

# Helium Quad Evolving Synthesizer

## Operation Manual



Helium Quad Evolving Synthesizer is a large sample-based virtual instrument comprised of many drums, synths, and real instruments. The Helium was designed with the professional producer in mind and ships with close to 500 unique preset patches in its factory sound bank.

About 4.5 gigabytes of samples are used in unison with professional onboard effects to create full, lush, and wide sounds ranging from evolving synthesized pads to real orchestral sections.

## Parts/Sections

## Explanation



**Global  
3d Imager/Eq**

Types change the spatial width placement, X knob Controls has width, Y knob control mid fullness depth, and Z controls a secondary reverb room distance similar to mic placement. The eq knobs control the respective lo, mid, and hi frequencies.



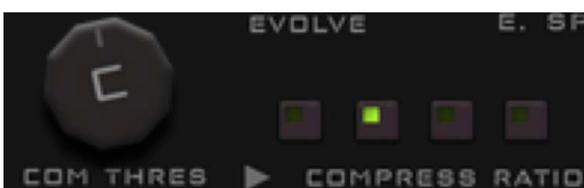
**A/B  
Filters**

When A is selected, the corresponding filter will be routed to the A1/2 Oscillators. (Same with B)  
2 Low pass, 1 bandpass, 1 high pass, and 1 comb filters.



**Ambience/Delays**

Reverb has 3 types (room, Hall I, and Hall II) and is globally routed. Delay is routed respectively to A or B.



**Global Comp.**

The compressor is routed globally and has 4 ratio setting from gentle to hard. C Knob controls compressor threshold.



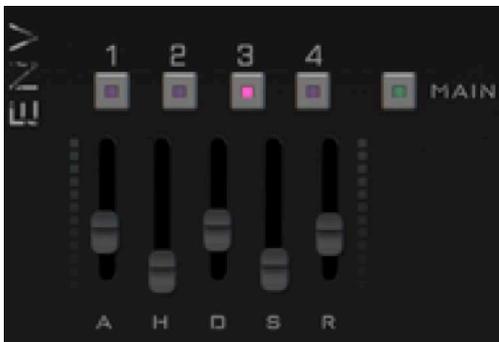
### Osc A/B 1/2 Sections

The purple osc display allows the user to choose from over 100 instrument oscillator waveforms. Level, pan, semi, and tune controls are respective. Green A knob crossfades A1 and A2 osc. Evolve links an automated lfo to crossfade between A1 and A2, E. type allow different lfo waveform types. Phaser and chorus knobs apply to A1 and A2 collectively. (The B1/2 osc side works identically.)



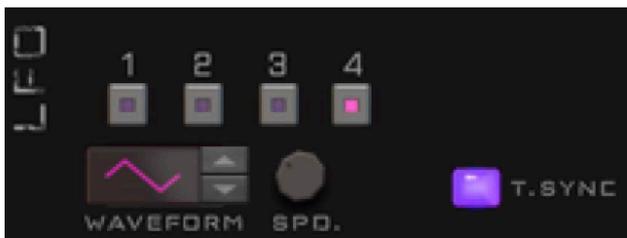
### Playback Modes

Choose between polyphonic, mono legato, and mono retrigger playback modes.



### 1-4 Envelopes & Main Envelope

In this section there are 4 ahdsr envelopes available for modulation matrix routing. Here you may also control the main ahdsr amp globally. Attack, hold, decay, sustain, and release.



### 1-4 Lfos

In this section, there are 4 lfos with interchangeable lfo waveforms with speed and tempo sync controls. These are available for modulation matrix routing.

	SOURCE	AMT	DESTINATION
1	LFO 1	5	B1 Osc Tune
2	Env 1	100	A1 Osc Level
3	Mod Wheel	-25	A Filter Frequency
4	Mod Wheel	80	A Filter Resonance
5	Env 3	100	A2 Osc Level
6	LFO 4	100	A2 Osc Pan
7	Mod Wheel	-100	A1 Osc Tune
8	Mod Wheel	-100	X Evolve Depth

MODULATION MATRIX

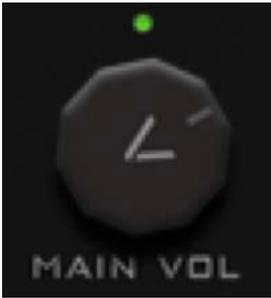
### Mod Matrix

The mod matrix is where the user/sound designer links lfo1-4 and env 1-4, to many different parameters to create automated movement and evolving modulation. This is also where the user/ sound designer may link modulation and pitch wheels to a variety of different parameters.



### X Evolve

X Evolve crossfades between the left A1/2 oscillators and the right B1/2 oscillators. This X crossfade can be automated, speed adjusted, and tempo synced for a gate effect or an evolving effect. The Negative/ positive knob reversed the crossfade polarity for the evolve crossfade parameter. E. type allows different waveform types for the automated lfo controlling the crossfade.



### **Main Volume**

Main volume knob controls final output to Reasons main mixer.



### **Pitch & Mod Wheel**

Pitch wheel controls the global pitch with a user defined pitch range value.

Modulation wheel is routed via the modulation matrix.

Please visit [dnalabssoftware.com](https://dnalabssoftware.com) for support or questions.

**DNA Labs Software Copyright 2020**



L A B S   S O F T W A R E

