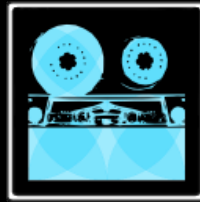




Procedural Ambient Noise Orchestra

Short Guide to PanoComposer



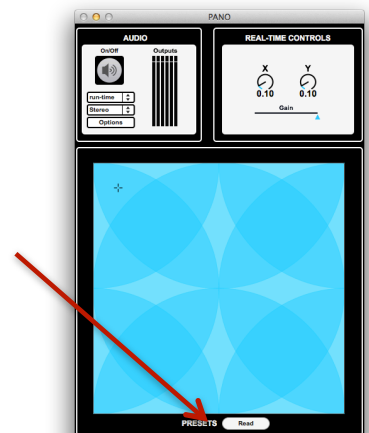
PANO is made of two parts : PanoPlayer and PanoComposer

PanoPlayer is the plugin version of PANO (VST, AU, AAX). It is loaded inside a DAW for reading presets, automatize parameters, add spatialization etc...

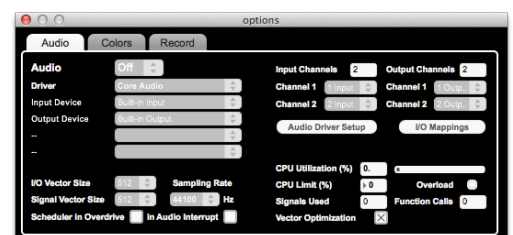
PanoComposer is the standalone version of PANO that gives access to all PANO parameters (granular synthesis, subtractive synthesis, loops) and allows to create presets for PanoPlayer.

Here are the first steps to use PanoComposer :

- 1) **Installation** (mandatory) : copy the PANO folder in
 - /Applications/ (Mac)
 - /Program Files/ (Pc)
- 2) Launch PANO.app (Mac) or PANO.exe (Pc)
- 3) Select the *run-time* mode and load an existing preset by pressing the Read button. Factory presets are stored in PANO/Presets. They have a .json extension.
- 4) Turn Audio on
- 5) Use the Pad and listen to the result

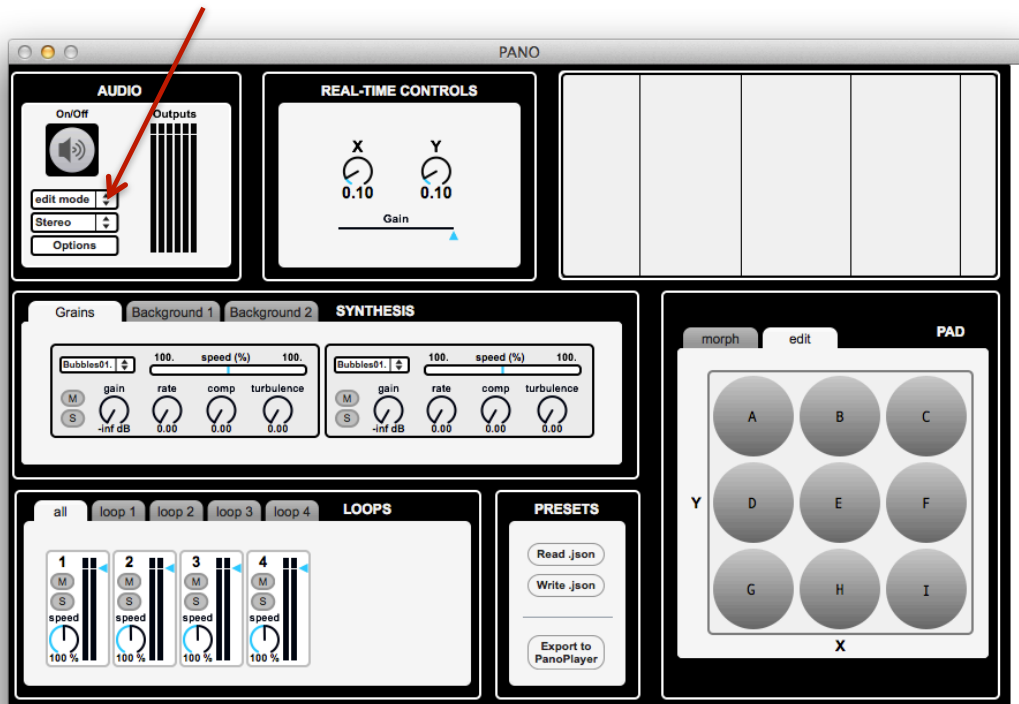


Trouble shouting : if you hear absolutely nothing, there must be an issue. First make sure you installed PANO in the correct directory (see above). Re-open PANO and go to Options/Audio, then select the appropriate sound card and drivers. If you hear glitches, try increasing the I/O and Signal Vector Sizes. Once audio is working fine, load and play with the different PanoComposer factory presets.



To go further :

6) Switch to *edit mode*



Four sections are now visible: SYNTHESIS, LOOPS, PRESETS and PAD.

Sound texture is composed by two main components :

- SYNTHESIS (grains + 2 noisy backgrounds)
- LOOPS (4 **mono or stereo .wav files** only)

Sound dynamics is added in the PAD section. In the PAD edit mode, nine letters A to I are revealed. Each letter corresponds to a sound texture, i.e., a snapshot of all SYNTHESIS and LOOPS parameters. Together, the nine snapshots constitute a skeleton, which is dynamically interpolated by the PAD in morph mode.

To **modify a preset**, you must **modify the underlying A to I skeleton**. This is done as follows

- 7) Select a component in SYNTHESIS or LOOPS and change its parameter (e.g., Grains rate or gain)
- 8) Press the SHIFT key + clic on the PAD region you want to modify (i.e., on one of the the letters A to I). That's it, the underlying skeleton is modified (and **there is no undo!**).

Alternatively, you can modify one component at a time

- 9) Press the SHIFT key while holding the mouse on the component you want to modify, it will turn pink

10) When it is pink, press SHIFT+A to change region A, SHIFT+B to change region B, etc. Press SHIFT+J to change all nine regions at the same time for this component.

Once you are happy with your preset, save it (do it quite regularly). To do so

11) In the PRESETS section, press Write json (this will save the PanoComposer preset)

You may want to use the preset in your DAW to add spatialization, automation curves, etc. To do that

12) Export the preset to PanoPlayer by pressing Export to PanoPlayer.

In your DAW, you will be able to load your preset by pressing *load...* in the PanoPlayer preset menu.

It will appear with the default PanoPlayer image. If you want to use an image that reflects your sound with more accuracy, create a png (400x400 px) give it the same name as your preset, and put it in the same directory. It will be loaded automatically with your preset.

Several preset examples can be found in the PANO/Presets directory. It may be a good starting point to create your own presets.



Note : PanoPlayer and PanoComposer use different preset formats. PanoPlayer presets must have a .texture extension while PanoComposer presets have a .json extension. PanoPlayer presets can only be loaded by the player, not by the composer. So keep in mind to save json presets as well if you want to reload them in PanoComposer for further editing.

Cheers,

Noise Makers