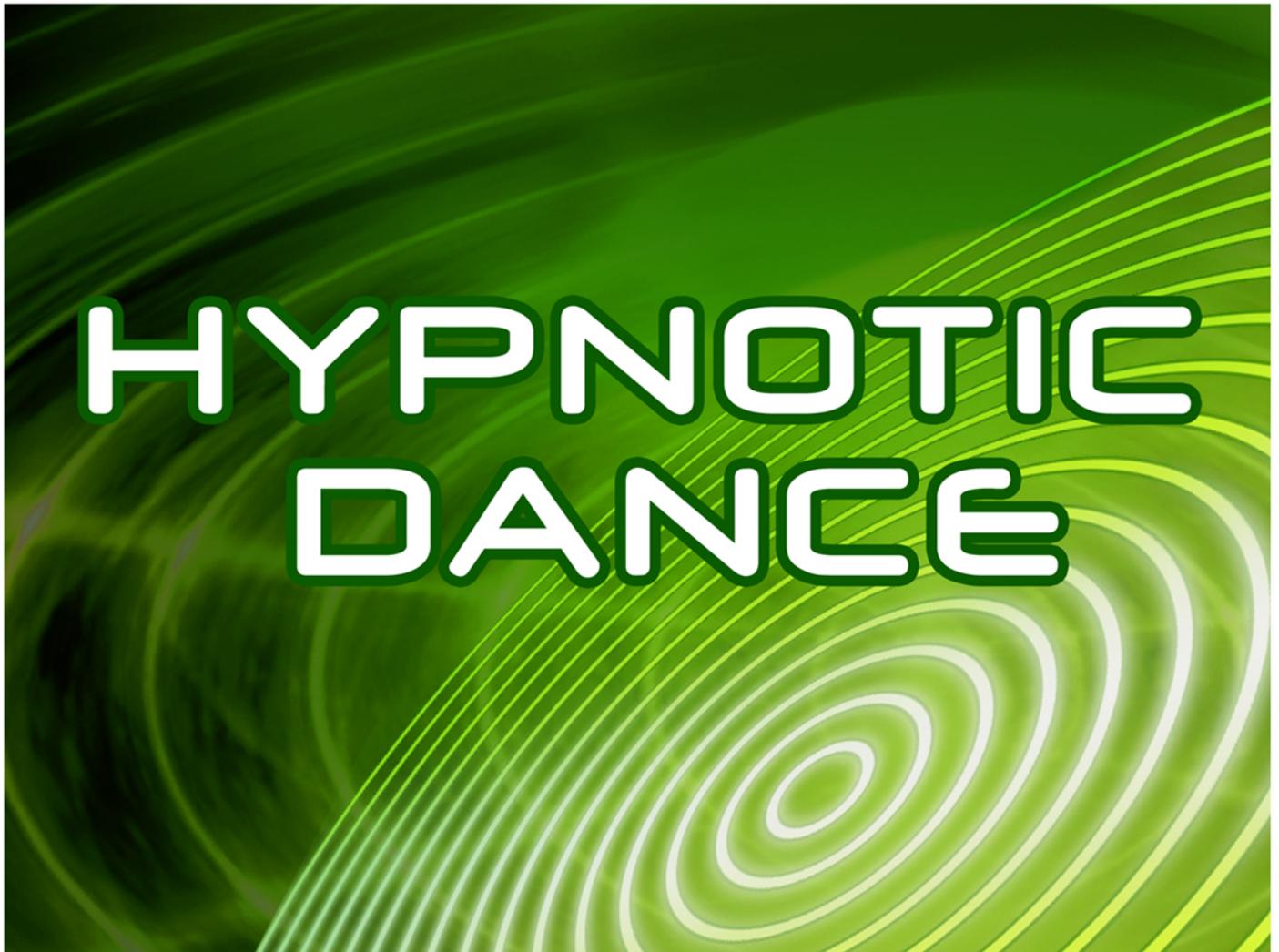


 **VST SOUND INSTRUMENT SET**



Matthias Klag, Michael Ruf

Cristina Bachmann, Heiko Bischoff, Lillie Harris, Christina Kaboth, Insa Mingers, Matthias Obrecht, Sabine Pfeifer, Benjamin Schütte, Marita Sladek

This PDF provides improved access for vision-impaired users. Please note that due to the complexity and number of images in this document, it is not possible to include text descriptions of images.

The information in this document is subject to change without notice and does not represent a commitment on the part of Steinberg Media Technologies GmbH. The software described by this document is subject to a License Agreement and may not be copied to other media except as specifically allowed in the License Agreement. No part of this publication may be copied, reproduced, or otherwise transmitted or recorded, for any purpose, without prior written permission by Steinberg Media Technologies GmbH. Registered licensees of the product described herein may print one copy of this document for their personal use.

All product and company names are ™ or ® trademarks of their respective owners. For more information, please visit [www.steinberg.net/trademarks](http://www.steinberg.net/trademarks).

© Steinberg Media Technologies GmbH, 2020.

All rights reserved.

Hypnotic Dance\_1.0.0\_en-US\_2019-11-03

# Table of Contents

<b>4</b>	<b>Hypnotic Dance</b>
4	Voice Section
5	Filter Section
6	Amp Section
6	Step Modulator Section
8	Usage of the HALion and HALion Sonic Edit Pages
8	Parameter Automation

# Hypnotic Dance

The macro page for the Hypnotic Dance VST Sound Instrument Set is divided into four sections. The top half contains the **Voice**, **Filter**, and **Amp** sections. The bottom half shows the step modulator, which is used to add rhythmic modulations to the sounds.



## Voice Section

In the **Voice** section, you can set up the voice parameters.



### Mono

Switches between monophonic and polyphonic playback. If **Mono** is deactivated, playback is polyphonic.

### Polyphony

Sets the upper limit for the number of notes that you can play in polyphonic mode (up to 128 notes).

### Unison

Allows you to trigger multiple voices when playing single notes. If **Unison** is activated, the following parameters are available:

- **Detune** detunes the pitch of each unison voice in cents. Detuning the pitch of the voices results in a fatter sound.
- **Voices** allows you to increase the number of voices that are triggered simultaneously (up to 8).
- **Pan** spreads the unison voices across the stereo panorama. The higher the value, the broader the stereo image.

## Filter Section



### Cutoff

Controls the cutoff frequency of the filter.

### Resonance

Emphasizes the frequencies around the cutoff. At higher settings, the filter self-oscillates, which results in a ringing tone.

### Drive

Adds distortion to the signal. At higher settings, **Drive** creates a very intense distortion effect.

### Attack

Adjusts the attack time of the amplifier envelope. Positive values decrease the attack time.

### Decay

Adjusts the decay time of the filter envelope. Positive values decrease the decay time.

## Amp Section



### Level

Adjusts the level of the program. If you add distortion to the filter by increasing the **Drive** parameter, you may have to adjust the level to compensate for an increase in gain.

### Attack

Increases/Decreases the attack time of the amplifier envelope. Positive values decrease the attack time.

### Release

Increases/Decreases the release time of the amplifier envelope. Positive values decrease the release time.

## Step Modulator Section

Many of the programs of the Hypnotic Dance VST Sound Instrument Set make use of a step modulator to add rhythmic modulations. Up to 32 steps can be defined and edited.



### Step

Allows you to select a step.

### Level

Shows the level of the selected step. You can adjust the level by entering a value in the field.

### Snap

If **Snap** is activated, the level of each step can only be adjusted in steps of 1/12th.

### Steps

Sets the number of steps in the sequence. The maximum number of steps is 32.

### Presets

Use the pop-up menu at the top right to load and save presets.

### Sync Mode

- If **Off** is selected, you can adjust the speed at which the sequence repeats. Whether the sequence restarts when you play a note depends on the **Retrigger Mode**.
- If **Tempo + Retrig** is selected, you can adjust the length of the steps in fractions of beats. The speed of the modulation depends on the number of steps, the note value, and the tempo you set in your host application. To use triplet note values, activate **Triplet**.  
Whether the sequence restarts when you play a note depends on the selected **Retrigger Mode**.
- If **Tempo + Beat** is selected, you can adjust the length of the steps in fractions of beats. The speed of the modulation depends on the number of steps, the note value, and the tempo you set in your host application. To use triplet note values, activate **Triplet**.  
The sequence restarts with the transport of the host application and lines up to the beats of the project. **Retrigger Mode** is not taken into account.

### Frequency

If **Sync Mode** is set to **Off**, this control allows you to specify the speed at which the sequence repeats.

### Note

If **Sync Mode** is set to one of the **Tempo** settings, this parameter adjusts the length of the steps in fractions of beats.

If you activate the **Triplet** button on the right, triplet note values are used.

### Retrigger Mode

Determines whether the sequence restarts when you play a note. This parameter is only available if **Sync Mode** is set to **Off** or **Tempo + Retrig**.

- If this parameter is set to **Off**, the sequence is not restarted. Instead, it resumes playback at the position at which you released the key.
- If this parameter is set to **First Note**, the sequence restarts when a note is triggered and no other notes are held.
- If this parameter is set to **Each Note**, the sequence restarts each time a note is triggered.

### Depth

Adjusts the intensity of the modulation. By specifying negative values, you can define an inverted modulation pattern.

#### NOTE

Even for presets that do not use the step modulator, you can add modulation with the **Depth** control.

#### NOTE

If you are using Hypnotic Dance in HALion or HALion Sonic, make sure that a modulation is set in row 15 of the modulation matrix. This is required for the **Depth** parameter to work.

### Slope

Determines whether the step modulator jumps from step to step or creates ramps between the steps.

- **No Slope** produces hard steps.

- **Slope on Rising Edges** creates ramps only for rising edges.
- **Slope on Falling Edges** creates ramps only for falling edges.
- **Slope on All Edges** creates ramps for all edges.

#### Amount

If **Slope** is set to **Slope on Rising Edges**, **Slope on Falling Edges**, or **Slope on All Edges**, this parameter determines the time of the ramp between two steps. The higher the setting, the smoother the transitions between steps.

## Editing Steps

You can adjust the steps separately, but you can also use modifier keys to enter or edit multiple steps simultaneously.

- To set the level of a step, click at the corresponding position in the graphical editor.
- To change the value of a step, drag the step up or down or enter a new value in the **Level** value field.
- To reset the level of a step to 0 %, **Ctrl/Cmd**-click the step.
- To reset all steps, hold **Shift-Ctrl/Cmd** and click in the graphical editor.
- To adjust all steps at the same time, **Shift**-click and drag a step.
- To draw a ramp with steps, hold down **Alt** and draw a line.
- To draw symmetric ramps at the beginning and the end of the sequence, hold down **Shift-Alt** and draw a line.
- To gradually raise or lower the value of the selected step, use the **Up Arrow** and **Down Arrow** keys.  
By default, the value changes in increments of 1 %. Hold **Shift** to use increments of 0.1 % instead.
- If the graphical editor has the keyboard focus, you can use the left and right arrow keys to select the previous or next step.

## Usage of the HALion and HALion Sonic Edit Pages

In HALion and HALion Sonic, you can also edit program parameters on the regular **Edit** page that is available for all programs.

The **Edit** page offers more parameters than the macro page and gives you access to all available sound-relevant parameters. For detailed information about these parameters, see the corresponding documentation.

In HALion Sonic, you open the **Edit** page by deactivating **Show Macro Page**  on the toolbar.

## Parameter Automation

All parameters can be automated, except for the **Mono** and **Poly** parameters in the **Voice** section and the **Step**, **Level**, and **Snap** parameters in the **Step Modulator** section.