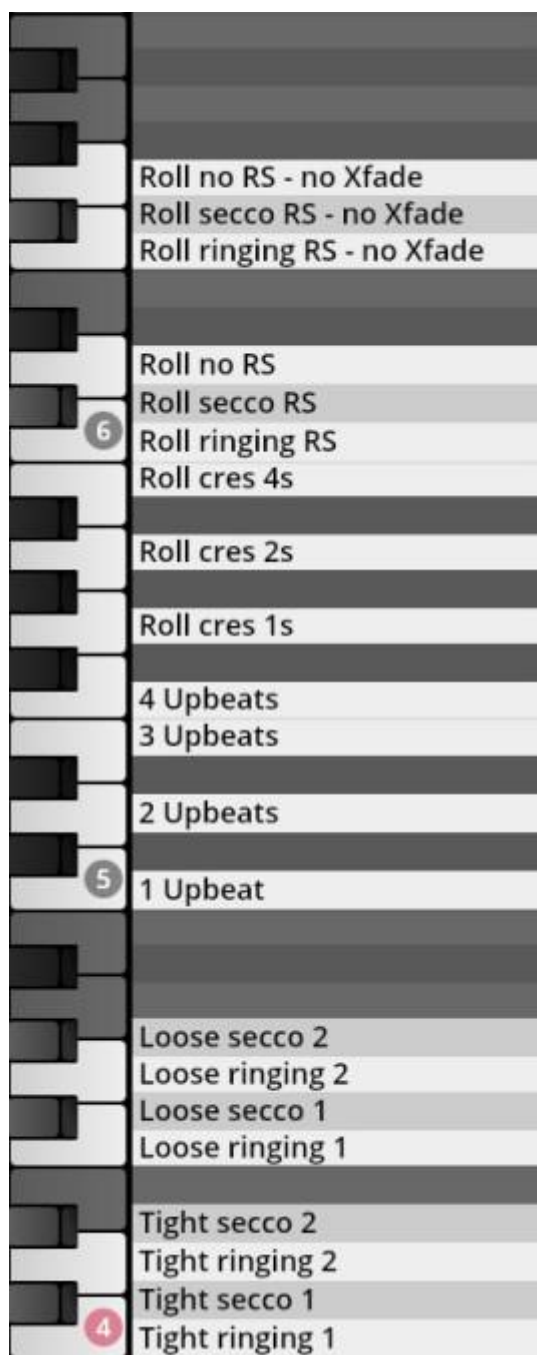
Drums, Suspended Cymbals



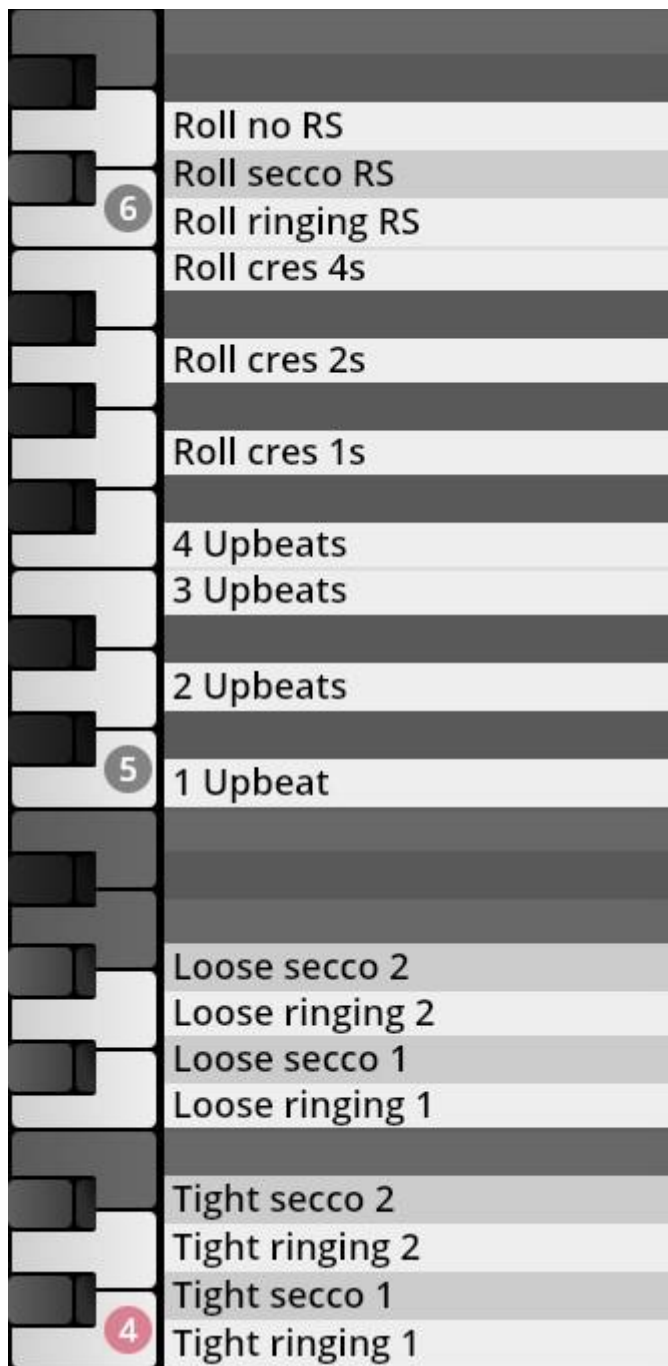
These sets which have largely the same layout are named Monster Drums, Bass Drums, Thunder Toms, Special Drums, Snare Ensemble, and Suspended Cymbals. With all of them you can choose between hard and soft beaters, only the snare ensemble has sticks and hotrods.

- **Keyswitches** hard/soft beater (snare sticks/hotrods): C3/D3
- **Range:** C4–D6
- **Mixer Presets:** You can find special Mixer Presets for each set under the heading "04 Processed" (MIX tab) if you're looking for special sound qualities.

Mapping Set 1-4



Mapping Set 5-6



Metal

◆ Presets

- ◊ Set7 – Super Crashes
- ◊ Set 8 – Big Metal
- ◊ Set 9 – Small Metal

These Presets have only one slot, so that there are no keyswitches.

Sizzle secco 2
Sizzle Ringing 2
Sizzle secco 1
Sizzle Ringing 1

2 Upbeats
1 Upbeat

Loose secco 2
Loose ringing 2
Loose secco 1
Loose ringing 1

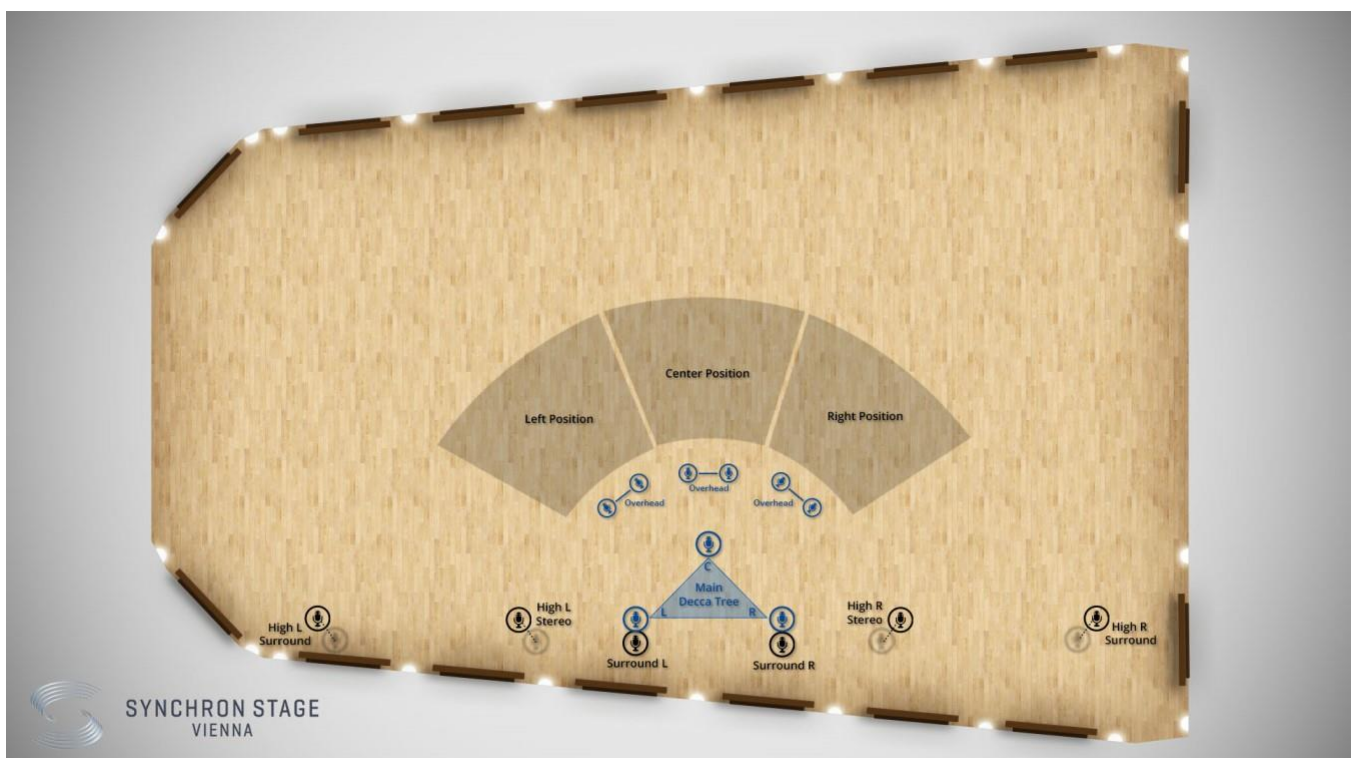
Light secco 2
Light ringing 2
Light secco 1
Light ringing 1

Big Bang Orchestra: Eridanus



Introduction

Welcome to the Vienna Symphonic Library's series of Synchron Instruments! As the name says, Big Bang Orchestra furnishes you with a selection of full-orchestra articulations, at the same time allowing you (if you haven't done so already) to explore our powerful Synchron Player software. If you're looking for that extra dramatic effect or want to highlight a passage in your composition, this bonus library could be the solution, or at least point you in the right direction.



Big Bang Orchestra: Eridanus is the percussion-based counterpart of Capricorn.

About Presets

Big Bang Orchestra makes use of our Synchron Player's unique features, and offers several Mixer Presets in five categories: Room Mix, Stereo Decca Tree, Surround to Stereo, Surround, and Processed. The Mixer Presets in each category are Close (Dry in the Room Mix), Classic, Wide, Distant, and Ambient. The Processed section offers "Big" versions of these Presets.

BBO Capricorn also provide you with a "Wet" Mixer Preset in each category, as well as more choice in the Processed section. The additional Mixer Presets are named Vintage Tape, War Fanfare, String Is King, Massive, Lush, and Bouncy.

The riff-based BBO Capricorn and BBO Eridanus also offer special Mixer Presets for their time-stretch variants.

About Patches

Patches can be used to build your own custom Presets and shape them according to your specific requirements. Big Bang Orchestra does not contain so many Patches, so the possibilities are somewhat limited. Still, if you want to get into creating Presets of your own, please refer to the Synchron Player manual, which will be helpful in case you encounter any problems.

About Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.

Walkthrough Videos

YouTube Video (https://www.youtube.com/watch?v=QsZ_slaZjHQ&list=PLC5G55FKmpIF_Zj0jUnGIkyUD4VWDtaG5&rel=0)

Included Presets



BBO Eridanus offers regular Presets as well as ones marked "VelXF", where velocity crossfading provides smoother transitions between samples of different velocities. Apart from that, BBO Eridanus is structured in the same way as BBO Capricorn. It provides you with a collection of rhythmical riffs played by main, low, and high sections, and available at tempos of 120, 130, and 140 BPM (if you want to go easy on your RAM, there are also separate Presets for each tempo). Moreover, there are also "Timestretch" variants that allow you to adapt the playing speed to the tempo you need.

Main Riffs as well as **Low Riffs** are played on the ensemble's low instruments, while **High Riffs** consequently employ the higher instruments. With the latter, you can also select whether to play with sticks or with brushes.

- ◆ **Keyswitches**

- **Tempo "all" Presets:** C1–E1 (white keys only)
- **Riffs #1–8, all:** D2–A#2
- **Subvariants 1a–1c (Main Riffs only):** G1–A1
- **High Riffs Sticks/Brushes:** A0/B0

- ◆ **Range**

- **C4:** loop with cut release (the loop stops immediately when you release the key)
- **C#4:** loop with note release (plays a final accented note); **D4:** single note release.

- ◆ **Range "Riff-all" variants**

- **Main riff:** C3–G7
- **Low/high riff:** C4–G7

Tempo

C1 (w)

C 120 bpm

D 130 bpm

E 140 bpm

+

Main variant

D2

D Main Riff 1

D# Main Riff 2

E Main Riff 3

F Main Riff 4

F# Main Riff 5

G Main Riff 6

G# Main Riff 7

A Main Riff 8

A# Main Riff-all

+

Sub variant

G1

G Main Riff 1a

G# Main Riff 1b

A Main Riff 1c

+

Tempo

C1 (w)

C 120 bpm

D 130 bpm

E 140 bpm

+

Low variant

D2

D Low Riff 1

D# Low Riff 2

E Low Riff 3

F Low Riff 4

F# Low Riff 5

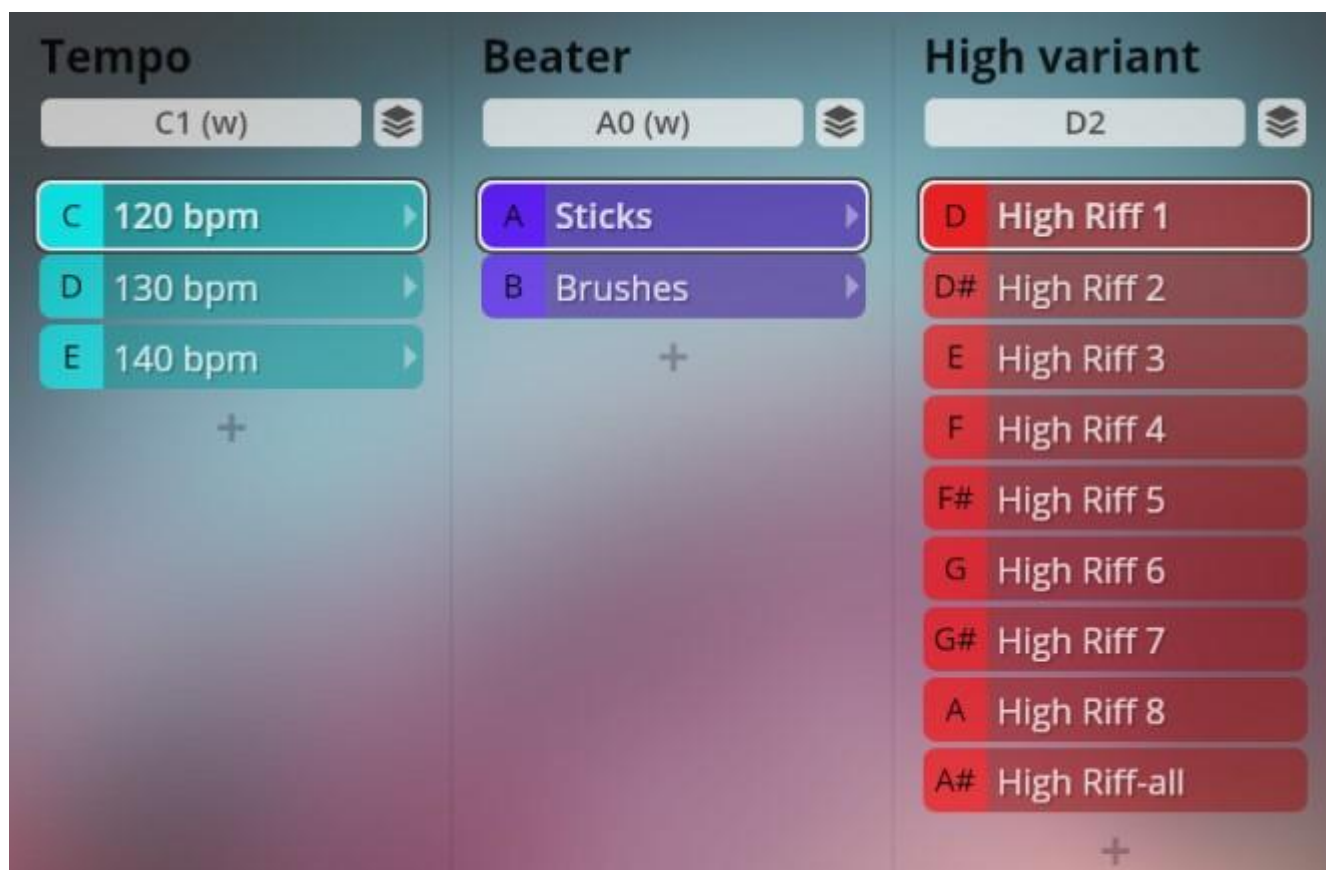
G Low Riff 6

G# Low Riff 7

A Low Riff 8

A# Low Riff-all

+



Mapping

The variant "Main Riff-all" has the additional variations of Riff 1 mapped from C3 to G3, Low and High start at C4.

Release 8 (Single hit)
Loop 8 with note release
Loop 8 with cut release

Release 7 (Single hit)
Loop 7 with note release
Loop 7 with cut release

Release 6 (Single hit)
Loop 6 with note release
Loop 6 with cut release

Release 5 (Single hit)
Loop 5 with note release
Loop 5 with cut release

Release 4 (Single hit)
Loop 4 with note release
Loop 4 with cut release

Release 3 (Single hit)
Loop 3 with note release
Loop 3 with cut release

Release 2 (Single hit)
Loop 2 with note release
Loop 2 with cut release

Release 1c (Single hit)
Loop 1c with note release
Loop 1c with cut release

Release 1b (Single hit)
Loop 1b with note release
Loop 1b with cut release

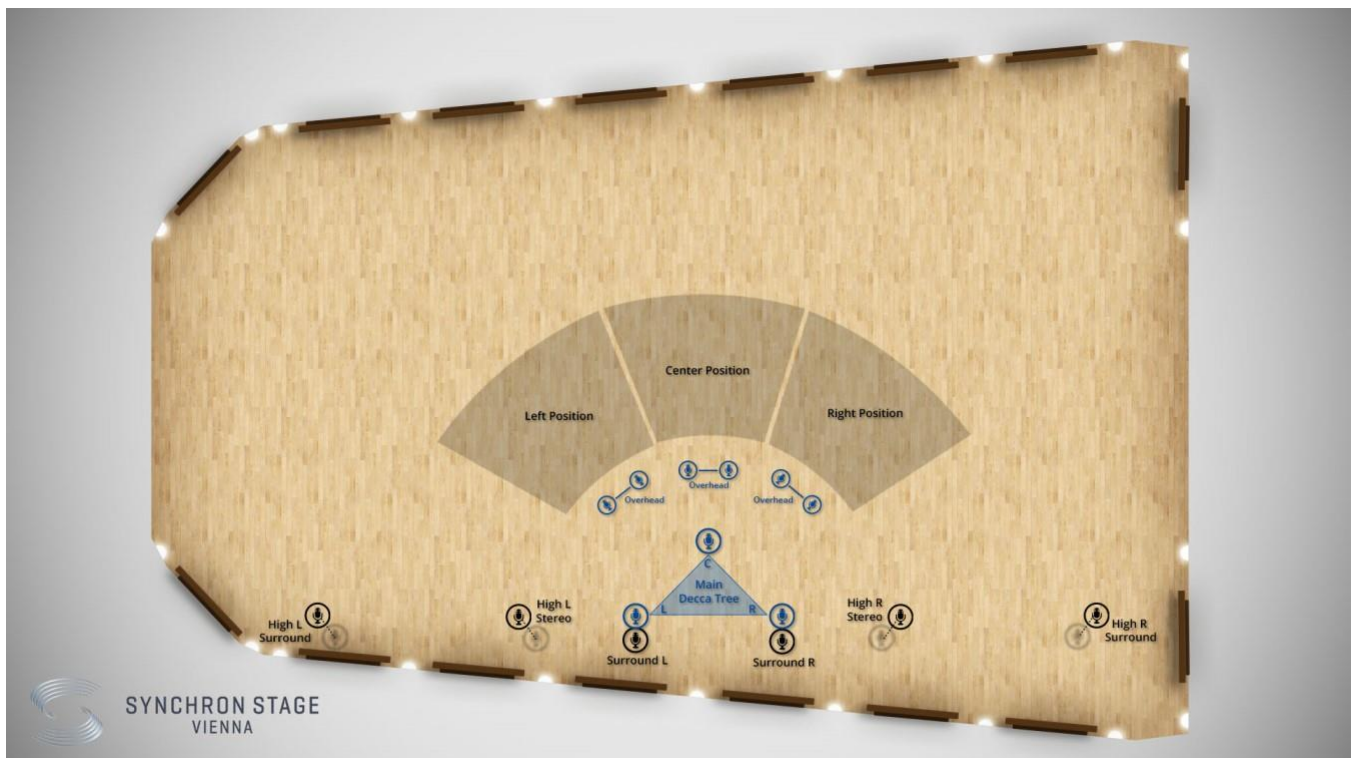
Release 1a (Single hit)
Loop 1a with note release
Loop 1a with cut release

Big Bang Orchestra: Fornax



Introduction

Welcome to the Vienna Symphonic Library's series of Synchron Instruments! As the name says, Big Bang Orchestra furnishes you with a selection of full-orchestra articulations, at the same time allowing you (if you haven't done so already) to explore our powerful Synchron Player software. If you're looking for that extra dramatic effect or want to highlight a passage in your composition, this bonus library could be the solution, or at least point you in the right direction.



Big Bang Orchestra: Fornax equips you with hits and rolls performed by pitched percussion with piano reinforcement.

About Presets

Big Bang Orchestra makes use of our Synchron Player's unique features, and offers several Mixer Presets in five categories: Room Mix, Stereo Decca Tree, Surround to Stereo, Surround, and Processed. The Mixer Presets in each category are Close (Dry in the Room Mix), Classic, Wide, Distant, and Ambient. The Processed section offers "Big" versions of these Presets.

The BBO expansions also provide you with "Wet" Mixer Presets in each category, as well as more choice in the Processed section. These additional Mixer Presets may vary according to the respective libraries' requirements.

About Patches

Patches can be used to build your own custom Presets and shape them according to your specific requirements. Big Bang Orchestra does not contain so many Patches, so the possibilities are somewhat limited. Still, if you want to get into creating Presets of your own, please refer to the Synchron Player manual, which will be helpful in case you encounter any problems.

About Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.

Walkthrough Videos

YouTube Video (https://www.youtube.com/watch?v=BATgvoPiu4U&list=PLC5G55FKmpIERH_hSMfNm7btIHpVXn49i&rel=0)

Included Presets

BBO Fornax offers single hits and rolls of pitched percussion. Two of the Presets are also reinforced by three grand pianos to lend even more body to these powerful sounds.

There are special Mixer Presets for each set under the heading "04 Processed" (MIX tab) if you're looking for sound qualities beyond the "classical" field.

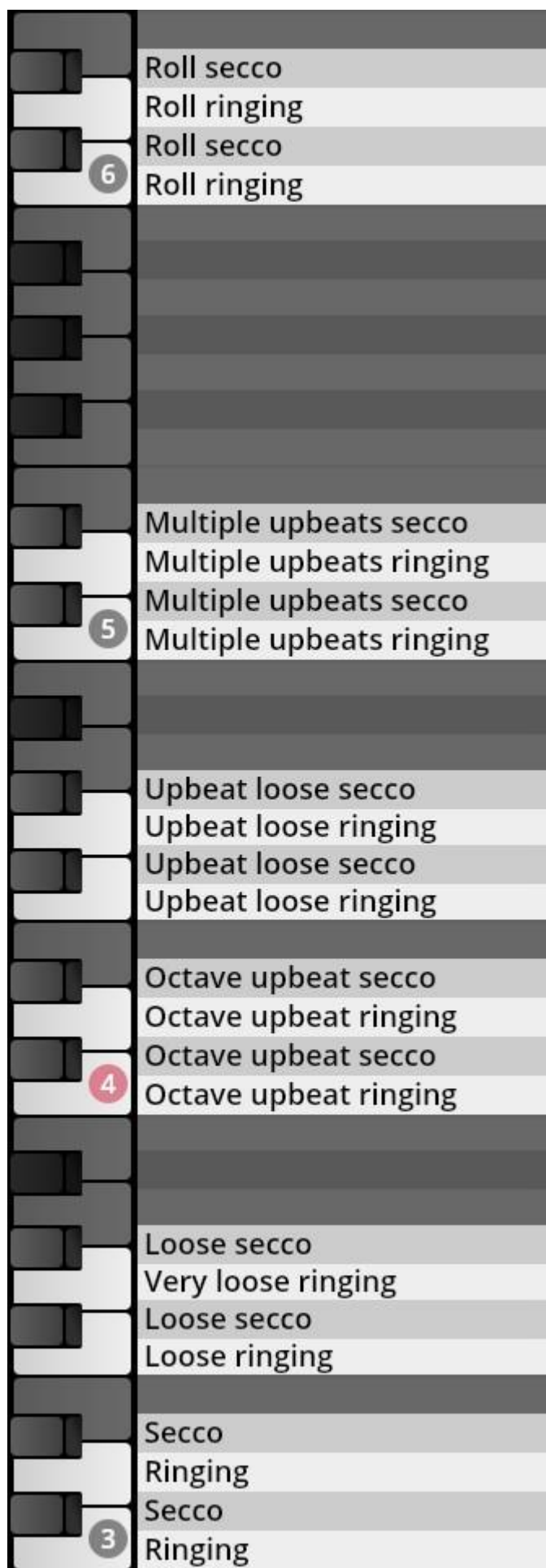
Set 1 - Drums and Pianos

Single hits ringing and secco, rolls ringing and secco, rolls crescendo 1/2/4 sec, and clusters.

- ♦ **Articulation Keyswitches:** C1–G1
- ♦ **Range:** A#1–D4



Clusters Mapping



♦ Included instruments

- Left 1: Grand Piano 1 (Bösendorfer Imperial)
- Left 2: Big Taiko (Original 36")

- Center 1: Grand Piano 2 (Steinway D-274)
- Center 2: Timpani (Adams Philharmonic Light)
- Right 1: Grand Piano 3 (Yamaha CFX)
- Right 2: Bass drum (Kolberg "Dicke Bertha" 36")

Set 2 - Big Timpani

Played with hard and soft beaters: single hits ringing and secco, rolls ringing and secco, and rolls crescendo 1/2/4 sec.

- **Hard/soft beater keyswitches:** A0/B0
- **Articulation keyswitches:** C1–F#1
- **Range:** A#1–D3



- **Included instruments**
 - Left: Big Taiko (Original 36")
 - Center: Timpani (Adams Philharmonic Light)
 - Right: Bass drum (Kolberg "Dicke Bertha" 36")

Set 3 - Low Bells and Pianos

Single hits and rolls, ringing and secco.

- **Articulation Keyswitches:** C1–D#1
- **Range:** A#1–D4

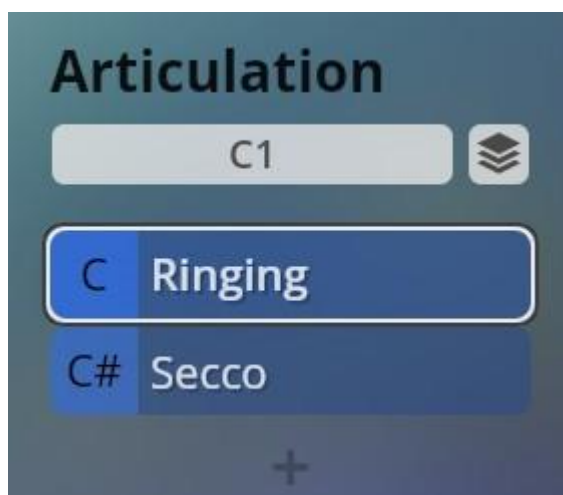


- ♦ **Included instruments**
 - Left 1: Grand Piano 1 (Bösendorfer Imperial)
 - Left 2: Low Plate Bells (Kolberg, C2–B4)
 - Center 1: Grand Piano 2 (Steinway D-274)
 - Center 2: Tubular Bells (Bergerault C25, F4–F6)
 - Right 1: Grand Piano 3 (Yamaha CFX)
 - Right 2: Burma Gongs

Set 4 - High Bells, Set 5 - High Gongs

Single hits ringing and secco.

- ♦ **Articulation Keyswitches:** C1/C#1
- ♦ **Range:** High Bells C4–D7, High Gongs C4–D6



- ♦ **Included instruments**
 - High Bells
 - Left: High Plate bells (Kolberg, C4–C7)
 - Center: Tubular bells (Bergerault C25, F4–F6)
 - Right: Vibraphone (Musser M55)
 - High Gongs
 - Left: Medium Suspended Cymbal (Zildjian, 16")
 - Center: Triangles (Kolberg)

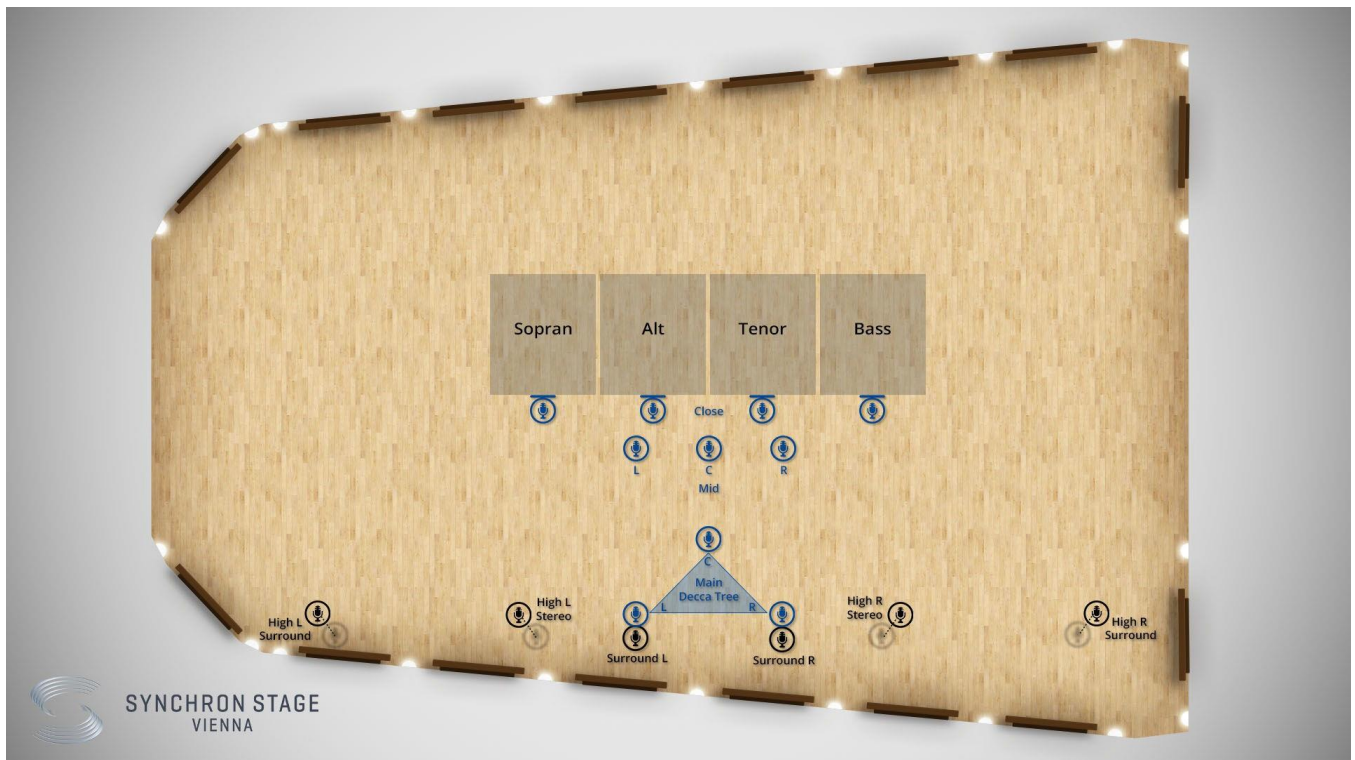
- Right: Burma Gongs

Big Bang Orchestra: Ganymede



Introduction

Welcome to the Vienna Symphonic Library's series of Synchron Instruments! As the name says, Big Bang Orchestra furnishes you with a selection of full-orchestra articulations, at the same time allowing you (if you haven't done so already) to explore our powerful Synchron Player software. If you're looking for that extra dramatic effect or want to highlight a passage in your composition, this bonus library could be the solution, or at least point you in the right direction.



Big Bang Orchestra: Ganymede consists of a full choir with soprano, alto, tenor, and bass ensembles - 48 singers in all.

About Presets

Big Bang Orchestra makes use of our Synchron Player's unique features, and offers several Mixer Presets in five categories: Room Mix, Stereo Decca Tree, Surround to Stereo, Surround, and Processed. The Mixer Presets in each category are Close (Dry in the Room Mix), Classic, Wide, Distant, and Ambient. The Processed section offers "Big" versions of these Presets.

The BBO expansions also provide you with "Wet" Mixer Presets in each category, as well as more choice in the Processed section. These additional Mixer Presets may vary according to the respective libraries' requirements.

About Patches

Patches can be used to build your own custom Presets and shape them according to your specific requirements. Big Bang Orchestra does not contain so many Patches, so the possibilities are somewhat limited. Still, if you want to get into creating Presets of your own, please refer to the Synchron Player manual, which will be helpful in case you encounter any problems.

About Pitch

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The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.

Walkthrough Videos

YouTube Video (<https://www.youtube.com/watch?v=IldeQ4gTVBo&list=PLC5G55FKmpIHPW1yYuMqXQjJIL-0tuMKI&rel=0>)

Included Presets

BBO Ganymede offers regular Presets for the entire choir as well as separate ones for its soprano, alto, tenor, and bass ensembles. The ensembles' articulations are the same as those of the main Preset, where you also have access to the individual voices.

00 Choir - 48

This main Preset contains all four ensembles in differently grouped mappings as well as separately. Apart from the Tutti Effects, all the mappings' articulations are concurrent.



In the **Tutti** mappings, the full choir sings on all notes in octaves. These have a limited range: Tutti from C3–D5, Tutti Effects according to articulation.

The Male/Female mappings feature the male singers on C2–C4, and the female singers on C#4–D6.

Choir stacked also ranges from C2–D6, but has the four voices stacked and crossfaded. Because each voice is mapped to its entire range without transposition, this is especially useful for quick layouts, making it easy later to transfer voicings written for this mapping to the individual choir ensembles.

- ♦ The voices are mapped according to their natural range:
 - ◊ Soprano C4–D6
 - ◊ Alto E3–E5
 - ◊ Tenor C3–C5
 - ◊ Bass C2–C4

- ♦ **Section Keyswitches:** C1–G1

- ♦ **Articulation Keyswitches:** C7–G7

Tutti

Short notes, sustain, espressivo, legato, soft swell, sforzato, short and long swell.



Tutti Effects

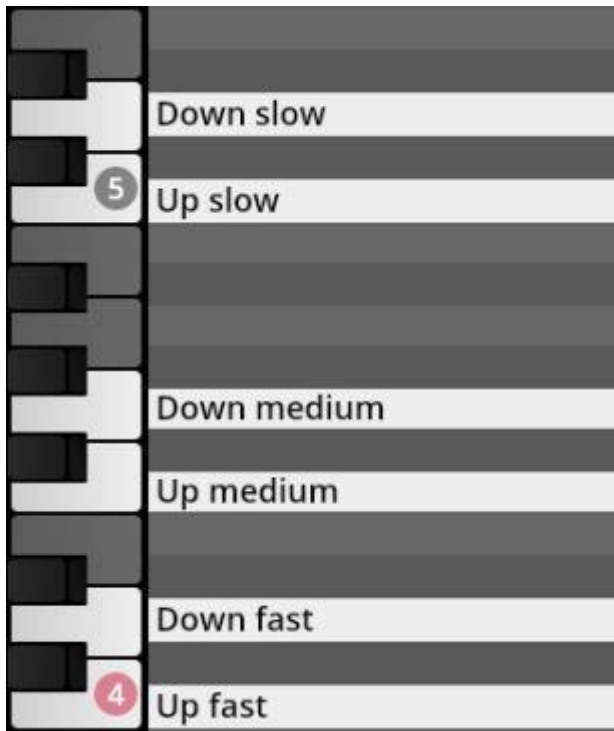
Major and minor chords, cluster A and B, cluster glissandi, cluster building, and shouts.

- **Range:** C4–D5 (except specials below)



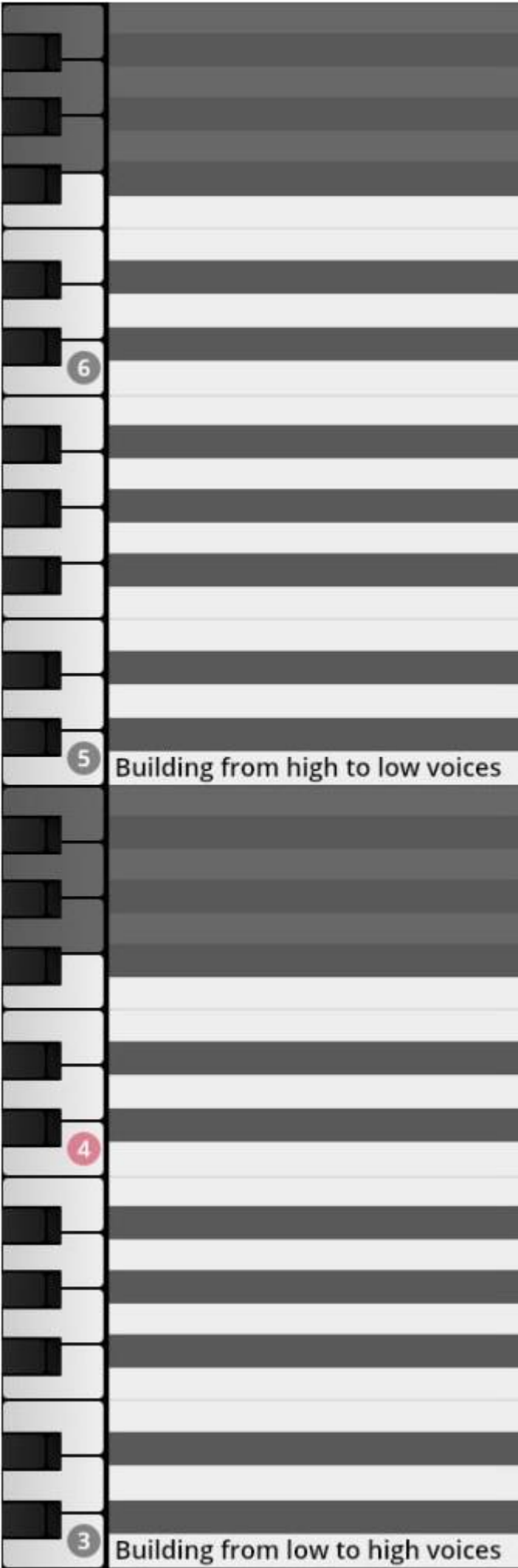
Mapping Cluster Glissandi

- ♦ **Range:** C4–D5 (white keys)



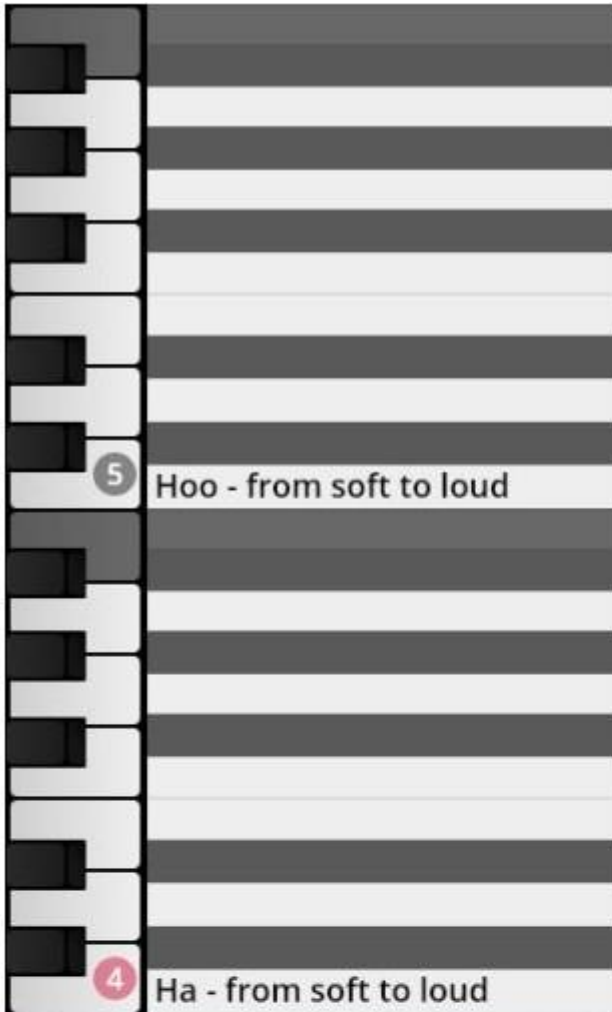
Mapping Cluster building

- ♦ **Range:** C3–F6 (white keys)



Mapping Shouts

- **Range:** C4-A5 (white keys)



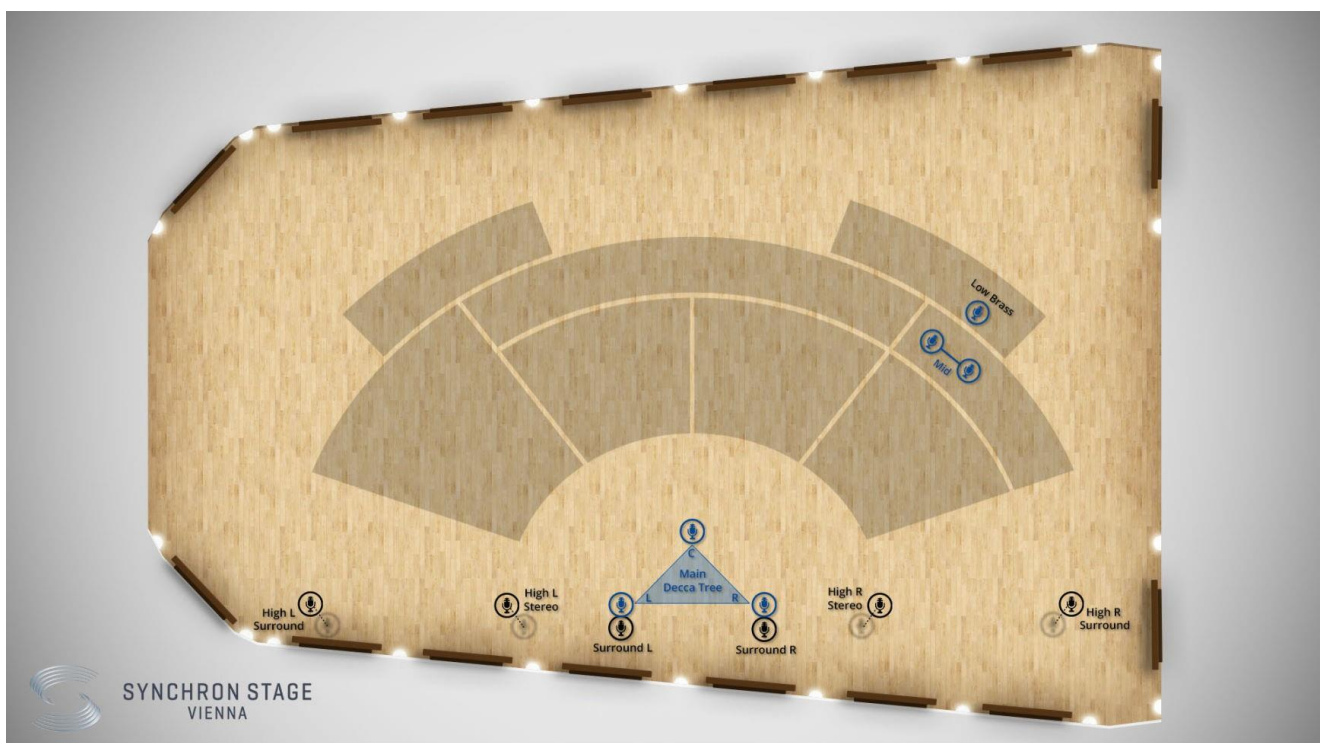


Big Bang Orchestra: Hercules



Introduction

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BBO Hercules and BBO Izar feature low brass and low brass clusters, respectively.

About Presets

Big Bang Orchestra makes use of our Synchron Player's unique features, and offers several Mixer Presets in five categories: Room Mix, Stereo Decca Tree, Surround to Stereo, Surround, and Processed. The Mixer Presets in each category are Close (Dry in the Room Mix), Classic, Wide, Distant, and Ambient. The Processed section offers "Big" versions of these Presets.

The BBO expansions also provide you with "Wet" Mixer Presets in each category, as well as more choice in the Processed section. These additional Mixer Presets may vary according to the respective libraries' requirements.

About Patches

Patches can be used to build your own custom Presets and shape them according to your specific requirements. Big Bang Orchestra does not contain so many Patches, so the possibilities are somewhat limited. Still, if you want to get into creating Presets of your own, please refer to the Synchron Player manual, which will be helpful in case you encounter any problems.

About Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.

Walkthrough Videos

YouTube Video (<https://www.youtube.com/watch?v=-H4CJ8LYIck&list=PLC5G55FKmpIFMIKbsAnGh039w2veLHXjJ&rel=0>)

Included Presets



BBO Hercules furnishes you with the raw power of low brass instruments. The Preset's basic articulations can be changed with keyswitches from C5 to F#5, and the keyswitches for these articulations' types start at C6. For some Types, there are variants with and without contrabass tuba.

- **Range:** G1–E4 (glissandos less according to interval)
- **Articulation Keyswitches:** C5–F#5

Short notes

Bold and agile, without and with contrabass tuba (one octave lower).

- **Bold/agile:** C6/C#6
- **Without/with contrabass tuba:** C1/D1



Long notes

Long notes with and without fff layer, soft, marcato, and espressivo. Except espressivo, all types are available as variants without and with contrabass tuba (one octave lower).

- **Typekeyswitches:** C6–E6
- **Sustain without/with fff layer:** A0/B0
- **Without/with contrabass tuba:** C1/D1



Marcato

Marcato attack can be added gradually to the basic articulation with the help of Dim.Ctrl/A (MIDI CC1, modwheel).



Legato

Legato regular with and without fff layer, and soft.

- **Typekeyswitches:** C6–D6
- **Regular without/with fff layer:** A0/B0



Dynamics

Sforzato, sforzatisimo, swells short and long, soft and very soft swells, and soft diminuendo. Without and with contrabass tuba (one octave lower) except the "soft" articulations.

- **Typekeyswitches:** C6–F#6
- **Without/with contrabass tuba:** C1/D1



Flutter & trills

Flutter tonguing, half and whole tone trills.

- **Typekeyswitches:** C6–D6



Fast repetitions

Staccato repetitions at 120, 140, and 160 BPM. These are already prepared for timestretching, i.e., all Patches have the original tempo they were recorded with entered as their source tempo. This allows you to adapt your repetitions automatically to the tempo of your project with only two mouse clicks.

- ♦ **Tempo keyswitches:** C6–D6



Glissandos

Glissandos, minor and major second, and fourth, up and down. Please note that the actual playing range is diminished by the glissando interval – for instance, minor 2nd upward glissandos can only be played up to D#4 where E4 is the target note, downward ones down to G#1 where G1 is the target note.

- Interval keyswitches: C6-D6
- Up/down keyswitches: A0/B0

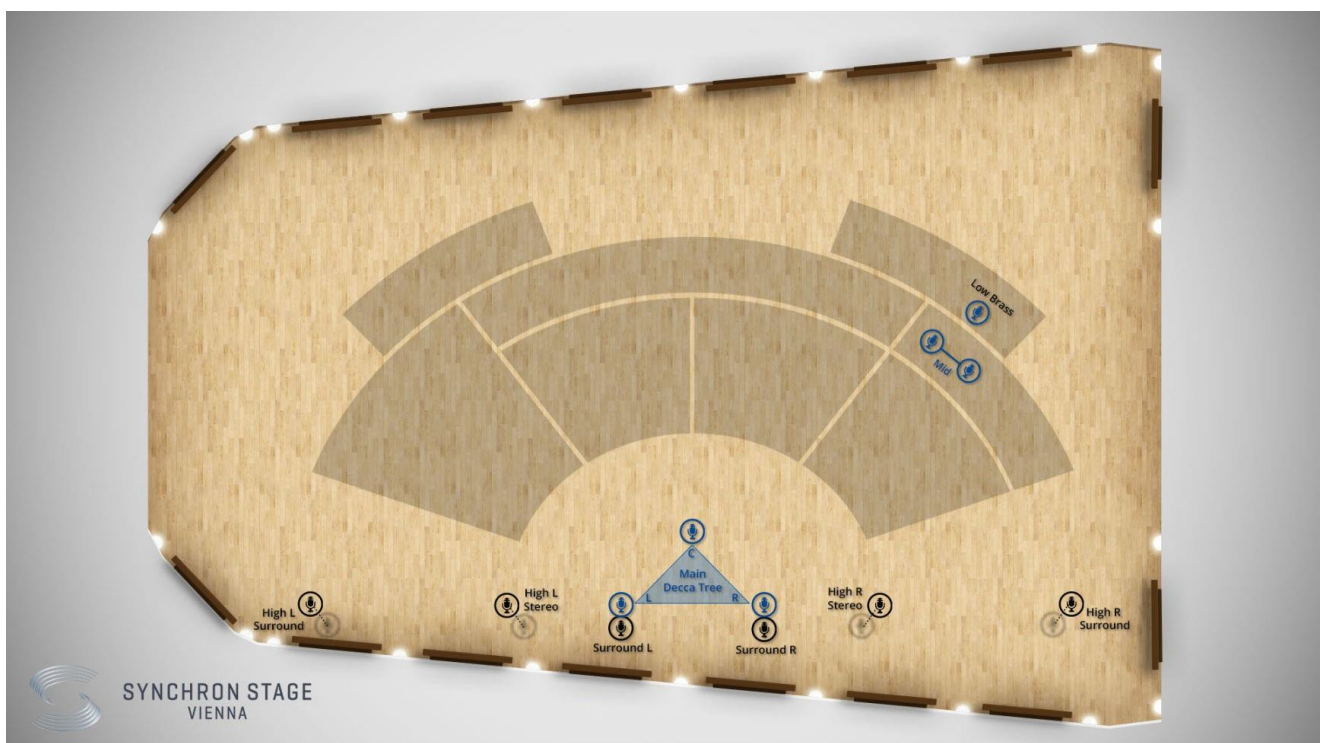


Big Bang Orchestra: Izar



Introduction

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BBO Hercules and BBO Izar feature low brass and low brass clusters, respectively.

About Presets

Big Bang Orchestra makes use of our Synchron Player's unique features, and offers several Mixer Presets in five categories: Room Mix, Stereo Decca Tree, Surround to Stereo, Surround, and Processed. The Mixer Presets in each category are Close (Dry in the Room Mix), Classic, Wide, Distant, and Ambient. The Processed section offers "Big" versions of these Presets.

The BBO expansions also provide you with "Wet" Mixer Presets in each category, as well as more choice in the Processed section. These additional Mixer Presets may vary according to the respective libraries' requirements.

About Patches

Patches can be used to build your own custom Presets and shape them according to your specific requirements. Big Bang Orchestra does not contain so many Patches, so the possibilities are somewhat limited. Still, if you want to get into creating Presets of your own, please refer to the Synchron Player manual, which will be helpful in case you encounter any problems.

About Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.

Walkthrough Videos

YouTube Video (<https://www.youtube.com/watch?v=CJuCr9TWSek&list=PLC5G55FKmpIFMIKbsAnGh039w2veLHXjJ&rel=0>)

Included Presets



BBO Izar enriches BBO Hercules with a wealth of three-note cluster articulations. The basic articulations are the same as those of Hercules, but there are no additional contrabass tuba variants, and instead of the legato section (which doesn't make much sense with clusters) there is a duplicate of the long notes. This allows you to switch between the articulations of BBO Hercules and BBO Izar without having to adapt any keyswitches. The upper range of the articulations is a whole tone lower than those of BBO Hercules, as the two highest notes are always part of a cluster.

If you own both BBO Hercules and BBO Izar, you can make use of a special Preset called Low Brass XF Clusters (Hercules XF Izar), which offers an additional Dimension for crossfading between Hercules and Izar articulations with the help of Dim.Ctrl/A (CC1, modwheel). In this way you can determine the amount of cluster tones added to the base note.

- **Range:** G1–D4 (glissandos less according to interval)
- **Articulation Keyswitches:** C5–F#5

Short notes

Bold and agile.

- **Bold/agile:** C6/C#6



Long notes

Long notes with and without fff layer, soft, marcato, and espressivo. Except espressivo.

- Type keyswitches: C6–E6



Marcato

Marcato attack can be added gradually to the basic articulation with the help of Dim.Ctrl/A (MIDI CC1, modwheel).



Dynamics

Sforzato, sforzatisimo, swells short and long, soft and very soft swells, and soft diminuendo..

- **Type keyswitches:** C6–F#6
- **Without/with contrabass tuba:** C1/D1



Flutter & trills

Flutter tonguing, half and whole tone trills.

- **Type keyswitches:** C6–D6



Fast repetitions

Staccato repetitions at 120, 140, and 160 BPM. These are already prepared for timestretching, i.e., all Patches have the original tempo they were recorded with entered as their source tempo. This allows you to adapt your repetitions automatically to the tempo of your project with only two mouse clicks.

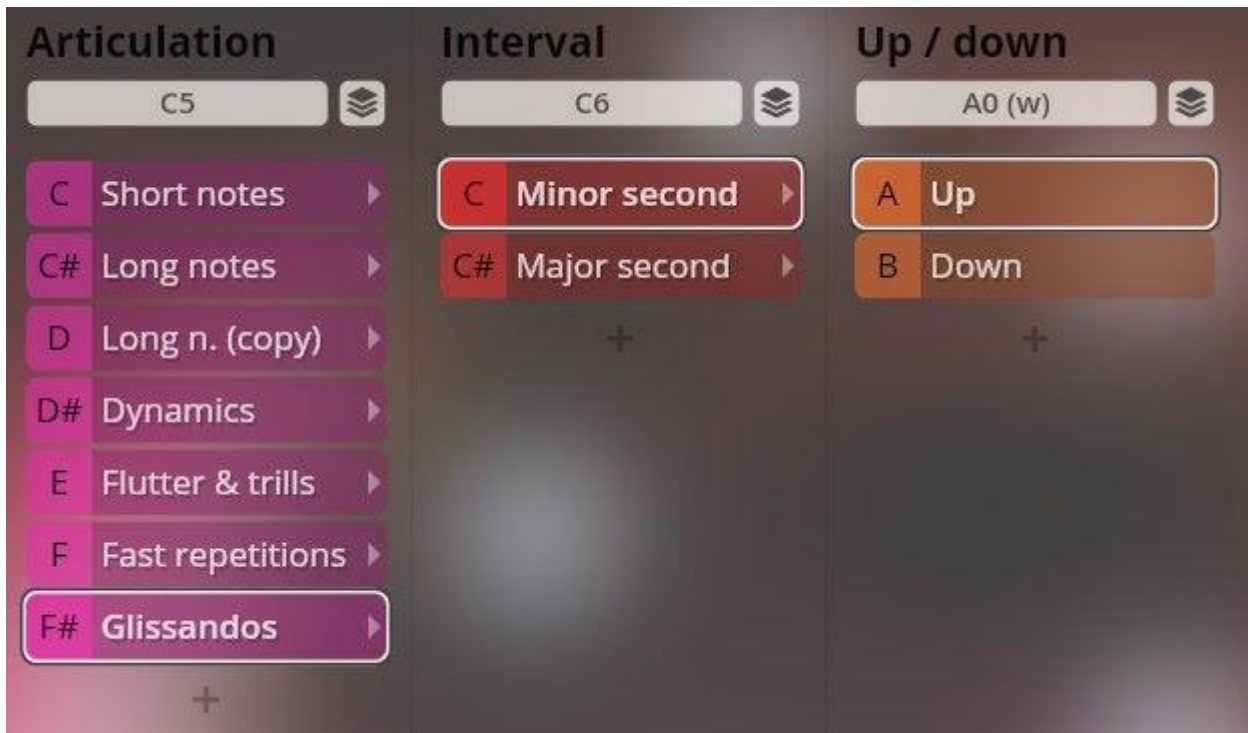
- **Tempo keyswitches:** C6–D6



Glissandos

Glissandos, minor and major second, and fourth, up and down. Please note that the actual playing range is diminished by the glissando interval – for instance, minor 2nd upward glissandos can only be played up to D#4 where E4 is the target note, downward ones down to G#1 where G1 is the target note.

- **Interval keyswitches:** C6–D6
- **Up/down keyswitches:** A0/B0

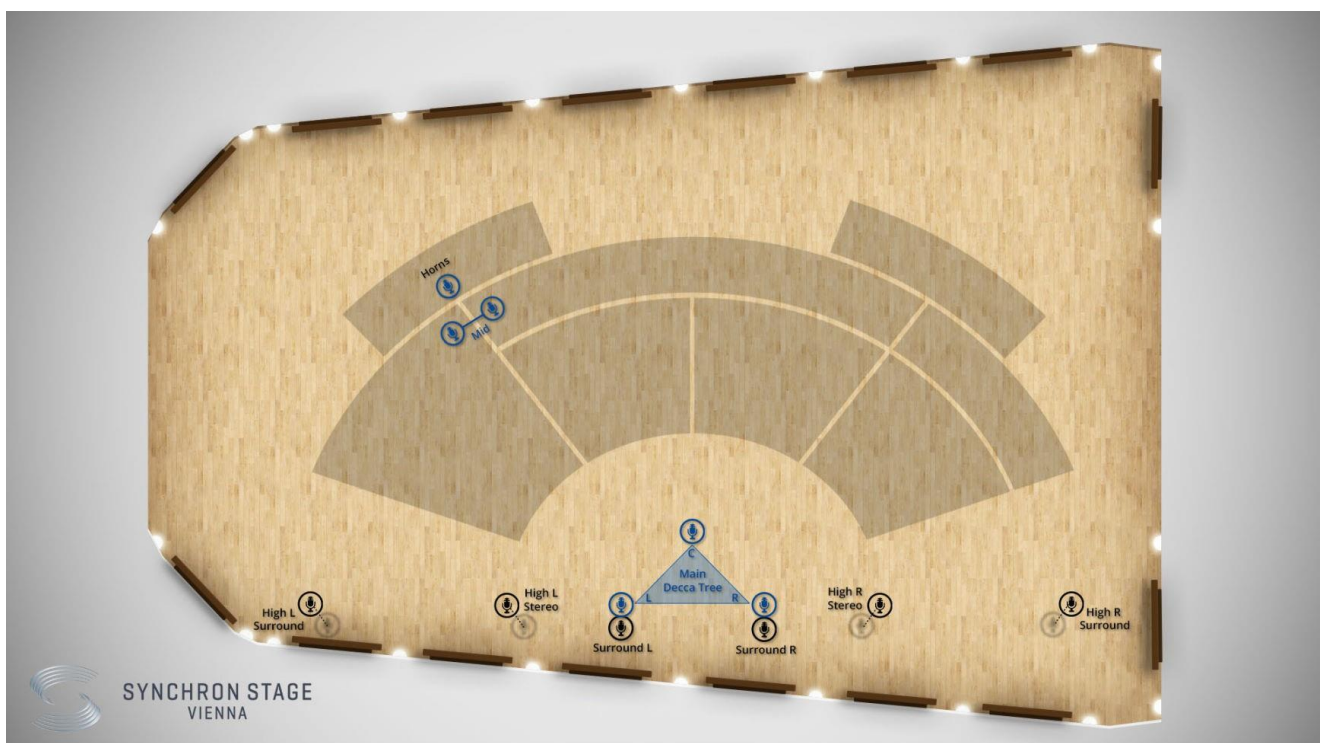


Big Bang Orchestra: Jupiter



Introduction

Welcome to the Vienna Symphonic Library's series of Synchron Instruments! As the name says, Big Bang Orchestra furnishes you with a selection of full-orchestra articulations, at the same time allowing you (if you haven't done so already) to explore our powerful Synchron Player software. If you're looking for that extra dramatic effect or want to highlight a passage in your composition, this bonus library could be the solution, or at least point you in the right direction.



BBO Jupiter and BBO Kopernikus complement the former two with dedicated horn and trumpet sections, respectively.

About Presets

Big Bang Orchestra makes use of our Synchron Player's unique features, and offers several Mixer Presets in five categories: Room Mix, Stereo Decca Tree, Surround to Stereo, Surround, and Processed. The Mixer Presets in each category are Close (Dry in the Room Mix), Classic, Wide, Distant, and Ambient. The Processed section offers "Big" versions of these Presets.

The BBO expansions also provide you with "Wet" Mixer Presets in each category, as well as more choice in the Processed section. These additional Mixer Presets may vary according to the respective libraries' requirements.

About Patches

Patches can be used to build your own custom Presets and shape them according to your specific requirements. Big Bang Orchestra does not contain so many Patches, so the possibilities are somewhat limited. Still, if you want to get into creating Presets of your own, please refer to the Synchron Player manual, which will be helpful in case you encounter any problems.

About Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.

Walkthrough Videos

YouTube Video (https://www.youtube.com/watch?v=v_InQG2luJ0&list=PLC5G55FKmpIFMIKbsAnGh039w2veLHXjJ&rel=0)

Included Presets



BBO Jupiter and BBO Kopernikus further enhance the preceding two brass Libraries with articulations featuring horn and trumpet sections, respectively. The basic articulations are the same as those of Hercules, so that you can switch between the articulations of these brass Libraries without having to adapt any keyswitches.

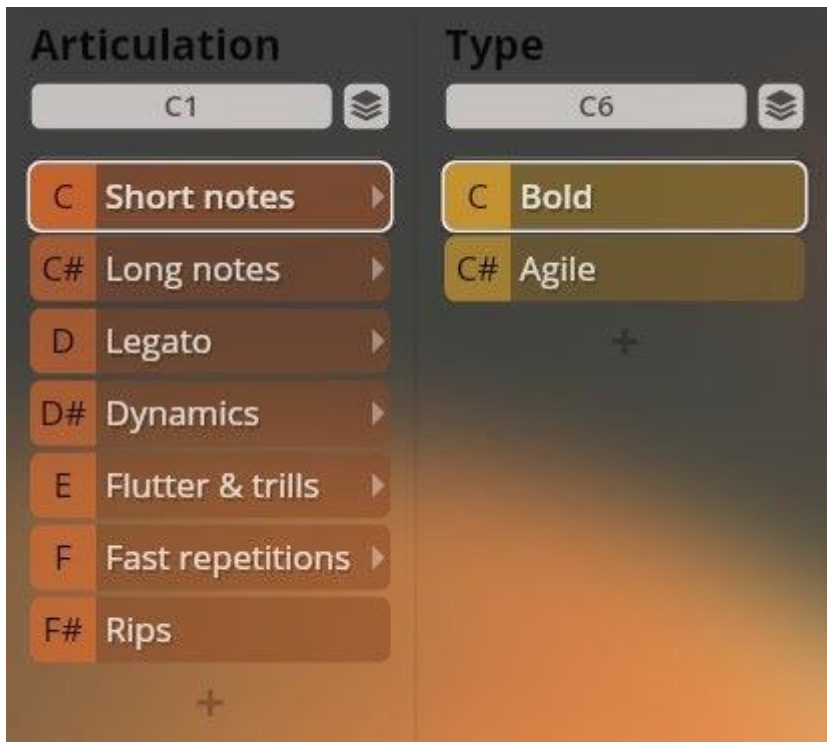
- **Range Horns:** D#2–F5 (Rips: D#3–G5)
- **Range Trumpets:** F#3–D6
- **Articulation Keyswitches:** C1–F#1/F1



Short notes

Bold and agile.

- **Bold/agile:** C6/C#6



Long notes

Long notes regular, soft, marcato, and espressivo.

- **Type keyswitches:** C6–D#6.



Marcato

Marcato attack can be added gradually to the basic articulation with the help of Dim.Ctrl/A (MIDI CC1, modwheel).



Legato

Legato regular, soft, and marcato.

- **Typekeyswitches:** C6–D6



Dynamics

Sforzato, sforzatissimo, swells short and long, soft and very soft swells, and soft diminuendo.

- **Typekeyswitches:** C6–F#6



Flutter & trills

Flutter tonguing, half and whole tone trills.

- **Typekeyswitches:** C6–D6



Fast repetitions

Staccato repetitions at 120, 140, and 160 BPM. These are already prepared for timestretching, i.e., all Patches have the original tempo they were recorded with entered as their source tempo. This allows you to adapt your repetitions automatically to the tempo of your project with only two mouse clicks.

- **Tempokeyswitches:** C6–D6



Rips

There are no further options to this Articulation.

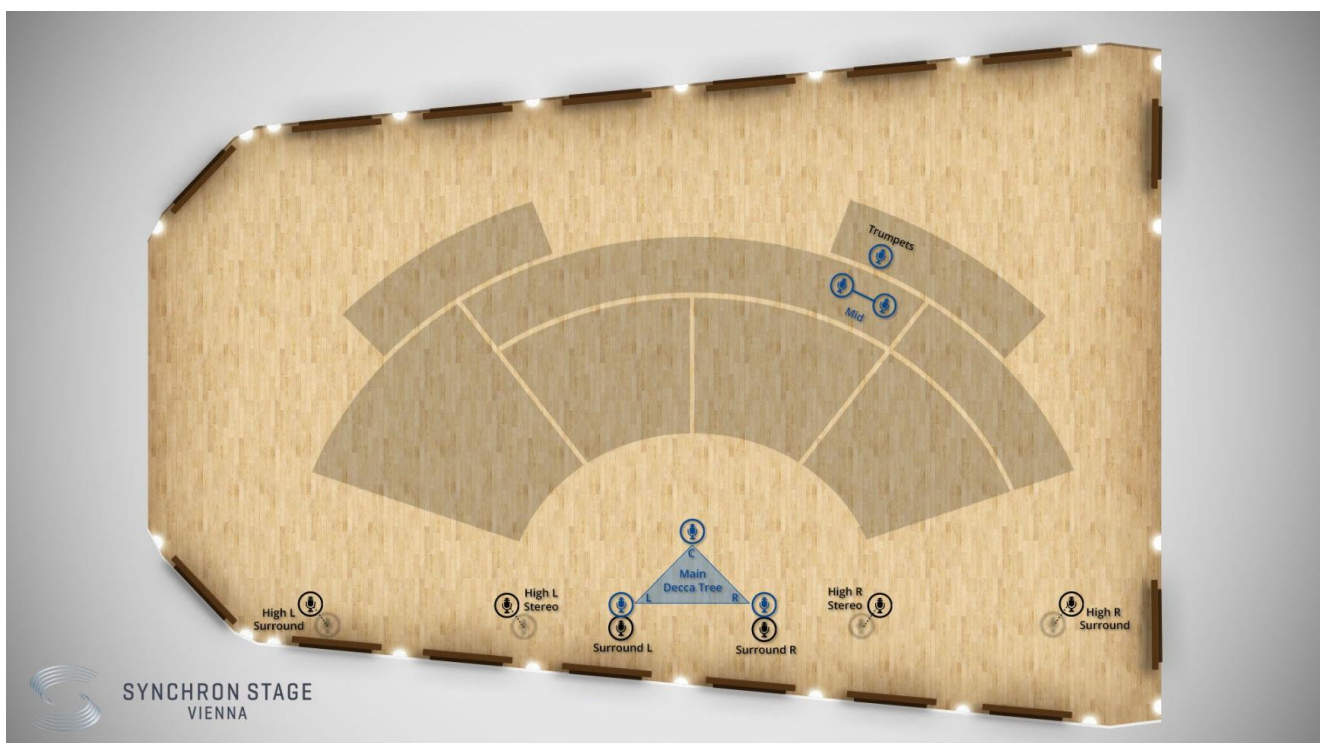


Big Bang Orchestra: Kopernikus



Introduction

Welcome to the Vienna Symphonic Library's series of Synchron Instruments! As the name says, Big Bang Orchestra furnishes you with a selection of full-orchestra articulations, at the same time allowing you (if you haven't done so already) to explore our powerful Synchron Player software. If you're looking for that extra dramatic effect or want to highlight a passage in your composition, this bonus library could be the solution, or at least point you in the right direction.



BBO Jupiter and BBO Kopernikus complement the former two with dedicated horn and trumpet sections, respectively.

About Presets

Big Bang Orchestra makes use of our Synchron Player's unique features, and offers several Mixer Presets in five categories: Room Mix, Stereo Decca Tree, Surround to Stereo, Surround, and Processed. The Mixer Presets in each category are Close (Dry in the Room Mix), Classic, Wide, Distant, and Ambient. The Processed section offers "Big" versions of these Presets.

The BBO expansions also provide you with "Wet" Mixer Presets in each category, as well as more choice in the Processed section. These additional Mixer Presets may vary according to the respective libraries' requirements.

About Patches

Patches can be used to build your own custom Presets and shape them according to your specific requirements. Big Bang Orchestra does not contain so many Patches, so the possibilities are somewhat limited. Still, if you want to get into creating Presets of your own, please refer to the Synchron Player manual, which will be helpful in case you encounter any problems.

About Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.

Walkthrough Videos

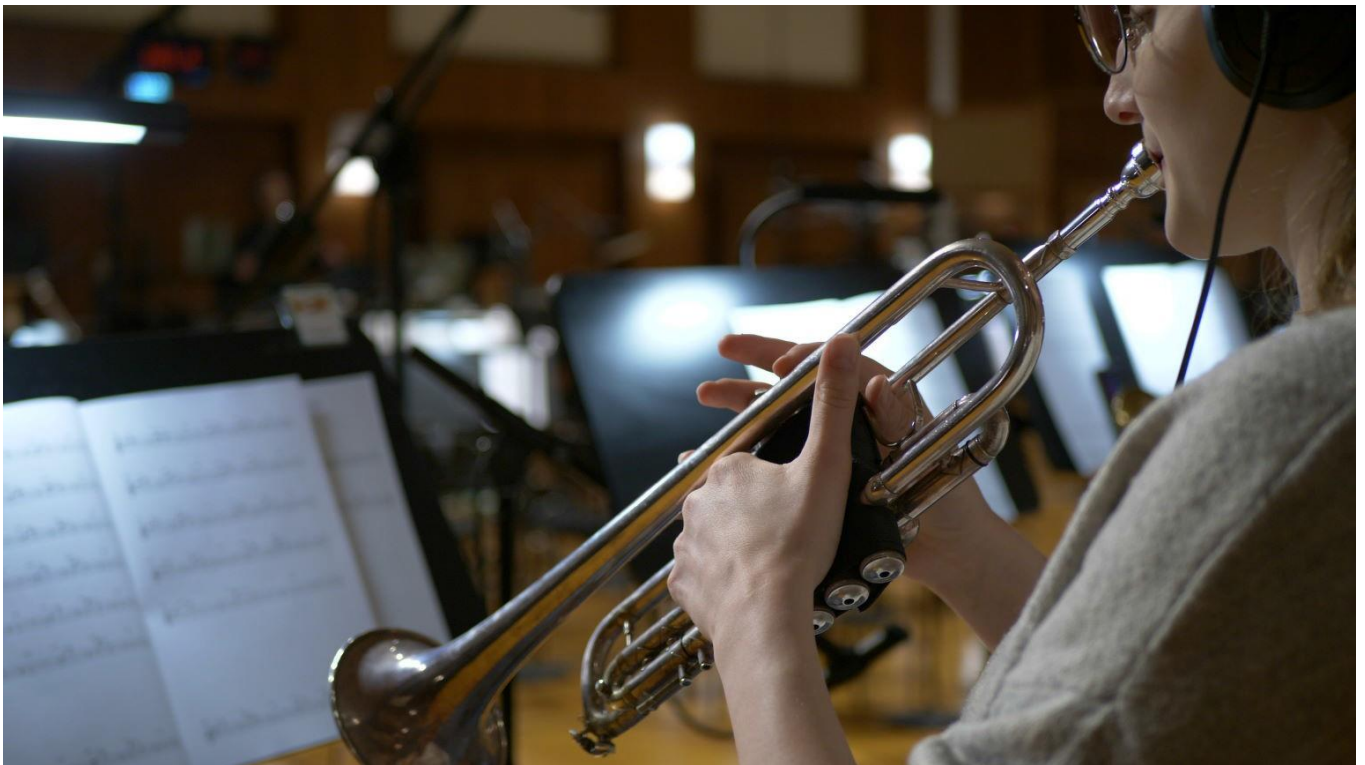
YouTube Video (<https://www.youtube.com/watch?v=i1Kvect90yI&list=PLC5G55FKmpIFMIKbsAnGh039w2veLHXjJ&rel=0>)

Included Presets



BBO Jupiter and BBO Kopernikus further enhance the preceding two brass Libraries with articulations featuring horn and trumpet sections, respectively. The basic articulations are the same as those of Hercules, so that you can switch between the articulations of these brass Libraries without having to adapt any keyswitches.

- ♦ **Range Horns:** D#2–F5 (Rips: D#3–G5)
- ♦ **Range Trumpets:** F#3–D6
- ♦ **Articulation Keyswitches:** C1–F#1/F1



Short notes

Bold and agile.

- ♦ **Bold/agile:** C6/C#6



Long notes

Long notes regular, soft, marcato, and espressivo.

- **Type keyswitches:** C6–D#6.



Marcato

Marcato attack can be added gradually to the basic articulation with the help of Dim.Ctrl/A (MIDI CC1, modwheel).



Legato

Legato regular, soft, and marcato.

- **Typekeyswitches:** C6–D6



Dynamics

Sforzato, sforzatissimo, swells short and long, soft and very soft swells, and soft diminuendo.

- **Typekeyswitches:** C6–F#6



Flutter & trills

Flutter tonguing, half and whole tone trills.

- **Typekeyswitches:** C6–D6



Fast repetitions

Staccato repetitions at 120, 140, and 160 BPM. These are already prepared for timestretching, i.e., all Patches have the original tempo they were recorded with entered as their source tempo. This allows you to adapt your repetitions automatically to the tempo of your project with only two mouse clicks.

- **Tempokeyswitches:** C6–D6

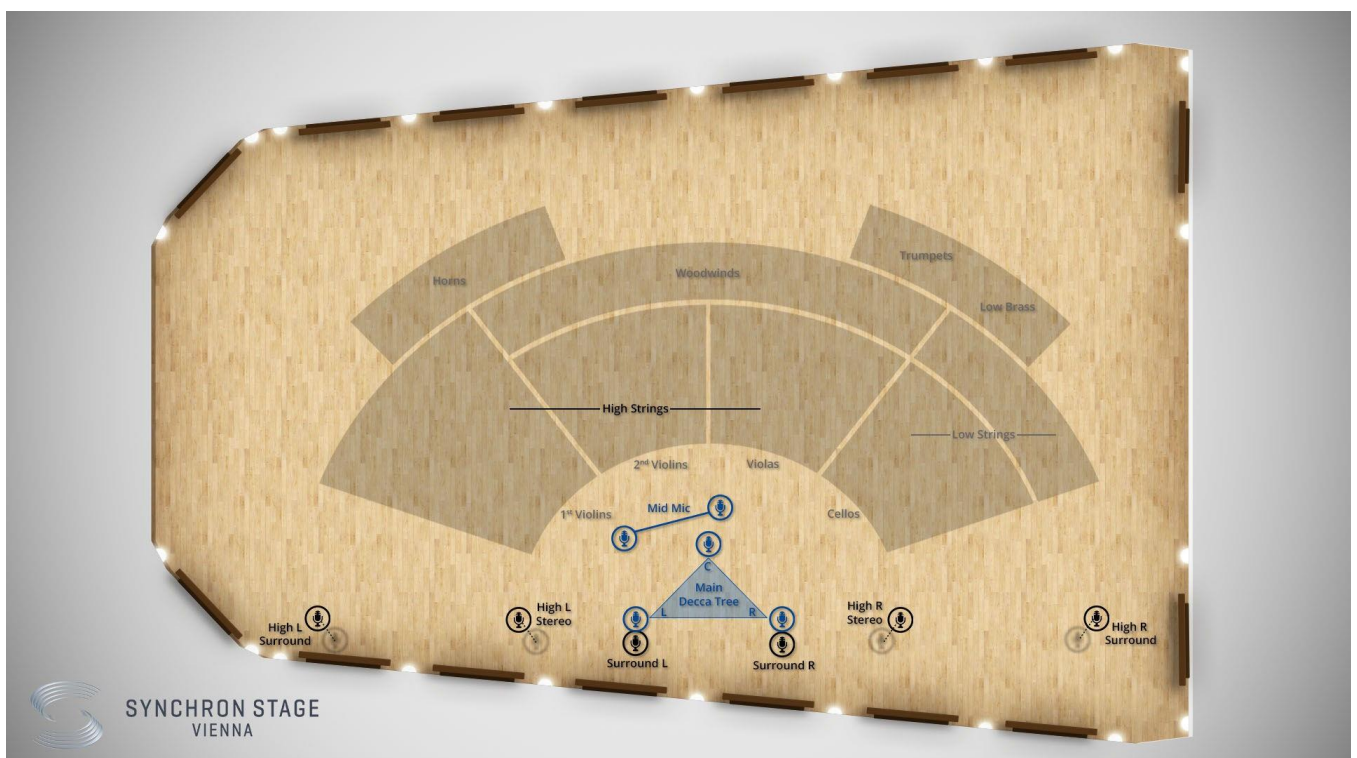


Big Bang Orchestra: Lyra



Introduction

Welcome to the Vienna Symphonic Library's series of Synchron Instruments! As the name says, Big Bang Orchestra furnishes you with a selection of full-orchestra articulations, at the same time allowing you (if you haven't done so already) to explore our powerful Synchron Player software. If you're looking for that extra dramatic effect or want to highlight a passage in your composition, this bonus library could be the solution, or at least point you in the right direction.



About Presets

Big Bang Orchestra makes use of our Synchron Player's unique features, and offers several Mixer Presets in five categories: Room Mix, Stereo Decca Tree, Surround to Stereo, Surround, and Processed. The Mixer Presets in each category are Close (Dry in the Room Mix), Classic, Wide, Distant, and Ambient. The Processed section offers "Big" versions of these Presets.

The BBO expansions also provide you with "Wet" Mixer Presets in each category, as well as more choice in the Processed section. These additional Mixer Presets may vary according to the respective libraries' requirements.

About Patches

Patches can be used to build your own custom Presets and shape them according to your specific requirements. Big Bang Orchestra does not contain so many Patches, so the possibilities are somewhat limited. Still, if you want to get into creating Presets of your own, please refer to the Synchron Player manual, which will be helpful in case you encounter any problems.

About Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.

Walkthrough Videos

YouTube Video (<https://www.youtube.com/watch?v=V1PLm9HKYdQ&list=PLC5G55FKmpIFEQFSnQIJ9qA7aQa6Fg8NT&rel=0>)

Included Presets



BBO Lyra and BBO Musca feature high and low string ensembles, respectively. The layout of articulations is designed to resemble that of other BBO Libraries with similar content (e.g., Hercules with its low brass ensembles), so that you can switch between the articulations of different Libraries without having to adapt any keyswitches.

- ♦ **Range:** C4-D7
- ♦ **Articulation Keyswitches:** C1-G1
- ♦ **Type Keyswitches:** starting at C2



Short notes

Bold and agile.

- ♦ **Bold/agile:** C2/C#2



Long notes

Long notes with light and strong vibrato, and espressivo.

- Type keyswitches: C2-D#2



XF vibrato

The XF vibrato option combines the light and strong vibrato articulations, so that you can control the vibrato amount using Dim.Ctrl/A (MIDI CC1, modwheel).



Legato

Legato with light and strong vibrato, and marcato. There also is an XF vibrato slot with Dim.Ctrl/A (MIDI CC1, modwheel).

- **Type keyswitches:** C2-D#2



Dynamics

Sforzato, sforzatisimo, swells short and long, soft and very soft swells, and soft diminuendo.

- **Type keyswitches:** C2-F#2



Tremolo & trills

Tremolo regular and with fast attack, half and whole tone trills.

- Type keyswitches: C2-D#2



Fast repetitions

Staccato repetitions at 120, 140, and 160 BPM, with the choice of proper note release or cut release. These are already prepared for timestretching, i.e., all Patches have the original tempo they were recorded with entered as their source tempo. This allows you to adapt your repetitions automatically to the tempo of your project with only two mouse clicks.

- **Tempo keyswitches:** C2-D2
- **Note/cut release:** A0/B0



Glissando

Glissandos, minor and major second, up and down.

- **Interval keyswitches:** C2/C#2
- **Up/down keyswitches:** A0/B0



Pizzicato

Pizzicato, with no further options.



Lyra + Musca: High & Low Strings

Owners of both BBO Lyra and BBO Musca will find in the Musca Presets an additional combined Preset, where both Libraries are stacked to present the full tone range of high and low strings together. You can select two modes - one where the high and low notes are divided at C4, and one where they overlap. Below you can see an example of what the Preset looks like.

- **Range:** B1-D7
- **High-Low Mode keyswitches:** A0/B0
- **Articulations:** C1-G1
- **Type keyswitches:** starting at F7
- **Glissando up/down:** A7/B7

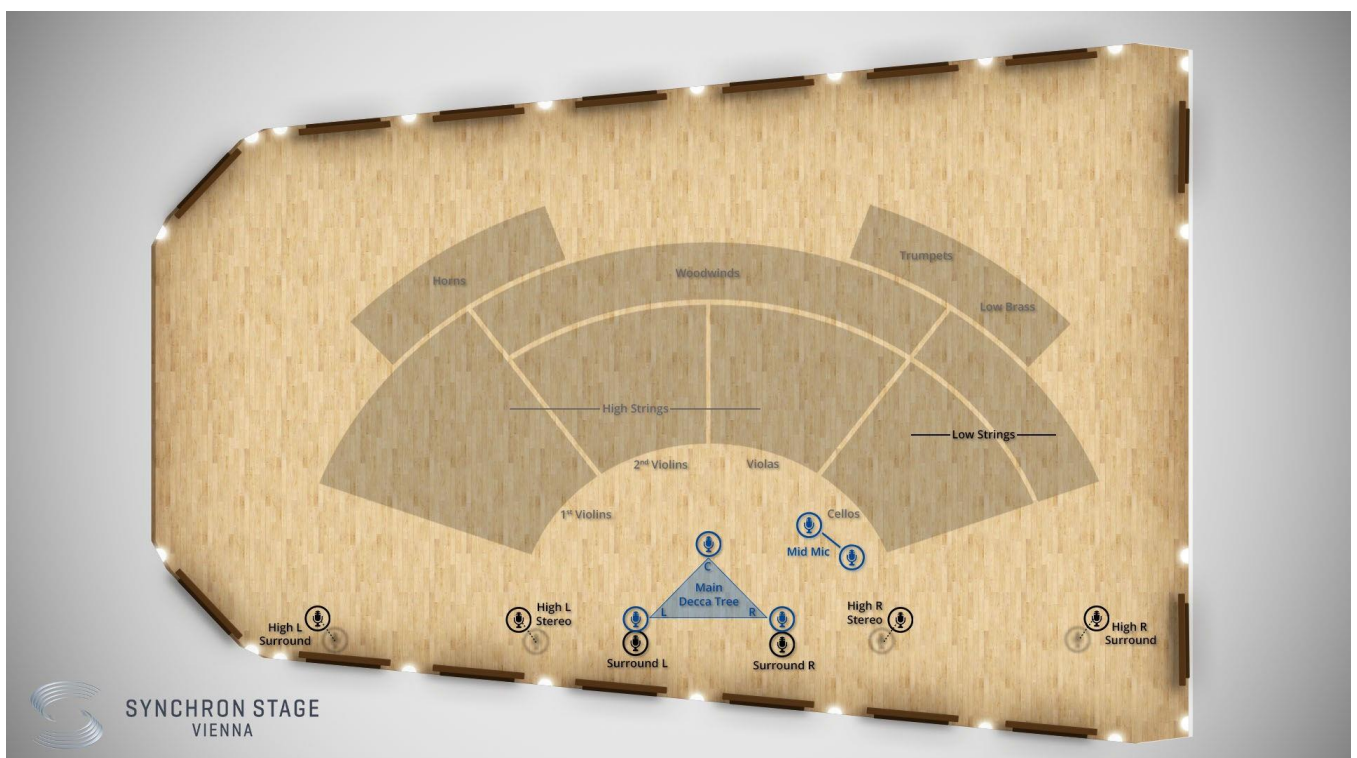


Big Bang Orchestra: Musca



Introduction

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About Presets

Big Bang Orchestra makes use of our Synchron Player's unique features, and offers several Mixer Presets in five categories: Room Mix, Stereo Decca Tree, Surround to Stereo, Surround, and Processed. The Mixer Presets in each category are Close (Dry in the Room Mix), Classic, Wide, Distant, and Ambient. The Processed section offers "Big" versions of these Presets.

The BBO expansions also provide you with "Wet" Mixer Presets in each category, as well as more choice in the Processed section. These additional Mixer Presets may vary according to the respective libraries' requirements.

About Patches

Patches can be used to build your own custom Presets and shape them according to your specific requirements. Big Bang Orchestra does not contain so many Patches, so the possibilities are somewhat limited. Still, if you want to get into creating Presets of your own, please refer to the Synchron Player manual, which will be helpful in case you encounter any problems.

About Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.

Walkthrough Videos

YouTube Video (<https://www.youtube.com/watch?v=V1PLm9HKYdQ&list=PLC5G55FKmpIFEQFSnQIJ9qA7aQa6Fg8NT&rel=0>)

Included Presets



BBO Lyra and BBO Musca feature high and low string ensembles, respectively. The layout of articulations is designed to resemble that of other BBO Libraries with similar content (e.g., Hercules with its low brass ensembles), so that you can switch between the articulations of different Libraries without having to adapt any keyswitches.

- ♦ **Range:** B1-F5
- ♦ **Articulation Keyswitches:** C6-G6
- ♦ **Type Keyswitches:** starting at C7



Short notes

Bold and agile.

- ♦ **Bold/agile:** C2/C#2



Long notes

Long notes with light and strong vibrato, and espressivo.

- Type keyswitches: C2-D#2



XF vibrato

The XF vibrato option combines the light and strong vibrato articulations, so that you can control the vibrato amount using Dim.Ctrl/A (MIDI CC1, modwheel).



Legato

Legato with light and strong vibrato, and marcato. There also is an XF vibrato slot with Dim.Ctrl/A (MIDI CC1, modwheel).

- **Type keyswitches:** C2-D#2



Dynamics

Sforzato, sforzatisissimo, swells short and long, soft and very soft swells, and soft diminuendo.

- ♦ **Type keyswitches:** C2-F#2



Tremolo & trills

Tremolo regular and with fast attack, half and whole tone trills.

- Type keyswitches: C2-D#2



Fast repetitions

Staccato repetitions at 120, 140, and 160 BPM, with the choice of proper note release or cut release. These are already prepared for timestretching, i.e., all Patches have the original tempo they were recorded with entered as their source tempo. This allows you to adapt your repetitions automatically to the tempo of your project with only two mouse clicks.

- **Tempo keyswitches:** C2-D2
- **Note/cut release:** A5/B5



Glissando

Glissandos, minor and major second, up and down.

- **Interval keyswitches:** C2/C#2
- **Up/down keyswitches:** A5/B5



Pizzicato

Pizzicato, with no further options.



Lyra + Musca: High & Low Strings

Owners of both BBO Lyra and BBO Musca will find in the Musca Presets an additional combined Preset, where both Libraries are stacked to present the full tone range of high and low strings together. You can select two modes - one where the high and low notes are divided at C4, and one where they overlap. Below you can see an example of what the Preset looks like.

- **Range:** B1-D7
- **High-Low Mode keyswitches:** A0/B0
- **Articulations:** C1-G1
- **Type keyswitches:** starting at F7
- **Glissando up/down:** A7/B7

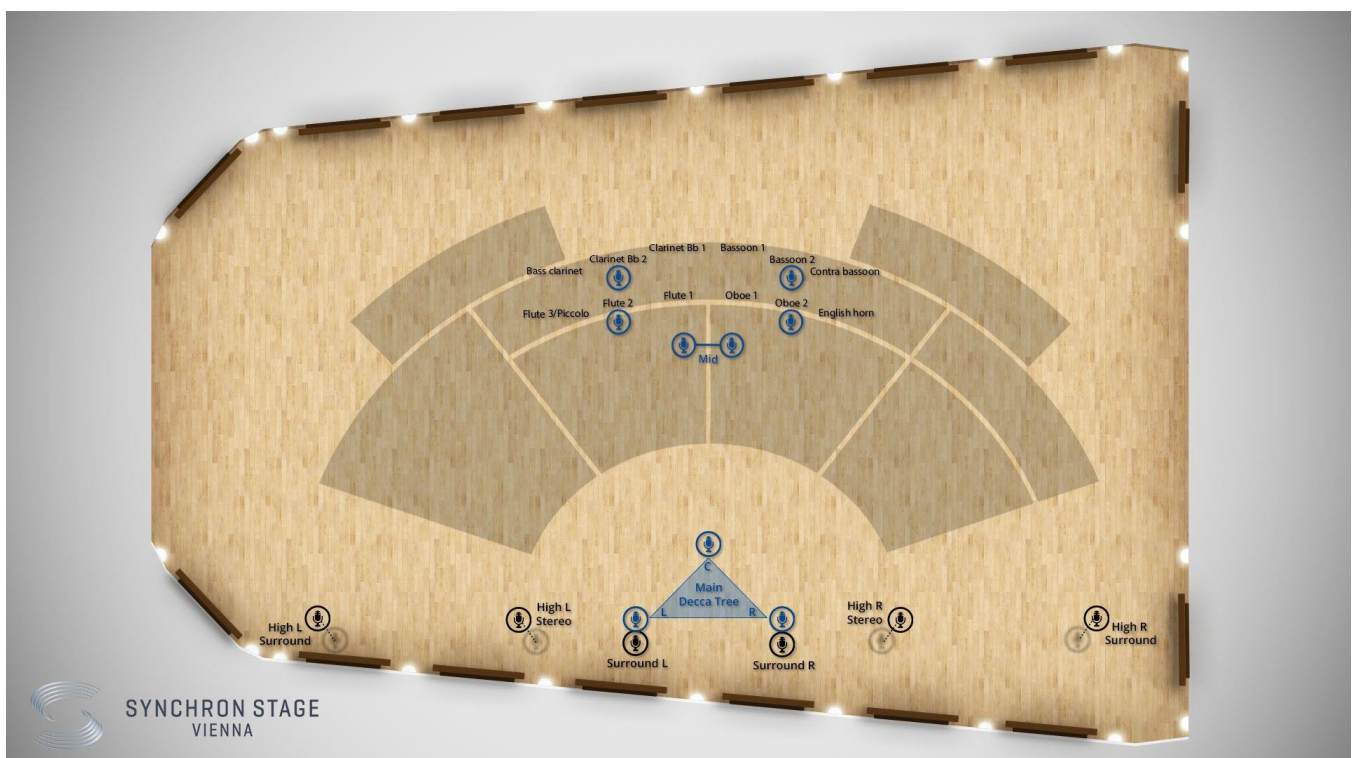


Big Bang Orchestra: Neptune



Introduction

Welcome to the Vienna Symphonic Library's series of Synchron Instruments! As the name says, Big Bang Orchestra furnishes you with a selection of full-orchestra articulations, at the same time allowing you (if you haven't done so already) to explore our powerful Synchron Player software. If you're looking for that extra dramatic effect or want to highlight a passage in your composition, this bonus library could be the solution, or at least point you in the right direction.



About Presets

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The BBO expansions also provide you with "Wet" Mixer Presets in each category, as well as more choice in the Processed section. These additional Mixer Presets may vary according to the respective libraries' requirements.

About Patches

Patches can be used to build your own custom Presets and shape them according to your specific requirements. Big Bang Orchestra does not contain so many Patches, so the possibilities are somewhat limited. Still, if you want to get into creating Presets of your own, please refer to the Synchron Player manual, which will be helpful in case you encounter any problems.

About Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.

Walkthrough Videos

YouTube Video (https://www.youtube.com/watch?v=jXZRUXLXKQY&list=PLC5G55FKmpIEe_BKXTuPdBN1QGVDIs-me&rel=0)

Included Presets

BBO Neptune offers a woodwinds tutti ensemble with 13 musicians - 1 piccolo, 3 flutes, 2 oboes and 1 english horn, 2 clarinets in Bb and 1 bass clarinet, 2 bassoons and 1 contrabassoon. Its layout is modeled after other BBO Libraries with similar content (e.g., the trumpet ensemble of Kopernikus), so that you can switch between the articulations of different Libraries without having to adapt any keyswitches.

All articulations can be played with or without the piccolo flute.

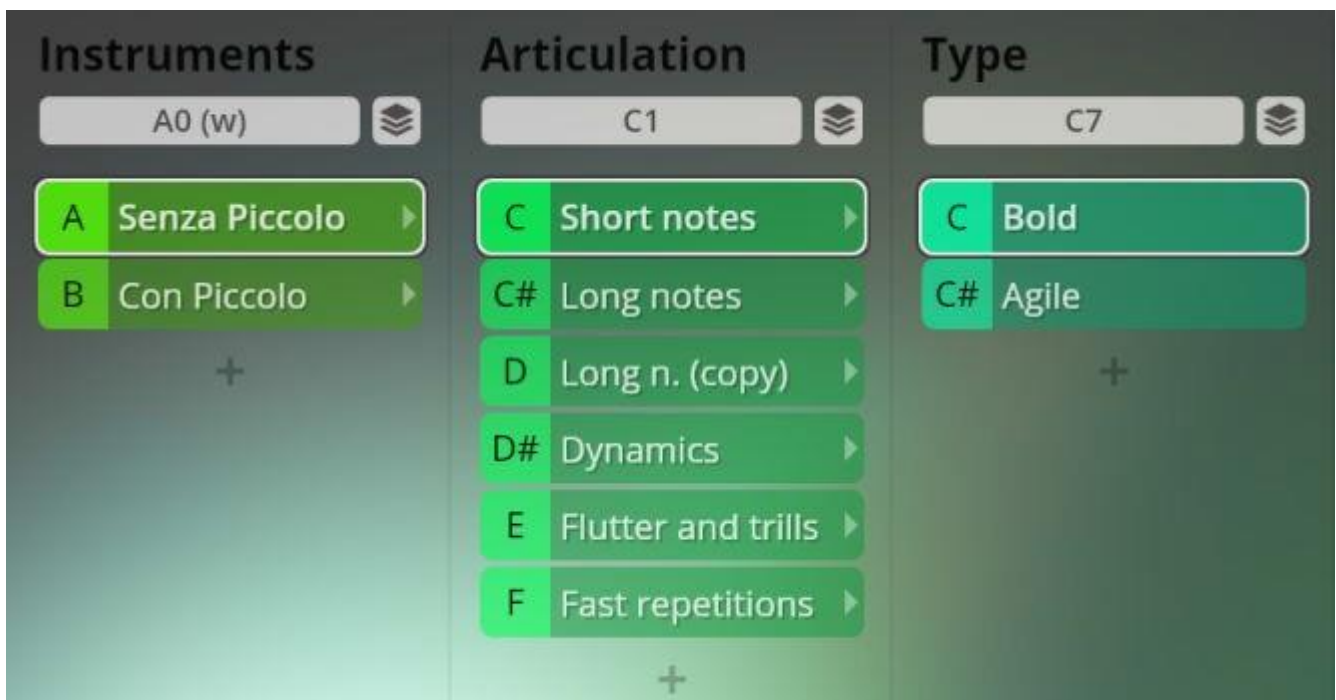
- **Range:** A#2-D6
- **Articulation Keyswitches:** C1-F1
- **Type Keyswitches:** starting at C7
- **Senza / con piccolo:** A0/B0



Short notes

Bold and agile.

- **Bold/agile:** C7/C#7



Long notes

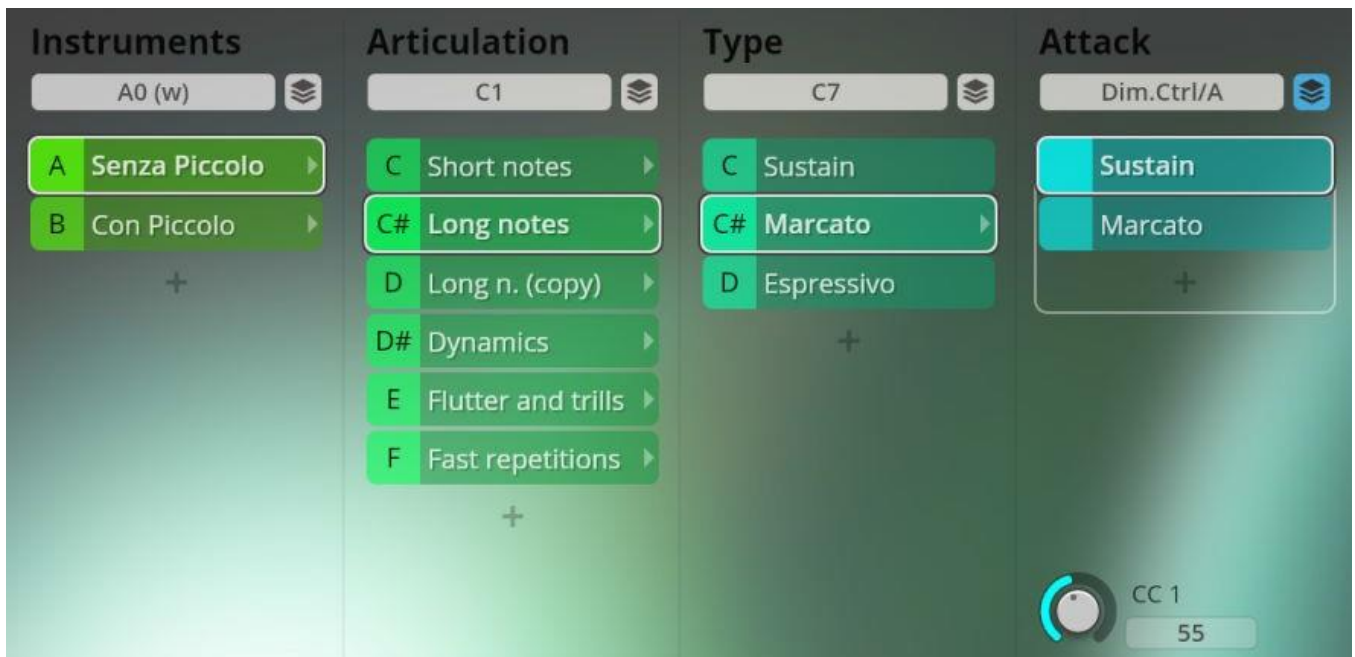
Sustained, marcato, and espressivo notes. For the sake of consistency, the next slot contains a copy of this one where the individual ensembles of BBO Orion feature legato articulations.

- **Type keyswitches:** C7-D7



Marcato

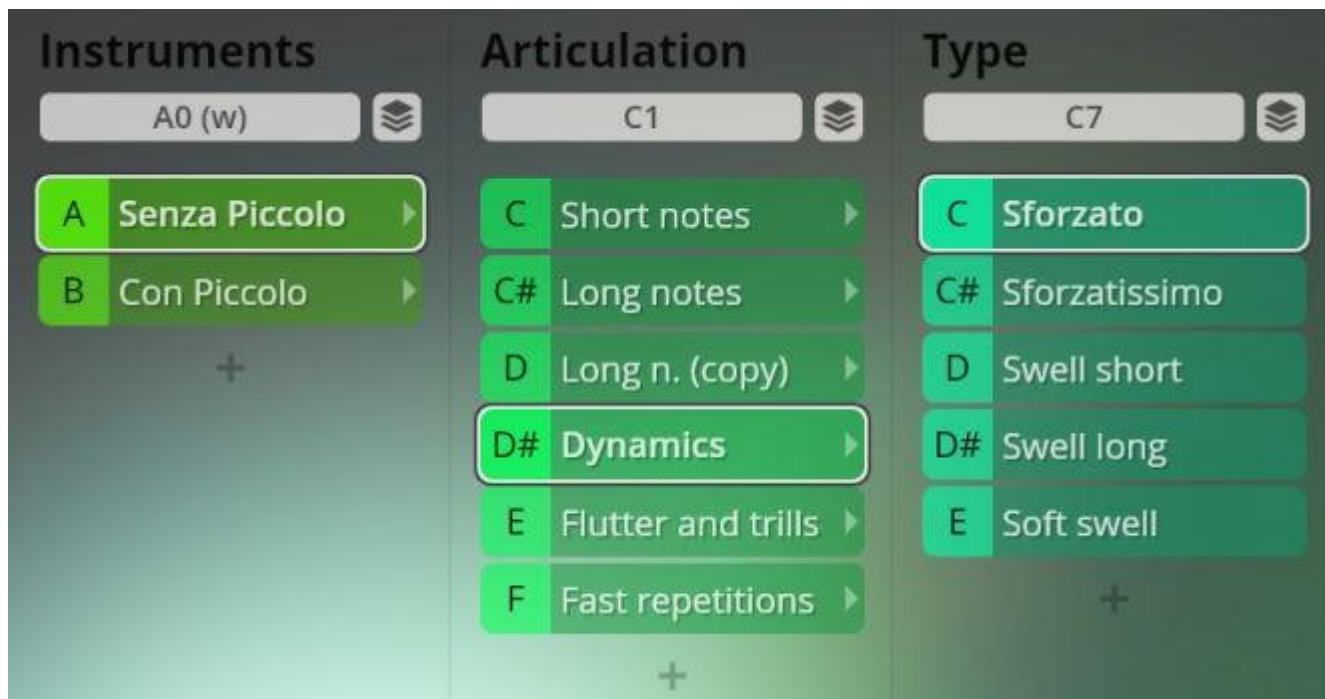
The marcato slot allows you to control the marcato amount of the tone using Dim.Ctrl/A (MIDI CC1, modwheel).



Dynamics

Sforzato, sforzatissimo, swells short and long, and soft swells.

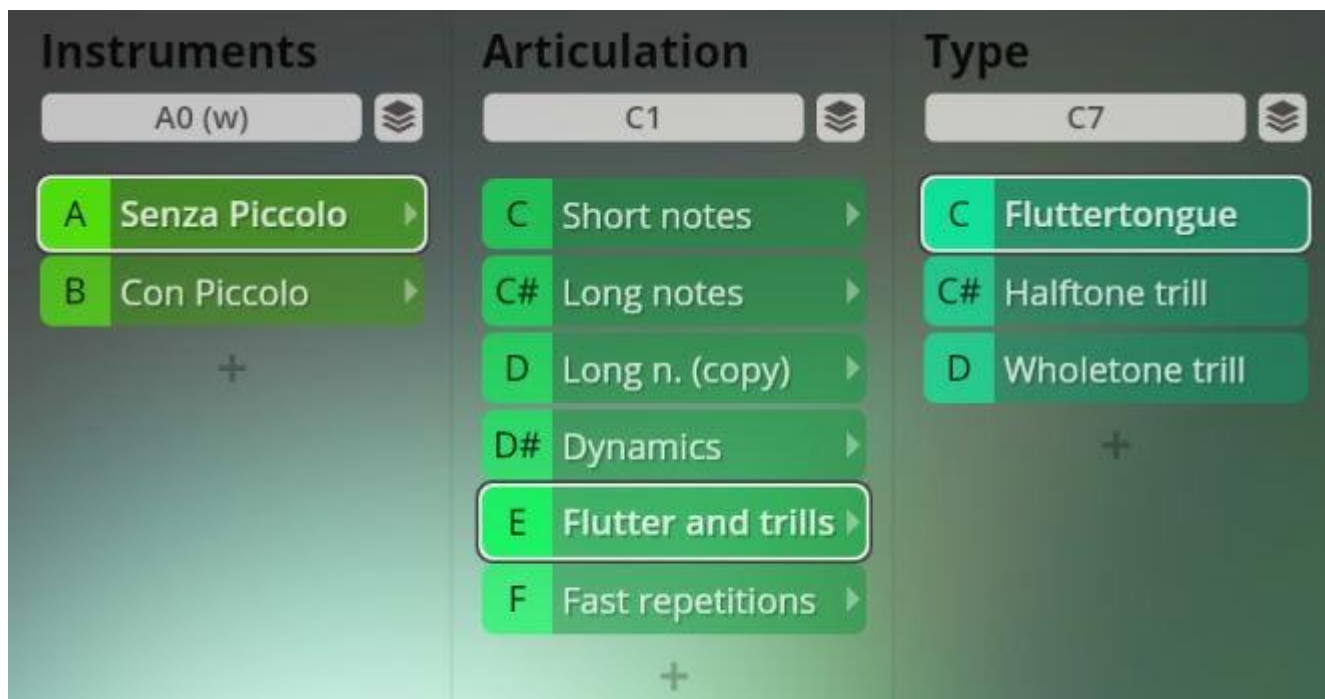
- **Type keyswitches:** C7-E7



Flutter and trills

Flutter tonguing, half and whole tone trills.

- **Type keyswitches:** C7-D7



Fast repetitions

Staccato repetitions at 120, 140, and 160 BPM. These are already prepared for timestretching, i.e., all Patches have the original tempo they were recorded with entered as their source tempo. This allows you to adapt your repetitions automatically to the tempo of your project with only two mouse clicks.

- **Tempo keyswitches:** C7-D7

Instruments

A0 (w)

A Senza Piccolo

B Con Piccolo

+

Articulation

C1

C Short notes

C# Long notes

D Long n. (copy)

D# Dynamics

E Flutter and trills

[Fast repetitions

Tempo

C7

C 120 bpm

C# 140 bpm

D 160 bpm

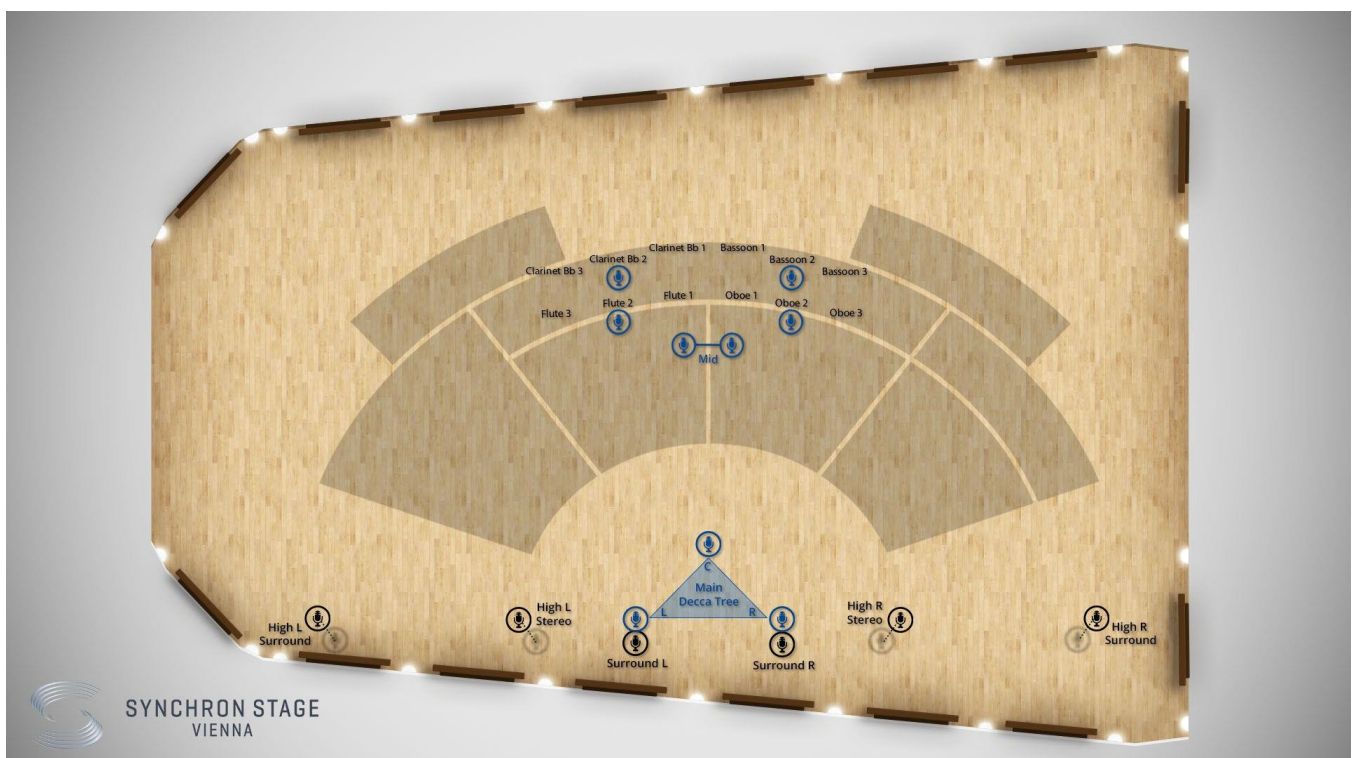
+

Big Bang Orchestra: Orion



Introduction

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About Presets

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The BBO expansions also provide you with "Wet" Mixer Presets in each category, as well as more choice in the Processed section. These additional Mixer Presets may vary according to the respective libraries' requirements.

About Patches

Patches can be used to build your own custom Presets and shape them according to your specific requirements. Big Bang Orchestra does not contain so many Patches, so the possibilities are somewhat limited. Still, if you want to get into creating Presets of your own, please refer to the Synchron Player manual, which will be helpful in case you encounter any problems.

About Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.



Walkthrough Videos

YouTube Video (https://www.youtube.com/watch?v=jXZRUXLXKQY&list=PLC5G55FKmpIEe_BKXTuPdBN1QGVDIs-me&rel=0)

Included Presets



BBO Orion features individual ensembles of flutes, oboes, clarinets, and bassoons, modeled after other BBO Libraries with similar content (e.g., the trumpet ensemble of Kopernikus), so that you can switch between the articulations of different Libraries without having to adapt any keyswitches.

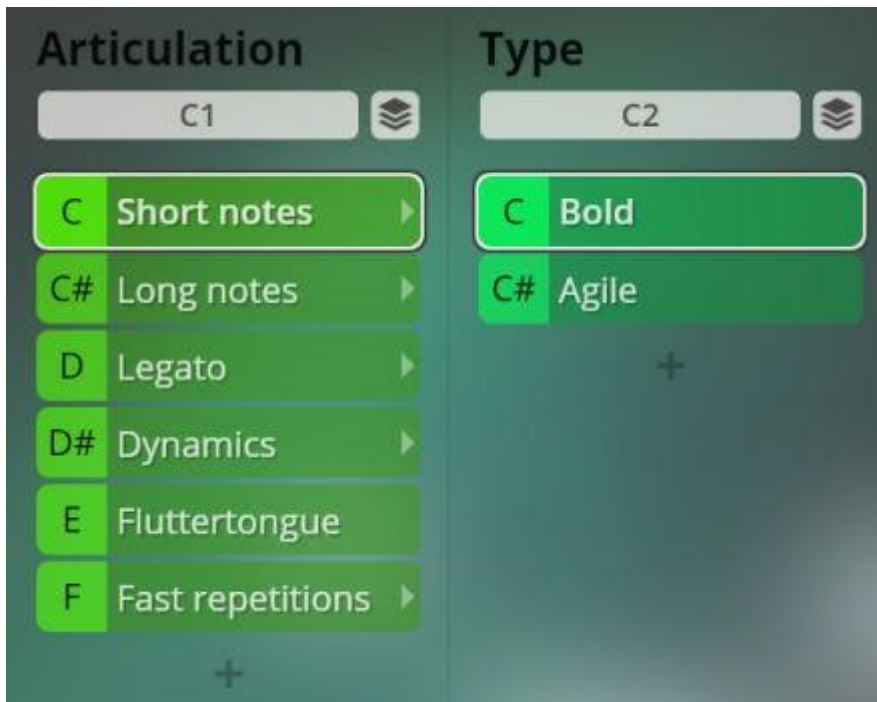
The oboes and bassoons do not offer flutter tonguing and fast repetitions.

- **Range:** flutes C4–C7; oboes B3–D#6; clarinets D3–C6; bassoons C2–C5
- **Articulation Keyswitches:** starting at C1
- **Type Keyswitches:** flutes, oboes, clarinets starting at C2, bassoons at C6

Short notes

Bold and agile.

- **Bold/agile:** C2/C#2, C6/C#6



Long notes

Sustained, marcato, and espressivo.

- **Type keyswitches:** C2–D2, C6–D6



Marcato

The marcato slot allows you to control the marcato amount of the tone using Dim.Ctrl/A (MIDI CC1, modwheel).



Legato

Legato, regular and espressivo.

- **Typekeyswitches:** flutes, oboes, clarinets C2–C#2; bassoons C6–C#6



Dynamics

Sforzato regular and with subsequent swell, swells short and long, and soft swells.

- ◆ **Type keyswitches:** flutes, oboes, clarinets C2–E2; bassoons C6–E6.



Sforzato + swell

This articulation combines a sforzato note with a subsequent long swell.



Flutter tonguing

Flutes and clarinets only. No further options.



Fast repetitions

Flutes and clarinets only. Staccato repetitions at 120, 140, and 160 BPM. These are already prepared for timestretching, i.e., all Patches have the original tempo they were recorded with entered as their source tempo. This allows you to adapt your repetitions automatically to the tempo of your project with only two mouse clicks.

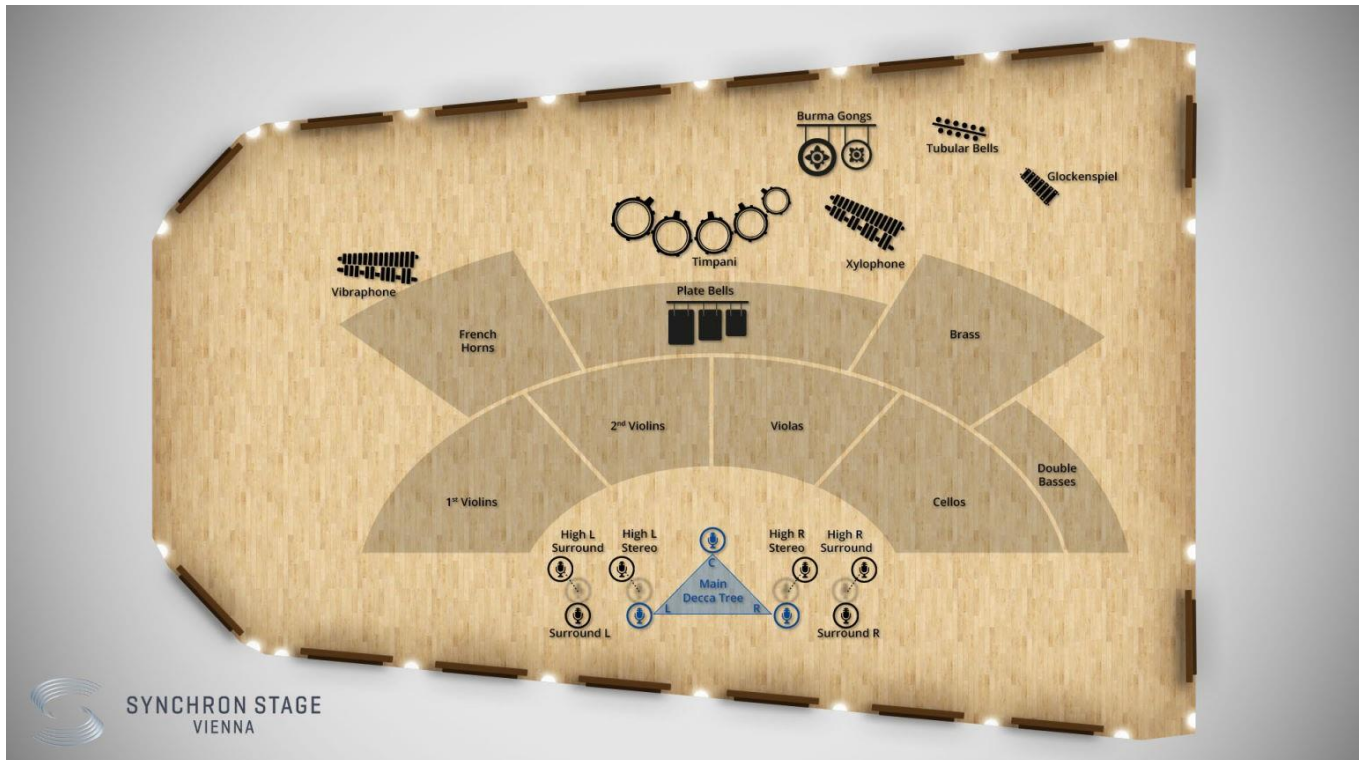
- ◆ **Tempo keyswitches:** C2–D2



Big Bang Orchestra: Phoenix

Introduction

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About Presets

Big Bang Orchestra makes use of our Synchron Player's unique features, and offers several Mixer Presets in five categories: Room Mix, Stereo Decca Tree, Surround to Stereo, Surround, and Processed. The Mixer Presets in each category are Close (Dry in the Room Mix), Classic, Wide, Distant, and Ambient. The Processed section offers "Big" versions of these Presets.

The BBO expansions also provide you with "Wet" Mixer Presets in each category, as well as more choice in the Processed section. These additional Mixer Presets may vary according to the respective libraries' requirements.

About Patches

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About Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.

Upgrade Info

The instruments in this collection were derived from our Libraries Synchron Percussion I and Synchron Percussion II, which not only feature more instruments, but also offer additional articulations. Owners of BBO Phoenix and/or BBO Quasar will receive discounts on the purchase of these Libraries.

☐ TIPP

Make sure you are logged in on the product pages, so you can see your personal upgrade discounts!

Walkthrough Videos

YouTube Video (<https://www.youtube.com/watch?v=7WCogKGjBY&list=PLC5G55FKmpIFzanPDmpJ722h9GDeiXV-o&rel=0>)

Included Presets

BBO Phoenix offers an assortment of pitched percussion instruments, including timpani, glockenspiel, vibraphone, xylophone, Burma gongs, plate bells, and tubular bells.

Timpani

Timpani - soft mallets

Timpani five timpani sized from 20" to 32" and played with soft mallets: single strokes, rolls, and octaves. The instruments are stacked so that they provide a continuous chromatic range from C2 to C4.

- ◆ **Articulation Keyswitches:** F1–G1
- ◆ **Range**
 - single strokes left/right: C2–C6
 - rolls: C2–C4
 - octaves: C2–C3



Apart from the regular Preset, there is also one that features rolls with velocity crossfading.

Mapping single strokes



Mallets

Glockenspiel - plastic beater

Single notes. You can choose between a mapping transposed down by an octave for regular keyboards with 88 keys, and a loco mapping.

- ♦ **88 keys/loco:** A0/B0

- ♦ **Range:** C4–E7/C5–E8



Vibraphone - soft beater

Single notes, played without and with running motor.

- ♦ **Motor off/on:** A0/B0
- ♦ **Range:** F3–F6



Xylophone - wood beater

Single notes.

- ♦ **Range:** C4–C8

Bells and Gongs

Burma gongs - soft beater

Single notes.

- ♦ **Range:** C2–C5

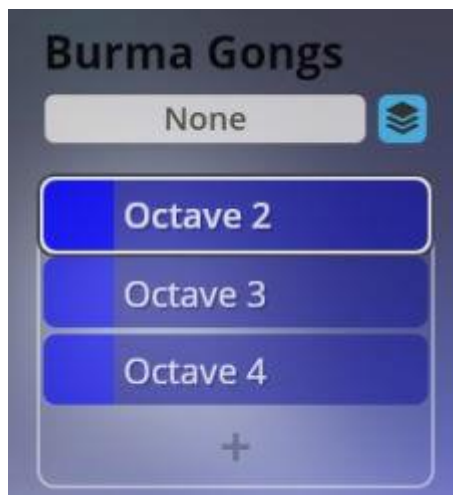
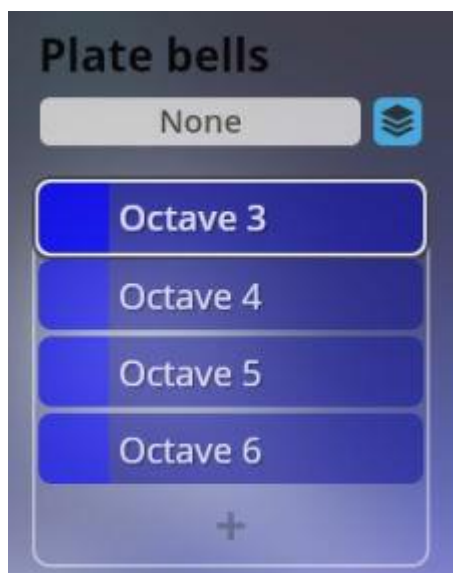


Plate bells - bell hammer

Single notes.

- ♦ **Range:** C3–C7



Tubular bells - medium beater

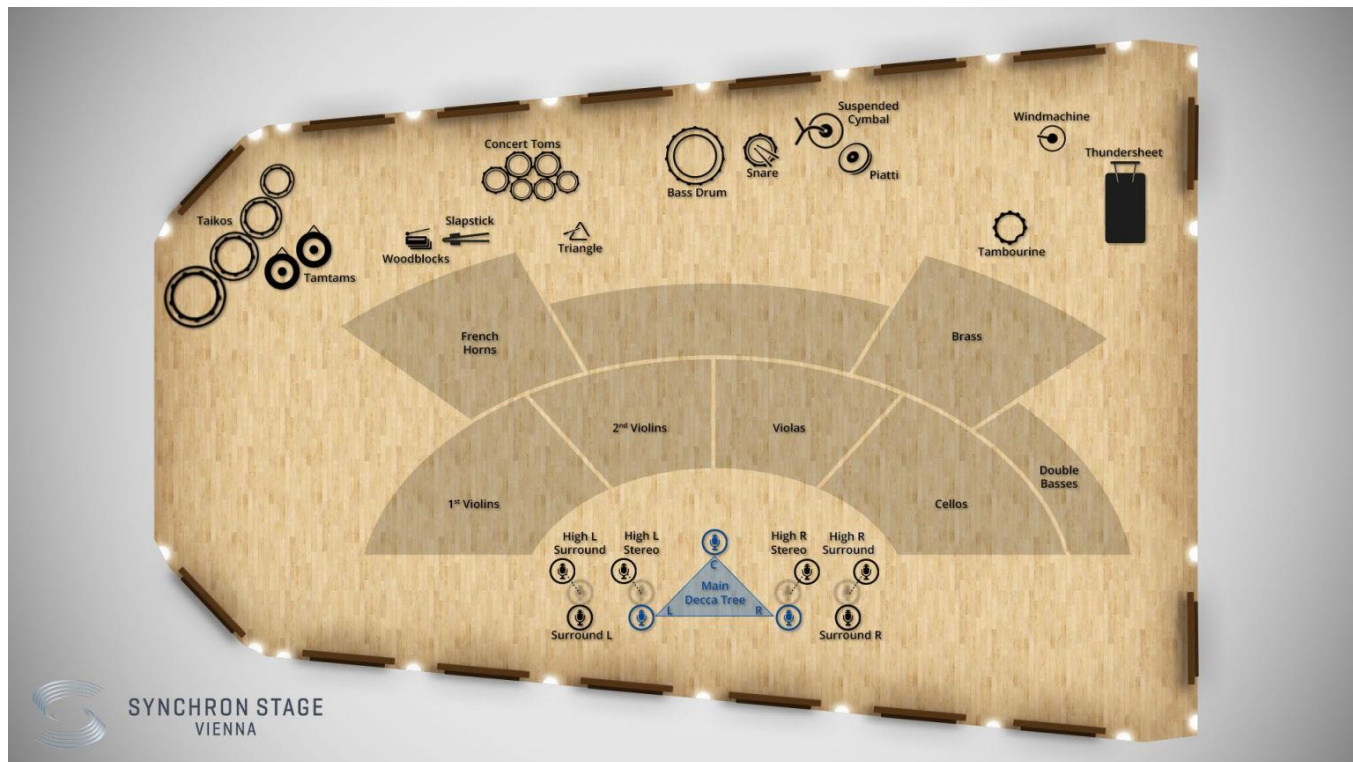
Single notes.

- ♦ **Range:** F3–F5

Big Bang Orchestra: Quasar

Introduction

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About Presets

Big Bang Orchestra makes use of our Synchron Player's unique features, and offers several Mixer Presets in five categories: Room Mix, Stereo Decca Tree, Surround to Stereo, Surround, and Processed. The Mixer Presets in each category are Close (Dry in the Room Mix), Classic, Wide, Distant, and Ambient. The Processed section offers "Big" versions of these Presets.

The BBO expansions also provide you with "Wet" Mixer Presets in each category, as well as more choice in the Processed section. These additional Mixer Presets may vary according to the respective libraries' requirements.

About Patches

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About Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.

Upgrade Info

The instruments in this collection were derived from our Libraries Synchron Percussion I and Synchron Percussion II, which not only feature more instruments, but also offer additional articulations. Owners of BBO Phoenix and/or BBO Quasar will receive discounts on the purchase of these Libraries.

☐ TIPP

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Walkthrough Videos

YouTube Video (<https://www.youtube.com/watch?v=7WCogKGjBY&list=PLC5G55FKmpIFzanPDmpJ722h9GDeiXV-o&rel=0>)

Included Presets

BBO Quasar complements the pitched percussion from BBO Phoenix with a selection of unpitched percussion instruments, including bass and snare drums, concert toms, taikos, tambourine, piatti, suspended cymbals, tamtams, slapsticks, thundersheet, triangle, windmachine, and woodblocks.

Drums

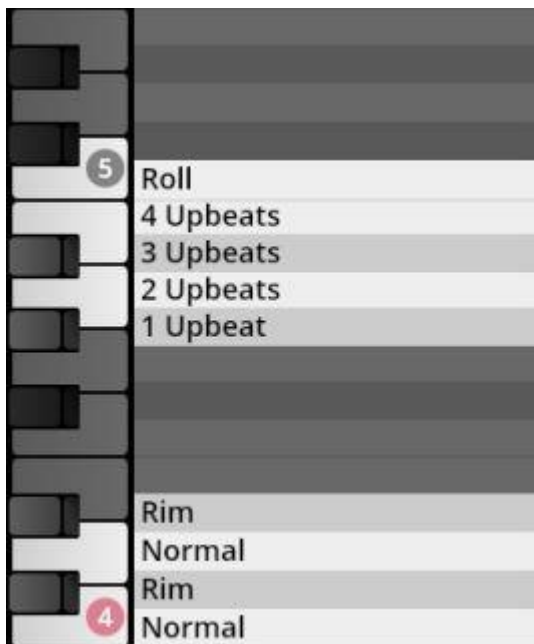
Bass Drum

Bass drum played with soft and hard beaters: normal and rim hits, 1–4 upbeats, and rolls.

- ♦ **Soft/hard beater:** C1/D1
- ♦ **Range:** C4–C5



Mapping:

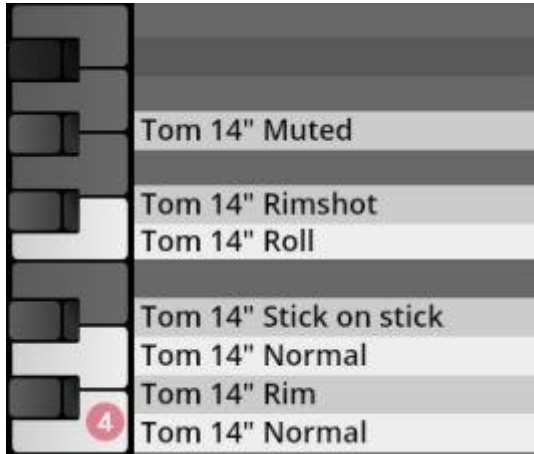


Concert Toms

Concert toms ranging between 8" and 16", arranged in octave mappings: normal and rim hits, stick on stick, rolls, rimshots, and muted.

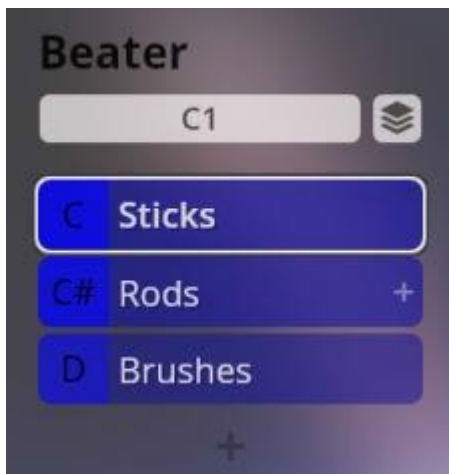
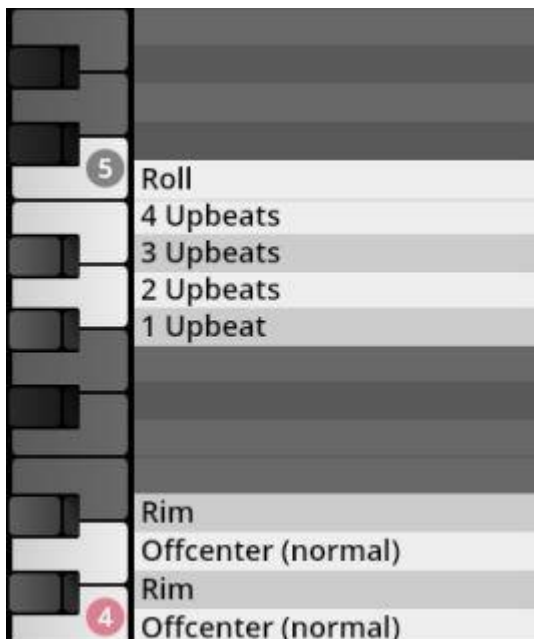
- ♦ **Range:** C2–G#7



Mapping:**Snare Drum**

Snare drum played with sticks, rods, and brushes: single hits offcenter (normal) and rim, 1–4 upbeats, and rolls (sticks only).

- ♦ **Beater keys:** C1–D1
- ♦ **Range:**
 - sticks: C4–C5
 - rods, brushes: C4–B4

**Mapping:**

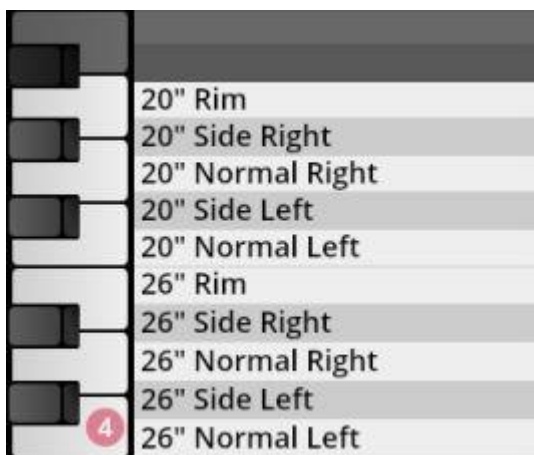
Taikos

Taikos from 8" to 53" (mapped to two instruments per octave) played with a cudgel and with a tam beater: normal and side hits left/right, and rim hits (cudgel only).

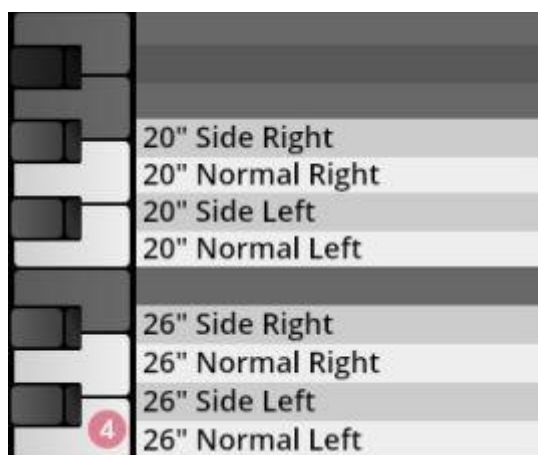
- **Cudgel/tam beater:** C1/C#1
- **Range:**
 - cudgel: C3–A7
 - tam beater: C3–G#7



Mapping cudgel:



Mapping tam beater:

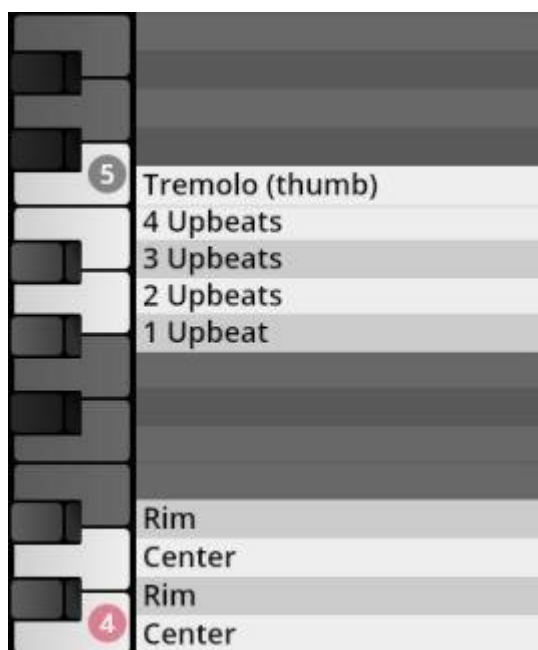


Tambourine

Tambourine: center and rim strokes, 1–4 upbeats, and thumb tremolo.

- ♦ **Range:** C4–C5

Mapping:



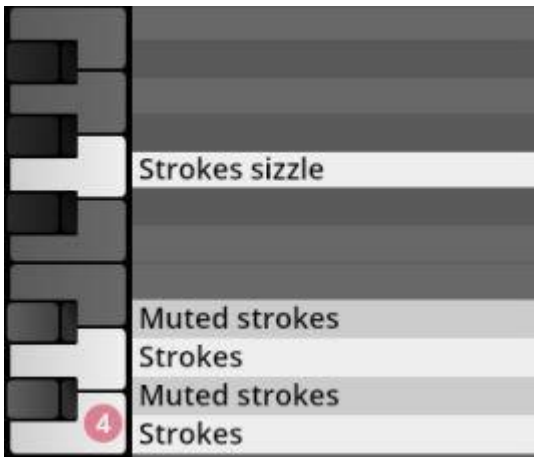
Cymbals and Tams

Piatti

Piatti: normal and muted strokes, sizzle stroke.

- ♦ **Range:** C4–G4

Mapping:



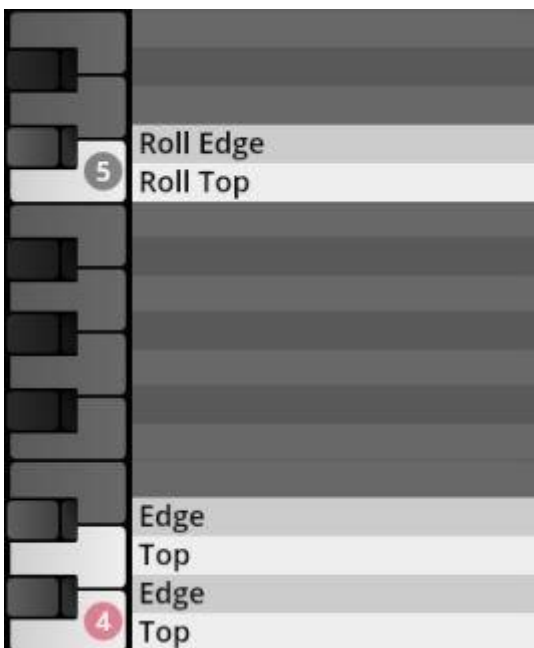
Suspended Cymbal

Suspended cymbals played with sticks, mallets, and brushes: edge and top hits, and rolls (according to beater).

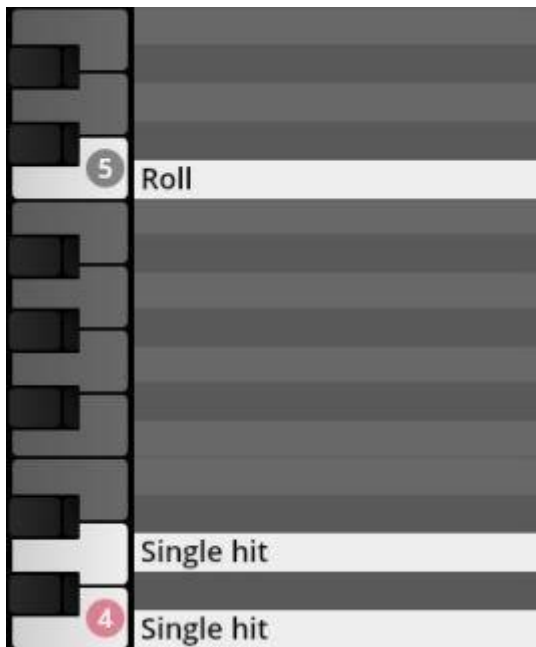
- ♦ **Beater keyswitches:** C1/E1
- ♦ **Range**
 - ◊ sticks: C4–C#5
 - ◊ mallets: C4–C5
 - ◊ brushes: C4–D#4



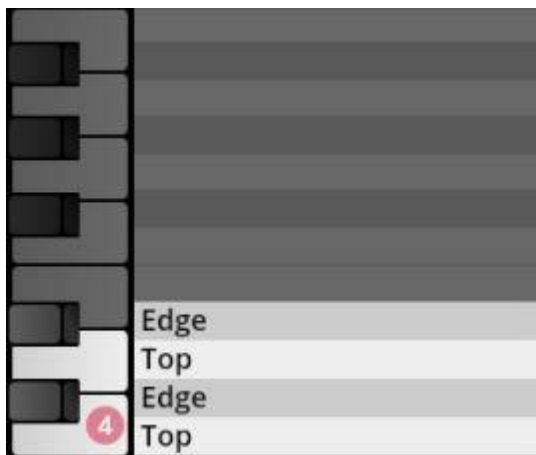
Mapping sticks:



Mapping mallets:



Mapping brushes:



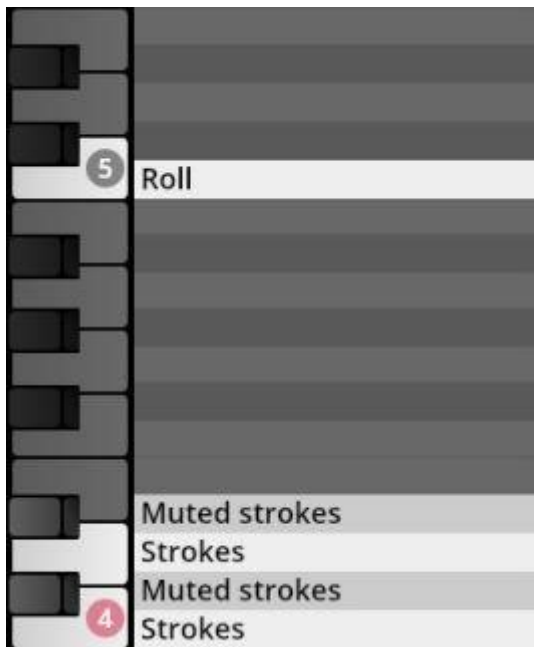
Tam-tams

Large and extra large tam-tams (100 and 120 cm): normal and muted strokes, rolls.

- Tam-tam large/Xlarge: A1/A#1
- Range: C4–C5



Mapping:



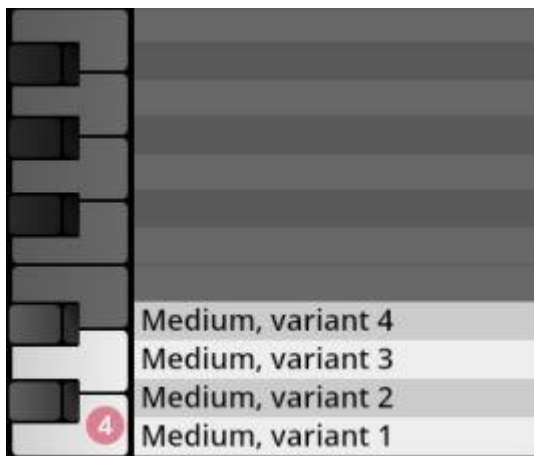
Percussion

Slapsticks

Large, medium, and small slapsticks mapped to octaves: variants 1–4.

- ♦ **Range:** C3–D#5

Mapping:

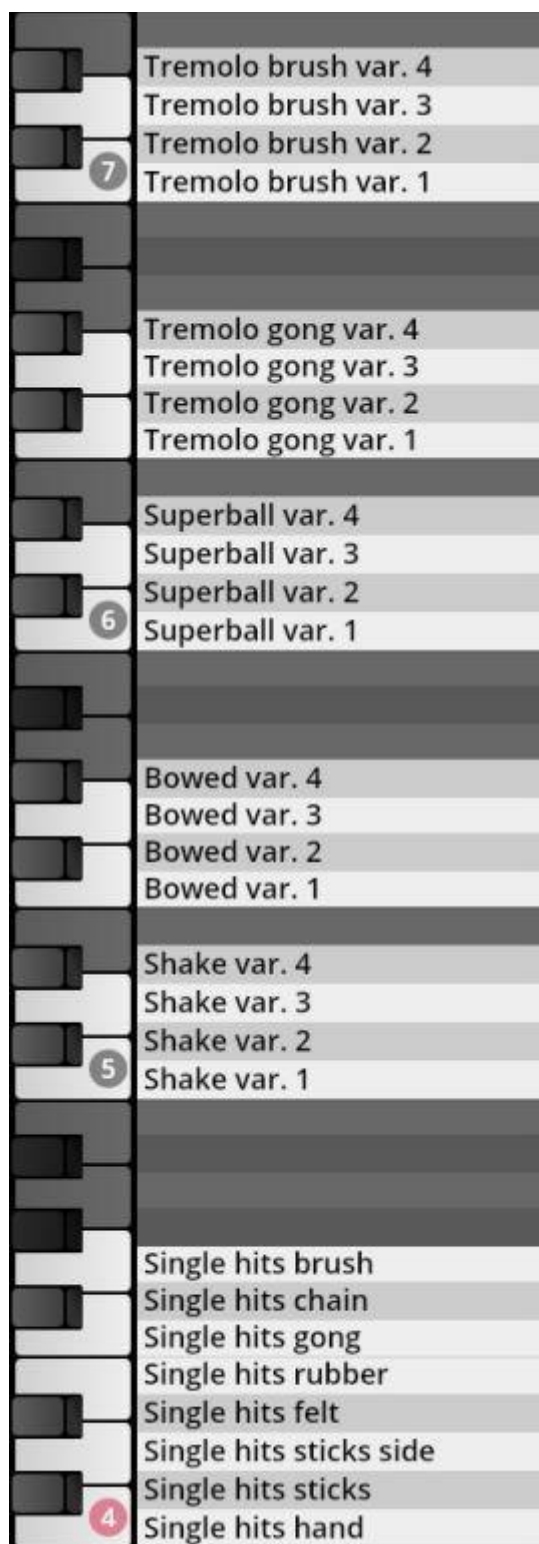


Thundersheet

Large thundersheet: single hits with hands, sticks, felt, rubber, and gong beaters, chain, and brush; shaken, bowed, and played with a superball; tremolo with gong beaters and brushes.

- ♦ **Range:** C4–D#7

Mapping:

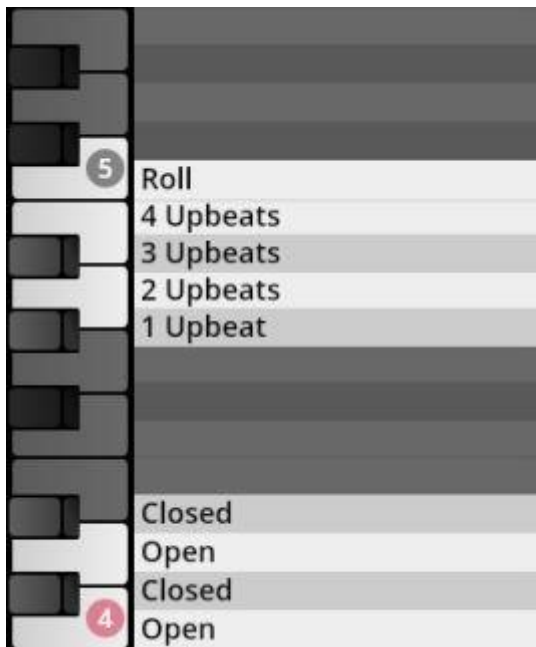


Triangle

Steel triangle, 21 cm: open and closed hits, 1–4 upbeats, and rolls.

- ♦ **Range:** C4–C5

Mapping:



Windmachine

Wind machine: steady loops with quick mutes and slow endings, light and strong crescendo and diminuendo from 2 to 12 seconds.

- ♦ **Range:** C4–A#6

Mapping:



Woodblocks

Five woodblocks (mapped to separate octaves) played with a yarn-wound mallet: center and rim hits, rolls, and 1–4 upbeats.

- ♦ **Range:** C2–B7

Mapping:

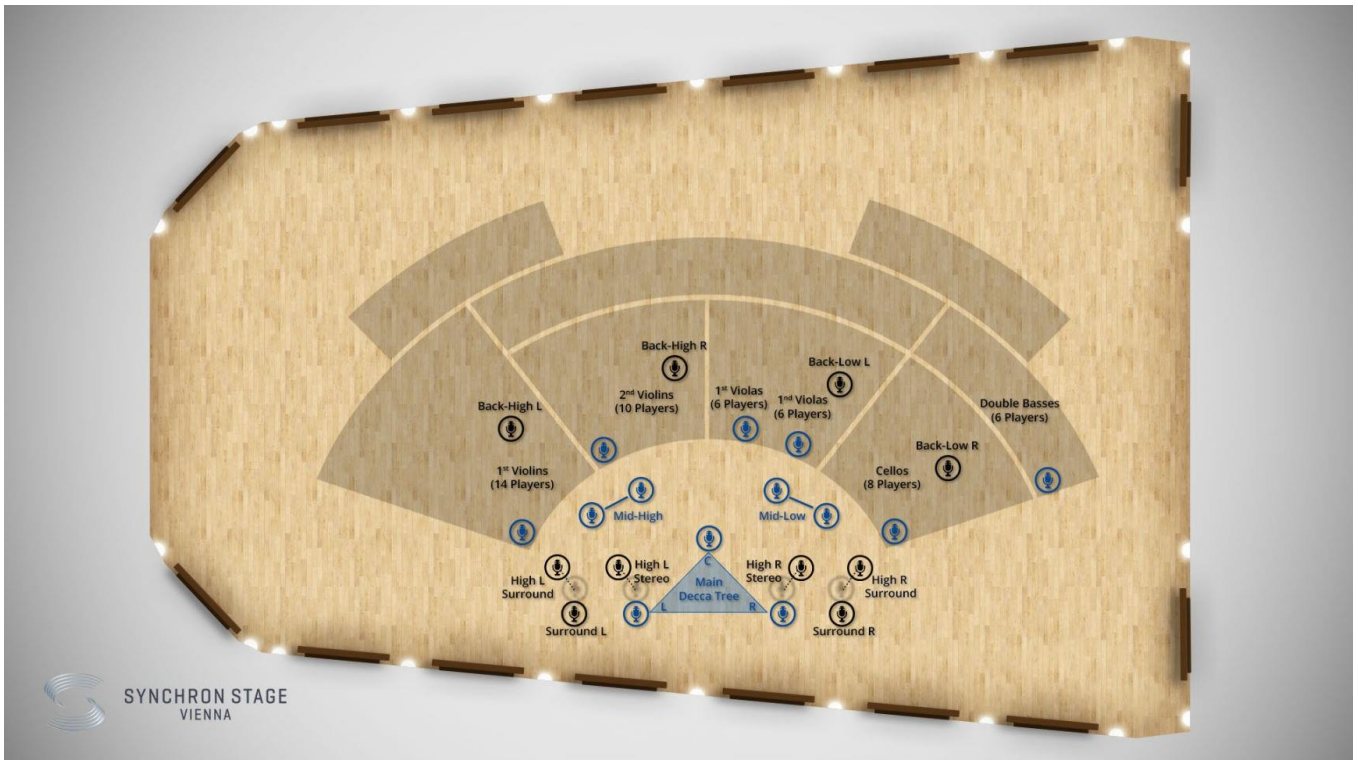


Big Bang Orchestra: Regulus



Introduction

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The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.



Upgrade Info

The instruments in this collection were derived from our Libraries Synchron FX Strings I, which offers additional articulations. Owners of BBO: Regulus will receive discounts on the purchase of these Libraries.

☐ TIPP

Make sure you are logged in on the product pages, so you can see your personal upgrade discounts!

Walkthrough Videos

YouTube Video (<https://www.youtube.com/watch?v=DIHZ6OApCy0&list=PLC5G55FKmpIGZVwXGFM4YHxZb-8Op00UJ&rel=0>)

Included Presets

BBO Regulus takes recourse to materials from Synchron FX Strings I and furnishes you with ready-to-use musical elements, from breathy, spherical pads to pulsating or even aggressive patterns and rhythms.

- ♦ **Articulation keyswitches:** C1-A1

The second slot is unassigned to keep the structure consistent with Synchron FX Strings I.



Spherical textures

- ♦ **Articulations**
 - **Low** - low-range sounds with harmonics
 - **High** - high-range sounds with harmonics
 - **Pulse** - aleatoric pulsing harmonics
 - **Suspense** - detuning effect in octaves
 - **Agile** - chromatic ornament played aleatorically
 - **Call** - 4ths in staggered rhythms
 - **Wave** - legato sextuplets, Lydian scale
 - **XFade 1** - Pulse, Call, Wave
 - **XFade 2** - Low, Suspense, Agile.

All Articulations with regular and ponticello bowing. XFade 1 and XFade 2 are crossfading combinations of other Articulations. Use Dim.Ctrl/B (MIDI CC1, modwheel) to crossfade bow styles.

- ♦ **Variations:** C2-G#2
- ♦ **Range**
 - G#3-G4 low strings
 - G#4-G5 high strings



XFade 1

This allows you to crossfade between the variations Pulse, Call, and Wave.

Use Dim.Ctrl/B (MIDI CC4) for variation crossfading, and Dim.Ctrl/B (MIDI CC1, modwheel) for bow styles.



XFade 2

This allows you to crossfade between the variations Low, Suspense, and Agile.

Use Dim.Ctrl/B (MIDI CC4) for variation crossfading, and Dim.Ctrl/B (MIDI CC1, modwheel) for bow styles.



Character textures

• Articulations

- **Scan** - aleatoric 5th/4th arpeggios
- **Swarm** - strong bow pressure near the frog
- **Whisper** - aleatoric melodic ornaments in the Ionian scale
- **Dialogue** - rhythmic and melodic cluster aleatoric with random pizzicatos
- **Behind the bridge** - a cluster-like, 'outer space' sound canvas
- **Crawl** - staggered bouncing of the bow on the strings
- **Action** - high-energy performance 'over the top'
- **XFade 1** - Crawl, Scan, Swarm
- **XFade 2** - Whisper, Dialogue, Action

Scan, Whisper, and Dialogue have regular and ponticello bowing, while Swarm and Behind the bridge feature regular and half-tremolo.

Use Dim.Ctrl/B (MIDI CC1, modwheel) to crossfade bow styles where applicable.

• Variations: C2-G#2

• Range

- **Scan, Swarm**: G#3-G4 low strings; G#4-G5 high strings
- **Whisper, Dialogue**: var.1 A#3-G4, var.2 A#4-G5, var.3 A#5-G6; low strings A#-D, high strings D#-G
- **Behind the bridge**: low strings regular A#3-G4, arpeggios A#5-G6; high strings regular A#4-G5, arpeggios A#6-G7
- **Crawl**: low strings normal G#3-G4, dense G#5-G6; high strings normal G#4-G5, dense G#6-G7
- **Action**: var.1 A#3-G4, var.2 A#4-G5, var.3 A#5-G6, var.4 A#6-G7; low strings A#-D, high strings D#-G



XFade 1

Crossfading between the variations Crawl, Scan, and Swarm.

Use Dim.Ctrl/B (MIDI CC4) for variation crossfading, and Dim.Ctrl/B (MIDI CC1, modwheel) for the bow styles of Swarm.

- **Range:** the mappings are those of the original components.



XFade 2

Crossfading between the variations Whisper, Dialogue, and Action.

Use Dim.Ctrl/B (MIDI CC4) for variation crossfading, and Dim.Ctrl/B (MIDI CC1, modwheel) for the bow styles of Whisper and Dialogue.

- **Range:** the mappings are those of the original components.



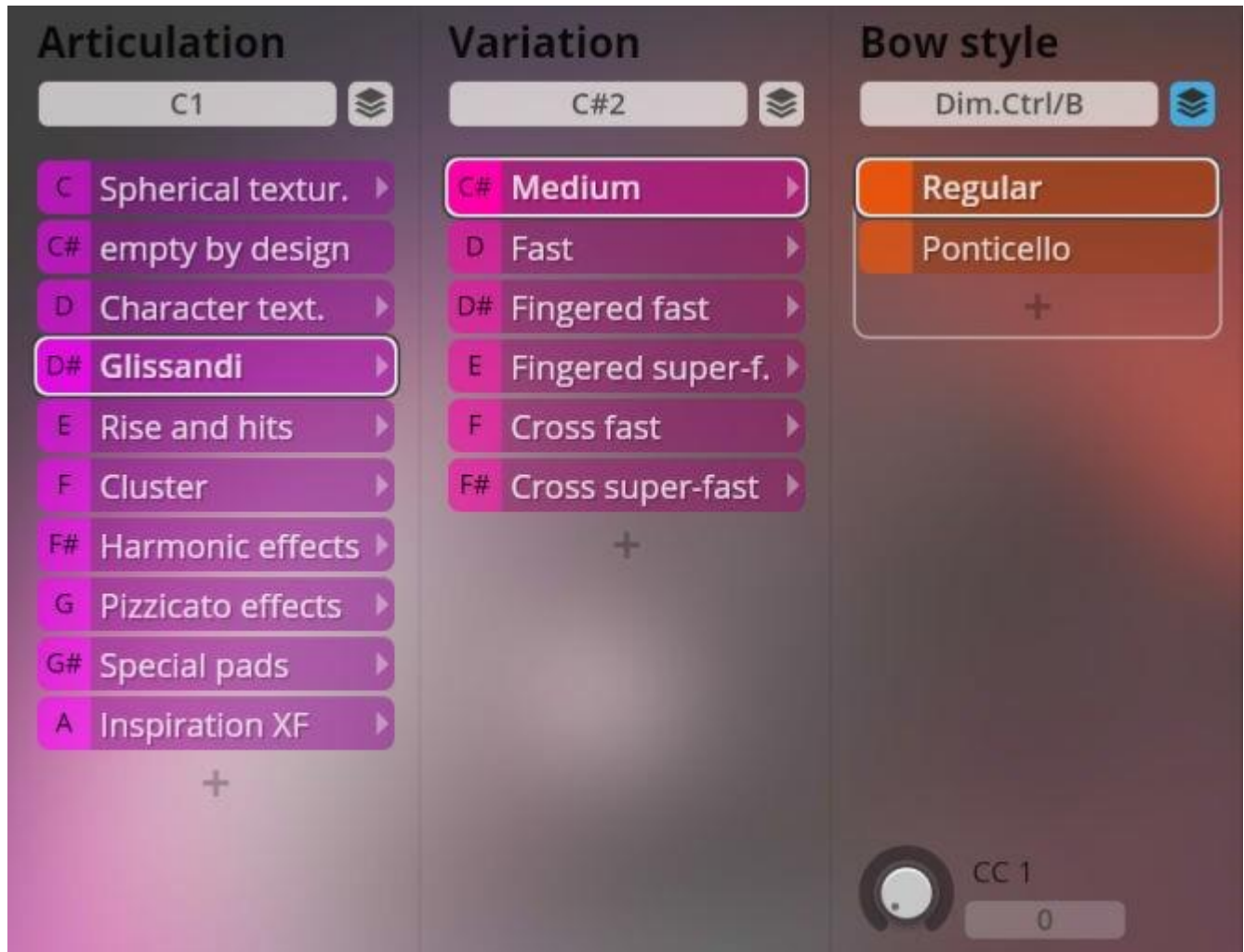
Glissandi

- **Articulations:**
 - **Medium, Fast** - Regular glissando played with one finger
 - **Fingered fast, super-fast** - 'scale-like' fingered glissandos

- **Cross fast, super-fast** - one-finger glissandos with players going in different directions.

All Articulations are played in normal and ponticello bow style. Use Dim.Ctrl/B (MIDI CC1, modwheel) to crossfade between bow styles.

- **Variations:** C#2-F#2
- **Range**
 - **Regular medium/fast, fingered fast/super-fast:** low strings up G#3-G4, down G#4-G5; high strings up G#4-G5, down G#6-G7
 - **Cross fast/super-fast:** low strings G#3-G4, high strings G#4-G5

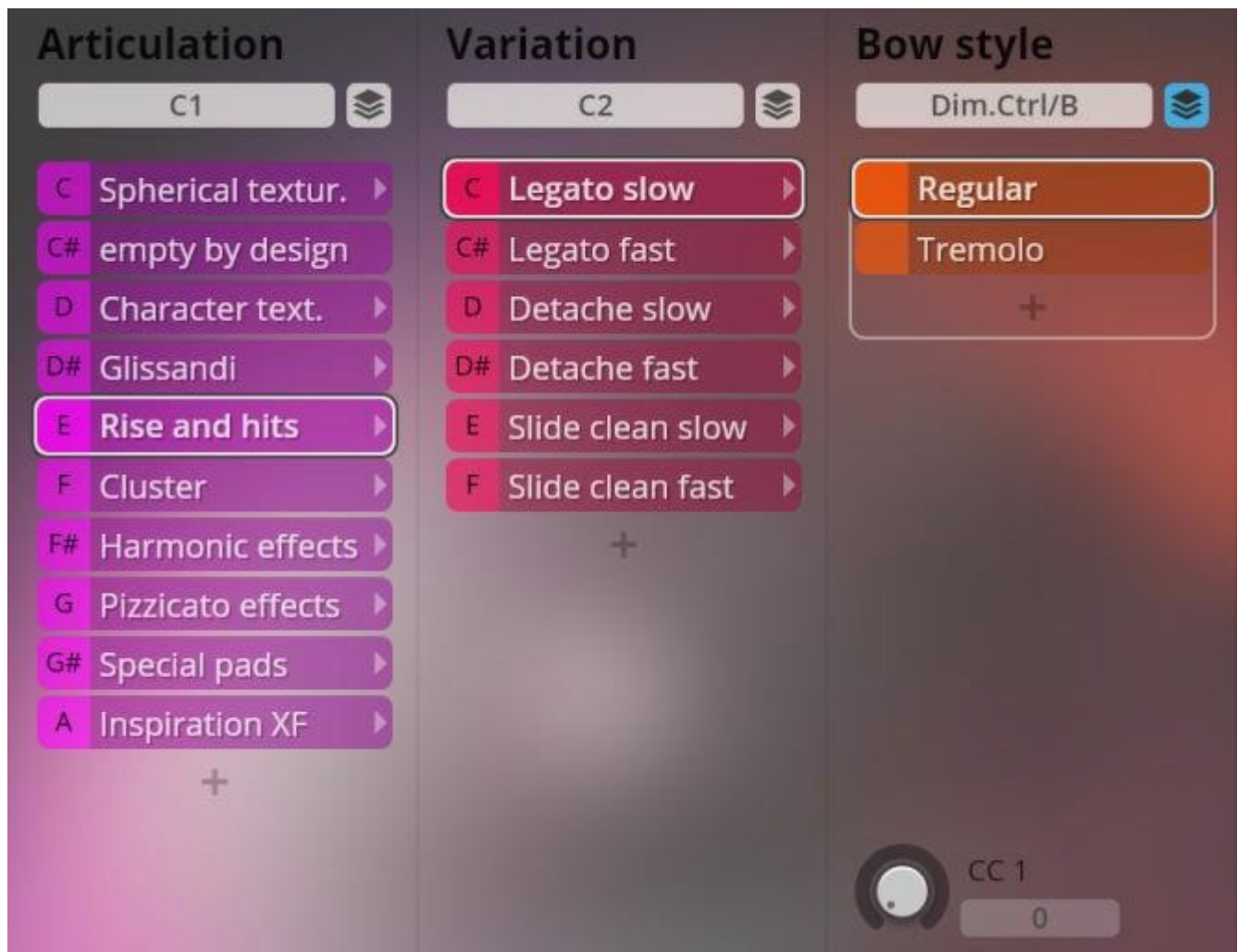


Rise and hits

- **Articulations**
 - **Legato slow, fast** - fingered legato upwards runs, last note accent
 - **Detache slow, fast** - fingered détaché upwards runs, last note accent
 - **Slide clean slow, fast** - clean upwards glissandos, last note accent

All Articulations with regular and tremolo bowing. Use Dim.Ctrl/B (MIDI CC1, modwheel) to crossfade between bow styles.

- **Variations:** C2-F2
- **Range**
 - low strings: G#3-G4
 - high strings: G#4-G5



Clusters

- **Articulations**

- **Short** - staccato notes, fifth range clusters
- **Long** - sustained notes, fifth range clusters
- **Glissando slow, fast** - one-finger glissandos, up and down, fifth range clusters

The short notes have regular and ponticello bowing, the others feature regular and half-tremolo.

Use Dim.Ctrl/B (MIDI CC1, modwheel) to crossfade bow styles.

- **Variations: C2-D#2**

- **Range**

- **Short, Long:** low strings C4-C5, high strings C#5-C6
- **Glissando slow/fast:** up A#3-G4, down A#4-G5; cross A#5-G6; low strings A#-D, high strings D#-G



Harmonic effects

- **Articulations**
 - **Natural harmonics rubbing** - natural harmonics, slightly detuned
 - **Natural harmonics cluster**
 - **Natural harmonics glissando up/down/cross**
 - **Artificial harmonics glissando up/down slow**
 - **Artificial harmonics glissando up/down fast**
 - **Natural harmonics:** rubbing regular and tremolo, cluster, glissandi up, down, and cross
 - **Artificial harmonics:** glissandi up and down, slow and fast

Use Dim.Ctrl/B (MIDI CC1, modwheel) to crossfade rubbing bow styles.

- **Variations:** C2-G#2
- **Range**
 - **Natural harmonics rubbing, glissando:** low strings A3-E5, high strings F5-G7
 - **Natural harmonics cluster:** low strings G#3-A4, high strings A#4-C6
 - **Artificial glissando:** 1st string A#3-G4, 2nd string A#4-G5, 3rd string A#5-G6, 4th string A#6-G7; low strings A#-D, high strings D#-G



Pizzicato effects

- ♦ **Articulations**
 - **Cluster** - pizzicato clusters in fifth range
 - **Glissando** - pizzicati with subsequent finger glissando
 - **Random** - detuned random pizzicati in different tempos
- ♦ **Variations: C2-D2**
- ♦ **Range**
 - **Cluster:** B3-D5
 - **Glissando:** A#3-G6
 - **Random:** low strings var. 1-4 C4-F4, high strings var. 1-4 C5-F5 (white keys only)



Special pads

- **Articulations**
 - **Hades sustains** - strings tuned down by a minor third
 - **Breath sustains** - very fast bow tempos with little pressure
 - **Vertical tremolo** - bowing up and down the fingerboard
 - **XFade** - Breath sustains, Hades sustains, Vertical tremolo crossfading
- **Variations: C2-D#2**
- **Range**
 - **Hades sustains:** low strings A2-G4, high strings G#4-F6
 - **Breath sustains:** low strings A#2-A#4, high strings B4-C7
 - **Vertical tremolo:** low strings A#2-G4, high strings G#4-F6



XFade

Crossfading between the three variations with the help of Dim.Ctrl/B (MIDI CC4).



Inspiration XF

Crossfading combinations of other articulations.

- **Articulations**
 - Spherical & scan
 - Spherical & swarm
 - Spherical & harmonics
 - Vertical tremolo & harmonics

Spherical & scan

Crossfading of Spherical low and Character scan.

Use Dim.Ctrl/C (MIDI CC4) to crossfade between articulations, Dim.Ctrl/B (MIDI CC1, modwheel) for bow styles.

- **Range**
 - low strings: G#3-G4
 - high strings: G#4-G5



Spherical & swarm

Crossfading of Spherical low and Character swarm.

Use Dim.Ctrl/C (MIDI CC4) to crossfade between articulations, Dim.Ctrl/B (MIDI CC1, modwheel) for bow styles.

- **Range**
 - low strings: G#3-G4
 - high strings: G#4-G5



Spherical & harmonic

Crossfading of Spherical low, Spherical high, and Natural harmonics cluster.

Use Dim.Ctrl/C (MIDI CC4) to crossfade between articulations, Dim.Ctrl/B (MIDI CC1, modwheel) for bow styles.

- **Range**
 - low strings: G#3-G4/A4
 - high strings: G#4/A#4-G5



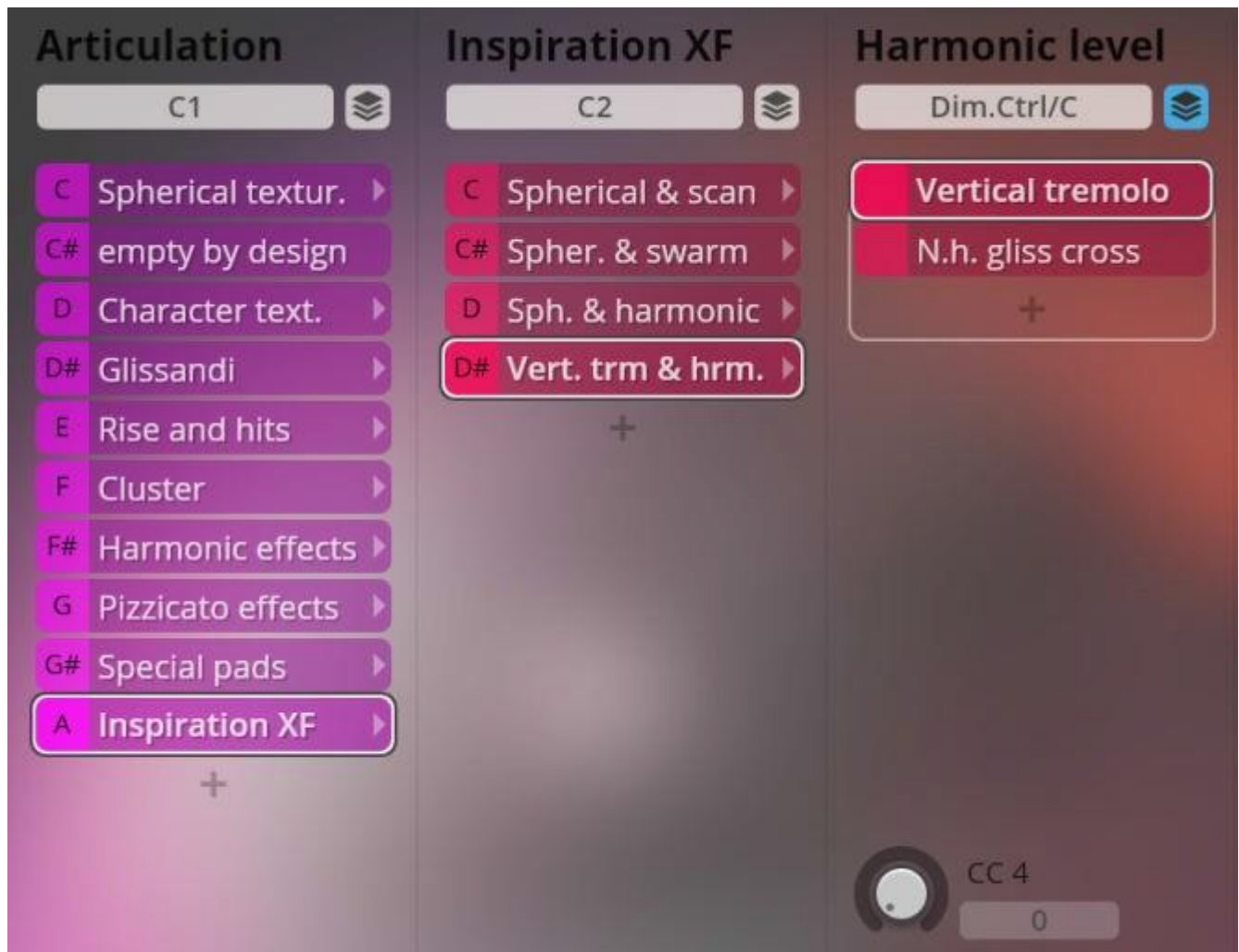
Vertical tremolo & harmonic

Crossfading of Vertical tremolo and Natural harmonics cross glissando.

Use Dim.Ctrl/C (MIDI CC4) to crossfade between articulations.

- ♦ **Range**

- **Vertical tremolo:** low strings A#3-G4, high strings G#4-F6
- **Natural harmonics cross glissando:** low strings A3-E5, high strings F5-G7

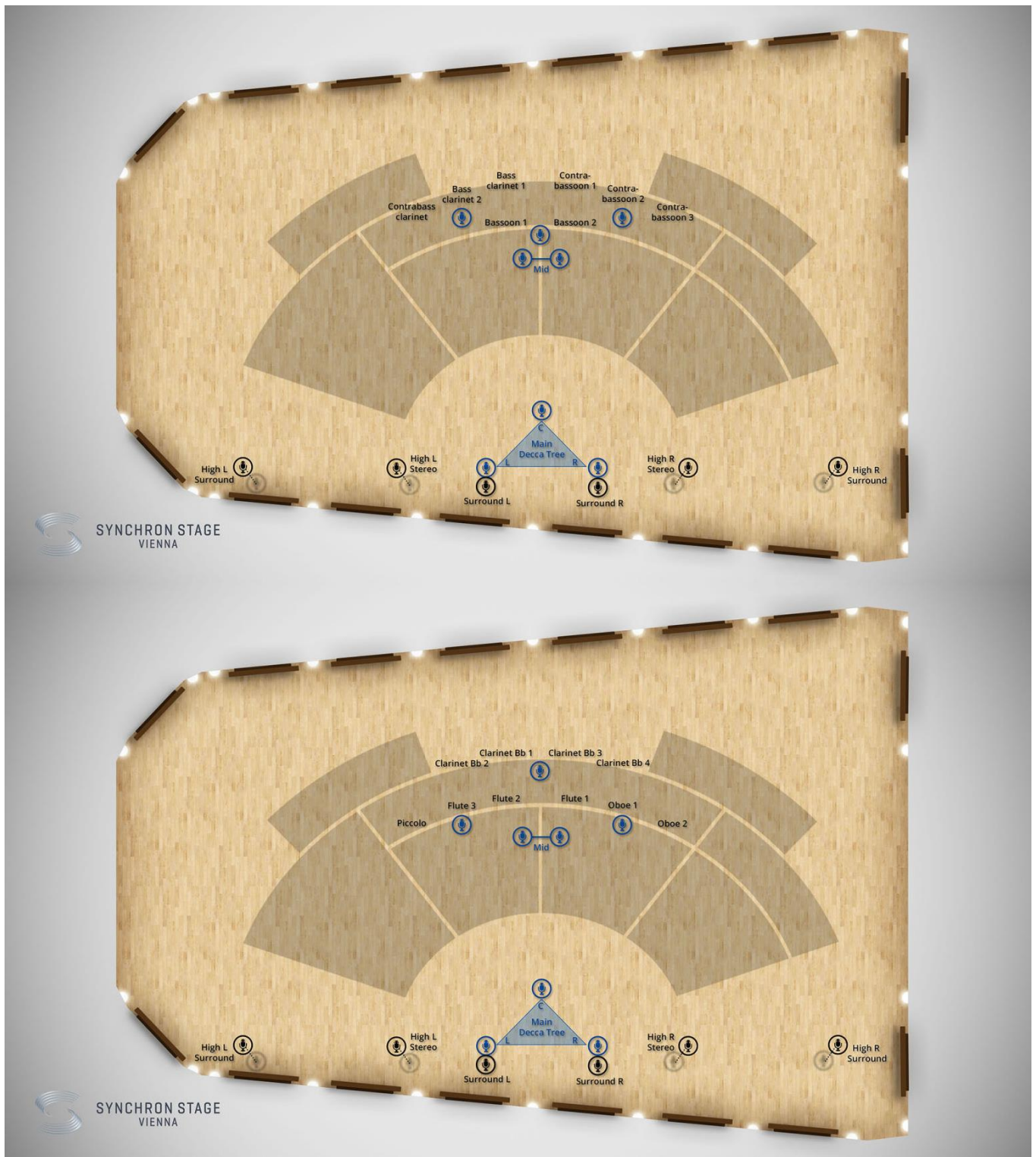


Big Bang Orchestra: Solaris



Introduction

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The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.



Walkthrough Videos

YouTube Video (<https://www.youtube.com/watch?v=VohSMqrUZak&list=PLC5G55FKmpIGZVwXGFM4YHxZb-8Op00UJ&rel=0>)

Included Presets



BBO Solaris features high woodwinds performing sustains, major octave runs in all keys as well as special scales, and arpeggios in three speeds (prepared for time-stretching), as well as low woodwinds with regular and cluster variants of short and long notes, dynamics, and flutter tongue.

FX-Woodwinds High

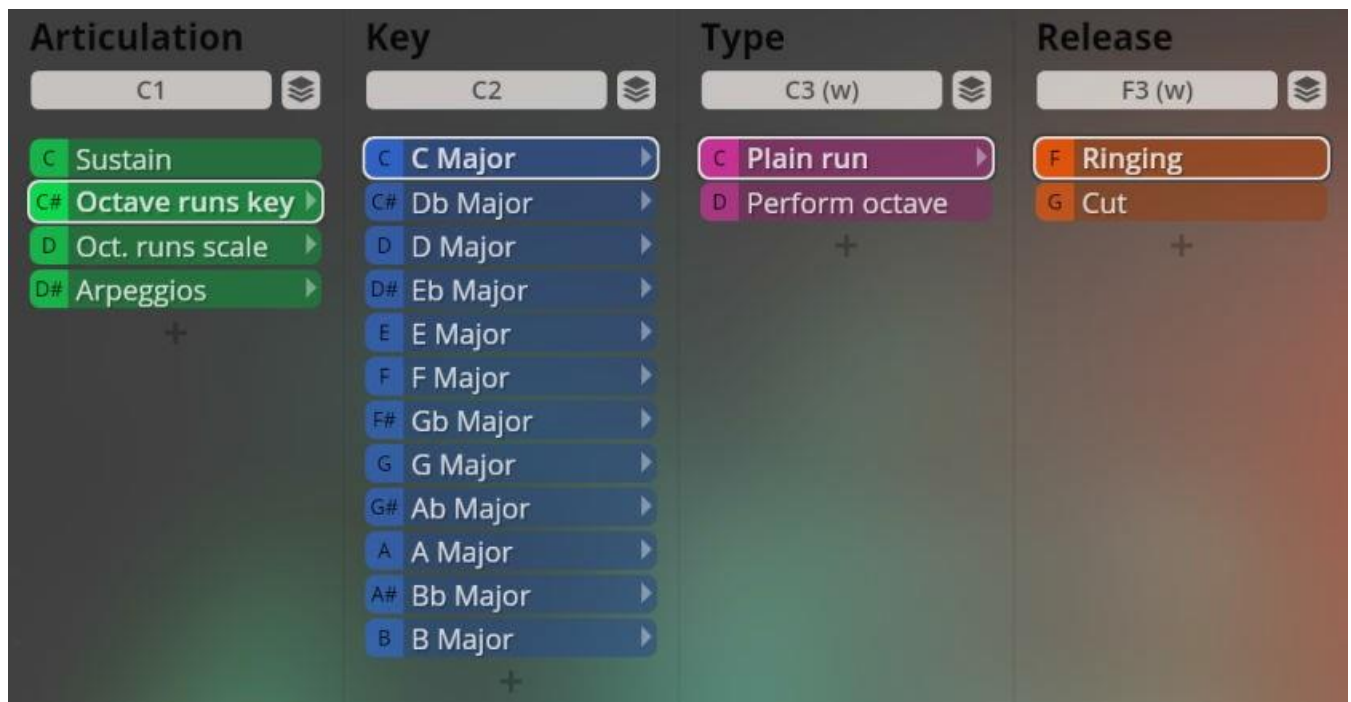
Long notes, octave runs in major keys and special scales, and arpeggios. The long notes have no further options.

- Range long notes: B3-A#6
- Articulation keyswitches: C1-D#1

Octave runs key

Octave runs up and down from C to B major, plain with ringing and cut release, and as performance octave. "Cut" release is only executed when the octave run is not completed, allowing you to attach another sample instead of the octave.

- **Range:**
 - **Plain run:** mapped to the notes of the scale starting with its base key - upward runs around the 4th and 5th octave, downward runs around the 6th and 7th octave, e.g., C Major up C4-A5, down C6-A7
 - **Perform octave:** mapped to the notes of the scale starting with its base key, roughly spanning the 4th to the 6th octave, e.g., C Major C4-A6
- **Key selection:** C2-B2
- **Plain run/performance octave:** C3/D3
- **Ringin/cut release:** F3/G3



Perform octave

An actual octave run has to be completed in order to trigger its execution. The advantage compared with "plain" runs is that it allows you to time exactly when after a sustained starting note the run should begin.

Octave runs scale

Octave runs up and down, plain with ringing and cut release, and as performance octave: Ionian/Major, Dorian, Phrygian, Lydian, Mixolydian, Aeolian/Minor, Locrian, chromatic, and whole tone. "Cut" release is only executed when the octave run is not completed, allowing you to attach another sample instead of the octave.

- **Range**
 - **Plain run:** upward runs around the 4th and 5th octaves, downward runs around the 6th and 7th octaves, e.g., Ionian/Major up B3-A#5, down B5-A#7
 - **Perform octave:** roughly spanning the 4th to the 6th octave, e.g., Ionian/Major B3-A#7
 - **Mode selection:** C2-G#2
 - **Plain run/performance octave:** C3/D3
 - **Ringing/cut release:** F3/G3



Perform octave

An actual octave run has to be completed in order to trigger its execution. The advantage compared with "plain" runs is that it allows you to time exactly when after a sustained starting note the run should begin.

Arpeggios

Up, down, and cross arpeggios at 80/100/120 BPM, major, minor, dominant 7, major and minor 7, minor with major 7th, diminished, and augmented. These are already prepared for timestretching, i.e., all Patches have the original tempo they were recorded with entered as their source tempo. This allows you to adapt your repetitions automatically to the tempo of your project with only two mouse clicks. "Cut" release is only executed when the octave run is not completed, allowing you to attach another sample instead of the octave.

- **Range:** C4-A#5
- **Tempo selection:** F1-G1
- **Chord type:** C2-G2
- **Up/down/cross:** C3/D3/E3
- **Lowest/highest/cut release note:** F3-G3



Cross

- **Ringing/cut release:** F3/G3



FX-Woodwinds Low

Regular and cluster tones, and crossfades between the two.

- **Range:** A#1-D4
- **Articulation keyswitches:** C5-D#5

Regular / Clusters

Short and long notes, dynamics, and flutter tonguing. The latter has no additional types.

Short

- **Bold/agile:** C6/C#6



Long

Sustained notes, regular, espressivo, and with soft swell.

- **Typekeyswitches:** C6-D6



Dynamics

Sforzato, sforzatisimo, and short and long swells.

- **Typekeyswitches:** C6-D#6



Reg. XF Clusters

Crossfading between regular and cluster variants. Use Dim.Ctrl/A (MIDI CC1, modwheel) for crossfading between regular and cluster Articulations.

Short notes, long notes, dynamics

These feature the same types as their namesakes in the other two categories.

- **Type keyswitches:** short notes C6-C#6, long notes C6-D6, dynamics C6-D#6



Flutter-tongue

The screenshot displays the control interface for the Big Band Orchestra VSL instrument, specifically for the Solo section. It is organized into three main vertical panels: Category, Articulation, and XFade.

- Category Panel:** Features a dropdown menu currently set to "C1 (w)". Below it are three selectable options: "C Regular", "D Clusters", and "E Reg. XF Clusters". A plus sign (+) is located at the bottom of this panel.
- Articulation Panel:** Features a dropdown menu currently set to "C5". Below it are four selectable options: "C Short notes", "C# Long notes", "D Dynamics", and "D# Flutter-tongue". A plus sign (+) is located at the bottom of this panel.
- XFade Panel:** Features a dropdown menu currently set to "Dim.Ctrl/A". Below it are two selectable options: "Regular" and "Cluster". A plus sign (+) is located at the bottom of this panel.

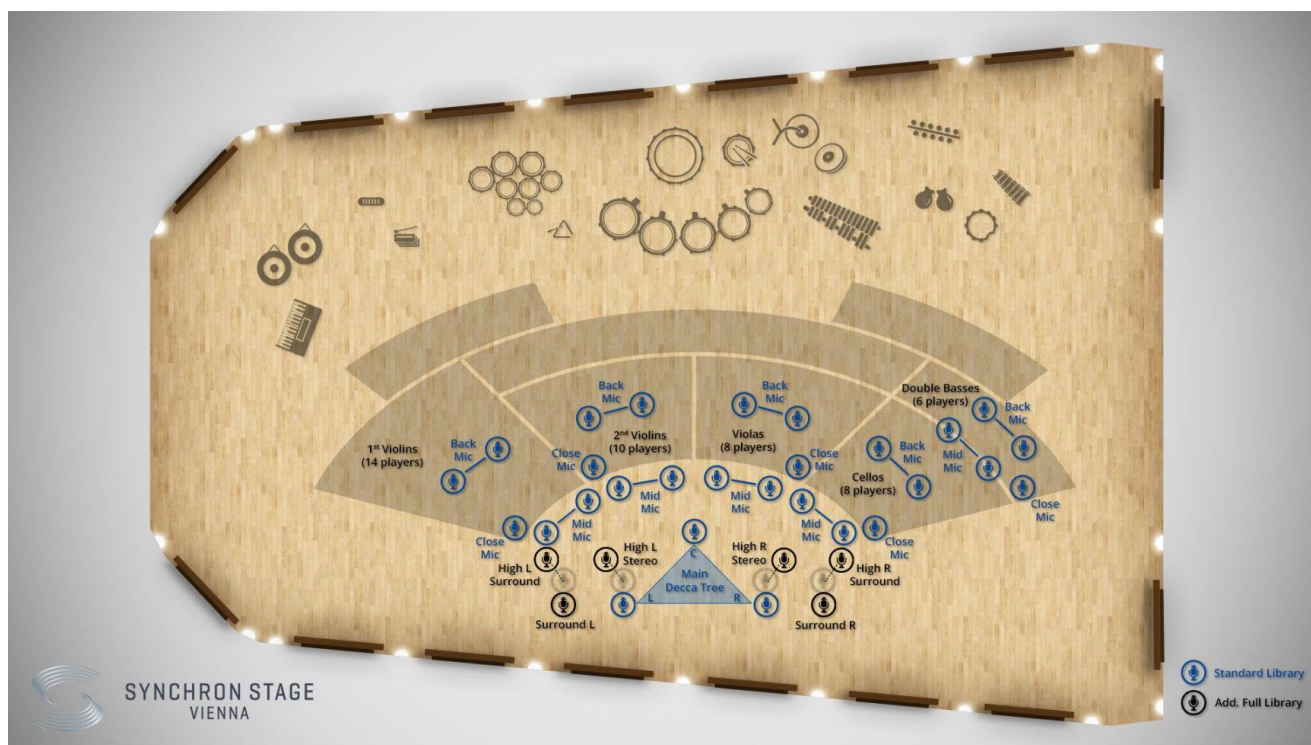
At the bottom right of the interface, there is a circular knob and a slider control labeled "CC 1" with a value of "0".

BBO Tana, Ursa, Vega, Wallia, Xenia



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The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.



Included Presets

BBO Tana, Ursa, Vega, Wallia, and Xenia each represent one of the orchestra's string sections. The layout of articulations is designed to resemble that of other BBO Libraries with similar content (most notably, Lyra and Musca), so that you can switch between the articulations of different Libraries without having to adapt any keyswitches.

- **BBO Tana:** 1st violins, 14 players
- **BBO Ursa:** 2nd violins, 10 players
- **BBO Vega:** violas, 8 players
- **BBO Wallia:** violoncellos, 8 players
- **BBO Xenia:** double basses, 6 players
- **Articulation Keyswitches:**
 - **Tana, Ursa, Vega, Wallia:** C1–F#1
 - **Xenia:** C6–F#6
- **Type Keyswitches:**
 - **Tana, Ursa, Vega:** starting at C2
 - **Wallia, Xenia:** starting at C6

Short notes

Bold, agile, and fortissimo.

- **Range:**
 - **Tana:** G3–G7
 - **Ursa:** G3–E7
 - **Vega:** C3–F6
 - **Wallia:** C2–A5
 - **Xenia:** B0–D4
- **Type keyswitches:**
 - **Tana, Ursa, Vega:** C2–D2
 - **Wallia, Xenia:** C6–D6



Long notes

Long notes with light and strong vibrato, and espressivo. Light vibrato and espressivo feature regular and soft release variants.

- ♦ **Range:**
 - **Tana, Ursa:** G3–E7
 - **Vega:** C3–F6
 - **Wallia:** C2–A5
 - **Xenia:** B0–D4
- ♦ **Type keyswitches:**
 - **Tana, Ursa, Vega:** C2–D#2
 - **Wallia, Xenia:** C6–D#6
- ♦ **Normal/soft release:** F7/G7



XF vibrato

The XF vibrato option combines the light and strong vibrato articulations, so that you can control the vibrato amount using Dim.Ctrl/A (MIDI CC1, modwheel).



Legato

Legato with light and strong vibrato, and marcato.

- ♦ **Range:**
 - **Tana, Ursa:** G3–D7
 - **Vega:** C3–E6
 - **Wallia:** C2–A5
 - **Xenia:** B0–C4
- ♦ **Type keyswitches:**
 - **Tana, Ursa, Vega:** C2–D#2
 - **Wallia, Xenia:** C6–D#6
- ♦ **Normal/soft release:** F7/G7



XF vibrato

The XF vibrato option combines the light and strong vibrato articulations, so that you can control the vibrato amount using Dim.Ctrl/A (MIDI CC1, modwheel).



Dynamics

Sforzato, swells short and long, and soft swells with regular and soft release.

- ♦ **Range:**
 - **Tana, Ursa:** G3–E7
 - **Vega:** C3–F6
 - **Wallia:** C2–A5
 - **Xenia:** B0–D4
- ♦ **Type keyswitches:**
 - **Tana, Ursa, Vega:** C2–D#2
 - **Wallia, Xenia:** C6–D#6
- ♦ **Normal/soft release:** F7/G7



Tremolo & trills

Tremolo regular and with marcato attack, half and whole tone trills.

- ♦ **Range:**
 - **Tana:** G3–G7
 - **Ursa:** G3–D7
 - **Vega:** C3–E6
 - **Wallia:** C2–A5
 - **Xenia:** B0–D4
 - The upper range of trills is a half/whole tone lower.
- ♦ **Type keyswitches:**
 - **Tana, Ursa, Vega:** C2–D#2
 - **Wallia, Xenia:** C6–D#6



Fast repetitions

Staccato repetitions at 120/130/140/160 BPM, with the choice of ringing or cut release.

These Patches are already prepared for use with the Synchron Player's time-stretching feature, allowing you to adapt your repetitions automatically to the tempo of your project with only two mouse clicks. The measured tremolos were originally recorded with 130 BPM. Accordingly, time stretching works best when using this Patch.

- ♦ **Range:**
 - **Tana:** G3–E7
 - **Ursa:** G3–D7
 - **Vega:** C3–E6
 - **Wallia:** C2–A5
 - **Xenia:** B0–D4
- ♦ **Tempo keyswitches:**
 - **Tana, Ursa, Vega:** C2–D#2
 - **Wallia, Xenia:** C6–D#6
- ♦ **Ringing/cut release:** F7/G7



Pizzicato

Pizzicato, with no further options.

- ♦ **Range:**
 - **Tana:** G3–G7
 - **Ursa:** G3–D7
 - **Vega:** C3–E6
 - **Wallia:** C2–A5
 - **Xenia:** B0–D4



Comparison Synchron Strings Pro and BBO: T-X

Articulations	Synchron Strings Pro	Vel. Layers	BBO: Strings Pack
Short notes	Spiccato	2	Short Bold
	Spiccato agile	2	Short Agile
	Short staccato	5	
	Staccato	5	
	Staccato agile	6	
	Short staccato fortissimo/harsh	1	Short Fortissimo
	Staccato fortissimo/harsh	1	
	Détaché	3	
Legatos	Legato Cantabile/molto vibrato	2	Legato Strong Vibrato
	Legato senza vibrato	2	
	Legato regular (normal/soft/marcato attack, normal/soft release)	2	Legato Light Vibrato (normal/soft release) / Marcato
	Legato agile (normal/soft/marcato attack, normal/soft release)	2	
	Legato espressivo (normal/soft release)	2	
	Legato very soft (flautando/pianissimo, normal and soft release)	3	
	Portamento (normal/soft/marcato attack, normal/soft release)	2	
Long notes	Cantabile strong vib./molto vib	2	Long Notes / Strong Vibrato
	soft attack (no vib.)	2	
	regular vibrato (normal/soft attack, normal/soft release)	2	Long Notes / Light Vibrato
	espressivo (normal/soft release)	2	Long Notes / Espressivo
	very soft (flautando/pianissimo, normal and soft release)	3	
	flautando	2	
Dynamics	long sfz	2	Sforzato
	long soft swell (normal/soft release)	2	Soft swell
	short crescendos	1	Swell short

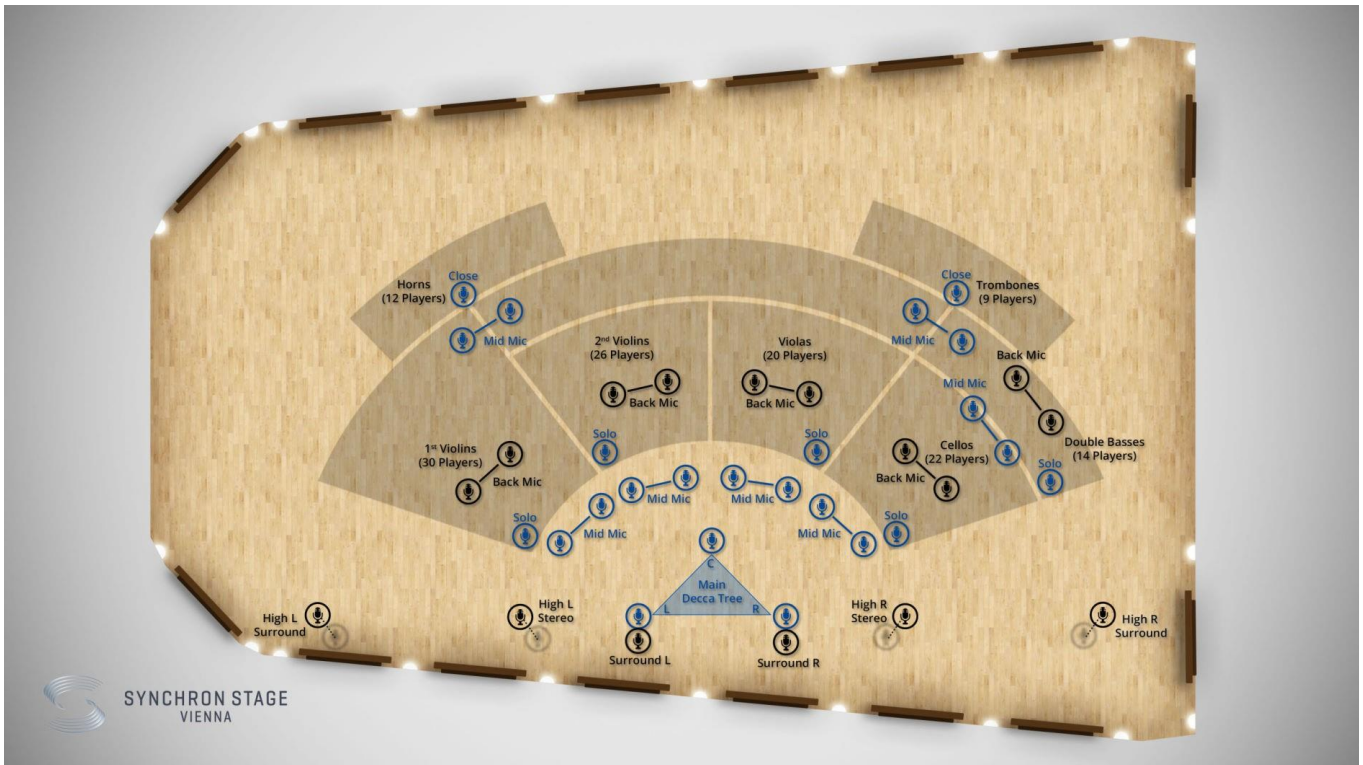
Articulations	Synchron Strings Pro	Vel. Layers	BBO: Strings Pack
	long crescendos	1	Swell long
	short diminuendos	1	
	long diminuendos	1	
Ponticello	Ponticello – short, bold/agile	2	
	Ponticello – long	2	
	Ponticello – tremolo	2	
	Ponticello – legato	2	
Harmonics	Harmonics – sustained	1	
	Harmonics – tremolo	1	
Tremolos	Tremolos (normal/marcato attack)	4	Tremolos (normal/marcato attack)
	Measured tremolo 120 bpm	2	120 bpm
	Measured tremolo 130 bpm	2	130 bpm
	Measured tremolo 140 bpm	2	140 bpm
	Measured tremolo 160 bpm	2	150 bpm
Trills	Half tone trills	4	Half tone trills
	Whole tone trills	4	Whole tone trills
Pizzicato	Pizzicato	5	Pizzicato
		1	
Col legno	Col legno	2	

Big Bang Orchestra: Zodiac



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The Synchron Player software allows you to set middle C to C3, C4, or C5 according to your preference.

Selecting another setting than C4 will of course also change the play ranges and keyswitches accordingly.



Included Presets

BBO Zodiac is a stunning collection of extra-large string and brass sections, and gives you the means to create luscious and massive orchestral parts without using any programming tricks. The layout of articulations is designed to resemble that of other BBO Libraries with similar content, making it easy to switch between the articulations of different Libraries without having to adapt too many keyswitches.

All Presets are available in versions without velocity crossfading, with velocity crossfading marked 'XF' in their names, and those marked 'XF sus' where velocity crossfading is only activated for long notes, while the dynamics of short notes are controlled by keystroke velocity, thus facilitating phrasing.

Velocity crossfading can be enabled or disabled by clicking its on/off symbol in the Synchron Player's Perform tab.

Zodiac contains the following instrument Presets:

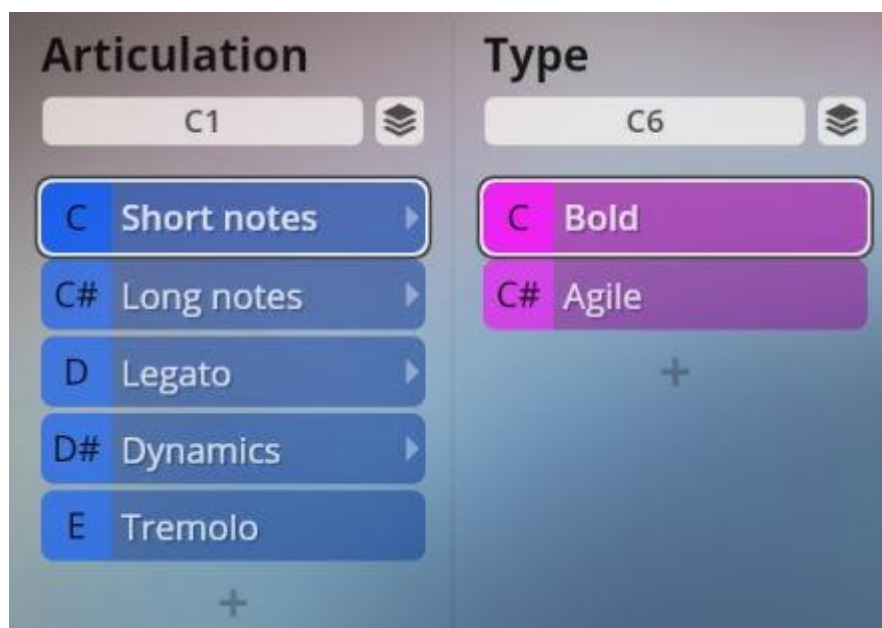
- **Strings**
 - 1st violins, 30 players
 - 2nd violins, 26 players
 - Violas, 20 players
 - Violoncellos, 22 players
 - Double basses, 14 players
 - "All strings" in compressed and full range variants, as well as octaves
- **Winds**
 - Horns, 12 players
 - Trombones, 9 players
 - Epic Legato Combo

String sections

- **Articulation Keyswitches**
 - **Violins, Violas and Cellos:** C1–E1
 - **Basses:** C5–E5
- **Type Keyswitches**
 - **1st and 2nd Violins, Violas:** C2–D2
 - **Cellos and Basses:** C6–D6
- **Range**
 - **1st and 2nd Violins:** G3–C7
 - **Violas:** C3–E6
 - **Cellos:** C2–G5
 - **Basses:** B0–C4

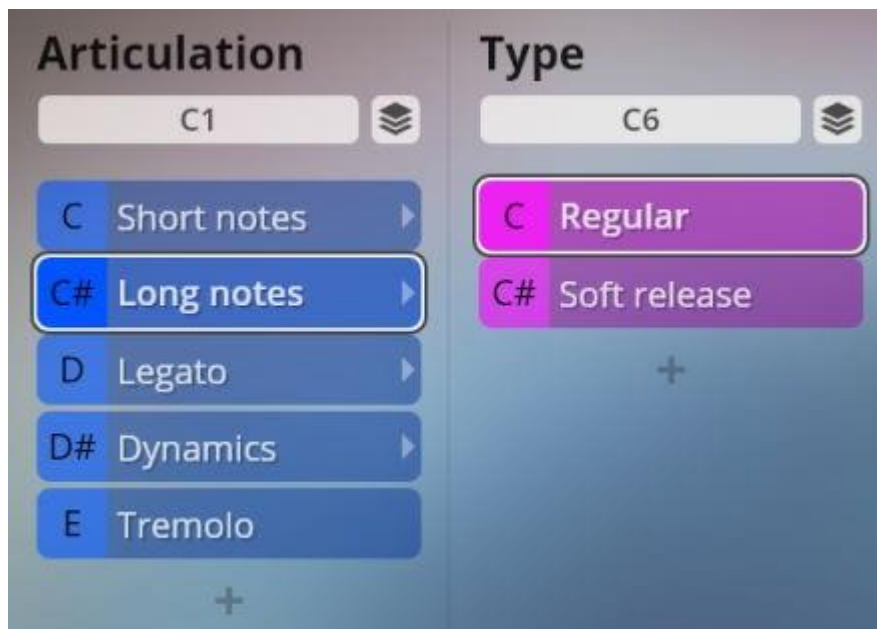
Short notes

Bold and agile.



Long notes

Long notes with regular and soft release.



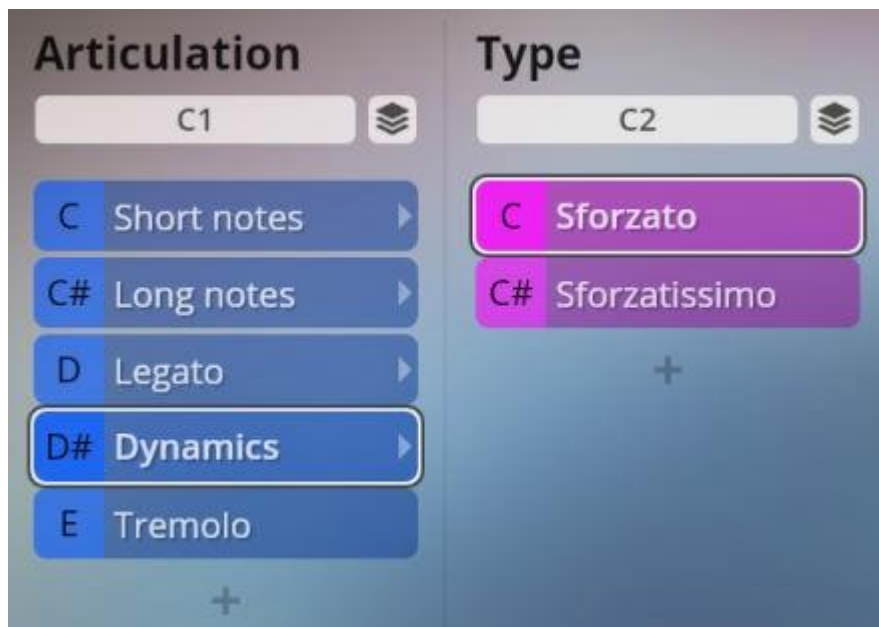
Legato

Legato with regular and soft release, and marcato.



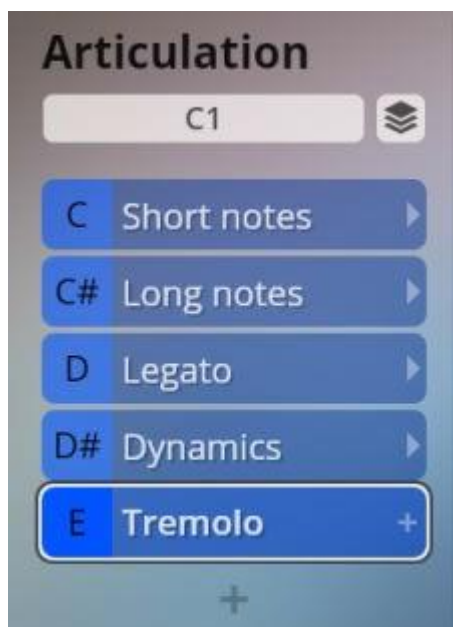
Dynamics

Sforzato and sforzatissimo.



Tremolo

This articulation has no further options.



All strings

These Presets combine all string sections in variants featuring compressed ranges as well as the individual sections' full ranges. They are especially useful for quick layouts, and for playing an entire string orchestra live! Moreover, there is an 'Octaves' Patch that features groups of two instruments playing in octaves.

The articulations are the same as those of the individual sections.

- ♦ **Articulation Keyswitches:** D7–F#7
- ♦ **Type Keyswitches:** G7–A7
- ♦ **Range**
 - **compressed:** C2–C6
 - **full:** B0–C7

Octaves

There are four different instrument groupings: 1st + 2nd Violins, 2nd Violins + Violas, Violas + Cellos, and Cellos + Basses.

- **Instrument keyswitches:** C1–D#1
- **Range**
 - **1st + 2nd Violins:** G3–C6
 - **2nd Violins + Violas:** C4–C7
 - **Violas + Cellos:** C3–E6
 - **Cellos + Basses:** C2–C5

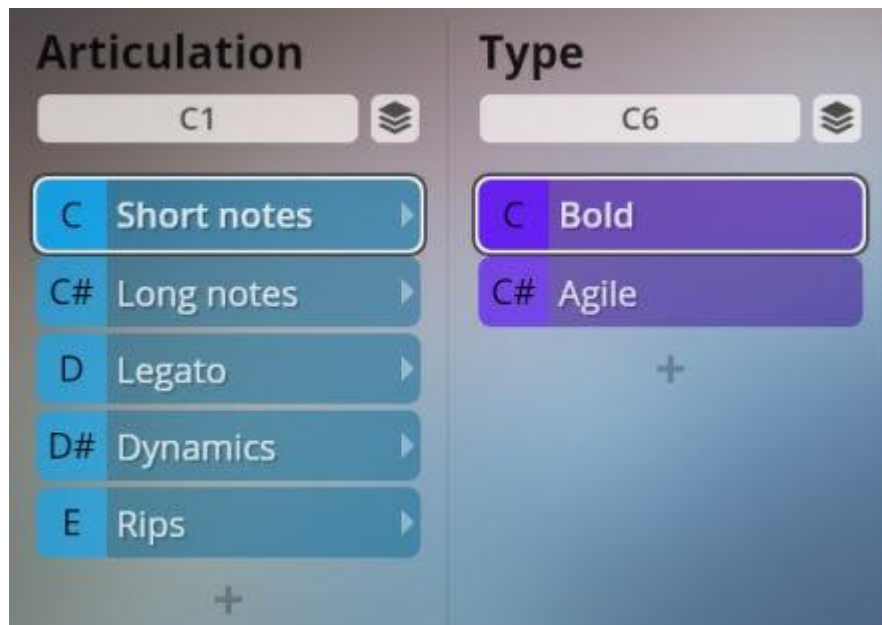


Brass sections

- **Articulation Keyswitches**
 - **Horns:** C1–E1
 - **Trombones:** C5–D5
- **Type / dynamic range Keyswitches**
 - **Horns:** starting at C6
 - **Trombones:** starting at C6
- **Range**
 - **Horns:** D2–F5
 - **Trombones:** B0–D4

Short notes

Bold and agile.



Long notes

Regular sustains with and without fortissimo layer, and soft.

- **Fortissimo layer on/off:** A0/B0



Legato (horns only)

Legato regular with and without fortissimo layer, and soft.

- **Fortissimo layer on/off:** A0/B0



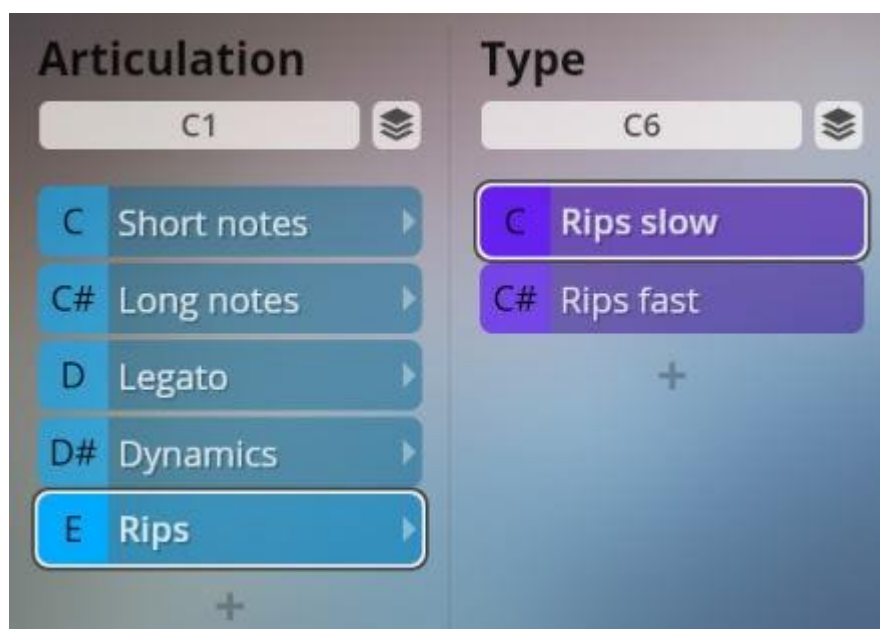
Dynamics

Sforzato, sforzatissimo, and swells short and long.



Rips (horns only)

Slow and fast rips.



Epic Legato Combo

Long notes and legato articulations, both with regular and soft release.

- **Articulation Keyswitches:** C1/C#1
- **Type Keyswitches:** C2/C#2
- **Range:** A4–F5

Articulation

C1

C Long notes

C# Legato

Release

C2

Regular release

C# Soft release

+

Big Bang Orchestra (free)



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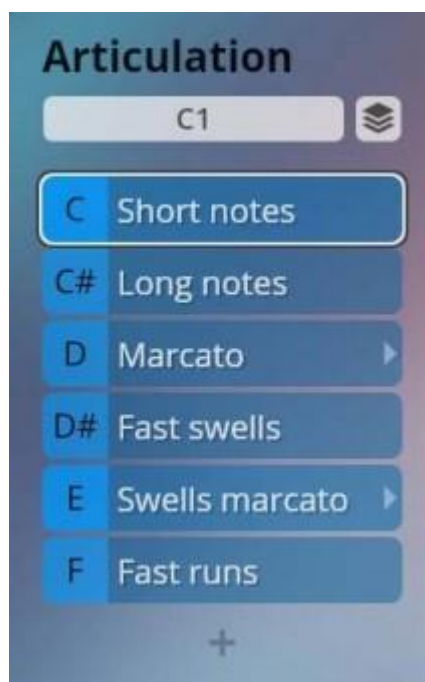
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Walkthrough Videos

YouTube Video (<https://www.youtube.com/watch?v=4Cqk-CWpufE&list=PLC5G55FKmpIHTMreXtomvu7NN9v8GVyVa&rel=0>)

Included Presets

- Short notes
- Long notes
- Fast swells
- Fast runs



These four articulations have no further options.

Fast runs mapping: A2–D#3 upward; A3–D#4 downward; A4–D#5 cross runs.

<https://www.vsl.info/de/instruments/bbo/bbo>



Long notes with marcato (short notes) attack. Use Dim.Ctrl/A (CC1, modwheel) to adjust the amount of marcato.

Swells marcato



Fast swells with marcato (short notes) attack. Use Dim.Ctrl/A (CC1, modwheel) to adjust the marcato intensity.