VALLEYS LITE

AM ambient/drone synth

DECADEBRIDGE

Contents:-

Installation.

PC

Download the 'ValleysLite.EXE' file from decadebridge.com and run the file.
The installer will guide you through the process and copy the files to the relevant places on your computer.
ValleysLite will appear in your DAW under the vendor name '*saltline*' (the name under which I initially released plugins).

To uninstall simply delete the 'ValleysLite' folder from your VST3 folder and VST3 presets folder. (The presets folder will be in a folder titled 'saltline')

ValleysLite will appear in your DAW under the vendor name '*saltline*' (the name under which I initially released plugins).
To uninstall simply delete these two folders from your computer.

ValleysLite is freeware and does not require an internet connection or registration to run.
If you have any issues contact support@decadebridge.com.

Layout.

ValleysLite is a drone/ambient synth that uses amplitude modulation to create movement and overtones in your sounds. It can create a wide range of sounds from dissonant tones, soft pads and metallic percussion

All controls are on a single page to enable to you to create interesting textures and sounds quickly and intuitively.

ValleysLite also comes with a small bank of presets to get you started.

Oscillators.

ValleysLite has two main oscillators with simple pitch controls. These are located at the top and bottom of the interface either side of the waveform viewer.

Oscillator **A** can be found at the top of the interface and oscillator **B** at the bottom. The controls for both are identical.

The '**AMP MOD%**' control sets how much of the modulation signal is sent to that oscillators VCA. This ranges from 0 (no modulation) to 100 (full modulation).

Each oscillator has simple controls for altering pitch.
'**SEMITONE**' increments and decrements the pitch by a semitone. This ranges from -12 to +12.
'**OCTAVE**' increments and decrements the pitch by a octave. This ranges from -3 to +3.

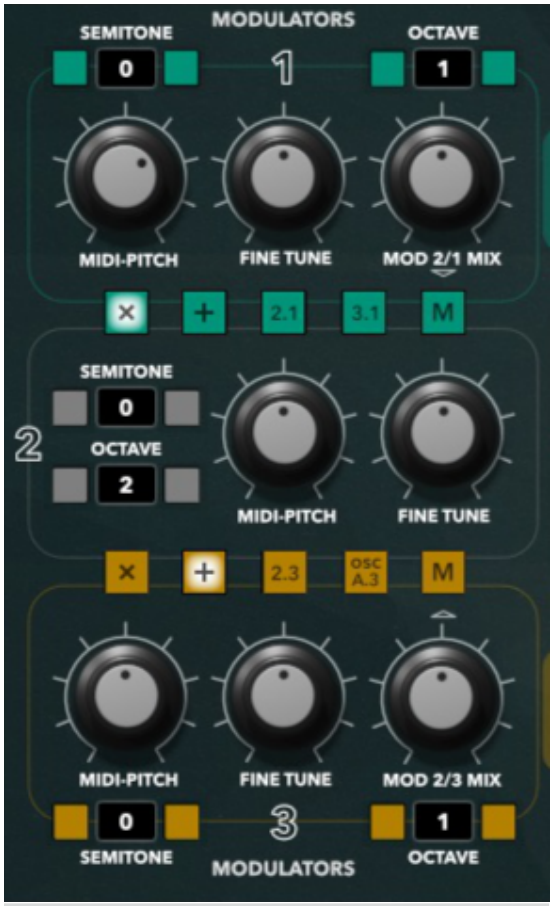
'**MIDI-PITCH**' sets how much of the incoming midi note data affects the pitch.

'**FINE TUNE**' this detunes the oscillator by +- 50 cents

The waveform viewer between the oscillators shows how the amplitude modulation is affecting the sound. The display takes the output of the oscillators before they are fed into the filter and output VCA.

Modulators.

ValleysLite has 3 modulators that control the amplitude of oscillators **A** and **B** via the '**AMP MOD%**' knob.



Modulators **1**-**3** can be found to the left of ValleyLite's GUI.
Each modulator has identical settings to the main oscillators (**A** and **B**) for pitch.

'**SEMITONE**' -12 to +12 semitones.
'**OCTAVE**' -3 to +3 octaves.
'**MIDI-PITCH**' amount of midi note data sent to each modulator.
'**FINE TUNE**' +- 50 cents detune

Modulation.
Modulator **1** and **2** combine to control the amplitude of oscillator **A**. The depth of which is set using the '**AMP MOD%**' knob for oscillator **A** (see previous page.

Modulator **2** and **3** combine to control the amplitude of oscillator **B**. The depth of which is set using the '**AMP MOD%**' knob for oscillator **B** (see previous page.

The relationship between the modulators decide how they affect the amplitudes of oscillators **A** and **B**.
This is set using the 5 buttons for modulators **1** and **3**.

The row of buttons below modulator **1** set the relationship between modulators and how they control the level of oscillator **A**:-

If '**X**' is selected the signals of modulators **1** and **2** are multiplied together. The resulting signal is used to modulate the amplitude of oscillator **A** via '**AMP MOD%**'.

If '**+**' is selected the signals of modulators **1** and **2** are summed together. The resulting signal is used to modulate the amplitude of oscillator **A** via '**AMP MOD%**'.

If '**2.1**' is selected the level of modulator **1** is controlled by modulator **2**. The resulting signal is used to modulate the amplitude of oscillator **A** via '**AMP MOD%**'.

If '**3.1**' is selected the level of modulator **1** is controlled by modulator **3**. The resulting signal is used to modulate the amplitude of oscillator **A** via '**AMP MOD%**'.

If '**M**' is selected the signals of modulators **1** and **2** are mixed together using the '**MOD 2/1 MIX**' knob. The resulting signal is used to modulate the amplitude of oscillator A via '**AMP MOD%**'.

The buttons above modulator **3** set the relationship between modulators and how they control the level of oscillator **B**:-

If '**X**' is selected the signals of modulators **3** and **2** are multiplied together. The resulting signal is used to modulate the amplitude of oscillator **B** via '**AMP MOD%**'.

If '**+**' is selected the signals of modulators **3** and **2** are summed together. The resulting signal is used to modulate the amplitude of oscillator **B** via '**AMP MOD%**'.

If '**2.3**' is selected the level of modulator **3** is controlled by modulator **2**. The resulting signal is used to modulate the amplitude of oscillator **B** via '**AMP MOD%**'.

If '**OSC A.3**' is selected the level of modulator **3** is controlled by oscillator **A**. The resulting signal is used to modulate the amplitude of oscillator **B** via '**AMP MOD%**'.

If '**M'** is selected the signals of modulators **3** and **2** are mixed together using the '**MOD 2/3 MIX**' knob. The resulting signal is used to modulate the amplitude of oscillator **B** via '**AMP MOD%**'.

Oscillator Level Envelopes.

Oscillators **A** and **B** have their own ADSR envelope generators that control their levels.

Oscillator **A**'s output envelope can be found at the top right of the interface. Oscillator **B**'s output envelope can be found at the bottom right of the interface. Both envelope generators are identical.
Each envelope generator is a standard A, D, S, R envelope. Here you can set the '**ATTACK, DECAY, SUSTAIN** and **RELEASE**' for the level for each oscillator. The '**LEVEL**' sets the overall volume for that oscillator.
The '**PAN**' knob sets the stereo position of the respective oscillator.

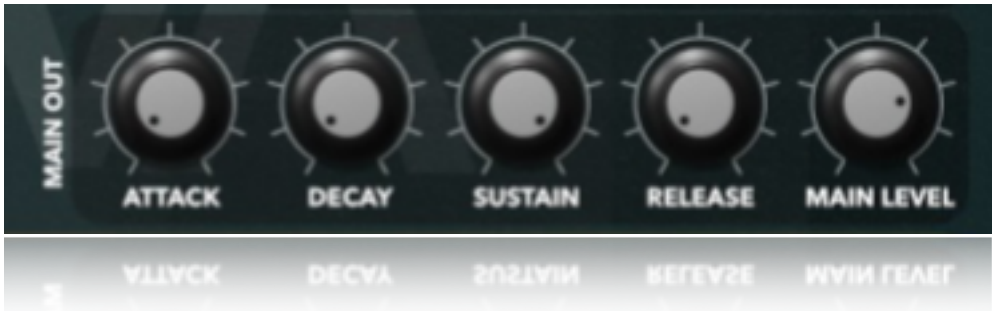
Filter/Reverb.

After the oscillators volume and pan stage the signals are fed into a simple low pass filter.

ValleysLite's filter can be found below oscillator **A**'s ADSR envelope generator.
'**LPF CUTOFF**' controls the cutoff frequency. '**RESONANCE**' controls the level of the peak at the cutoff frequency.
The low pass filter also has its own ADSR envelope.

Below the filter's envelope generator is ValleyLite's stereo reverb. The reverb is applied post output (see Output below).
The reverb has controls for:-
'**SIZE**' sets the reverb time/perceived room size.
'**WIDTH**' sets the stereo width of the reverb.
'**DAMP**' sets how much the reverb signal is suppressed.
'**MIX**' sets the dry/wet percentage of the reverb.

Output.



ValleysLite output features a global ADSR envelope generator that controls the level of the synths overall volume. The output is then sent to the reverb (see Filter/Reverb above).

Presets

ValleysLite comes with a small bank of factory presets. These can be accessed through your DAW's preset browser (check your DAW's manual).

If you come up with any presets that you would like to be made available to other users through my site send them to info@decadebridge.com

https://www.etsy.com/shop/decadebridge

https://www.decadebridge.com/
https://www.youtube.com/@decadebridge
https://www.instagram.com/decadebridge/