



## GRANADA 49

Soundiron's Granada 49 is a vintage 49-key analog synth from the 1970s. This early portable synthesizer was originally manufactured by Fesma, a little-known and now-defunct Italian organ maker. Rare and highly sought-after, little is known about the origins of this instrument, though the instrument's classic wooden exterior echoes the popular aesthetics of the 1970s and early 1980s, during which time the instrument is thought to be produced. We've faithfully captured this rare instrument and have programmed it into a flexible, intuitive and creatively expressive virtual instrument for Reason Rack Extension format by Propellerhead Software.

We've also created 20 awesome sound-designed custom synth and effects presets and 40 unique sound-designed ambiences that can be played chromatically as atmospheric synths, drone-scapes and pads or used directly in your DAW for underscoring and texture. We've also included 12 custom special FX presets to give you inspiration as you explore the user interface control features and options to design your own unique patches.

We've packed the GUI with lots of great sound-shaping controls that give you the flexibility to warp the tone in many ways. You have control over a huge range of parameters for modulation and pitch control, Filter, ADSR, Delay, Reverb, Chorus, Phaser, Shaper and LFO systems. Each control section includes a full suite of parameters that you can manipulate to dial in your perfect sound.

The Granada 49 was recorded from its direct analog outputs to capture its old-school fat, creamy tone with nine classic waveform shapes.

This library was adapted for Reason Rack Extension format by Jeremy Janzen of Nucleus Soundlab.

# SOUNDIRON

# GRANADA 49

Version  
1.0

An old-school suitcase synth from back in the day, with that classic fat analog sound

- 9 Multi-Sampled Acoustic Sustains
- 40 Sound-Designed Atmospheric Sustains
- 20 Custom FX Presets
- 482 stereo samples
- 2 GB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- Flexible and intuitive user interface controls, with modulation, ADSR, filter, delay, reverb, chorus, phaser, shaper and LFO systems.

**Software & Hardware Requirements:** Reason 10 or later is required to use this virtual instrument plugin. This software requires Windows 7 (or later) for PC, or OSX 10.7 (or later) for Mac. At least 8 GB of system ram, a multi-core cpu and a 7200 rpm SATA or SSD hard disk is recommended. Large sample sets like this may load slowly or cause instability on older machines.



GRANADA 49

## CREDITS

Recording & Editing  
John Valasis

Scripting  
Raymond Radet

Spencer Nunamaker  
Mike Peaslee  
Greg Watkins

Additional Sample Editing  
Spencer Nunamaker

Artwork  
Koke Núñez Gómez

Documentation  
Mike Peaslee

RE Programming & Production  
Jeremy Janzen (Nucleus Soundlab)

Sound Designers  
Gregg Stephens

## TABLE OF CONTENTS

INTRODUCTION - Pages 1 - 2

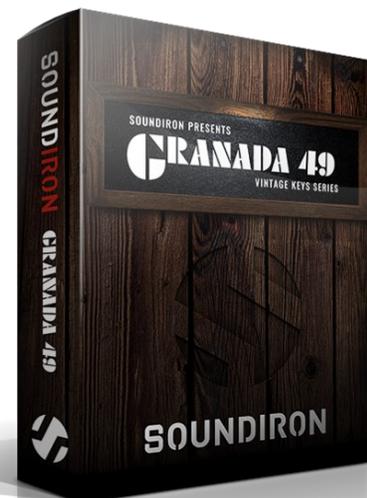
OVERVIEW - Page 3

CREDITS - Page 4

USER INTERFACE - Pages 5 - 8

LICENSING AGREEMENT - Page 9

ABOUT US - Page 10



SOUNDIRON

All programming, scripting, samples, images and text © Soundiron 2017. All Rights Reserved.  
Soundiron is a Registered Trademark of Soundiron LLC.



# John Valasis

John is a Greek-born composer, producer and sound designer. From his Athens-based studio, he delivers scoring, foley and sound design services for a great number of local and international clients.

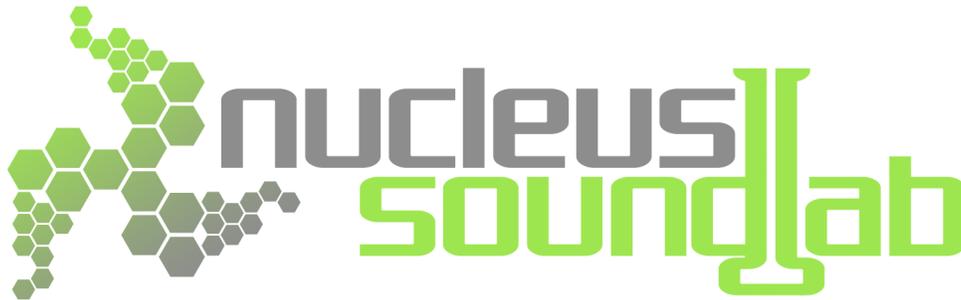
John's clientele includes prestigious brands such as Native Instruments, Ableton, Soundiron, Virgin, Amazon Prime Video, Vice Magazine and the BBC.

As of 2014, John belongs to the roster of Ninja Tune's publishing house Just Isn't Music, alongside artists like Amon Tobin, Bonobo, Flying Lotus and The Cinematic Orchestra.

John's professional experience began in the 90s, emerging in his late teens as a composer and producer for popular music and gradually expanding his skill-set across a large variety of genres. With the abilities he acquired through his 20-year professional career, as well as his genuine love for soulful music, he has managed to craft a strong, musical identity which sound both personal and diverse. When not working on tight deadlines, John uses Poordream as a vehicle to freely express his emotions and influences without defining limits and by exploring sound and composition beyond the boundaries of conventional electronic music.



[www.johnvalasis.com](http://www.johnvalasis.com)



Nucleus SoundLab has been working with Reason since 2004, and continues that dedication with this Rack Extension collaboration with Soundiron. In addition to creating Rack Extensions like Granada and Beat Crush, Nucleus SoundLab produces and distributes a wide-range of Reason ReFills and VST patches. We invite you to learn more Nucleus SoundLab's unique creativity at

[www.nucleus-soundlab.com](http://www.nucleus-soundlab.com)

GRANADA 49

SOUNDIRON



# GRANADA 49 RACK EXTENSION USER INTERFACE

The Rack Extension user interface includes a master volume knob, preset menu and ten control modules: Note Modulation Routing (1), Articulation Settings (2), Filter (3), Amp (4), Delay (5), Reverb (6), Chorus (7), Phaser (8), Shaper (9) and LFO (10). We detail the features of each module over the next several pages.



GRANADA 49

## 1 NOTE MODULATION ROUTING

### PITCH WHEEL RANGE

This value box sets the number of +/- semitones that the pitch wheel can bend the note up or down.

### PITCH WHEEL

This wheel bends the pitch up and down, with the maximum value set by the Range value box above it.

### MOD WHEEL

This wheel modulates sample start, filter frequency and overall level. The amount of attenuation for each is controlled by its own knob on the right side of this module.

### S. START

This knob sets the degree to which the sample start playback position will be modulated by moving the Modwheel.

### F. FREQ

This knob controls the degree to which the cut off frequency of the filter is changed when the Modwheel is moved.

### LEVEL

This knob controls amount of volume modulation that will occur when the Modwheel is moved.



SOUNDIRON



## 2 ARTICULATION SETTINGS

### SOUND SELECTION MENU

This drop-down menu selects from the available instrument articulations and ambient sound-design patches.

### S. START

This knob offsets the sample playback start position, causing the sound to start later in the sound. We recommend keeping the attack knob in the Amp section turned up slightly when using this, to prevent natural popping that can be caused by starting at a non-zero crossing.

### OCT

This knob shifts the root pitch up or down in whole octave steps.

### SEMI

This knob shifts the root pitch up or down in semitone steps.

### FINE

This knob shifts the root pitch up or down in 1 cent steps (1 cent = 1/100th of a semitone)



## 3 FILTER SETTINGS

### FILTER ON/OFF

This button enables the filter.

### CUTOFF

This knob controls the cut-off frequency for the filter.

### RESO

This knob controls the amount of resonance applied to the filter at the cutoff frequency.

### ENV

This knob controls the amount of ADSR envelope attenuation applied to the filter cutoff and resonance.

### VEL

This knob controls the amount of attenuation applied to cutoff and resonance by midi velocity.

### KBD

This knob controls the amount of attenuation applied to cutoff and resonance by midi key position.

### A

This slider controls the attack fade-in time for the ADSR envelope.

### D

This slider controls decay time for the ADSR envelope.

### S

This slider controls sustain level for the ADSR envelope.

### R

This slider controls release fade-out time for the ADSR envelope.



## 4 AMP SETTINGS

### VEL

This knob controls the amount of attenuation applied to volume midi velocity.

### A

This slider controls the attack fade-in time for the ADSR envelope.

### D

This slider controls decay time for the ADSR envelope.

### S

This slider controls sustain level for the ADSR envelope.

### R

This slider controls release fade-out time for the ADSR envelope.



## 5 DELAY SETTINGS

### DELAY ON/OFF

This button enables the delay.

### TIME

This knob controls the time between each echo. The higher the value, the longer the delay. When Sync is on, time is shown in note lengths. When Sync is off, time is a percentage (70% = about 1 second).

### FEEDBACK

This knob controls how much of the signal is returned to the delay loop after being processed. High values can cause the echoes to build up and become very loud and resonant. Use caution with this knob.

### SYNC

This button syncs the delay time to project BPM.

### PING PONG

This button causes the delay echoes to bounce back and forth from left to right in the stereo field.

### DAMP

This knob controls the amount of roll-off applied to high frequencies of each echo. High values make the delay sound more muffled. When Feedback, Time and Damp values are all high, the result is similar to the psychedelic filtered echo effect often heard in dub music.

### AMOUNT

This knob controls the “wetness”, or the amount of effected signal returned to the mix



## 6 REVERB SETTINGS

### REVERB ON/OFF

This button enables the reverb.

### TIME

This knob controls the amount of time the reverb takes to decay. High values simulate larger spaces.

### PRE-DELAY

This knob controls the time delay applied to the wet signal. High values can help simulate greater distance.

### Hi DAMP

This knob controls the amount of

roll-off applied to high frequencies in the reverb reflections. High values make the reverb sound darker.

### LO DAMP

This knob controls the amount of roll-off applied to low frequencies in the reverb reflections. High values make the reverb sound thinner.

### AMOUNT

This knob controls the “wetness”, or the amount of effected signal returned to the mix



## 7 CHORUS SETTINGS

### CHORUS ON/OFF

This button enables the chorus.

### DELAY

This knob controls the time delay applied to the chorus signal. Higher values can create a widening effect.

### DEPTH

This knob controls the depth of the chorus sweep with each cycle.

### RATE

This knob controls the rate/frequency of the chorus sweep. Higher values are faster.

### AMOUNT

This knob controls the “wetness”, or the amount of effected signal returned to the mix



## 8 PHASER SETTINGS

### PHASER ON/OFF

This button enables the phaser.

### CENTER

This knob controls the midpoint that the phase sweep will start from.

### DEPTH

This knob controls the depth of the phase sweep with each cycle.

### RATE

This knob controls the rate/frequency of the phase sweep.

### AMOUNT

This knob controls the “wetness”, or the amount of effected signal returned to the mix



## 9 SHAPER SETTINGS

### DRIVE

This knob controls the amount of drive (distortion) added to the signal.

### ROUTING

This knob controls signal routing for the Shaper effect, which can result in a big difference in your overall sound. You can also click on the value display to make your selection. There are three mode options:

- **Off:** This turns the shaper effect off.
- **Pre-F:** This routes the signal through the Shaper effect *before* the other effects and the master fader.
- **Post-F:** This routes the signal through the Shaper effect *after* the other effects and the master fader.



## 10 LFO SETTINGS

### WAVE

This knob selects the waveform shape of the LFO: Sine, Square, Triangle, Sawtooth and Random. You can also click on the value display below it to make your selection.

### TARGET

This knob assigns the LFO to a target parameter. You can choose Volume, Pitch, Pan and Filter Cutoff.

### AMOUNT

This knob controls the depth/intensity of the LFO cycle.

### SPEED

This knob controls the duration of each LFO cycle. Increasing the knob value results in a slower oscillation rate.

### KEYSYNC

This button causes the LFO to retrigger with each new note, allowing each note to oscillate on its own. When this is turned off, the LFO applies globally, so new notes will start at whatever the current LFO cycle position is at.



# SOUNDIRON

## SOFTWARE LICENSING AGREEMENT

### LICENSE AGREEMENT

By purchasing and installing the product, you the Customer accept the following product terms.

### LICENSE GRANT

The license for this product is granted only to a single individual user. No unlicensed use is permitted. All sounds, samples, programming, images, scripting, designs and text contained in this product are copyrights of Soundiron, LLC. This software is licensed, but not sold, to Customer by Soundiron, for commercial and non-commercial use in music, sound-effect creation, audio/video post-production, performance, broadcast or similar finished content-creation and production use. Individual license holders are permitted to install this library on multiple computers or other equipment only if they are the sole owner and only user of all equipment this software is installed or used on.

Soundiron LLC allows Customer to use any of the sounds and samples in library(s) that Customer has purchased for the creation and production of commercial recordings, music, sound design, post production, or other content creation without paying any additional license fees or providing source attribution to Soundiron. This license expressly forbids any unauthorized inclusion of any raw or unmixed content contained within this product into any other commercial or non-commercial sample instrument, sound effect library, synthesizer sound bank, or loop or effect library of any kind, without our express prior written consent.

This license also forbids any unauthorized transfer, resale or any other form of re-distribution of this product, or its constituent sounds or code, through any means, including but not limited to re-sampling, reverse engineering, decompiling, remixing, processing, isolating, or embedding into software or hardware of any kind, except where fully rendered and integrated into the finished soundtrack or audio mix of an audio, visual or interactive multimedia production, broadcast, live performance or finished work of sound design,

with a running time no less than 8 seconds in total length. Licenses cannot be transferred or sold to another entity, without written consent of Soundiron LLC.

### RIGHTS

Soundiron retains full copyright privileges and complete ownership of all recorded sounds, instrument programming, documentation and musical performances included within this product. All past and future versions of this product, including any versions published or distributed by any other entity are fully bound and covered by the terms of this agreement.

### REFUNDS

Downloaded libraries can't be returned, so we do not provide refunds or exchanges. Be aware that as soon as the product has been downloaded from our servers or physically sent to the Customer, it can not be returned, exchanged or refunded.

### RESPONSIBILITY

Using this product and any supplied software is at the Customer's own risk. Soundiron LLC holds no responsibility for any direct or indirect loss, harm or damage of any kind arising from any form of use of this product.

### TERMS

This license agreement is effective from the moment the product is purchased or acquired by any means. The license will remain in full effect until termination by Soundiron, LLC. The license is terminated if Customer breaks any of the terms or conditions of this agreement. Upon termination you agree to destroy all copies and contents of the product at your own expense. All past, present and future versions of this product, including versions sold by companies other than Soundiron LLC, are covered under the terms of this agreement.

### VIOLATION

Soundiron LLC reserves the right to prosecute piracy and defend its copyrighted works to the fullest extent of US and International civil and criminal law.

GRANADA 49

SOUNDIRON



# THANK YOU!

Soundiron is a virtual instrument and sound library developer founded in 2011. The studio is based in the San Francisco Bay area, owned and operated by a dedicated team of sound artists and programmers. We are driven every day to capture all of the sonic flavors this world has to offer and bring them to you as truly playable and inspiring musical tools. Each library is crafted to deliver profound realism, complete flexibility, exquisite detail and unrivaled acoustic quality. If you enjoy this creation, we hope you'll check out some of our other awesome sound libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you at [team@support.soundiron.com](mailto:team@support.soundiron.com)!

Thanks from the whole Soundiron team!



Granada Version 1.0 was released for the Reason RE Format in June, 2018

---

WWW.SOUNDIRON.COM

GRANADA 49

SOUNDIRON

