

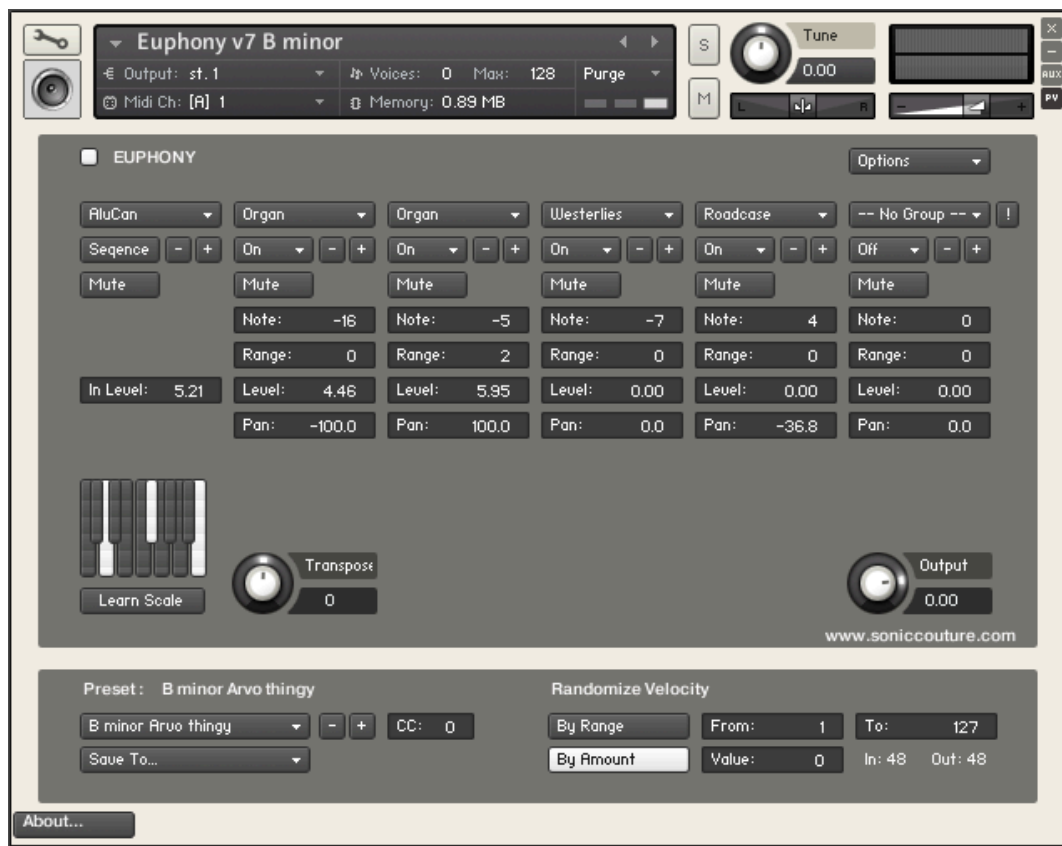
Euphony

This script has been festering on my hard drive for years, so I thought it was about time to release it into the wild. It's a harmonizer script that adds voices to an input melody. You can limit the harmonizations to a key or a chord so that the result is somewhat harmonious.

In my mind this is very useful for creating a certain kind of static harmony that I sometimes hear in Arvo Part or old Jon Hassell records... that is the harmony doesn't really move around much, but just supports the melody in a very direct way. Have a listen to this Euphony demo from EVI maestro Judd Miller:

<http://www.soniccuture.com/blog/wp-content/uploads/2014/04/Euphony-Judd.mp3>

There are a lot of controls, but most are repetitions. The panel is organized into 6 main columns in the top, each of which represents a harmonic 'voice'. The leftmost column is your played INPUT voice, so this has slightly less controls than the others.



For each voice, at the top there is a menu that selects the Group. I like to use this with lots of different timbres on different groups, but you can set them all to the same group if you like. Below that, on the second row, you can turn the voice ON or OFF or into ROTATE mode. If it's off the voice won't sound, if it's in Rotate mode it will take turns in a kind of round robin with any other voices that are in Rotate mode. The Input voice doesn't have a Rotate option, but here you can set the Rotate mode to Sequential or Random.

The little plus and minus buttons on the second row just increment or decrement the group.

The third row is Mute buttons, you can guess what those do.

Then for each voice you can set the Note (which is an offset from the input note), a Range (which is a random amount added to Note), as well as the Level and Pan of the voice.

In the middle far left there is a small keyboard that gives you a pitch set which restricts the movement of the harmony. It DOESN'T restrict your input playing though. And then there is a master Transpose and Output volume.

In the very bottom you have the preset management system and a random velocity tool. You can name/store up to 64 presets within the script, and you can export and import those using the Options menu at the top right.

Works with Kontakt 5.1 or later.

Many thanks to the wonderful Judd Miller, who provided endless ideas and feedback for this script as well as some sublime performances.