

# Jussi

## Vocal Synthesizer



## Welcome!

This is the user manual for **Jussi**, a Vocal Synthesizer instrument plug-in available for iPad (AUv3 / Standalone) and Mac & Windows (AU/VST). It has been designed and developed by Klevgrand, a small studio in Stockholm, Sweden. Jussi Björling was a super famous Swedish opera singer. A bit like Justin Bieber, with the only difference that we won't make a plugin called Justin. Anyway, Jussi was a star, and here's a little tribute to his legacy.

Jussi (from now on, we only mean the plug-in) emulates a man singing vocals using pure synthesis. No samples are involved what so ever. The formants are controlled by velocity, so a gentle tap on your keyboard generates a soft vocal (oo) and a high-velocity tap generates a hard vocal (aa).

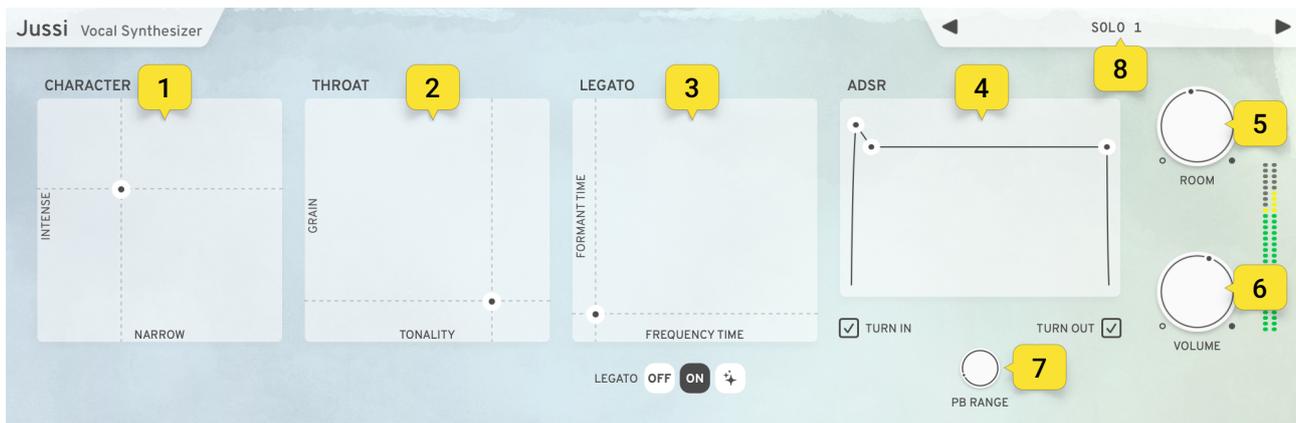
We're totally aware that this synthesizer doesn't sound like a real classical trained vocalist. Our aim and focus has been to create an instrument that's fun to play, and hopefully will find its place in many different musical settings. Surprise us!

### LICENSING (DESKTOP ONLY)

Until unlocked, the plug-in will output 1 second of silence now and then. To unlock the full version, click the Demo label (top left corner) and type/paste your license key.

### IPHONE VERSION

For screen size reasons, the iPhone version is slightly different than the desktop and iPad version. The controls are distributed over several views, which is switched between using the tab bar menu.



## User interface

### 1. CHARACTER

Drag the XY pad to alter tone intensity. The 'intense' axis controls the formant's Q value and the 'narrow' axis the formant's gain value.

### 2. THROAT

This XY pad controls grain-factor (Y-axis) and the tonality/noise-factor (X-axis).

### 3. LEGATO

Jussi can play notes in three different ways and the legato state controls how.

|            |   |
|------------|---|
| <b>Off</b> | Plays incoming MIDI notes as an ordinary polyphonic synthesizer.  |
| <b>On</b>  | Normal legato mode, performs portamento and a formant transition (based on 'frequency time' and 'formant time' values in the XY-pad) when a new note is played in legato.   |
| ✦          | This is a special (and quite unique) mode that works somewhat in between Off and On, but requires a sustain pedal. Start by playing a couple of notes at the same time (a chord for example), then press the sustain pedal. When playing new notes, the nearest notes playing will make a transition from its nearest neighbor (as if they were played in legato mode) while any other notes playing will be untouched. |

### 4. ADSR

The ADSR controls the volume envelope of a triggered note with an option to slide the pitch (by setting the Turn In / Turn Out to On).

Control the attack time by dragging the left-most indicator and the decay time by dragging the next one. Sustain level is altered by dragging the horizontal line up or down. Release time is altered by dragging the right-most indicator.

#### Turn in / Turn out

If "Turn In" is set to 'On', a triggered notes pitch will slide in (from around 40 Hz) during the attack time set. If it is set to 'Off', only the gain will be altered.

"Turn Out" works just like "Turn In", but the pitch will slide out (to around 40 Hz) during the release time.

## 5. ROOM

The amount of reverb applied to the output (this parameter also widens the stereoimage)

## 6. VOLUME

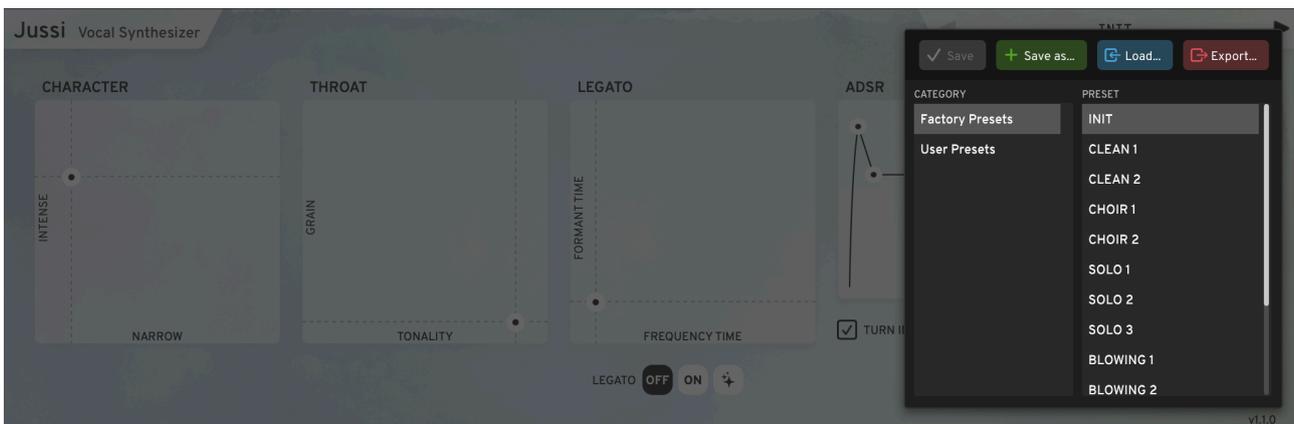
Main output volume.

## 7. PB RANGE

The number of semitones (up/down) the pitch bend wheel can alter the pitch.

## 8. PRESETS

Click the preset name to open the Preset Manager, which allows for storing and reading user created presets, as well as loading factory presets.



## Specifications / System requirements

| Mac                   | Windows             | iOS                       |
|-----------------------|---------------------|---------------------------|
| 64 bit AU/VST plug-in | 64 bit VST3 plug-in | AUv3 plug-in / Standalone |
| macOS 10.10+          | Windows 7+          | iPad Air 2 or better      |
| OpenGL                | SP1 or higher       | iOS 9.3+                  |