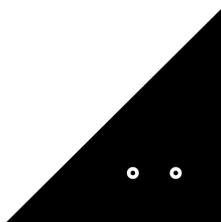


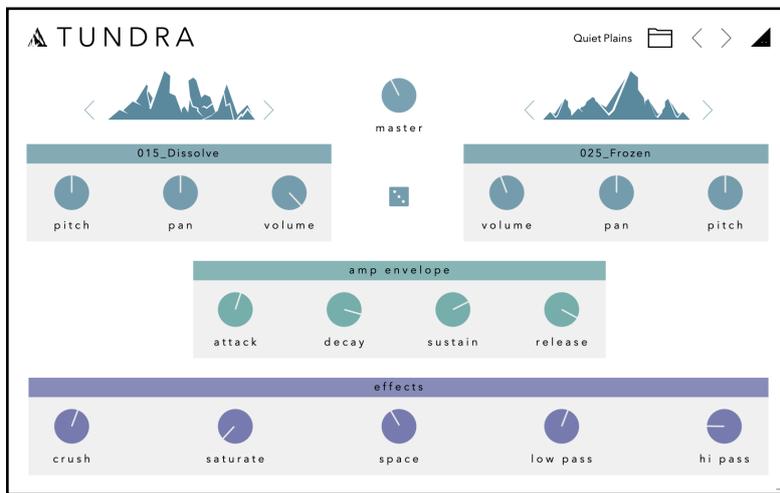


TUNDRA

frozen ambient soundscapes



SoundGhost



Thank you for downloading **Tundra**. We hope you enjoy using this instrument as much as we enjoyed creating it.

Introduction

Tundra is an instrument plugin built with a collection of samples crafted from modular synthesizers which have been frozen in time via reverb and granular modules. Specifically designed to create cold and distant soundscapes, the instrument provides the ability to mix and match these samples and apply effects. The result is a smooth, rich and resonant instrument that's perfect for crafting cinematic soundscapes, rich pads and sparkling keys.

You also get access to the raw samples so if you wish to use them in your own samplers, you can do so. We've embedded loop data into the files so you can instantly recall the start and end points of the loops (if your sampler can read loop metadata). You'll find these inside the 'Wav Samples' folder.

Installation

Once you've downloaded the file, extract the ZIP. The plugin files are located inside the 'Tundra Plugin' folder - run the installer for your particular operating system.

By default, the plugin is installed into:

Mac AU: /Library/Audio/Plug-Ins/Components

Mac VST3: /Library/Audio/Plug-Ins/VST3

Win VST3: C:/Program Files/Common Files/VST3

Once installed, open your preferred DAW. Tundra is a VST3 and AU plugin, so you'll need to ensure your DAW is set-up correctly to find and load the plugin. The above directories are where most DAWs expect these files to be - otherwise some hosts can't find a plugin on the machine. E.g. this is the case for FL Studio or Cubase with VST3 files.

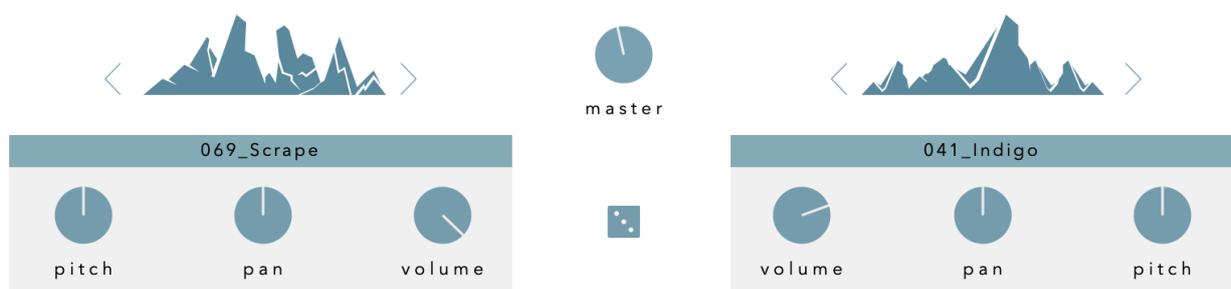
Using Tundra

Tundra is an instrument plugin, so to get started, load Tundra onto an instrument/MIDI track inside your DAW.

Tundra is split into 4 modules. Layer A and B are at the top, with the Amp Envelope and Effects below them.

Layer A and B

The top two modules are the two Layers - A and B, with A on the left, B on the right. Both modules have identical functionality but can be completely different to each other.



Layer Sound Selection

Drag up/down on the layer icon or the layer name to move up and down the layer list. There are 100 to choose from. You can also use the left and right icons to move between the layers one at a time.

Volume

Sets the volume of the layer.

Pitch

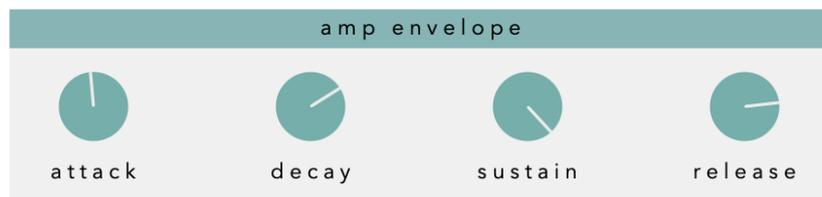
Increases or decreases the transposition of the layer in semitone increments.

Pan

Position of the layer in the stereo image from left to right.

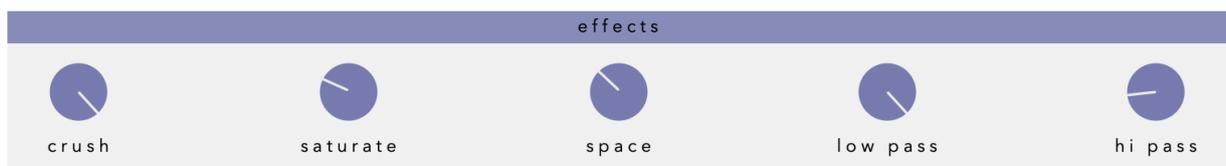
The other 2 modules, '**Amp Envelope**' and '**Effects**' are applied to both layers.

Amp Envelope



Set's the amplitude attack, decay, sustain and release. This is applied to both layers.

Effects



There are 5 different effects applied to both layers:

Crush

Bit crusher that provides noise and digital distortion.

Saturate

Tape saturation. Provides a distortion effect emulated from analog hardware.

Reverb

A spacious reverb effect send.

High Pass

High-pass filter, useful for reducing low frequency content.

Low Pass

Low-pass filter, useful for reducing high frequency content.

There are also 2 main controls:

Master

Plugin master output volume.

Randomise

The dice icon, when clicked, randomises the selected sample for Layer A and B, the amplitude envelope (ADSR) and all FX. Use this to create entirely new presets at the click of a button!

Presets

To open the preset browser, click the folder icon at the top right of the plugin window. You can open and save presets inside the browser. To save your own presets, first add your own Category and Bank. Once you've done that, you can **Add** your own presets to that bank and recall them later.

To close the browser, click the folder icon again to return to the main window.

MIDI Assign & Learn

Any control can be linked to a MIDI CC. To assign a MIDI CC, right-click a control, click **assign cc** and select your desired MIDI CC, or click **learn cc**. Tundra will then wait for a control on your MIDI controller to be moved and will then assign that CC to the control.

You can edit the ranges of the MIDI assignments by clicking the SoundGhost logo at the top right of the plugin.

MIDI assignments are saved per preset, so you can save your own templates for easy recall.

MIDI Pitchbend is hardcoded into the plugin and is set to +12 semitones.

Resize Plugin Window

If you wish to resize the plugin window, just drag and drop the bottom right corner of the plugin to set a desired window size.

Plugin Version

If you need to check the plugin version, click the SoundGhost logo at the top right of the window.

Default Parameters

To reset any control to its default parameter, double click any control.

Samples Location

The plugin sample files are installed to the following location:

Mac: /Library/Application Support/SoundGhost/Tundra/Samples

Windows: C:/ProgramData/SoundGhost/Tundra/Samples

If you wish to change the location, you can move the **Samples** folder to a location of your choice. You will then be prompted to locate the samples folder within the plugin, or you can do so from the Settings menu by clicking the SoundGhost logo, then selecting 'Change sample folder location'.

When the location has been changed, you may need to remove the instance of the plugin and open a new one for the changes to take place.

Uninstalling

If you wish to uninstall the plugin and/or the demo version of the plugin, on Mac you need to delete the files from the following locations:

Mac AU: /Library/Audio/Plug-Ins/Component

Mac VST3: /Library/Audio/Plug-Ins/VST3

Windows: C:/Program Files/Common Files/VST3

We hope you enjoy the instrument. If you have any questions or need support, send us a message at: hello@soundghost.net

