manual

celemony_ **melodyne**
sound library

Melodyne Sound Library Manual
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The Melodyne Sound Library

Many thanks for purchasing the *Melodyne Sound Library* – and a warm welcome to one of the highest quality and most flexible sound collections for music production currently available! Each title in the *Melodyne Sound Library* is an archive containing many samples in a hierarchical and thematically arranged directory structure. Aside from the very high quality of the recordings, there is one thing that distinguishes the *Melodyne Sound Library* from other collections of samples on the market: all the recordings in the *Melodyne Sound Library* were conceived, produced and edited specially for use within Melodyne. This also applies to the 'detection' of the audio material; all the samples of the Melodyne Sound Library have already been subjected to this detection process and the results of the detection checked, corrected where necessary, and optimized. As a result, you have at your disposal very high-quality samples that adapt fluidly to the requirements of the musical context and the tempo, pitch, scale and other characteristics of which can be modified at will.

In this short introduction, we will explain how to install the *Melodyne Sound Library*, authorize it, and use the samples it contains. If you don't already know how to edit and vary the audio material, please consult the Melodyne User Manual, where you will find a multitude of suggestions and tips that will help you to get the most from your *Melodyne Sound Library*. We wish you every success making music with Melodyne and the *Melodyne Sound Library*!

Best wishes,
All at Celemony

Installation and authorization of the Melodyne Sound Library

The *Melodyne Sound Library* is the product of long sessions in the studio and a costly process of editing and optimization. We hope you will understand, therefore, why we felt it necessary to copy-protect it. To use the library, proceed as follows:

- first copy the library file from the CD/DVD onto your hard disk
- start your already-authorized version of Melodyne and open the *Sound Libraries* window from the *Window* menu
- drag the symbol of the copied library file into the left-hand column of the window
- enter the serial number of the library (which you will find on the Library package) in the right-hand column
- if your computer is connected to the Internet, click the button marked "Open Sound Library License Web Site" at the bottom and fill in the online form. Your license key will then be sent to you by e-mail
- enter the license key below your serial number in the field provided

The symbol for a
Melodyne Sound Library

Note: If you have access to the Internet but only on a different computer, use a pencil and paper to copy the various numbers from one computer to the other. If you have no Internet connection at all, you can obtain a license key by sending us a

letter (or postcard) containing your Melodyne serial number, the serial number of the sound library and your address. Our address is: Celemony Software GmbH, Valleystrasse 25, 81371 Munich, Germany.
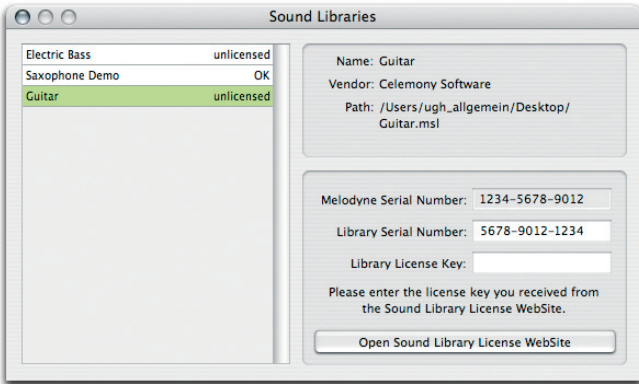
The license window of the Melodyne Sound Library is accessed from the Window menu

Following the procedure just described results in a title from the *Melodyne Sound Library* being authorized and activated for the serial number of your Melodyne software (rather than for the computer upon which it is running). This means that if you later license your Melodyne software on another computer and activate it, you will be able to activate the libraries there too using your existing license key. Provided the library has been activated, it does not matter where exactly it is located on the second computer. Melodyne will find all the necessary samples automatically and integrate them into the arrangement.

Installation and authorization

You can select titles from the *Melodyne Sound Library* and delete them from the list if you wish as well as re-registering and reactivating them at any time: just drag the file copied from the CD/DVD into the window again and re-enter your license key. (It is advisable to make a note of this somewhere!)

If you have been working with the demo version of a title from the Melodyne Sound Library and have used samples from it in your arrangement, you do not after purchasing the full version have to worry about reassigning samples. As soon as the full version is activated, Melodyne will automatically change all references to the demo version to references to the full version allowing you to continue working undisturbed.

Please note that files from a Melodyne Sound Library cannot be moved or copied into the audio file folder of an arrangement. If you wish to transfer an arrangement that uses files from a Melodyne Sound Library to another computer, the relevant library must also be available and activated in the Sound Library window there as well (though it does not matter where on the second computer the requisite library file is stored).

Working with the Melody Manager

The key component when working with samples from the Melodyne Sound Library is Melodyne's Melody Manager, which you can access via the *File* menu or with the shortcut [Shift]+[Command]+B.

The Melody Manager is a file browser that displays only sample formats accepted by Melodyne, folders, and Melodyne arrangements, as well as offering a large number of very useful functions for working with samples. With the Melody Manager, you can navigate freely through the directory structures of your hard disk(s) as well as through the hierarchically arranged samples of the *Melodyne Sound Library*. At the same time, it is also a very powerful arranging tool: it displays the musical content of your samples and lets you hear them; you can also select parts of individual files as small as individual notes and drag them to the desired position in your arrangement.
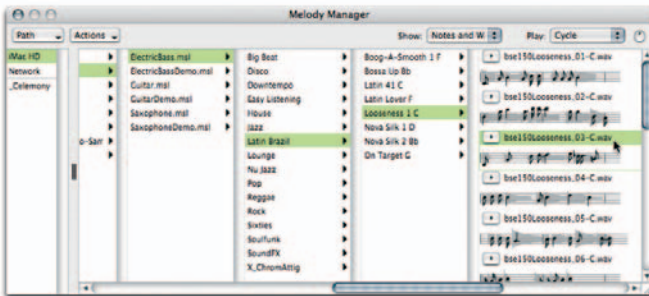
The Melody Manager window

Working with the Melody Manager

Samples are represented by a Play button that you can click to hear the file. Clicking the button a second time stops the playback. As well as hearing the samples, you can see their content. You can make the window wider for this purpose and with longer files set the last column to display as much of the visual representation of the sound as possible. You can select the form of representation from the 'Show' list box at the top of the Melody Manager.
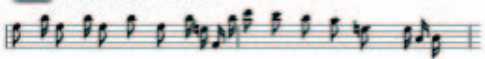
You can display:

only the name

only the waveform

only the notes
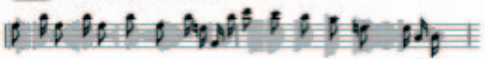
the notes and the waveform

or the typical 'blobs'.

You can also commence playback of an audio file by double-clicking the waveform/note display (stopping it again with a single click) or start/stop playback of the selected file using the space bar. If you start playback with a double-click, playback begins from the position at which you clicked. If you select a passage within an audio file by dragging with the mouse and then double-click the selection, the passage selected will play back.

Whichever representation mode you select, the pointer will indicate the playback position. You can select an entire file by clicking the title bar or select parts of it by dragging with the mouse; if notes are displayed, your selection is always placed at the borders between notes and you also hear precisely the notes selected.

Selected notes in an audio file

From the "Play" list box on the right, you can change the playback mode:
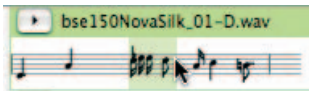"Normal" plays back the selected audio file once only; "Cycle" plays back the selected audio file in an endless loop, which is useful if you want to hear how it sounds cycled; whilst "Sequence" causes all the audio files in the current folder to play back one after another, which is obviously easier (when you want to hear the contents of an entire folder) than selecting and commencing playback of each file individually. The small rotary control to the right of the "Play" list box is the volume knob.
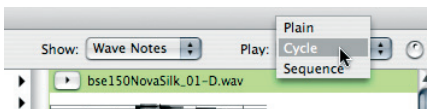
The "Show" and "Play" list boxes in the Melody Manager with the volume knob on the right

Working with the Melody Manager

For greater ease when arranging, you can either drag selected notes or an entire file (by dragging the title bar) into your Melodyne arrangement. The ability to drag extracts as short as individual notes allows you to create audio collages, where an entire melody, for example, is assembled from notes played on different instruments. You can also restructure a performance, or create a beat out of individual drum strokes and fragments of loops. With Melodyne, doing this type of thing is very easy.

You can insert entire samples (by dragging the sample bar) or selected extracts into your arrangement or the Editor

The *Melodyne Sound Library* can contain multi-voice ensembles composed of different voices. The samples for such ensembles are found in a sub-folder, which always contains a small arrangement as well, by means of which you can audition the complete ensemble. Please note that you cannot drag the arrangement symbol itself but only the individual voices one by

one into your arrangement or the Editor. You can, of course, by double-clicking its entry, open an arrangement alongside the one you are working on and transfer samples from one arrangement to the other by copying and pasting.
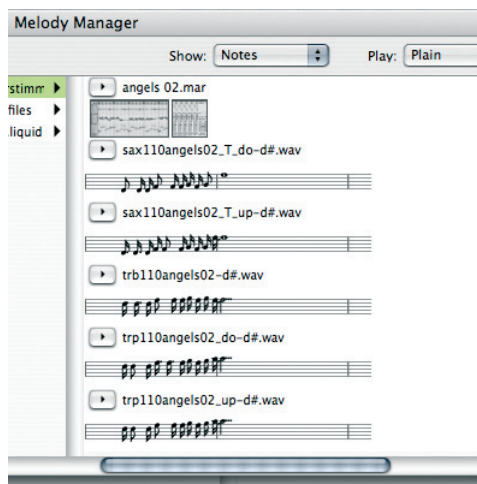

The symbolized Arrangement allows the auditioning of a multi-voice ensemble in the Melody Manager

Adapting samples automatically to the tempo and scale of your arrangement

Naturally Melodyne offers you in connection with the *Melodyne Sound Library* all the advantages of almost infinitely elastic audio material: the tempo, pitch and scale of all the samples are variable and adapt automatically to your project as soon as you drag them (as described above) into it. For the adjustment to be performed automatically, you must observe the following points:

Adapting samples automatically

• For the tempo of a sample to adjust automatically to the tempo of, and any tempo changes in, your project, you must check the *Autostretch* box in the Transport window or the *Autostretch* item in the Grid selection menu before dragging the file from the Melody Manager into the arrangement or Editor.
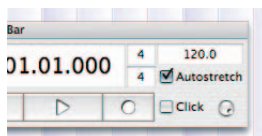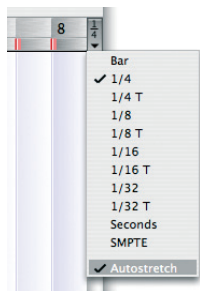
The Autostretch option can be accessed from the Transport window or the Grid menu

Note that the grid value selected affects the metric position at which you can insert the file. If need be, select a finer grid value.
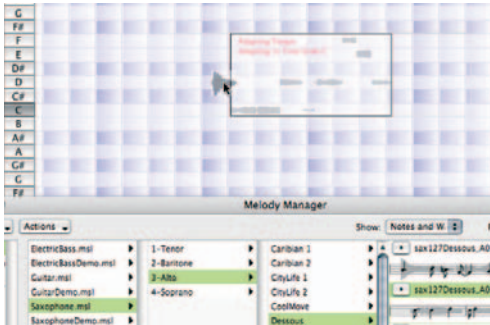
• For the pitch and scale of a sample to adjust automatically to the settings for those parameters in your project, you must activate the Scale Snap option in the bottom left-hand corner of the Editor before you drag the file into it.

You can tell whether or not the tempo or scale of a sample is being adjusted to match those of the project into which you are about to insert it by reading the text that appears at the top of the rectangle enclosing the sample in the course of the drag 'n' drop operation; there you will see either 'Using Original Tempo' (in blue) or 'Adapting Tempo' (in red); and either 'Using Original Pitch' (in blue) or 'Adapting to Tone Scale xyz' (in red).
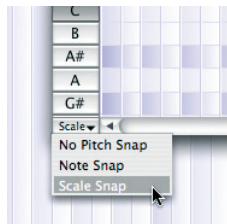
The Scale Snap function ensures that an imported sample automatically adjusts to the scale you are using

Note that the sample will only adjust to the scale if you drag it
into the Editor; not if you drag it into the Arrangement window.

**Whether or not the
tempo and/or scale of a
sample are being
adjusted to match those
of the project is
indicated by the text
in the rectangle**

Naturally you can also modify the tempo, pitch and scale of a
sample at any time subsequent to the drag 'n' drop operation
using Melodyne's powerful editing functions.

At the top left of the Melody Manager window, you will find two
additional list boxes: one is labelled "Path" – this can be used to
return to a particular folder in the hierarchy – and the other
"Actions". The latter allows you to perform various operations on
the audio file currently selected such as:

– *Open in new Arrangement* (like *Open* in Melodyne's *File* menu)
  results in the creation of a new arrangement into which the
  selected audio file is inserted. Double-clicking on the name of
  an audio file has the same effect (unless you have selected the
  option *Double-clicking on a file opens the MDD Editor in the
  Preferences* dialog)
– *Add to current arrangement* (like *Import Audio File* in
  Melodyne's *File* menu) causes the selected audio file to be

inserted into the current arrangement on a new track at time position zero without tempo adjustment

The other items in this menu are irrelevant to the *Melodyne Sound Library*.

N.B. Remember that the MDD files belonging to samples from the *Melodyne Sound Library* have already been optimized; they require no further editing, which is why it is impossible to edit them.

Checking the rhythm and adapting to the groove

Since you have the right to expect more from a high-quality library than robotic material that has been quantized to death, the samples in the *Melodyne Sound Library* retain not only the pitch but also the groove of the original musical performance. This special rhythmic feel can give your arrangement the extra touch of authenticity and vibrancy that makes the difference between an outstanding production and one that is merely good. Naturally, however, a certain degree of sensitivity and care is called for here.
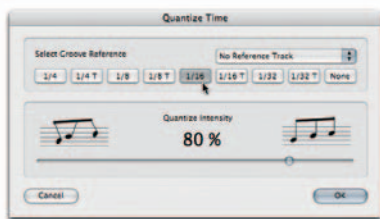
When combining different samples, you should always pay attention to the way they interact rhythmically and the groove of the sample combinations. Where samples clash or are out of step, Melodyne offers a wide variety of powerful functions to overcome the problem and ensure that the various tracks gel.

First select the track or a passage thereof that you wish to correct and open the Quantize Time window from the *Edit* menu;

Checking the rhythm and adapting to the groove

you should do this while the tracks to be edited are playing back (you can always stop and restart the playback while the window is open).

The macro window for time correction

While the macro window is open, you can 'straighten out' the problematic samples with a variable degree of intensity and on the basis of different note grids. Melodyne's audio quantizing is very sensitive and intelligent in its operation – try out various note grids and intensities to get a sense of their effect and to get closer to the desired timing ideal. You can hear all the changes you make in real time.

In addition to a basic note grid, you can select from the list box at the top right a reference track for the quantization; both options will then work together to adjust the material to the reference track with the degree of intensity desired. You could, for example, adjust the groove of a rhythm guitar part to that of a percussion track or vice versa. When you are satisfied with the results, quit the window with OK. You can always reverse the effects of the quantization later with the Undo function.

Finally we would like to emphasize once more that this short guide was only intended to introduce you to the most elementary and essential editing options! Consult the Melodyne User Manual to learn more about the unique possibilities Melodyne offers for the handling of audio material.