

user manual

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The Melodyne Help Center and this PDF document

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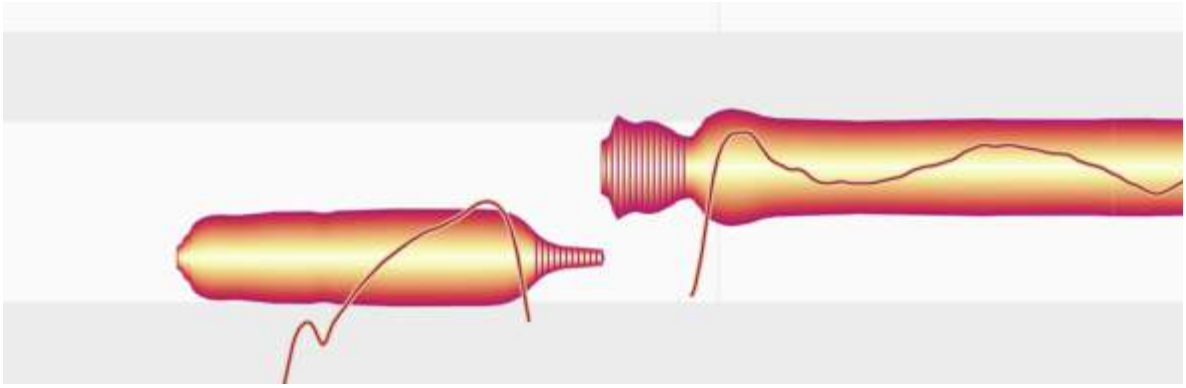
Melodyne 4 • Melodyne editor, assistant and essential 2 (singletrack) • Melodyne studio 3 • Ending support for older versions of Melodyne

Melodyne 5: Update guide

The following is a brief summary of all you need to know to get started with the new Melodyne 5. In the individual tours in the Help Center, you will find plenty of exciting tips, tricks and background info to read later, but the best place to begin is here.

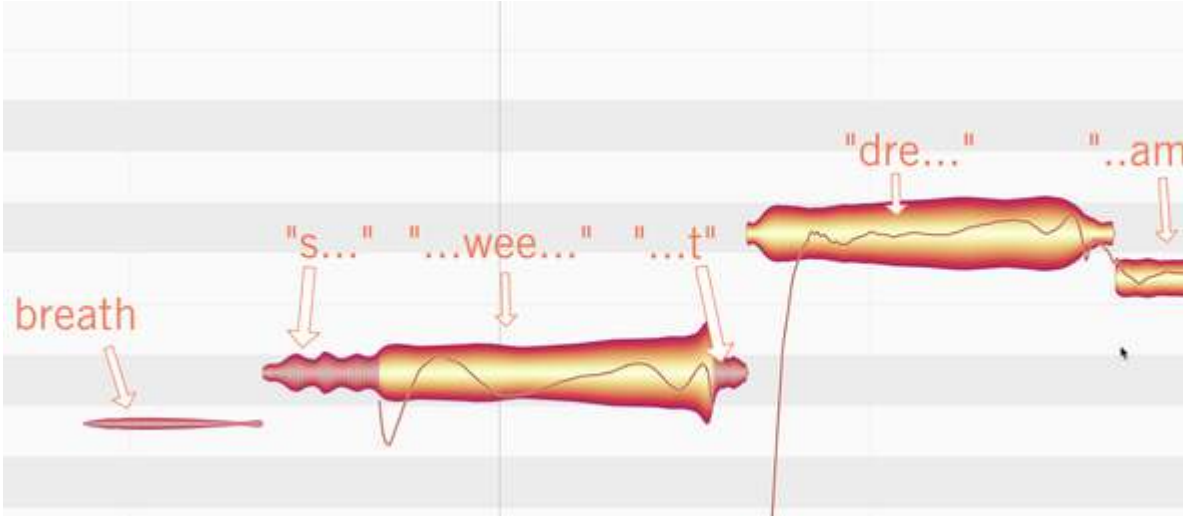
The Melodic Algorithm with Sibilant Detection

First the good news: You don't have to do anything; during its initial analysis of the material (the 'detection'), the algorithm in its default setting automatically separates the pitched from the unpitched (noise-like) components of the sound and thus behaves correctly during the playback. The upshot is better sound, pure and simple.



The extent of any noise-like components that have been detected – we call them 'sibilants' – is indicated by hatching. This is how Melodyne marks not only sibilants proper ("s", "z", "ch" and "zh") but also other unvoiced consonants like "k" and "t" as well as the sound of the vocalist inhaling or exhaling between words.
If any part of the detection seems strange or incorrect to you, you can switch to Note Assignment Mode where you will find the requisite Correction Tools though doing so is seldom necessary.

When you alter the pitch of a note, Melodyne does not alter the frequency of the sibilants, as that would sound unnatural – after all, in real life no singer has the wherewithal to sing one "S" higher than another or pitch the sound of their own breathing. In the display, however, the hatched areas do move up or down with the rest of the blob when the corresponding note is transposed, but they do this solely in the interests of legibility, so that the visual integrity of each syllable is preserved.



The way changes in the length of notes is implemented in Melodyne now also better represents the natural behavior of singers: if a note contains both sibilants and pitched components, the sibilants remain unaltered. When time-stretching is applied to the word “sweet”, for example, it becomes “s-weeeeeeee-t” (not “sss-www-eeeeee-ttt” or anything ghastly like that!).

The case is different where the note in question (or, in this case, the sound to which the blob refers) consists *solely* of sibilants and has no pitched components at all, as is often the case with breath noise: this would certainly be shortened to make room for a time-stretched word invading its space. But here, too, the principle is the same, because if the rest between two words were shorter, the singer would necessarily take a shorter breath. So even when it comes to lengthening or shortening breathing sounds, Melodyne 5 automatically achieves a natural effect.

And once they have been isolated, breaths can be stretched or squeezed using a different algorithm, with results that sound considerably better than those of earlier versions of Melodyne.
Since, however, sibilants often coincide with pitched components, it can happen that breath sounds do sometimes move; when this happens, it is because Melodyne has detected a small pitched element in them that has been transposed, and this fact must naturally be reflected in the display. This should not surprise you.

All editions of Melodyne profit from these improvements – even the entry-level Melodyne essential.

Compatibility with Melodyne 4

When you open projects that were saved by an earlier version of Melodyne, they sound exactly the same in the new version as in the old. This is because when you open old documents, two new functions are initially not activated:

- Sibilants are not detected.
- Pitch centers of notes are still calculated as in Melodyne 4.

The upshot is that everything sounds exactly as it did before, so if you open your old project today with the intention simply of making some minor change to the mix, you do not need to take any special precautions.

If, however, you plan to do substantially more work on the project, taking advantage of the new features of Melodyne 5, you can do so simply by switching on Sibilant Handling on the vocal tracks. This is done by:

- placing a checkmark next to the option “Sibilant Handling” in the Algorithm Inspector in Note Assignment Mode. This will trigger a fresh analysis of the entire track; when this is finished, any sibilants will be marked and the playback algorithm will behave accordingly. This may change the sound, usually for the better. Please note however that Sibilant Detection is only available with the Melodic or the Percussive Pitched algorithm; with all the others, the function is grayed out.

Unfortunately, this function is not available with the edition Melodyne essential. If you want to edit an old Version 4 project taking advantage of the new sibilant functions, you must trigger a fresh detection of the material by clicking the words ‘Melodic’ or ‘Percussive Pitched’ (as appropriate) in the Algorithm menu. Please bear in mind, however, that if you do this, all your previous editing will be lost, so it will seldom be worth it. Another option would be to upgrade to Melodyne assistant; then not only would the entire tool kit be at your disposal but you would also be able to switch Sibilant Handling on and off.

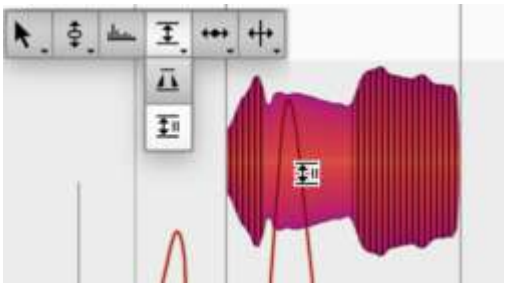
- triggering a recalculation of the pitch center of the notes. To do this, you must enter Note Assignment Mode and ALT-double-click on the relevant notes. While it is replotting the Pitch Curve of each note, Melodyne also recalculates its pitch center. As a result of the improved method of determining the pitch center of each note, the blobs may realign themselves slightly in the vertical plane, with some moving upwards and others down; the results in either case reflect more faithfully the perceived pitch of the notes.

More on the new way of calculating the pitch center.

New tools (not only) for vocals

With Version 5, Melodyne assistant, editor and studio have gained two new tools:

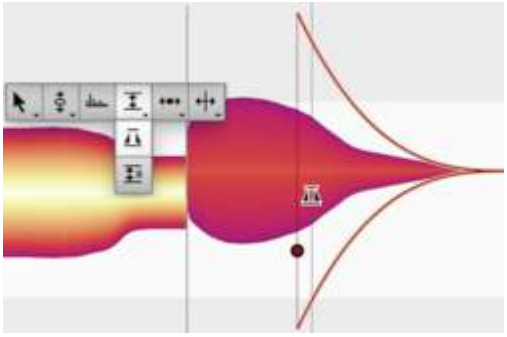
The Sibilant Balance Tool: This governs the ratio between the amplitude of the sibilants and that of the other (pitched) components of the sound. Its uses range from the defusing of problematic sibilants (de-essing) and the rapid adaptation of doubled vocal tracks, to creative sound design and improved mixing options.



The tool is easy to use: Drag downwards to attenuate the sibilants, or upwards to attenuate the pitched components. You can make very fine adjustments but also – when double-tracking, say – mute altogether either the sibilants or the pitched components.
The tool can be used for the detailed editing of single notes or, when multiple notes are selected, to apply the same change throughout an entire passage.

You will find all the details here.

The Fade Tool: With Melodyne 5, you can fade in at the start of a note and/or fade out at the end. No doubt you're familiar with the principle from your DAW. Using the tool is easy: just double-click to insert a fade; then use the left/right arrows to move it, and the up/down arrows to adjust its slope. That's all you need to know.

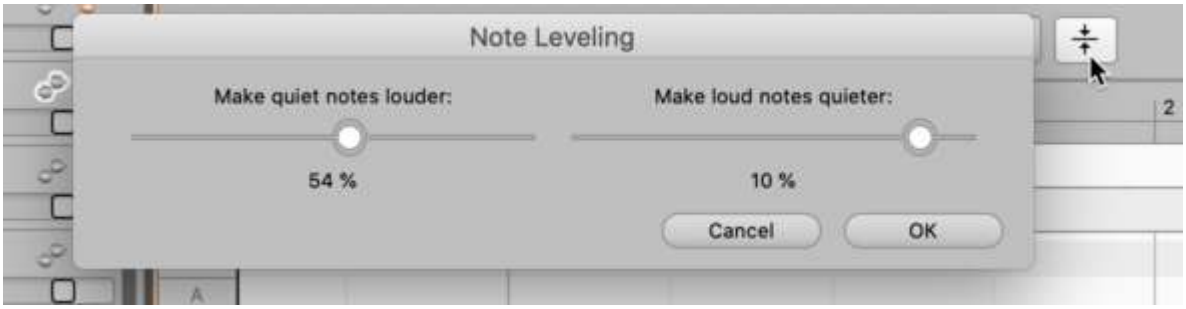


What is much more interesting, however, is that this function increases the control Melodyne offers over the playing dynamics of all types of instrument, because it operates on a per-note basis. So in polyphonic material, for example, you can fade in or out on individual notes within chords. The Fade Tool also makes possible the rapid elimination of extraneous noise in material of all kinds – most notably, polyphonic instrument tracks – as well as providing totally new scope for creativity.

You will find all the details here.

The Leveling Macro

The new Leveling Macro allows you to rein in volume disparities swiftly. Its effect is to reduce differentials between the amplitude of different notes on a track – not only in melodic but also in percussive and even polyphonic material.



The left-hand fader makes the quiet notes louder, whilst the right-hand fader makes the loud notes quieter. With both faders set to 100%, all the notes will have the same amplitude.

Whilst this may sound simple, it can accelerate your workflow considerably – particularly in the case of polyphonic material, as it allows you swiftly and effortlessly to iron out or reduce disparities between the volume levels of different notes within chords.

You can find out more about the Leveling Macro here.

Pitch correction by double-clicking and the Correct Pitch Macro

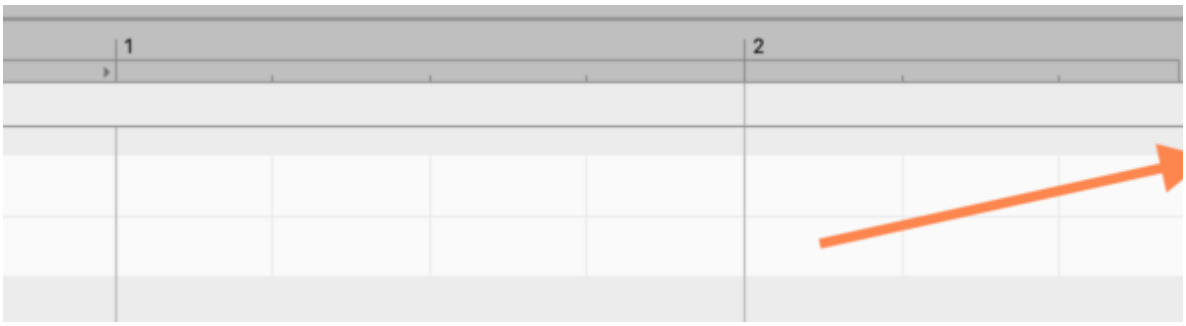
Whether you double-click on out-of-tune notes to correct intonation errors or use the macro, the new, musically weighted calculation of pitch centers delivers better results. Whereas previously you often had to fine-tune individual notes manually, even after double-clicking or using the macro, now Select All followed by a double-click always results in musically correct intonation. Further editing is now required, at most, in a handful of specific genres to steady-up the beginning or ending of words – and even this can be performed in Melodyne 5 in next to no time.

More on this....

Both the Correct Pitch macro and double-clicking also profit from the new Chord Track. To an extent you can control, and in an extremely musical manner, not only can the intonation of the notes be improved swiftly but they can also be transposed simultaneously to fit the chords of the song. This allows any instrument track or any sample to accompany any song.

Chord Recognition and the Chord Track

If it is not already visible, click here to show the Chord Track.

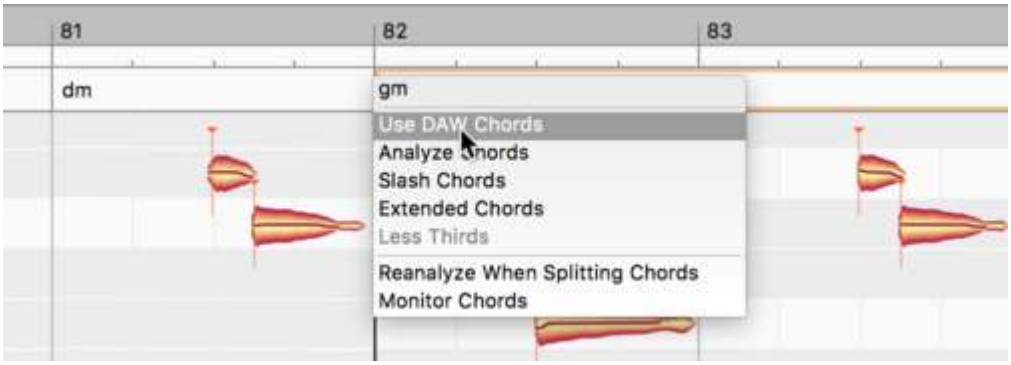


There are now various ways of filling in the chords:

- by hand. If you know the chords, you can just type them in. From the Preferences dialog, you can choose between various chord naming conventions.

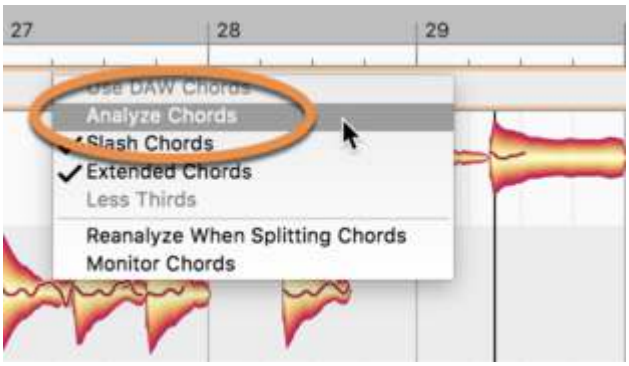


- via ARA: If your DAW is equipped with a chord track and makes it available via ARA, Melodyne can simply take the chords from the DAW. Any subsequent chord changes you make in the DAW will be reflected immediately in Melodyne.

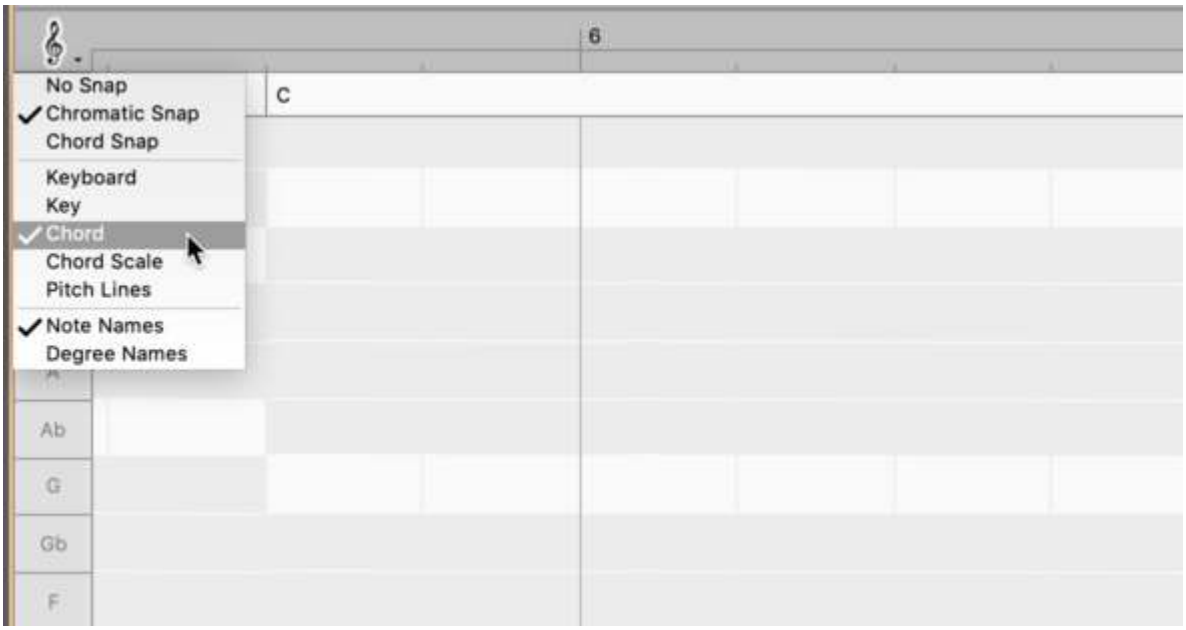


- using the Chord Recognition function. If you do not know what the chords of the song are, Melodyne can find out for you. Select for the purpose tracks with as much harmonic information as possible (e.g. guitar, keyboard or bass) and as little pitch fluctuation as possible (so preferably not vocals); do not include drum tracks.

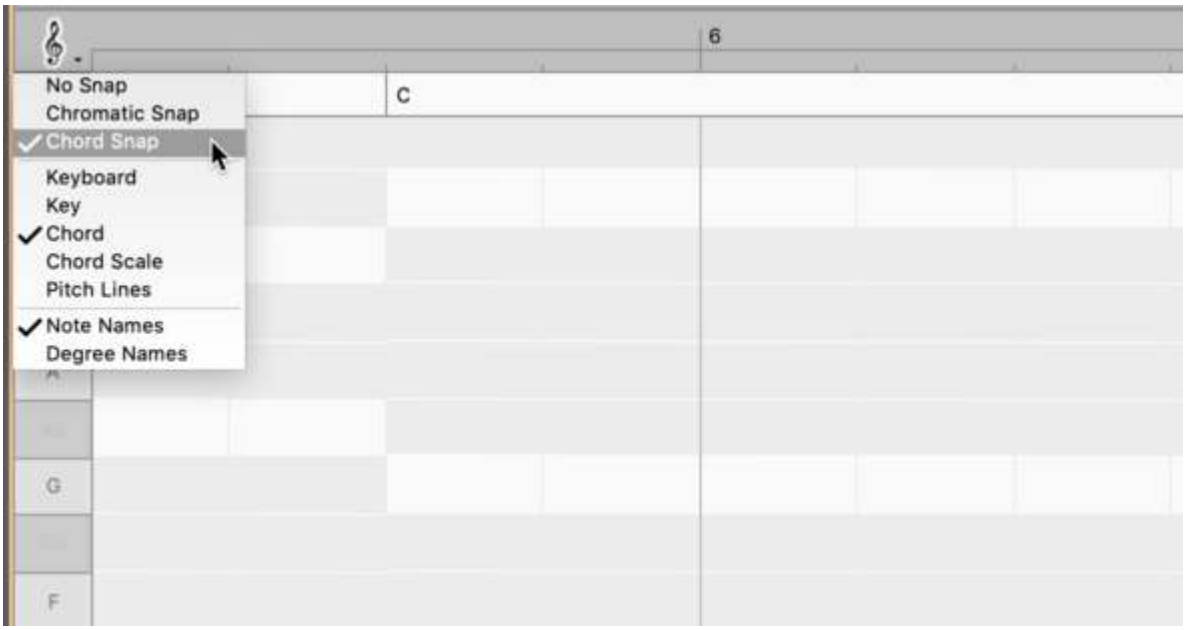
Now right-click on the Chord Track and choose “Analyze Chords”.



Once the Chord Track has been filled in, you can set the Pitch Grid in the note-editing background to reflect the changing harmonies of the song. From this, you can tell at a glance which pitches are, and which are not, suitable destinations for notes.



If you now activate the grid by selecting ‘Chord Snap’, whenever you drag and drop notes they will snap to pitches consistent with the named chord.



The same thing will happen whenever you double-click on a note or selection of notes; each note will move to the nearest pitch consistent with the named chord. It can happen, of course, that two or more notes then come to rest at the same pitch, so it is worth casting a quick eye over the results.

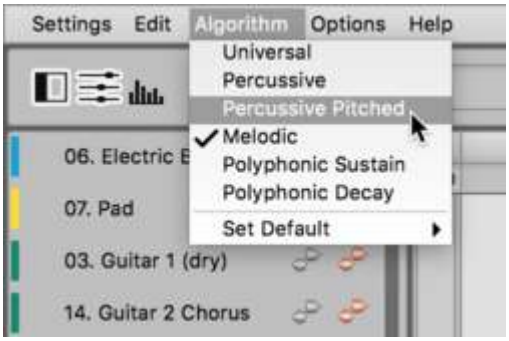
You will find everything relating to chords, the Chord Track and adapting new material to fit the chords here.

The new Percussive Pitched Algorithm

With Version 5, Melodyne has acquired a new algorithm. The Percussive Pitched Algorithm combines the strengths of two of the existing algorithms.

Like the Percussive algorithm, the new algorithm is optimized acoustically for drums and percussion, or – in more general terms – for noise-based material.

In other respects, though, with its display format in which pitches are clearly identified, the Percussive Pitched algorithm is more like the existing Melodic algorithm.



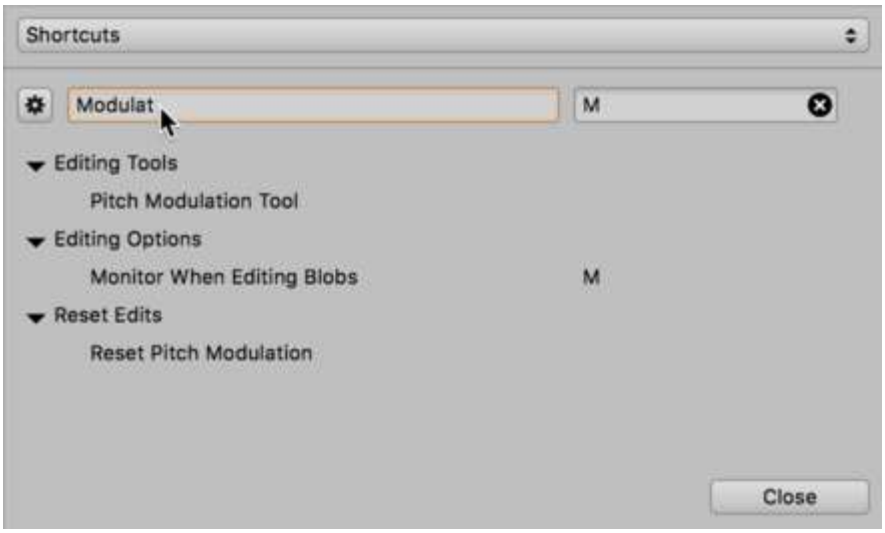
Suitable candidates for the new algorithm are all drum-like instruments that are capable at the same time of producing recognizable melodies: an 808 loop, for example, which in addition to the noise-based snare and hi-hat sounds includes a kick drum tuned to the bass of the song as well as tuned toms. A beatboxer track would be another typical candidate for the new algorithm; there, too, melodic (bass) with percussive (snare) elements are united in one and the same recording.

More on this....

Keyboard shortcuts

In Melodyne, virtually any function can be controlled using a keyboard shortcut. Experienced Melodyne users know how to take advantage of this, and are able to perform tasks considerably more swiftly by using shortcuts tailored to their own specific working habits.

To facilitate the handling of keyboard shortcuts, the Shortcuts page of Melodyne 5's Preferences dialog offers a search function that makes creating your own sets of shortcuts easier and more intuitive.



You can find out more about keyboard shortcuts here.

How to get your Melodyne

Below, we describe the procedure for you, as a Pro Tools user, to follow in order to obtain and activate your Melodyne 5 essential.

Who is entitled to a Melodyne 5 essential?

All Pro Tools users in possession of a Pro Tools or a Pro Tools Ultimate with an active subscription or an active Update + Support plan.

How is Melodyne installed?

From Version 2020.11 onward, Melodyne 5 essential is installed automatically along with Pro Tools or Pro Tools Ultimate. This means no action whatever from you is required to install Melodyne.

What if I already own a Melodyne?

When the Pro Tools installation program finds Melodyne is already present on your computer, one of two things will happen: If your Melodyne is older than Version 5, the installation of Melodyne 5 essential will be aborted, leaving your existing system untouched. An existing Melodyne 5, on the other hand, will be updated. Please note that for the Audio-to-MIDI function to work in Pro Tools, Version 5.1 or higher of Melodyne is required.

If you already have Melodyne and therefore do not need the Melodyne 5 essential included in the Pro Tools bundle, you can use the serial number as a coupon worth €/USD 20 in our web shop – for instance, when purchasing an update. This tour shows you how.

What happens after the installation?

Before a successfully installed Melodyne can be used in Pro Tools as an AAX plug-in or for the Audio-to-MIDI function, it has to be activated. For this, you need your Melodyne 5 essential serial number from your My Avid account:

1. Open your browser, go to the Avid website and log in to your account.

2. On the “My Account” page, under “My Products” click on “View My Products”.

3. Click on the triangle next to Melodyne essential to expand the entry.

4. There, under “Activation Code”, you will see your serial number. Copy this onto the clipboard.

How is Melodyne activated?

Once you have copied your Melodyne serial number, open an instance of Melodyne in Pro Tools or call the Audio-to-MIDI function from Pro Tools. In the dialog box that opens, click on “Activate”.

The Celemony license page will now open in your browser.

Paste in your serial number and follow the remaining instructions to register and activate your Melodyne 5 essential. All you need do is enter your e-mail address and a password, make your newsletter preferences known, and you can start using Melodyne right away.

What purpose is served by my Celemony user account?

In your Celemony user account, you will find the installation program for your Melodyne 5 essential should you ever need it, you will be able to see on which computers it has been activated, and you can control your newsletter settings.

Your user account is also your go-to place for Melodyne updates. Admittedly, the Pro Tools installation program always installs the latest version of Melodyne, but thereafter Melodyne updates are not linked to Pro Tools updates. Whenever a Melodyne update is released, you can install it at once using your personalized Melodyne installation program. And you will find this in your Celemony user account.

Naturally we will keep you informed about updates for your Melodyne – that’s why we recommend you subscribe to the Celemony newsletter from your user account. That is because by clicking on the links provided in our newsletters, you can install Melodyne updates in just a few clicks.

But Melodyne itself can also keep you informed, which offers you a quick and user-friendly method of downloading updates. To take advantage, choose “Check for Updates” > “Automatically” from Melodyne’s Preferences dialog.

To log in to your Celemony account from your browser, go to www.celemony.com. But you can also access your account directly by clicking the “License” entry in Melodyne’s Help menu.

What is the relationship between Melodyne and my Pro Tools subscription?

The license for your Melodyne 5 essential is tied to your Pro Tools subscription. If your subscription is cancelled and expires as a result, you will no longer be able to use your Melodyne 5 essential either. Naturally, if ever you upgrade your Melodyne 5 essential to a larger edition of Melodyne, it will then no longer be tied to Pro Tools and you will be able to use it permanently – even if you no longer have an active Pro Tools subscription.

Pro Tools bundle: essential or coupon?

From Version 2020.11 onwards, every Pro Tools and Pro Tools Ultimate comes with a license for Melodyne 5 essential. If, however, you already own a Melodyne, we are offering you instead a coupon for our web shop. Here we will explain how this works.

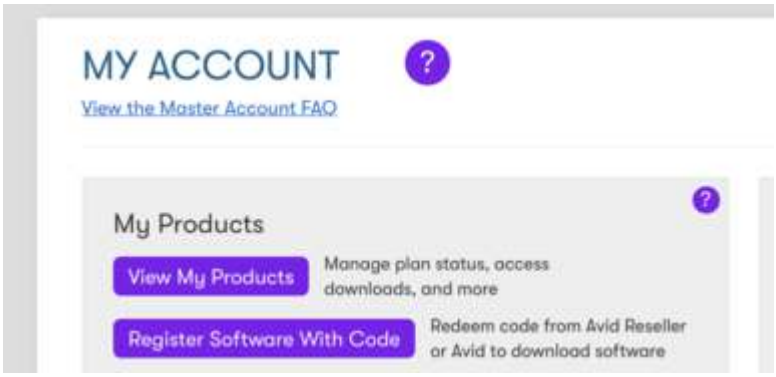
Who gets a Melodyne 5 essential and how?

Melodyne 5 essential is included with Version 2020.11, which you get if you have an active *subscription* for Pro Tools or purchased a *Perpetual* license and have an active *Update + Support Plan* for it.

Melodyne 5 essential is installed automatically along with Pro Tools unless the installation program discovers a version of Melodyne already installed on your computer, in which case your existing version of Melodyne will not be affected and a coupon for an update or upgrade will be substituted for the Melodyne 5 essential you don't need.

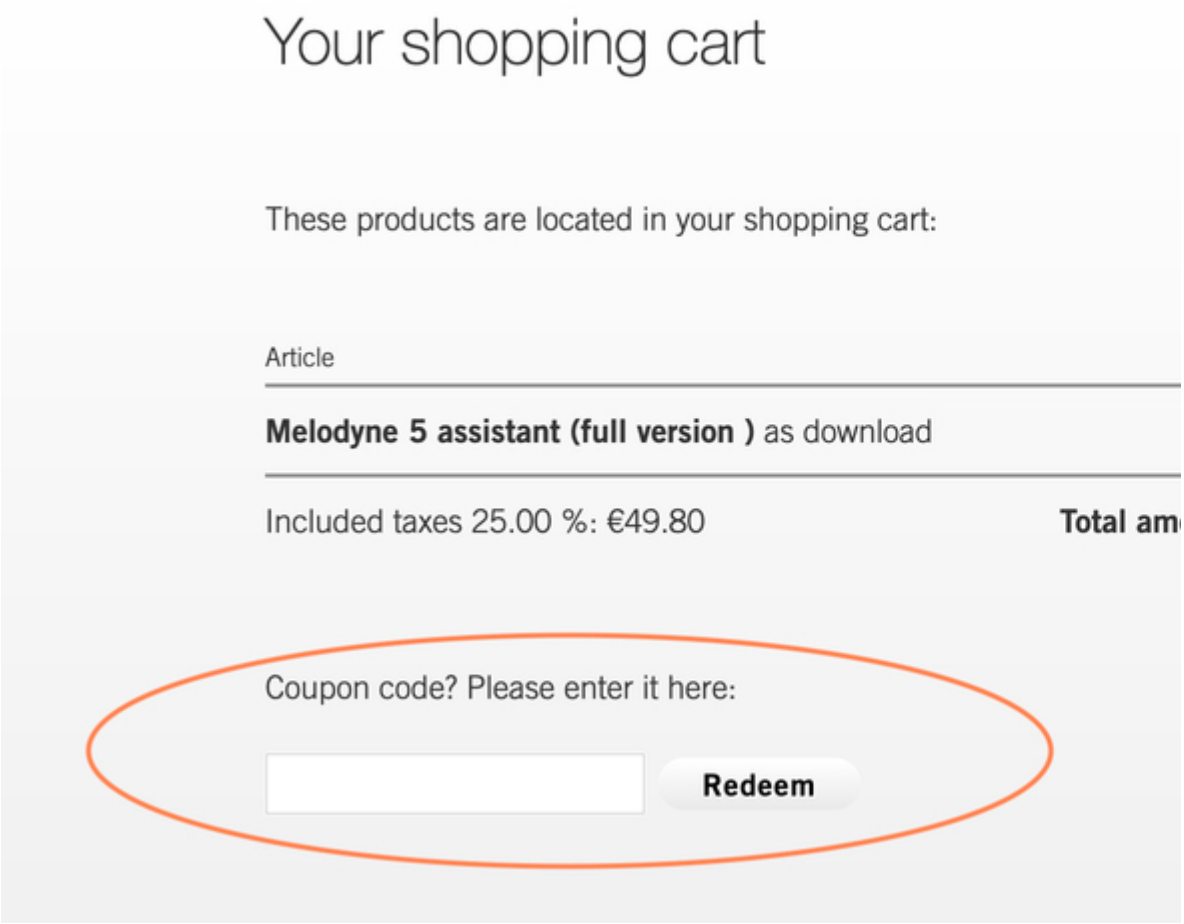
Where can I find the serial number?

You will find the serial number of your Melodyne 5 essential in your Avid account. Log in and click on "View My Products" and you will see an entry for Melodyne 5 essential displaying the serial number.



How does the coupon work?

In our web shop, first place the update for your existing Melodyne or the desired upgrade in your shopping cart; then, when you come to pay, enter the serial number of your Melodyne 5 essential as your coupon code.



The coupon has a value of €/US$ 20. This amount will therefore be subtracted from the sum you have to pay when switching to a larger edition or later version of Melodyne. What if you already have Melodyne 5 studio? In that case, you can use the coupon when purchasing an additional activation or a future update to Version 6.

What if I have already activated my Melodyne 5 essential by mistake?

Don’t worry. You can still recover your coupon. Just open Melodyne 5 essential, choose “License” from the Help menu; this will take you to your user account where you can deactivate Melodyne. After deactivating your Melodyne 5 essential, you can use its serial number as a coupon code. If you do so, however, you will no longer be able to reactivate your Melodyne 5 essential, as use of the coupon voids the license.

Coupons: terms and conditions of use

Pro Tools customers from version 2020.11 onwards are entitled to a serial number for Melodyne 5 essential. Pro Tools customers who are also already Melodyne customers can use this serial number instead on a single occasion as a Melodyne coupon in the Celemony web shop. Use of the coupon in this way voids the Melodyne 5 essential license.

- The coupon has a value of EUR 20.00 or USD 20.00 and can be redeemed for Melodyne updates or upgrades exclusively in the Celemony web shop (www.celemony.com). When you purchase a Melodyne update or upgrade, this amount will be credited to your account and therefore deducted from the total purchase price. The coupon cannot be redeemed for products other than Melodyne updates or upgrades.
- The coupon can be redeemed within one year of receipt of the serial/coupon number and in any case within three months of the release of Melodyne 6.
- Only one coupon can be redeemed per purchase transaction in the Celemony web shop. The coupon cannot be exchanged for cash.
- The coupon cannot be used in combination with other coupons/discounts and cannot be redeemed for purchases already made.

Audio to MIDI in Pro Tools

Pro Tools integrates Melodyne to let you convert audio to MIDI. Melodyne analyzes selected audio and converts pitches and rhythms to MIDI notes and amplitude to velocities.

Audio to MIDI Plug-in Preference

To set the plug-in used for audio to MIDI processing:

1. Choose Setup > Preferences.
2. Click the Processing tab.
3. Select the desired plug-in from the Audio to MIDI Plug-in selector.



4. Click OK.

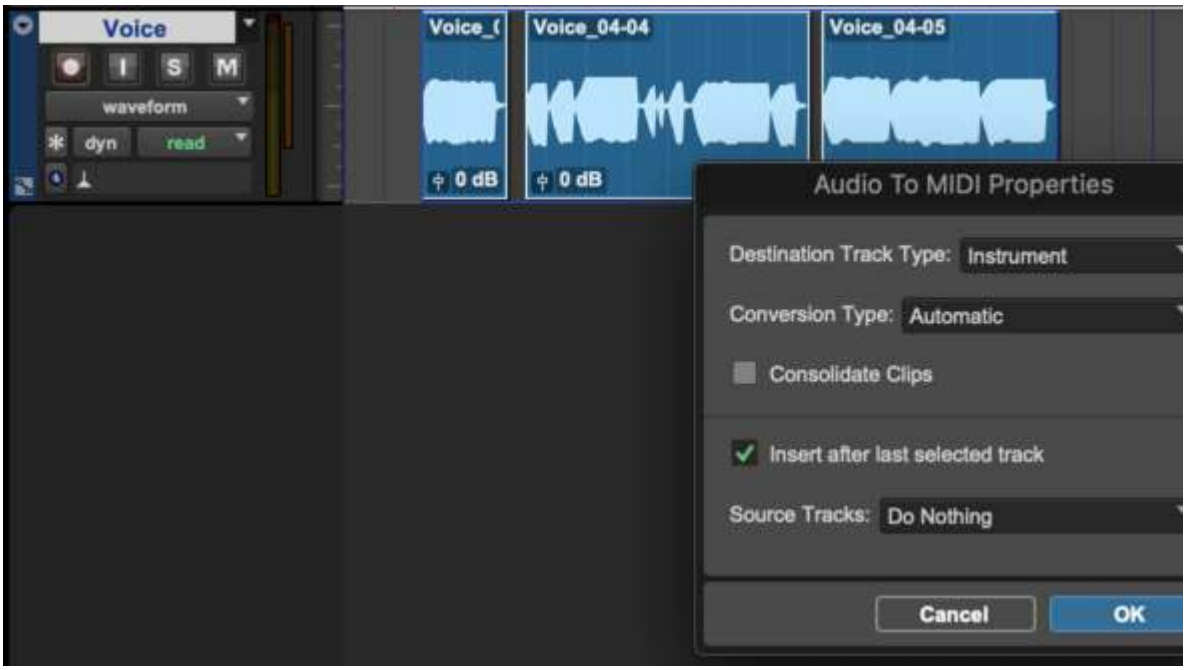
Extract MIDI from an Audio Track

Pro Tools lets you extract MIDI note and velocity data from selected audio tracks and automatically paste it to new MIDI or Instrument tracks. When extracting MIDI from audio tracks, a new MIDI or Instrument track is created for each selected audio track. When multiple audio tracks are selected for MIDI extraction, the same *Conversion Type* option is used for all of them. This is usually fine if the selected audio tracks contain similar audio material, such as a choir, a string orchestra, or brass section. However, if the source tracks contain widely different audio material, such as drums, bass guitar, saxophone, and vocals, it is recommended that you convert each audio track separately so that you can use the best *Conversion Type* option for each source track. For example, use *Percussive* for drums, *Melodic* for saxophone, and so on.

To extract MIDI from audio and write it to a new MIDI or Instrument track:

1. Select an audio track and do one of the following:

- Choose Track > *Extract MIDI* to New Track.
- Right-click the track name in the Track List, or in the Mix or Edit window and choose *Extract MIDI to New Track*.



2. In the resulting Audio to MIDI Properties dialog, do the following:

- Select the *Destination Track Type* (MIDI or Instrument).
- Select the *Conversion Type* appropriate to the selected audio (such as Monophonic for solo melodic audio or Rhythmic for percussive audio). The available options are dependent on the selected *Audio to MIDI Plug-in* (Setup > Preferences > Processing).

3. Enable *Consolidate Clips* to create a single MIDI clip from multiple audio clips on the source audio track.
4. Enable *Insert after last selected track* to place the new MIDI or Instrument track after the last selected track.
5. Select the desired option for what to do with the *Source Tracks*:

Hide and Make Inactive: Select to hide and make the source audio tracks inactive.
Make Inactive: Select to make the source audio tracks inactive (without hiding them). *Delete:* Select to delete the source audio tracks.
Do Nothing: Select to leave the source audio tracks intact.

Press Command+Left/Right Arrow (Mac) or Control+Left/Right Arrow (Windows) to move through the *Source Track* options.

6. Click OK.

MIDI is extracted from audio on the source track(s) and pasted to the same timeline location on the new MIDI or Instrument
track(s).



Drag and Drop Audio to MIDI

Pro Tools lets you select one or more audio clips (including clip groups) and drag them to MIDI or Instrument tracks to convert the source audio to MIDI.

To convert audio to MIDI by drag and drop:

1. Select one or more audio clips (or clip groups) on an audio track or in the Clip List.
2. Drag and drop the selected clips to a MIDI or Instrument track.



3. In the resulting Audio to MIDI Properties dialog, select the most appropriate *Conversion Type* option for the source audio (for example, select *Percussive* for percussive audio or *Melodic* for solo melodic audio).



4. If you are dragging and dropping multiple audio clips to a MIDI or Instrument track, enable the *Consolidate Clips* option to create a single MIDI clip from the source audio clips.

Selected clips are copied as MIDI to the destination track.

Please note: Pro Tools does not support audio to MIDI conversion with dragging and dropping from a Workspace, or the macOS Finder or Windows Explorer.



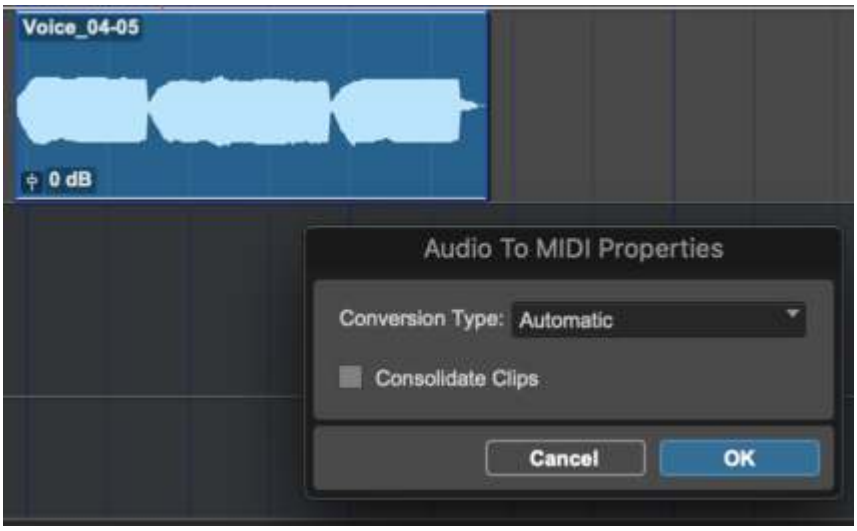
Copy Audio and Paste as MIDI

Pro Tools lets you copy audio as MIDI from selected audio clips on audio tracks or in the Clips List, and paste MIDI extracted from that audio to MIDI and Instrument tracks.

To copy and paste audio as MIDI:

1. Do any of the following:

- Right-click an audio clip on an audio track or in the Clips List and choose *Copy Audio as MIDI*.
- Select one or more audio clips in the Clips List, then either choose *Copy Audio as MIDI* from the Clips List menu or right-click a selected audio clip and choose *Copy Audio as MIDI*.
- Make an edit selection on an audio track that includes any audio (partial, whole, or multiple clips), right-click the selection and choose *Copy Audio as MIDI*.



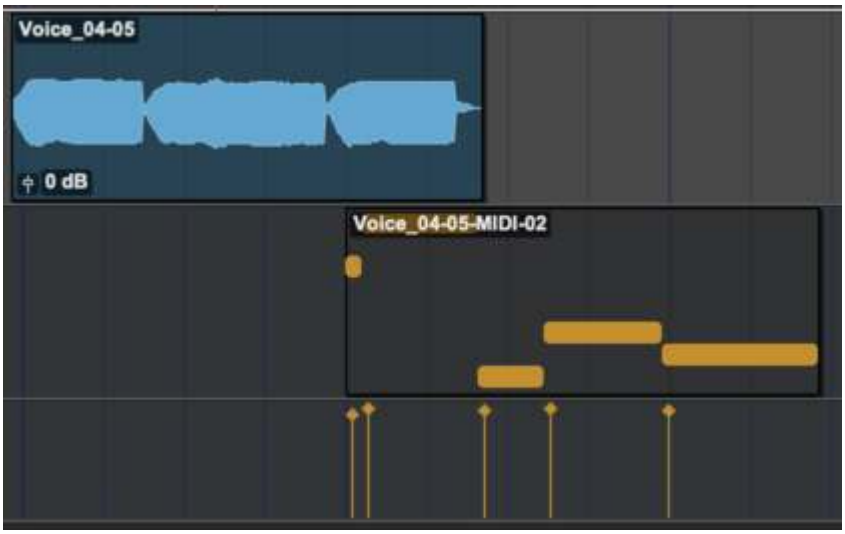
2. In the resulting Audio to MIDI Properties dialog, select the most appropriate *Conversion Type* option for the source audio (for example, select *Percussive* for percussive audio or *Melodic* for solo melodic audio).

3. Enable the *Consolidate Clips* option to create a single MIDI clip from the source audio.

4. Place the edit cursor at the time location on a MIDI or Instrument track where want to paste the extracted MIDI.

5. Choose *Edit > Paste*, or press Command+V (Mac) or Control+V (Windows).

The MIDI extracted from the copied audio is pasted as a new MIDI clip to the time location of the edit cursor on the target MIDI or Instrument track.


Voice_04-05
0 dB
Voice_04-05-MIDI-02

Melodyne expert tips by Rich Crescenti

Rich Crescenti is a freelance engineer who works as a Melodyne specialist for our American distributors, writes pro audio articles, interviews and reviews, and conducts numerous courses and seminars, having clocked up over 10,000 hours of classroom instruction time. Furthermore, Rich is a real Melodyne power user: watch him in action in the following videos, benefit from his experience, and be inspired!

Vocals

Other instruments

Melodyne essential in Pro Tools

Reference manual videos

Here you will find all the videos to accompany the Reference manual, sorted by topic. The videos are in English with subtitles in German, French, Spanish and Japanese.

Fundamentals and workflow

Tools and functions

Algorithms and note assignment

Tempo

Melodyne in Pro Tools

This tour shows you how to make efficient use of Melodyne within Pro Tools.

Please take note also of the information regarding the compatibility of Melodyne with Pro Tools on our website.

Loading the Melodyne plug-in

Insert Melodyne into one of the plug-in slots of the desired track. You will find Melodyne Plugin in the “Other” category.



You are advised, as a rule, to insert Melodyne in the first plug-in slot – before the compressor, EQ or other effects. The reason is this: during the transfer, Melodyne records the input signal you intend to edit – and with it all effects ahead of it in the signal chain, which are then frozen into the signal and can no longer be adjusted. In order to use your compressor, EQ and other effects in the usual way, you need therefore to make sure they come after Melodyne Plugin in the signal chain.

Backing up and exchanging projects

Under Pro Tools, Melodyne's transfer files are stored within the session structure. This means that if you want to be sure, when archiving your project or passing it on to others, that all instances of Melodyne will be able to find the audio files they need, the only thing you need to archive or pass on is the session folder.

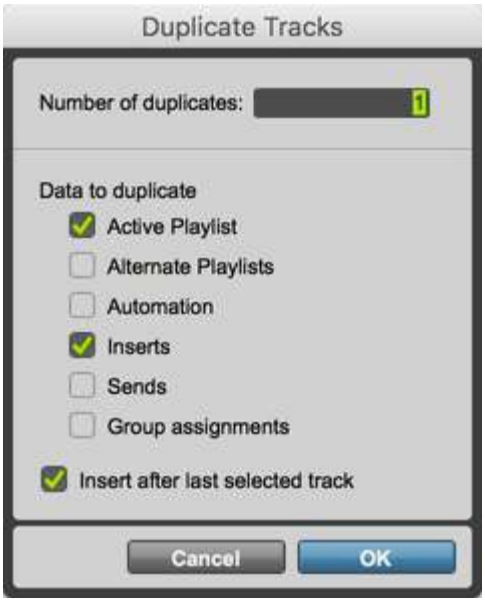
When archiving and passing on projects, you do not need to worry about Melodyne's audio cache, the size and location of which can be selected from Melodyne's Preferences dialog. Melodyne will automatically restore the parameters found there, so there is no need to archive or copy them separately.

Duplicating tracks

Sometimes you may want to copy a track including its Melodyne instance and Melodyne editing – in order, for instance, to generate a second voice. To do this, use the “Duplicate …” command in Pro Tools' Track menu.



To ensure that not only the track itself but also Melodyne and all the editing you have performed with it are also duplicated, check the “Inserts” box in the “Data to duplicate” section of the “Duplicate Tracks” dialog.



Saving plug-in settings for Melodyne

Just as with an effects plug-in you can store different settings as presets, in Melodyne you can save different edits. You may wish to do this in order, for example, to allow a performer or artist to hear and choose between different edits of the same take. To save and reload Melodyne settings, follow the same procedures as for all other plug-ins.

Click in the upper part of the current Melodyne Plugin window on “Preset” and select “Save Settings As …”. Then assign a name to the current Melodyne edit. You can store alternative edits as additional presets and switch between them using the preset selector.

Bouncing/printing Melodyne edits

To render (i.e. make permanent) your Melodyne editing on a Pro Tools track, proceed as follows:

- Using the bypass function in the mixer or insert area of the track, deactivate the effects you do not wish to be included in the recording on the new track. The EQ and compression, for example, are things you will also wish to adjust on the new track, so these should not be included.
- Then right-click on the track or a specific region thereof and choose “Commit” from the context menu. You can access the same function by choosing Track > Commit from the main menu at the top of the screen.
- Decide whether the automation should be included in the calculation of the new track or whether you would rather copy the existing automation to the new track later in order to retain access to it. In that case, deactivate the automation in the dialog window of the “Commit” function.



As soon as you click on OK, Pro Tools will render the track and create a new track in the session with the results of the rendering. If you have set Pro Tools to deactivate the original track containing Melodyne, it will now do so; you can always reactivate it later should you decide further editing is needed.

Once you have created the desired renderings, copy the deactivated effects by dragging them to the new track(s) whilst holding down the ALT key; then reactivate them. Via Pro Tools' Edit menu, you can also copy the automation data from the original Melodyne tracks to the new tracks.

Miscellaneous notes

H/W Buffer Size

Under “Setup > Playback Engine” set the H/W buffer size to 1,024 samples. Smaller values lead to a significant increase in the CPU load.

Should you require a smaller buffer, e.g. when adjusting the headphone mix directly in your computer and not via an external channel strip or mixer, switch all instances of Melodyne during the recording to bypass Reactivate Melodyne as soon as you begin editing your new track.

Keyboard shortcuts

If you are running Pro Tools under Windows, certain keyboard shortcuts within Melodyne do not work, unfortunately, as they govern Pro Tools itself and not Melodyne:

- CTRL+X
- CTRL+C
- CTRL+V
- CTRL+A
- CTRL+Z
- CTRL+Shift+Z

Instead of these shortcuts, please use the corresponding commands in Melodyne’s menus or the Melodyne user interface.

Transferring audio

In this tour, you will learn how to transfer audio material to the plug-in implementation of Melodyne as well as the fundamentals of its use.

How Melodyne works

Before it can make its editing functions available to you, Melodyne must first analyze the audio material. Since for this analysis the audio file has to be examined as a whole, it cannot be conducted in real time; it is performed once only, at the start, before the first blobs appear in the Note Editor. In the stand-alone implementation of Melodyne, this is when the audio file is first opened.

In the case of the plug-in, the matter is somewhat more complicated. Since most commonly-encountered plug-in interfaces are designed for pure real-time operation, a plug-in, logically enough, is only shown the part of the audio file that is being played at that instant, which is rather like looking through a keyhole. But Melodyne, as we have seen, requires a more comprehensive overview; for this reason, you have to send it in advance the track segments you wish to edit, so that it can study them.

This is the purpose of what we call the “transfer”: This is essentially a recording process whereby the plug-in implementation of Melodyne makes its own copy of the track segments playing back in the DAW. In this way, Melodyne obtains the audio data that it must have if it is to detect and display the notes. These transfers make using Melodyne more effort than one would like, but there is no other way of overcoming the limitations of real-time plug-in interfaces.

There are, of course, exceptions: To make working with Melodyne in a DAW more effortless, we have developed the ARA plug-in interface extension. DAWs that support ARA provide Melodyne with all the information it needs about the audio files they are using and make it possible to open a track for editing in Melodyne immediately – i.e. without going through the transfer procedure first. This is the most convenient way of using Melodyne in a DAW.

If your DAW supports ARA, apart from the next paragraph, the rest of this tour need not concern you. Instead, search for your DAW in the Help Center, where you’ll find details of how to take advantage of ARA with each of the various DAWs that support it.

The following, however, applies to all scenarios involving Melodyne – with or without ARA: The amount of memory Melodyne requires depends partly upon the length of the files you are transferring to it or loading but mainly upon the number of notes they contain: the more notes a file contains, the longer the detection process takes and the more memory it requires. This makes it difficult to formulate a concrete rule, but, in general: with files longer than an hour, the detection process is generally slow; files longer than two hours, however, may be impossible to load or transfer at all, due to shortage of memory. In such cases, please divide the file up and transfer or load only the segments that you actually wish to edit in Melodyne.

Transferring audio to the plug-in implementation of Melodyne

Open in your DAW the project you wish to edit.
Load the plug-in implementation of Melodyne as an audio insert effect in the audio track containing the material you wish to edit. Position the plug-in implementation of Melodyne above any insert effects you may be using in the track – if in doubt, put it in the first insert slot. For the analysis (or "detection") to achieve the best possible results, Melodyne needs to be given as dry and clean an input signal as possible.

- Move the playback cursor in the DAW to a point before the beginning of the passage you wish to edit with Melodyne.
- Click the Transfer button at the top left of the Melodyne window to prepare it to accept the transfer.



- Press Play in the DAW to transfer the material, which Melodyne will import automatically. Press Stop when the end of the passage you wish to edit is reached.

Stopping the DAW playback automatically brings to an end Melodyne's transfer readiness. You can also interrupt a transfer in progress at any time by clicking the Transfer button.

If you wish, you can transfer to Melodyne further passages from different parts of the DAW track. Clicking the Transfer button during playback by the DAW toggles Melodyne's "enable transfer" function on and off, allowing you to punch in and out as the playback proceeds. Alternatively, as you reach the end of each of the passages you wish to transfer you can stop playback by the DAW, find the start of the next passage, transfer-enable Melodyne again, restart playback by the DAW, stop it again, and so on. If you wish, you can just transfer the entire track or even several tracks simultaneously to multiple instances of Melodyne. To do this, simply enable the Transfer buttons of all the instances to which you wish to transfer material simultaneously.



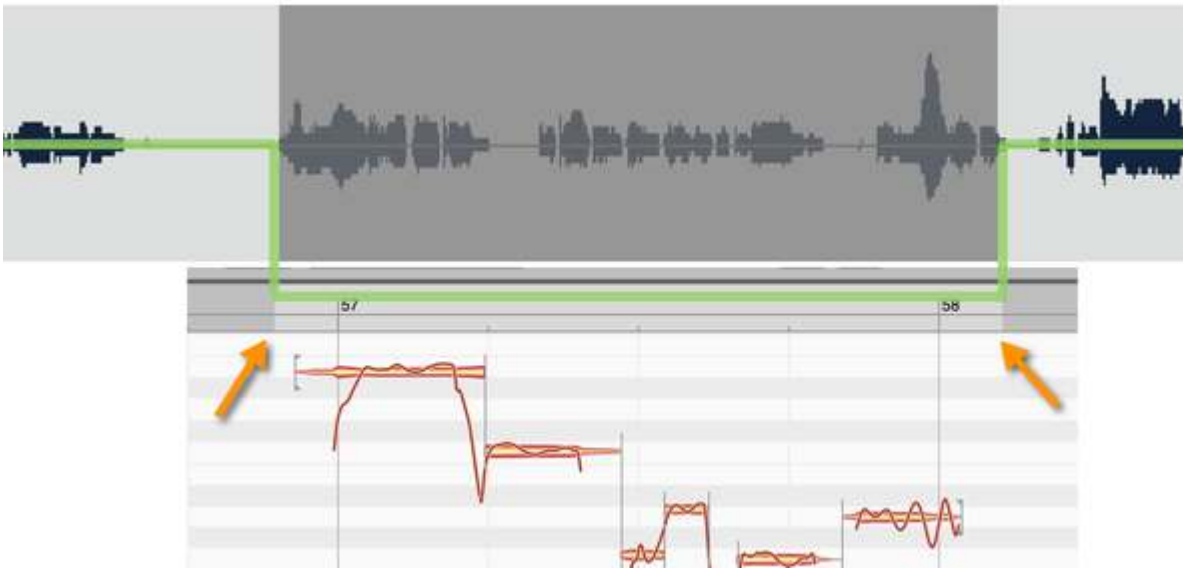
Important: If your DAW project contains changes of tempo or time signature, please consult the tour entitled "Adjusting to tempo variations in the DAW".

Tip: Initialize the key prior to the transfer: In the case of monophonic or polyphonic audio material, Melodyne also recognizes the key (or “tonality”) of the music. With short melodic phrases, however, the key chosen is often not the one intended, simply because too few notes are available for a correct appraisal. To prevent this happening, you can set the key using the Scale Ruler of an empty instance of the plug-in or an empty document (if using the stand-alone implementation of the program) *before* the transfer or loading of an audio file. To do this, simply click on the desired keynote in the Scale Ruler and select the desired scale or key from the context menu. Melodyne will then retain this initialized value, regardless of its own subsequent analysis.

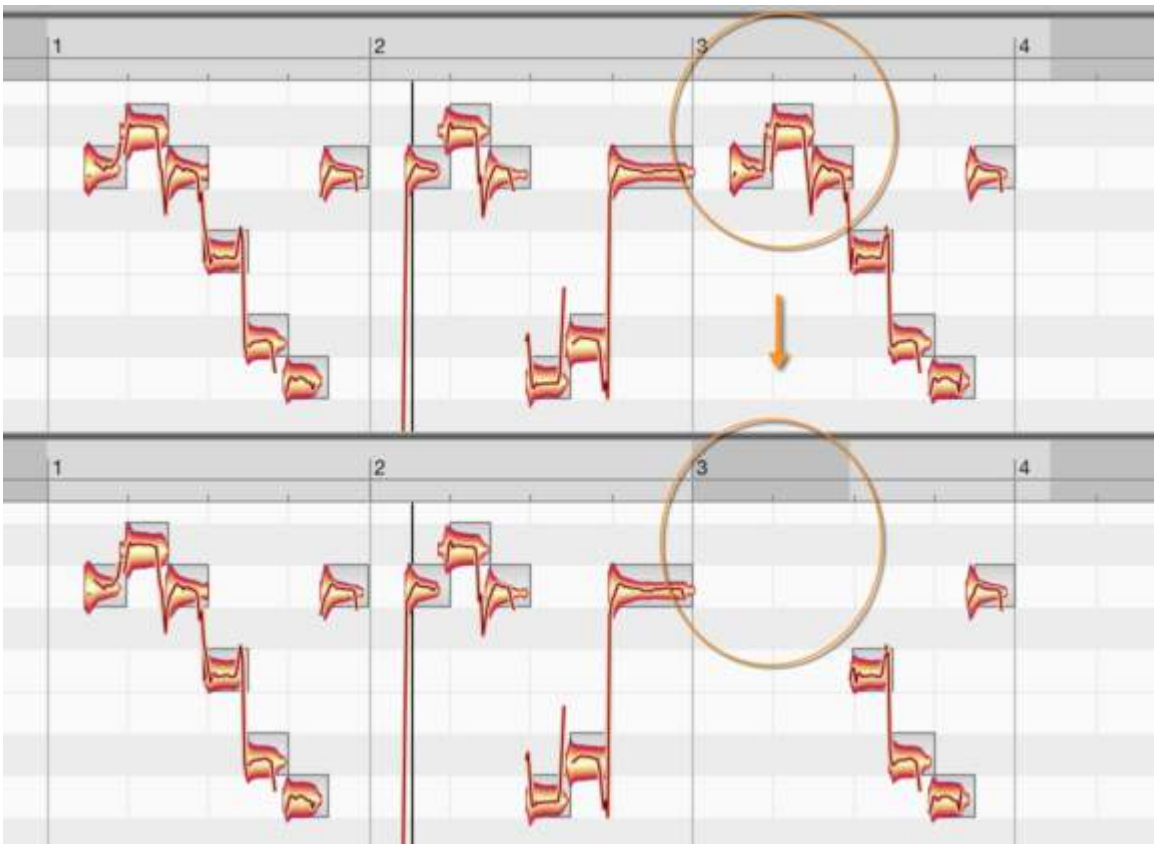
Replace Ranges

During playback, those passages that have been transferred to Melodyne will be played back by Melodyne; all others by the DAW. In other words, wherever it has material to play back, Melodyne’s signal will replace that of the original track.

From the Options > Note Editor sub-menu, choose Show Replace Ranges. All the passages that will be played back by Melodyne (as opposed to the DAW) will now be marked. Such regions can be extended simply by dragging their borders with the mouse.



To shorten a playback region, delete a few blobs and select Set Replace Ranges to Notes from the context menu of the Time Ruler. This command works not only at the borders of the playback region but also when you delete notes from the middle of the region – as shown in the following illustration.

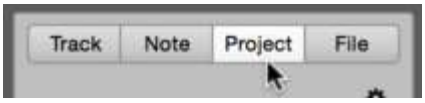

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The Project Browser

The Project Browser shows you all the audio files used by each project and helps you manage them and locate missing files.

Opening the Project Browser

Both the stand-alone implementation and the plug-in possess a Project Browser. In each case, this is opened by clicking the “Project” tab in Melodyne’s info pane.



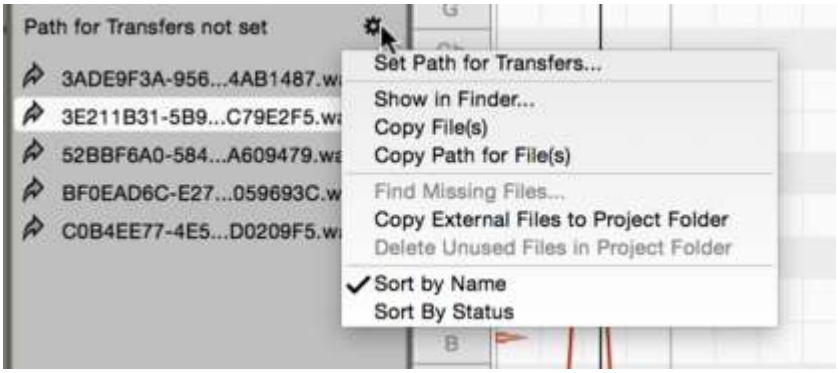
The Project Browser and transfers in the plug-in

In the plug-in implementation of Melodyne, the Project Browser displays a file entry for every Melodyne transfer from the DAW that has been conducted.

The Melodyne plug-in records the audio material transferred from the DAW track, creating audio files in the process that it stores on your hard disk. For material to be played back and edited in Melodyne, it is not enough simply for the original audio files to be present in the DAW project; Melodyne also requires its own audio files – the ones it created at the time of the transfer.

It is important to remember this when you wish to archive a DAW project or pass it on to another user complete with your Melodyne editing. In this case, you must be sure to archive or hand over not only the DAW project along with its audio and other files but also the transfer files created by Melodyne. Otherwise, when the archived project is restored or when the recipient comes to open it, the transferred passages and the editing you have applied to them will be inaccessible.

The question that arises, therefore, is this: Where does Melodyne store the files it creates and how can you append them to your project? The answer is found in the Project Browser, which allows you to manage the transfer files and also search for lost ones.



The Project Browser of the plug-in allows you to choose the folder in which the transfers will be kept. To do this, click on the cog icon near the top right-hand corner of the Project Browser and choose Set Path for Transfers. Your choice applies only to the current project. We recommend, therefore, that you choose a folder within your DAW's project folder as the path for transfers, as this will make both archiving and passing on the project to others more straightforward.

You can set the path for your transfers at any stage in the editing process. As soon as you do so, all the transfers created up to that point in the course of the project (and stored in Melodyne's temporary transfers folder) will be moved to the folder you have selected. Whether the new folder is on the same or a different volume (e.g. a different hard disk) makes no difference; the existing files will be copied to the new location. New transfers will be stored in the newly created folder.

Each time you set a new path for transfers, Melodyne tells you to save your DAW project so that the new file references can be stored in a permanent fashion.

Automatic selection of the path for transfers

Many DAWs are able to tell Melodyne where the folder of the current project is located. In these DAWs, you are not offered the option of specifying a different path. Instead, Melodyne automatically stores its transfers in the project folder created by the DAW, thereby ensuring that your transfer files are integrated into the project and do not get lost.

Do not worry, then, if your DAW offers you no way of choosing a path for the transfers. If that is the case, Melodyne will store the files in question in the right place automatically.

Unused and missing audio files

In both the stand-alone implementation and the plug-in, audio files are color-coded in the browser as follows:

- Black: The file is present and being used by the project
- Gray: The file is present but not in use (e.g. because you have deleted from the project all the notes it contains)
- Red: The file is needed but unavailable

The reason unused files are retained in the Project Browser rather than being deleted automatically is that this allows you to undo the delete operation, which would otherwise be impossible.

If Melodyne cannot find one of the files it needs to use – either because it has been deleted or because it was not moved to a new computer along with the other project files – the missing file will be shown in red in the Project Browser. The notes belonging to such a file are shown in gray with a red outline in the Note Editor and are muted during playback.



Commands in the drop-down and context menus

The drop-down menu opened by the cog icon in the Project Browser as well as the context menu in the same browser offer the following commands, some of which are designed to facilitate the assignment of missing files.

Set Path for Transfers... (only in the plug-in): This allows you to specify where the transfer files should be stored, as is explained above.

Show in Finder/Explorer: If you choose this command after right-clicking on a file in the Project Browser, a Finder/Explorer window will open showing you the location of the file.

Copy File(s): This copies the selected file(s) onto the clipboard. This might be useful, for example, if you have passed on to another user a project missing one or more of the requisite transfer files; by selecting the missing file(s) in the Project Browser, choosing Copy File(s) and then pasting the contents of the clipboard onto a hard disk or other storage medium, you can remedy the error swiftly without having to hunt around for the missing file(s).

Copy Path for File(s): This copies as text to the clipboard the path of the selected files. This is useful if you need to send someone a list of missing files.

Find Missing Files: This opens a file selection window that allows you to locate the missing file on your hard disk and “show” it to Melodyne.

It is advisable to save your project after reassigning files, in order to store the updated references.

Copy External Files to Project Folder (only in the stand-alone implementation): This command results in all the files that you have imported into your project from different locations on your hard disk, whether via the File menu or by drag ‘n’ drop, being copied into the audio folder of your Melodyne project. This folder, which is created when your Melodyne project is first saved, is on the same level in the file hierarchy, and bears the same name, as the MPD file of the project, but with the suffix “_Audio”. It is advisable to save your DAW project after executing this command, in order to store the updated references.

Delete Unused Files in Project Folder: If you are certain that you will have no further need for files marked as unused in the Project Browser, this command allows you to delete them and liberate space on your hard disk.

The last two commands in the context menu allow you to specify whether the files in the Project Browser should be displayed in alphabetical order or according to status (missing, used, unused).

Playback, navigation, zooming

This tour will give you an overview of the functions Melodyne offers for navigation and the playing back of audio.

Controlling playback using the keyboard and transport bar

The plug-in implementation of Melodyne is integrated into the DAW and keeps perfectly in step with its playback. When you reposition the DAW, this information is conveyed to Melodyne, which mirrors the new position. As soon as the DAW starts, Melodyne also starts. It is not possible to start, stop or reposition the DAW's playback cursor from within Melodyne.

With the stand-alone implementation of Melodyne, you start and stop the playback using the buttons in the transport bar at the top or by pressing the space bar. If you hold the [Alt] key at the same time, playback will be confined to the current selection.



You can also control playback in Melodyne Stand-Alone using the numeric keypad of your computer. The shortcuts can be selected from the Preferences dialog, the default settings being as follows:

- Playback/Pause [space bar]: Stop or Start playback from the current position of the playback cursor
- Start [Enter] when stopped: Commence playback from the current position of the playback cursor
- Start [Enter] during playback: Jump to, and continue playback from, the last starting point
- Stop [0 on the numeric keypad] during playback: Stop and jump to the last starting point
- Stop [0 on the numeric keypad] twice in succession: Jump to the beginning of the project

In both the stand-alone and plug-in implementations of Melodyne, the arrow keys on the keyboard can be used to step through the blobs. When playback is stopped, the blob currently selected will sound.

Before you can play back the blobs in this way in the stand-alone implementation of Melodyne, it may be necessary to click once in the Note Editor so that it has focus. It is the focus that determines to which part of the user interface any shortcuts you use apply. The pane with focus at any given moment is the one enclosed in a thin orange frame.

Please note that you can define a wide variety of keyboard shortcuts – including new playback shortcuts – using Melodyne's Preferences dialog. If for any reason you are not satisfied with the default shortcuts, you can redefine them at will.

Controlling playback, scrubbing and zooming using the Time Ruler

The following playback functions are available in both the stand-alone and plug-in implementations of Melodyne – in the Melodyne plug-in, however, only when the DAW is stopped; as soon as it starts again, Melodyne plug-in resumes its shadowing of the DAW as described earlier.

Double-click in the Melodyne Time Ruler (or directly in the background of the Note Editor) to commence playback from the position in question. If you hold down the [Alt] key as you double-click in the Time Ruler, playback will be confined to the current selection.



If you double-click again in the Time Ruler while the playback is in progress, the playback will stop and the playback cursor will move to the point clicked.

A single click in the Time Ruler moves the playback cursor to the point clicked. If you do this while playback is in progress, instead of halting, playback skips to the position clicked and continues from there. If you do it while playback is halted, the playback cursor moves to the position clicked but playback remains halted and only resumes if you double-click in the Time Ruler.

When playback is halted, you can scrub through the audio material by clicking and dragging in the Time Ruler.

By dragging upwards or downwards, you can zoom the display at the current position. Scrubbing and zooming can be used in combination, allowing you to navigate and position the cursor intuitively, setting the zoom factor at the same time.

Please note: In Melodyne studio, when you start playback or scrubbing via the Time Ruler of the Note Editor, it is the Editing Mix Fader (near the right-hand end of the toolbar) that determines what you hear; if the fader button is moved all the way to the left, you will hear only the notes corresponding to the colored blobs in the Note Editor. As the fader button is moved back towards the center, the gray blobs, which are only displayed for reference, will become gradually louder. Finally, with the fader button moved all the way to the right, you will hear all Melodyne tracks, including those not currently displayed in the Note Editor.

Resizing the window

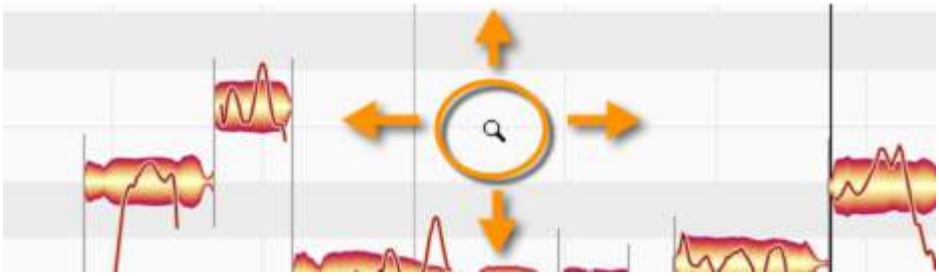
To change the size of the window, click and drag the bottom right-hand corner. The procedure is the same for both the stand-alone and plug-in implementations of Melodyne.



Scrolling and zooming in the Note Editor

Select the Scroll Tool (the hand icon) from beneath the main tool or hold down the [Command] and [Shift] keys to move the display area with the mouse.

Select the Zoom Tool (the magnifying glass) from beneath the Main Tool or press [Command]+[Alt] to zoom the display with the mouse. You can zoom horizontally and vertically at the same time – with different levels of intensity in each case.

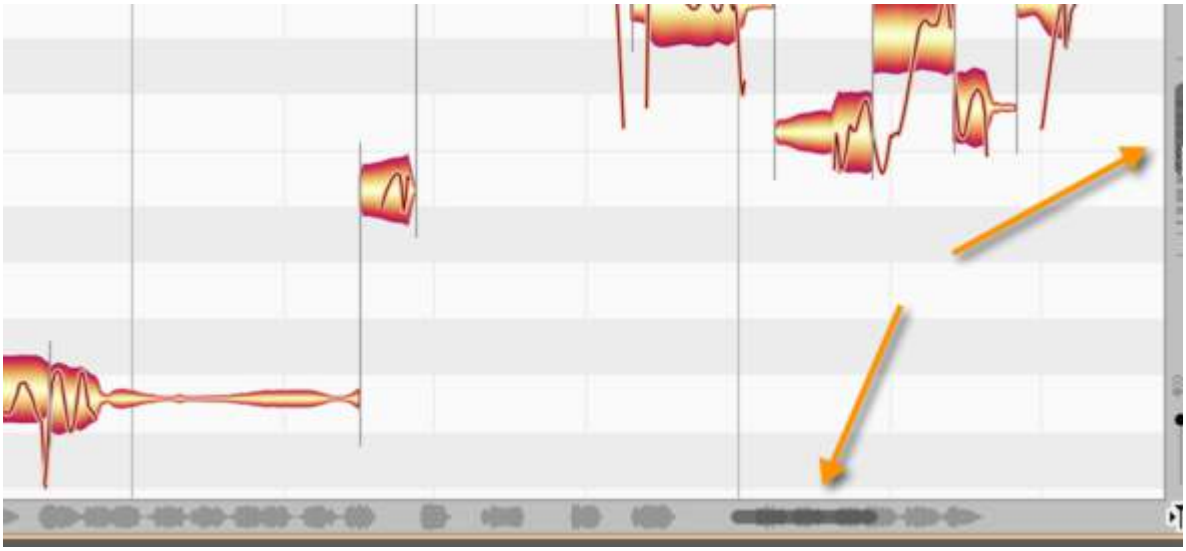


[Command]+[Shift]+double-click zooms in on one blob or several (if several are selected). A corresponding double-click in the editing background returns you to the previous zoom level.

If your hardware supports the corresponding functions, you can also scroll and zoom with the mouse and trackpad:

- The mouse wheel and swiping with two fingers on the trackpad can be used for horizontal and vertical scrolling.
- Pinching with two fingers on the trackpad zooms the display simultaneously on the horizontal and vertical planes.

Drag the horizontal or vertical scrollers (i.e. the scroll boxes or ‘thumbs’) to move the display. The horizontal scroller contains a miniaturized image of the contents as an orientation aid.

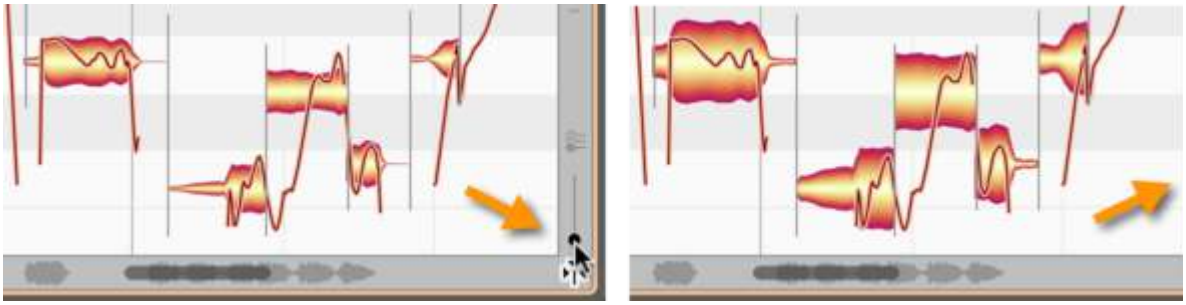


Drag the ends of the scroller to zoom the display.

If you are editing a particularly long audio file, you may find the reduced size of the scroller makes it difficult to achieve the desired zoom resolution. In that case, you can zoom in further by holding down the [Command] and [Alt] keys whilst dragging in the edit pane or else by dragging vertically in the Time Ruler.

If you pull one end of the horizontal or vertical slider as far as it will go and hold it, you can increase the vertical or horizontal size of the area displayed. This can be useful in the plug-in, for example, when you have only transferred the first three bars (measures) of your material but wish to insert something at bar 20.

Double-click in the center of the scroller to zoom in or out just enough to ensure that all the blobs are displayed. If cycle mode is active, double-clicking on the horizontal scroller zooms the display just enough to ensure that the entire contents of the cycle range are visible.

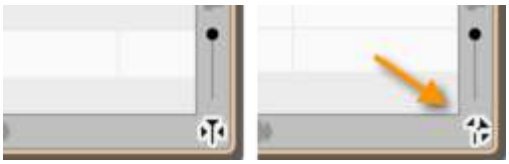


Use the slider in the bottom right-hand corner near the Note Editor to alter the height of the blobs. This does not alter their volume. Your likely motive will be to obtain a clearer view of material containing a lot of particularly quiet or particularly loud notes.

A note about automatic scrolling in the Note Editor
If you have selected one or several notes, Melodyne assumes that you wish to see and edit them, and exercises the requisite restraint by deactivating the auto-scroll function temporarily. Only when you deselect the notes (for example, by clicking in the background of the Note Editor) and restart the playback does the display resume its pursuit of the playback cursor.

Similarly, if you move the horizontal scroller so far during playback that the playback cursor actually disappears from the screen, automatic scrolling will be deactivated. Stopping and restarting in this case will reactivate the auto-scroll function.

If automatic scrolling has temporarily been deactivated, the auto-scroll icon in the bottom right-hand corner of the Note Editor takes the form shown here.



Navigation and zoom functions

- To resize the window (also in Plugin), drag the bottom right corner
- Hold down the [Command]+[Shift] keys and drag the editing background of the Note Editor to move the area displayed
- Use the mouse wheel to scroll up and down or else (holding the [Shift] key) left and right
- A two-finger swipe on the trackpad can be used to scroll the display
- A two-finger pinch on the trackpad can be used to zoom the display.
- [Command]+[Alt]+drag in the Note Editor serves to zoom the display horizontally and/or vertically
- Drag vertically in the Time Ruler to zoom in on the area indicated
- Press [Command]+[Alt] and use the mouse wheel to zoom both axes simultaneously
- Press [Command]+[Alt] and double-click to zoom in on a blob or the current selection of blobs
- Press [Command]+[Alt] and double-click in the editing background to restore the previous zoom setting
- Drag the scrollers to move the display horizontally or vertically
- Drag the ends of the scroller to zoom the display horizontally or vertically
- Pull the left- or right-hand ends of the horizontal slider as far as they will go to increase the length of the section displayed (important in the plug-in e.g. when you have only transferred the first four bars and are able to navigate only in this area but wish to insert something at bar 20)
- Double-click the scrollers to zoom in or out horizontally or vertically until all notes are displayed
- The slider in the bottom right-hand corner governs the height of the blobs

Cycle mode

In Melodyne's cycle mode, a selected passage is repeated endlessly.

Defining the cycle range

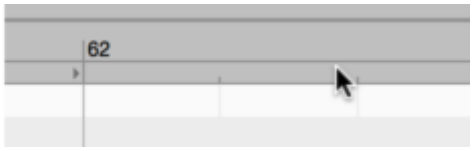
To define a cycle range, click and drag in the lower part of the Time Ruler. If, as you do so, you hold down the [Alt] key, the Time Grid will be ignored, allowing you to position the start and end points (which we call the "cycle locators") freely.



Switching cycle mode on and off

Double-click on the cycle range in the narrow strip immediately below the Time Ruler to toggle cycle mode on and off. When cycle mode is active, the cycle range is shown in dark grey





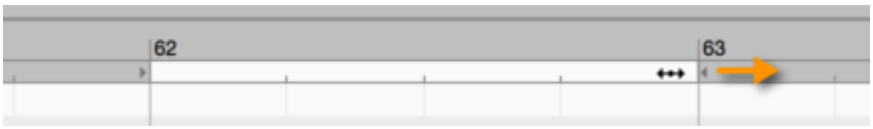
In the stand-alone implementation of Melodyne, you can also switch cycle mode on and off from the transport bar.



It is also possible by choosing File > Preferences > Shortcuts to define a keyboard shortcut for toggling cycle mode on and off.

Changing the length of, and moving, the cycle range

Drag the right- or left-hand locators to alter the length of the cycle range. If, as you do so, you hold down the [Alt] key, the Time Grid will be ignored, allowing you to position the locators freely.



Drag the middle of the cycle range to move it ‘en bloc’ to the left or right. If, as you do so, you hold down the [Alt] key, the Time Grid will be ignored.



If you [Shift]+click near either of the cycle locators, it will move to the designated position. If, as you do so, you hold down the [Alt] key, the Time Grid will be ignored.

Defining the cycle range using a blob selection

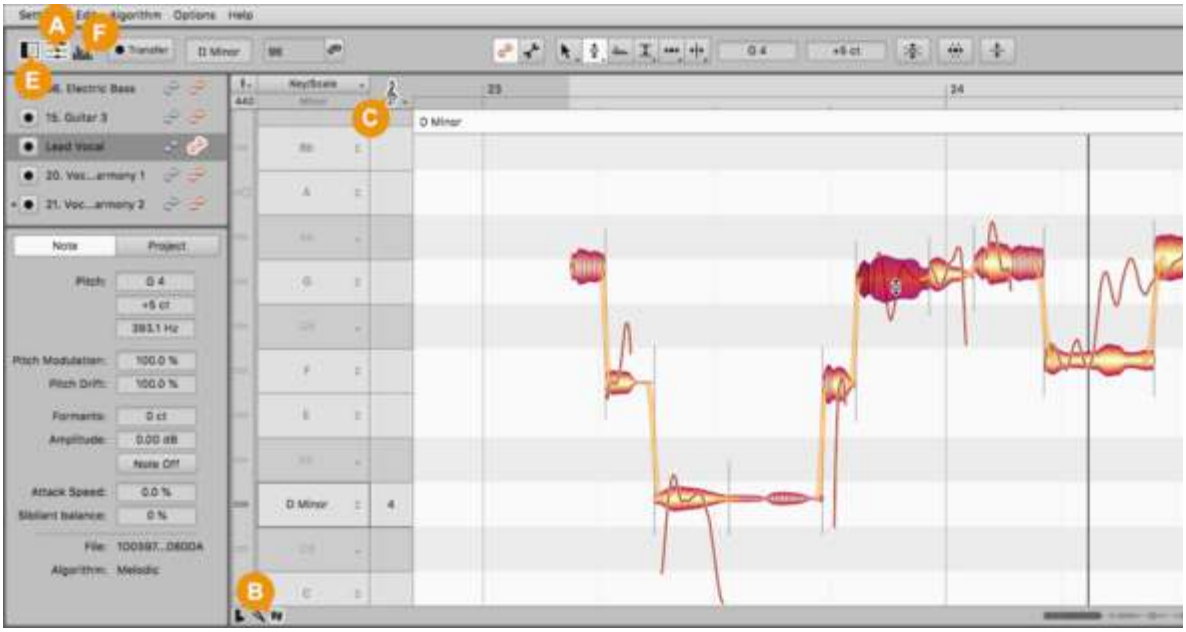
To move the cycle locators to the beginning and end of the current blob selection (snapping to the grid) hold the [Shift] key and double-click anywhere in the cycle range. If you hold the [Alt] key as well as the [Shift] key as you do this, instead of snapping to the grid, the locators will be placed at the beginning of the first, and end of the last, blob in the selection.

Display and other options

Melodyne offers for the user interface and working in the Note Editor various options that allow you to adapt the appearance and behavior of the program to your tastes.

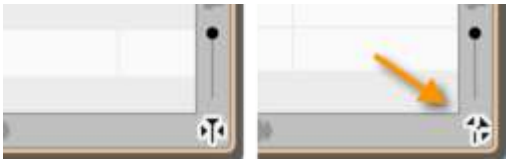
Showing and hiding elements of the user interface

Melodyne's user interface can be adapted to a variety of different work situations and demands. You will find the means of doing so in the Options menu as well as the interface itself.



- List All Plug-in Instances (A): Shows/Hides the pane in which the headers for the various plug-in instances are displayed and adjusts the height of the info pane accordingly, assuming it is not hidden at the time.
- Scale Editor (B): Shows/Hides successively one, two or all three panes of the Scale Editor window.
- Pitch Grid ©: Offers the choice between various options for the Pitch Grid.
- Time Grid (D): Offers the choice between various options for the Time Grid.
- Show Info Pane (E): Shows/Hides the info pane.
- Show Sound Editor (F): Shows/Hides the Sound Editor beneath the Note Editor.
- Auto-Scroll (G): When this option is selected, the display in the Note Editor follows the playback cursor.
- With the “Keys” (H) and “Chords” (I) switches, you can show or hide the Key and/or Chord tracks.

A note about automatic scrolling in the Note Editor:



If you have selected one or several notes, Melodyne assumes that you wish to see and edit them, and exercises the requisite restraint by deactivating the auto-scroll function temporarily. Only when you deselect the notes (for example, by clicking in the background of the Note Editor) and restart the playback does the display resume its pursuit of the playback cursor.

Similarly, if you move the horizontal scroller so far during playback that the playback cursor actually disappears from the screen, automatic scrolling will be deactivated. Stopping and restarting in this case will reactivate the auto-scroll function.

If automatic scrolling has temporarily been deactivated, the auto-scroll icon in the bottom right-hand corner of the Note Editor takes the form shown here.

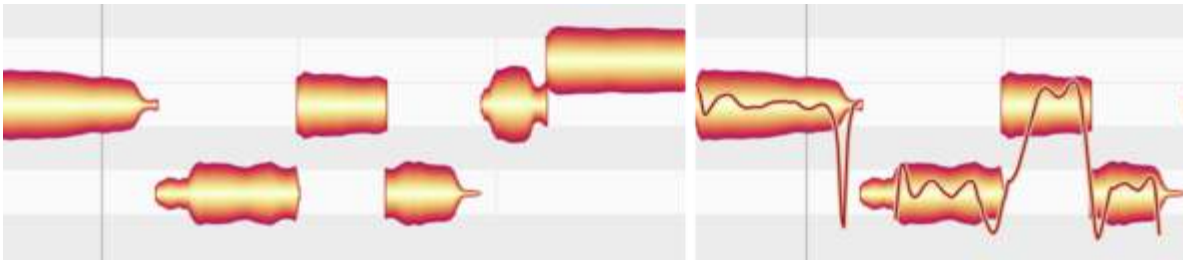
All the options described below relate to the Note Editor and are found by choosing Options > Note Editor Options from the main menu or by clicking the cog icon in the top right-hand corner of the Note Editor.

Please note that these options can be selected independently for Edit and Note Assignment modes.

Show Pitch Curve

If you check the option Show Pitch Curve, a thin line tracing the exact pitch of the tone at each instant will be superimposed on the corresponding blob.

On the left, you can see the ‘naked’ blobs (with none of the Note Editor display options selected) and on the right, the same blobs with the Show Pitch Curve option checked.

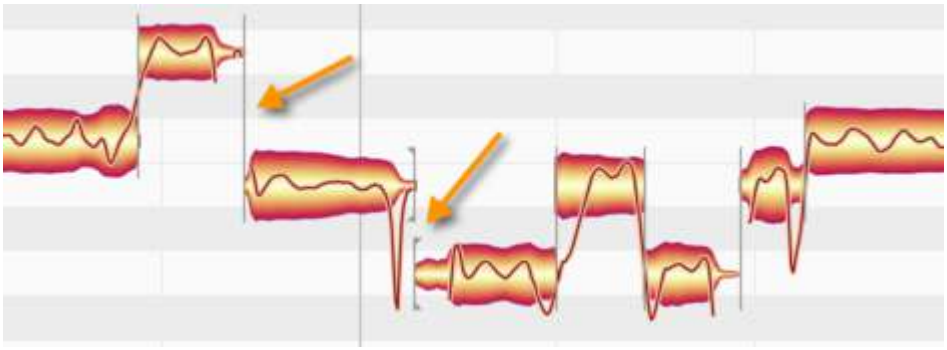


Regardless of whether or not this option is checked, the pitch curve will be displayed whenever the Pitch Tool is selected.

Show Note Separations

If you select the option Show Note Separations, gray vertical lines appear at the beginnings and endings of notes indicating their limits or separations.

Note Separations are either shown as lines (soft separations between connected notes) or thin brackets (hard separations).



Note separations are always displayed when the independent Note Separation Tool is in use, regardless of whether or not the menu entry is checked.

Show Note Tails

In the detection and display of notes, Melodyne editor draws a distinction between the notes themselves and their tails – notes being the events of musical relevance and tails depicting the non-musically-determined fading-away of the sound. The share of the reverberation ascribed to a given tone, for example, is reflected in its tail. The Show Note Tails option allows you to decide whether the reverberative phase of notes should be displayed or hidden. This is likely to depend upon whether you prefer to concentrate upon their musical or their acoustic aspects.

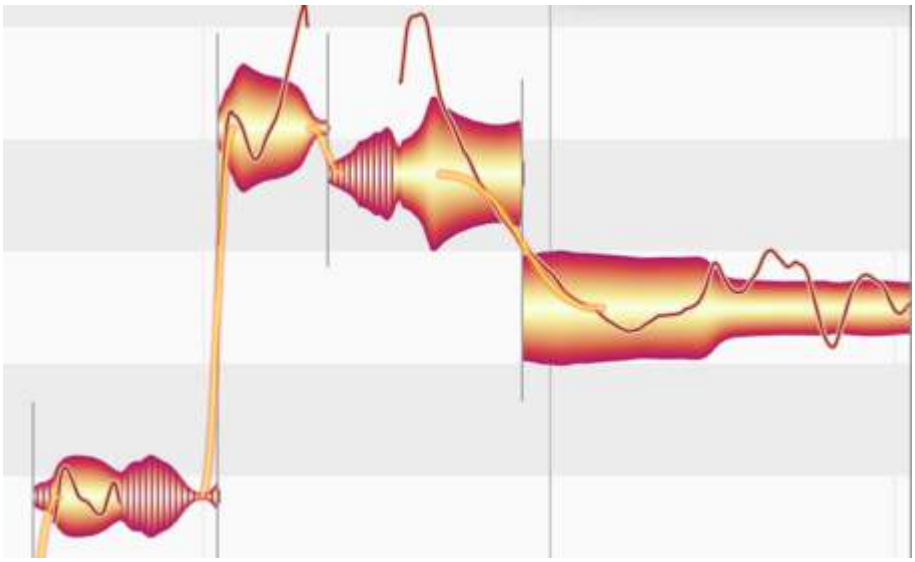


If the tail is not displayed, the end of the musically relevant part of the note provides the handle you can drag with the Time Tool to make the note longer or shorter. Any reverberation present will in this case automatically be governed by the changes made. This display option serves to provide a clearer overview of the intended musical events.

If the note tail is displayed (assuming it has one), it is this that provides the handle for the Time Tool. Show Note Tails is the option most suitable when what is sought is as authentic a picture as possible of the sounds actually heard – including any reverberation present.

Displaying sibilants

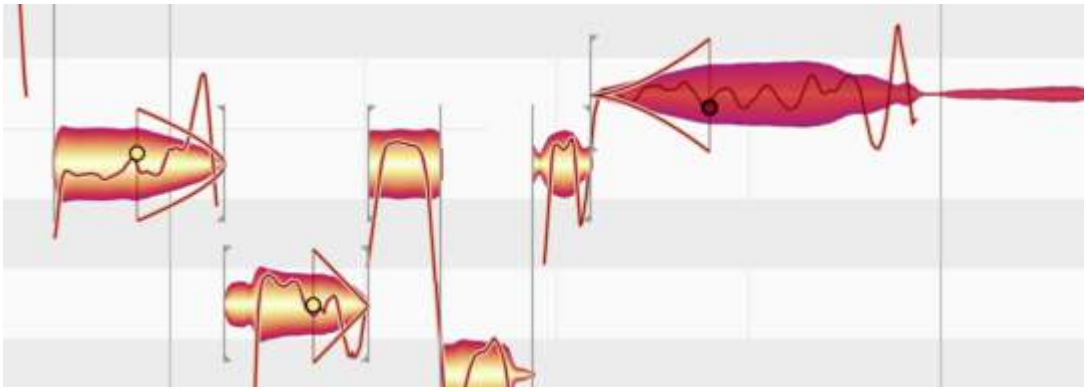
If you check the option “Show Sibilants”, the presence of sibilants (usually “s” sounds or breath noise) is indicated by hatching.



When the Sibilant Balance Tool is selected in normal edit mode, or the Sibilant Range Tool is selected in Note Assignment Mode, the sibilants are invariably displayed, whether this option is checked or cleared.

Displaying fades

If the “Show Fades” option is checked, the control elements belonging to the Fade Tool are displayed beside any notes you have previously edited using the Fade Tool.

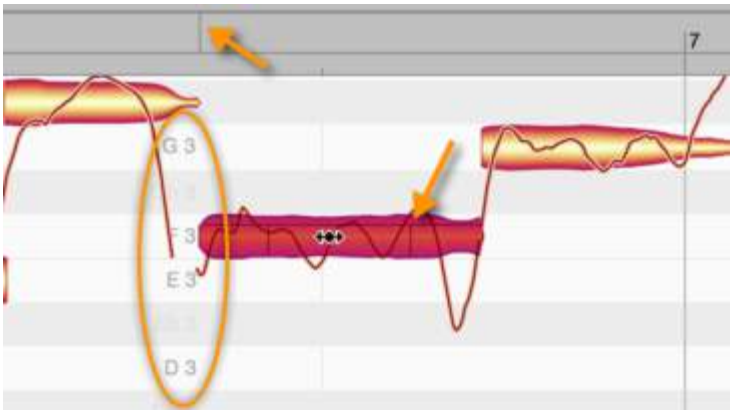


When the Fade Tool is selected in normal edit mode, the control elements in question are invariably displayed, whether this option is checked or cleared.

Show Blob Info

With the option Show Blob Info, you can elect to show or hide a variety of display elements designed to facilitate working with individual notes.

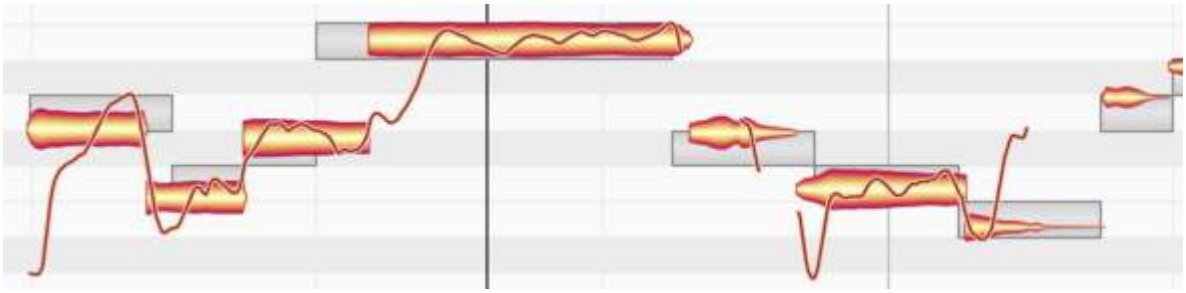
The most striking of these elements is the Local Pitch Ruler that appears directly in front of any note over which you move the mouse pointer. Within the blob itself, thin lines mark the drag zones for the context-sensitive tools.



If you drag a blob when the Show Blob Info option is checked, a vertical line also appears in the Time Ruler aligned with the exact start of the note. This makes more precise positioning possible.

Show Intended Notes

If you check the option Show Intended Notes, gray frames appear around each blob.

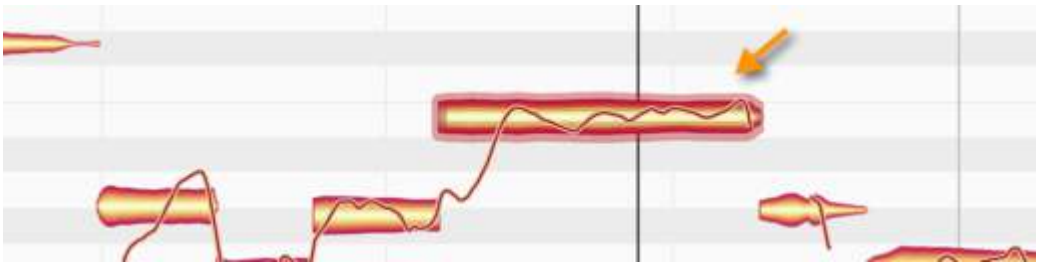


These invariably lie directly on the semitone and coincide exactly with a gridline. They represent, in other words, Melodyne's assumptions (based on its own analysis of the audio) as to the intended pitch of the note and its intended position within the measure or bar. These assumptions generally turn out to be correct, but are not inevitably so. They are to be thought of as suggestions.

The frames also display the positions in pitch and time towards which the notes in question will gravitate if partial quantization is applied to them with the macros, which are also the positions they will snap to if you double-click on them with the Time Tool or Pitch Tool.

Highlight Notes During Playback

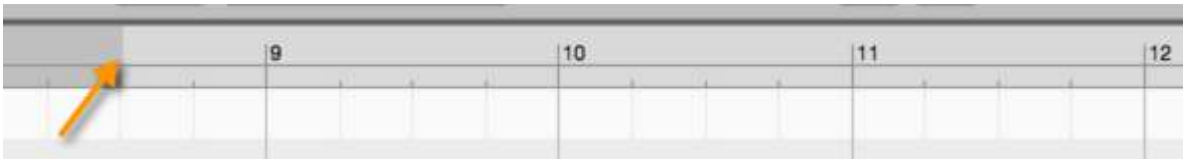
With this option, you can select whether or not you would like your eye to be drawn to the note currently playing back. Highlighting is mainly useful when the screen is thick with notes.



Show Replace Ranges (in the plug-in implementation only)

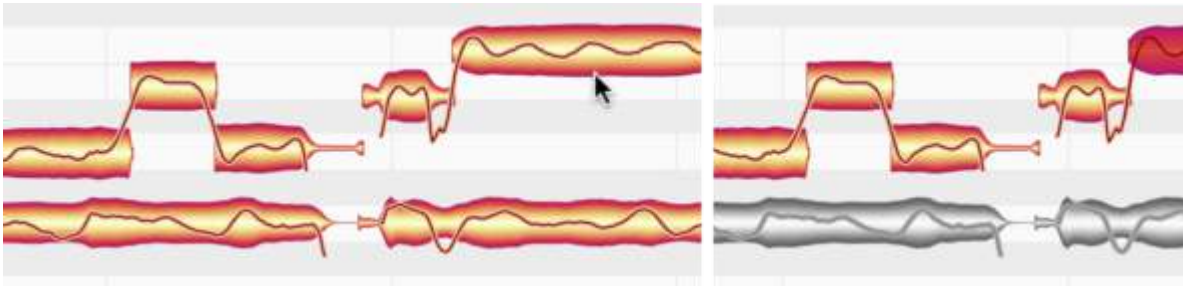
If you check this option, those passages will be indicated that have been transferred to the plug-in from your host and for the playback of which, in consequence, Melodyne rather than the host is responsible.

This information is conveyed by the fact that the Time Ruler is shaded more palely for the duration of all such passages.



Highlight Track Affiliation

This option gives you a better overview of which notes belong to which tracks when multiple tracks are being displayed simultaneously in the Note Editor: When the option is checked and you click on a note with a tool, all notes belonging to tracks other than that of the note selected will be displayed in grey for as long as you hold down the mouse key. This lets you see at once which notes do, and which do not, belong to the same track as the note selected.



Monitor When Editing Blobs

When you shift the pitch of blobs in the Note Editor with this option selected, Melodyne plays for the purpose of orientation the sound of the note at the position originally clicked. You can turn this acoustic feedback on or off.

Preferences and keyboard shortcuts

From the Preferences property sheet, you can select fundamental options governing the modus operandi of Melodyne as well as define a number of keyboard shortcuts.

Opening the window and user interface settings

In the plug-in implementation of Melodyne, you open the Preferences property sheet from the Settings menu; in the stand-alone implementation, choose Preferences from the program (macOS) or File (Windows) menu. The settings available in the stand-alone implementation differ slightly from those offered by the plug-in.



The following user interface options, however, are available in both implementations of Melodyne. Any changes you make in either implementation apply to both.

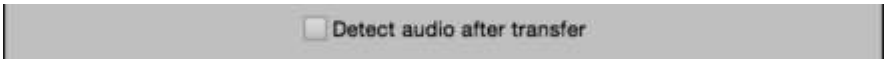
- Language: Determines the language of the user interface.
- Pitch labels: Determines which system is used to name the notes – i.e. (descending chromatically) English (C, B, Bb etc.), German (C, H, B etc.) or Latin (Do, Si, Sib etc.).
- Chord spelling: Here you can choose the spelling convention used on the Chord Track.
- Appearance: Here you can select between different contrast settings for the user interface.
- Default tuning: Determines the default frequency of the reference pitch A4 for newly created documents.
- Maximum undo levels: Melodyne allows you to undo up to 100 actions. The default value, however, is 25. You can, if you wish, increase this value, which will consume more RAM, or you may prefer to reduce it, if memory is running short.
- Show tooltips: Once you are thoroughly familiar with Melodyne, you may prefer to hide the tooltips, i.e. the explanatory text that appears as you move the cursor over the various icons and other elements of the user interface.

Audio and recording preferences

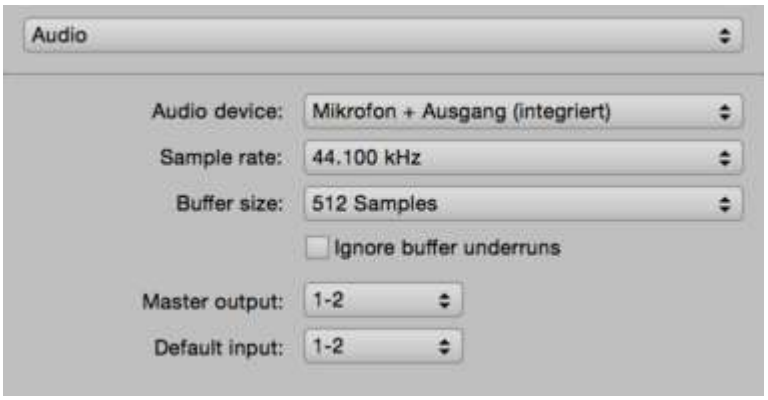
In both the stand-alone implementation and the plug-in, you will find the following two options:

- Audio cache: Shows the location on your hard disk of the audio cache Melodyne requires for internal processing.
- Audio cache size: Determines the maximum size of this audio cache.

The following option is only found in the plug-in:



- Detect audio after transfer: When this option is selected, the detection (analysis) of the audio material does not begin until the transfer is complete, thereby reducing the CPU load during the transfer. Select this option if your computer is not especially powerful and there are indications during the transfer that its resources are becoming overstretched (e.g. clicks, drop outs, extreme slowing-down of the system).



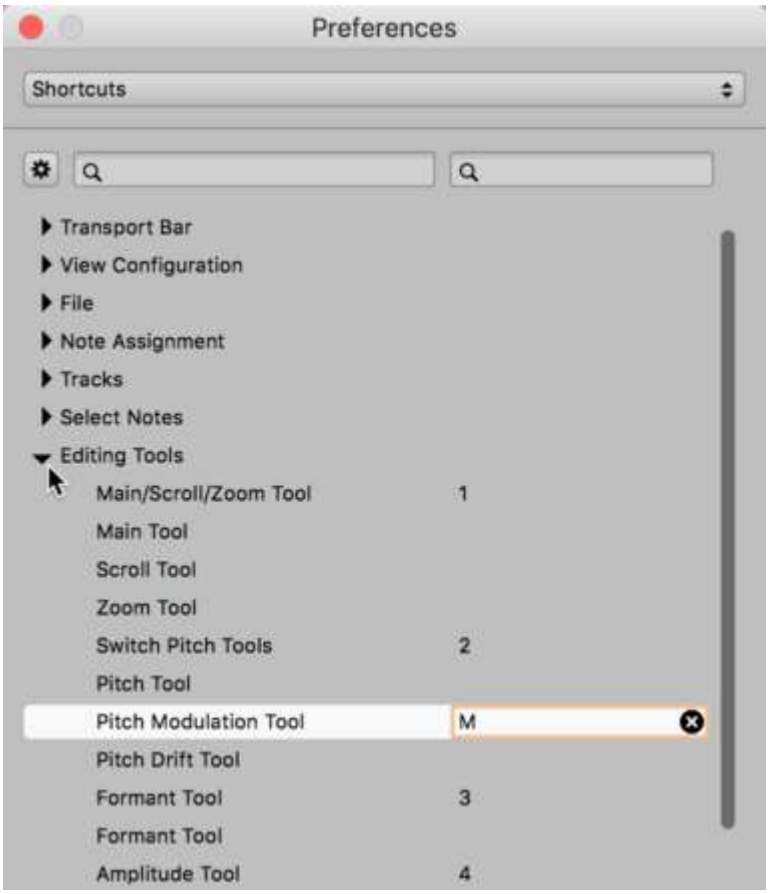
The Audio and Recording pages of the Preferences property sheet display the following additional options:

- Audio device: allows you to select an audio driver or the audio hardware driven by it.
- Sample rate: determines the sample rate used by Melodyne.
- Buffer size: determines the size of the buffer used for audio editing. The smaller the value, the lower the latency but the greater the load on the CPU.
- Ignore buffer underruns: If Melodyne Stand-Alone is running on a slow computer where the possibility of an overload (and an ensuing click or dropout) exists, by checking this box, you inform Melodyne that you consider the former to be the lesser of the two evils – the point being that audio hardware is often very sensitive to dropouts and can even in such cases cause the entire computer to crash. Check the box if ever this happens. Such occurrences are very rare, however, and most users can safely ignore this option.
- Master output: selects the main output for Melodyne stand-alone. The level at this output is controlled by the Master Volume control in the transport bar. If your audio hardware only offers one output, this is automatically the Master output
- Default input: selects the main input for Melodyne Stand-Alone. If your audio hardware only offers one input, this is automatically the Default input.
- Audio file format: determines the file format used by Melodyne to store recordings. The most commonly used formats are WAV and AIFF.



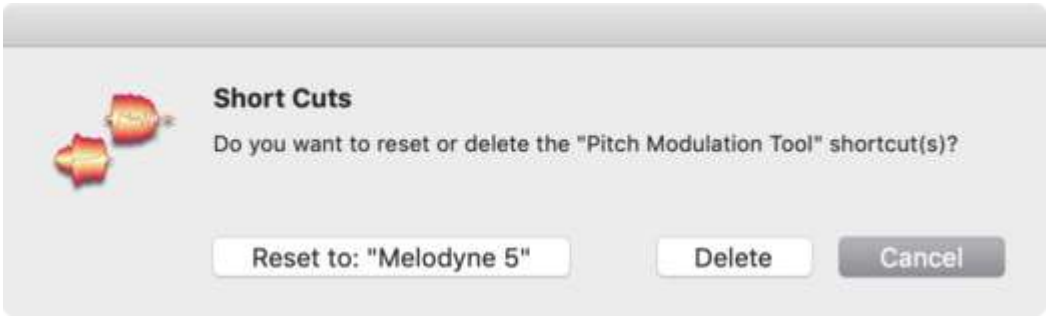
Shortcuts

From the “Shortcuts” page, you can assign keyboard shortcuts to a large number of Melodyne functions and commands. The functions and commands in question are grouped according to category; click on the triangle alongside a given category to see a list of all the functions it includes. The following screenshot, for example, shows all the commands associated with the editing tools.



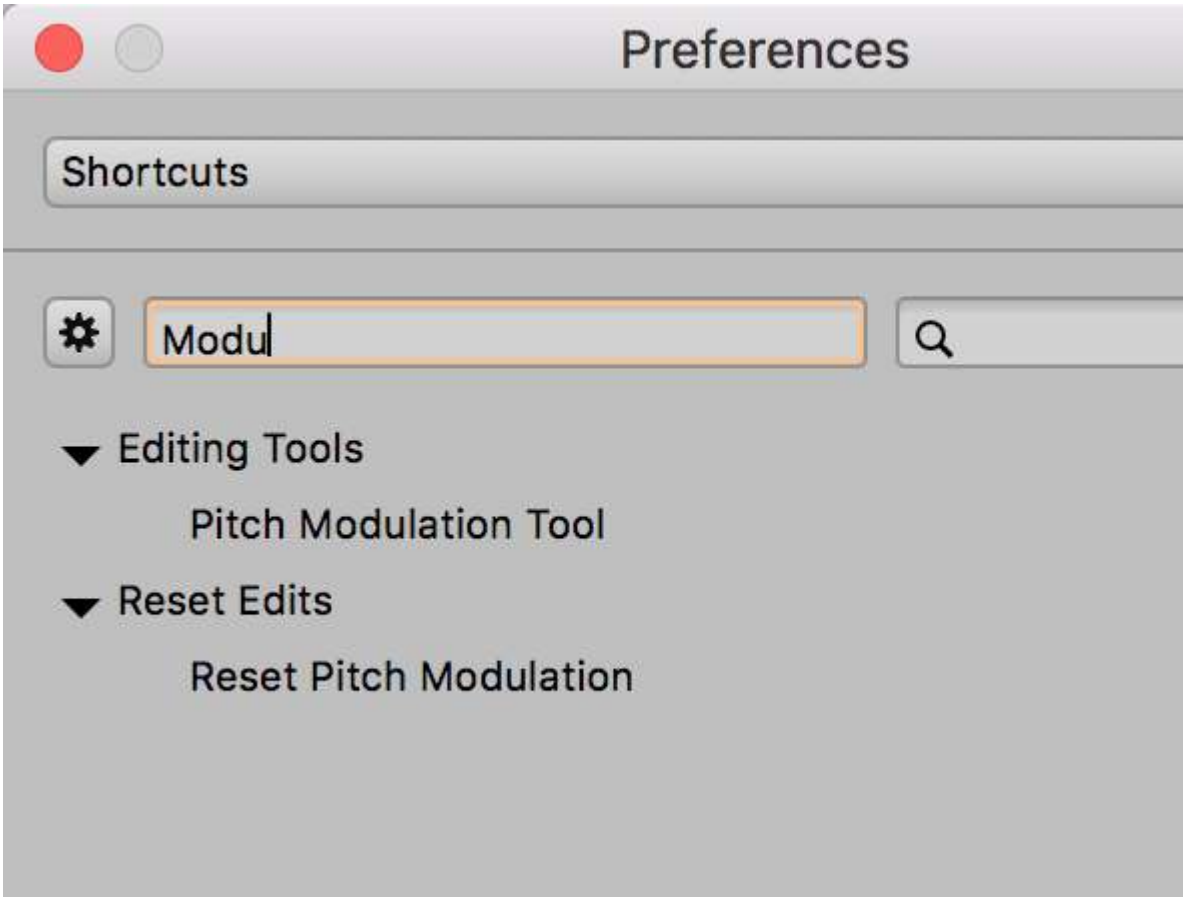
Click on a command (“Pitch Modulation Tool” in our example) and then press the key or key combination you wish to assign to it. Melodyne will remember your choice, so any time you press the key or combination in question, this will activate the Pitch Modulation Tool. Repeat the procedure for as many commands as you like.

To the right of each key combination assigned, you will see an “x”. If you click on this, you can choose one of the following functions:



- “Delete”: This cancels the assignment, so it will no longer be possible to invoke the command in question using a shortcut.
- “Melodyne 5”: This restores the default shortcut for the command in question. (In the case of many commands – namely those for which there *is* no default shortcut – choosing “Melodyne 5” here will have the same effect as choosing “Delete”).

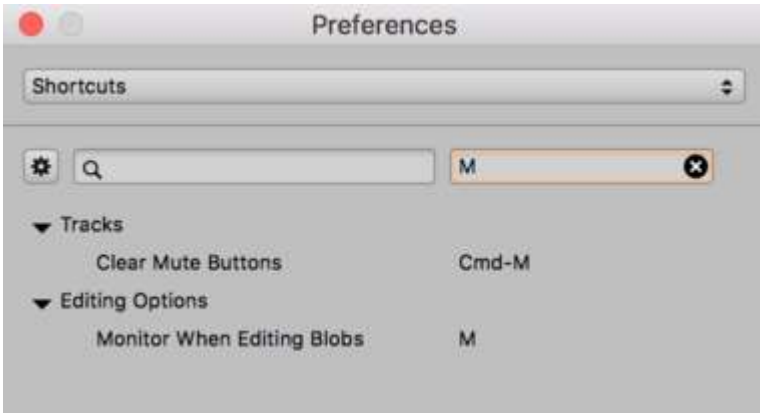
As an alternative to opening and closing the categories and scrolling through list of commands, you can find the command you’re looking for by typing in the *left-hand* search box. This rapidly narrows the choice and can save time. You don’t have to type the entire name of the command; just typing “Modulation”, for instance, throws up two search results:



If you change your mind, just click on the “x” in the left-hand search box and the original list will be restored in its entirety.

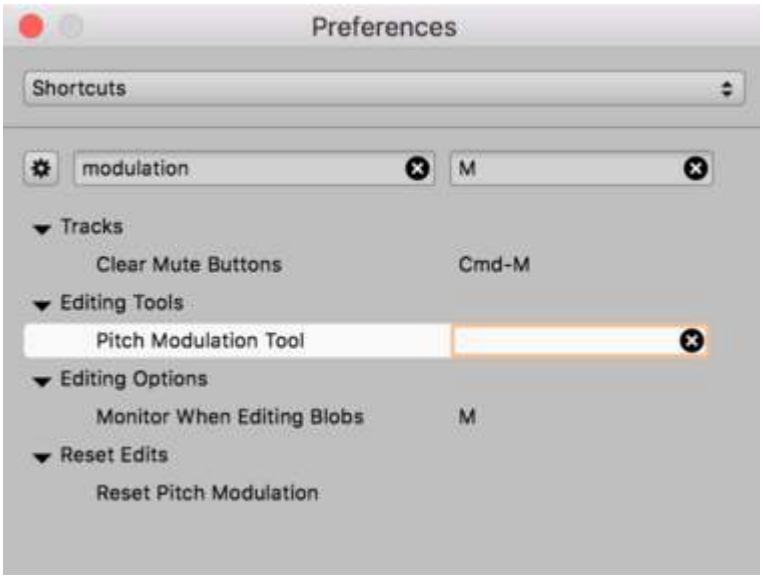
As well as searching by command or function name, you can search for the keys or key combinations already assigned; you do this using the *right-hand* search box. Here, too, an incomplete entry can yield multiple search results, which is very helpful in practice.

For example, suppose you wish to assign a keyboard shortcut to the command that activates the Pitch Modulation Tool. In that case, [M] (i.e. the “M” key on its own, standing here for ‘modulation’) would appear to be the obvious choice; or, if that key’s already taken, perhaps [Shift][M] or [Cmd][M]. To find out, just type “m” in the right-hand search box, and you will see what your options are:



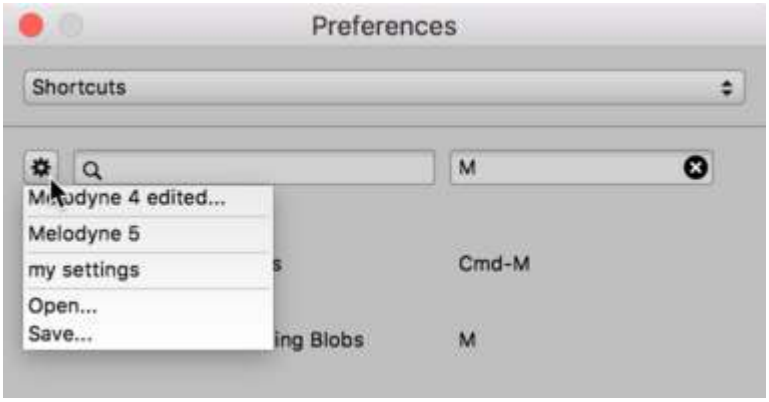
[M] on its own, as you see, has already been assigned, but the combinations [Alt][M] and [Shift][M] are still available.

You could also combine both fields, like this, for example:



This makes it child’s play to find a suitable shortcut. And, naturally, in our example, you could still opt for [M], even though it’s assigned by default to another function; it appears in your filtered list to make it easy for you to reassign it, if you choose to do so.

You can save your preferred shortcut assignments as a set and also load custom-designed sets, including one with keyboard shortcuts that correspond to those of Pro Tools. To manage all such sets, use the gear/cog menu at the top left.



- "… edited": This shows you which set of shortcuts you are currently using. If it says "Cubase", for example, and nothing more, this means that the set of shortcuts currently loaded is the one designed for the Steinberg DAW of that name and that you have not yet modified it in any way. If, on the other hand, it said "Cubase (edited)", this would indicate that, after loading the set designed for Cubase, you had made certain changes of your own. In such cases, you might wish to save the set under a new name (see below).
- "Melodyne 5": Click here to load the factory default shortcuts for *all* commands and functions. If you do this, any unsaved assignments of your own will be lost.
- "Open" and "Save": These commands allow you to load an existing set of shortcuts or save the changes you have made to the hard disk. By saving your preferred shortcut assignments, you can take them with you when you change studio and load them into Melodyne there.

When you use the Save function, Melodyne suggests you store your shortcuts in the following folder:

macOS:
/Users/Shared/Library/Application Support/Celemony/Shortcuts/Melodyne5

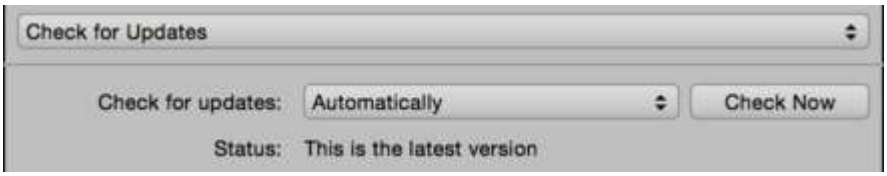
Windows:
C:\ProgrammData\CelemonySoftwareGmbH\Shortcuts\Melodyne5

The advantage of storing your shortcuts in the folder suggested (give them a name such as "MyShortcuts") is that they will then appear in the list and be readily to hand at all times.

If, on the other hand, you're travelling to a different studio where you will be working on a different computer, you should simply ignore the folder suggested and save your shortcuts to some other location, such as a USB stick or your Dropbox folder.

Check for Updates

On this page, you can determine whether Melodyne checks for updates automatically or manually i.e. only when you click the ‘Check Now’ button, which you can do at any time.



Audio characteristics and algorithms

For the display and editing of different types of audio material, Melodyne employs different algorithms. Here, we outline which algorithms are available and for which types of audio material each is used.

The detection process

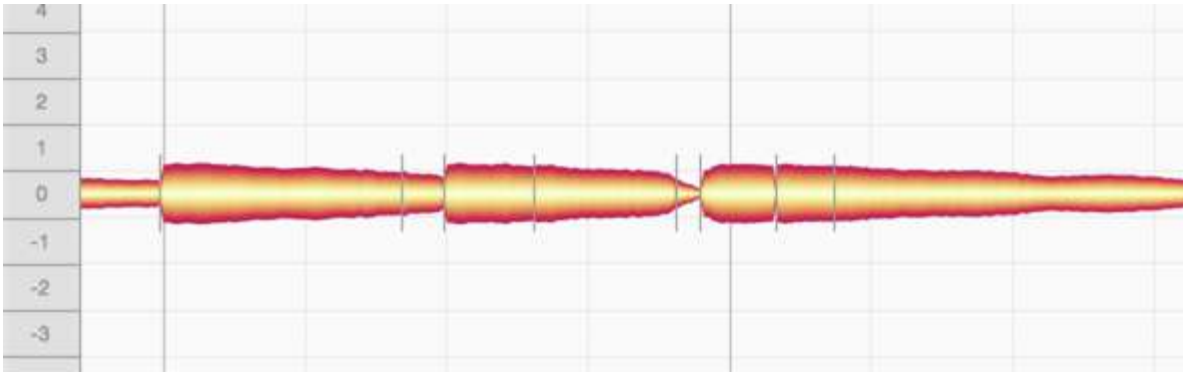
Melodyne analyzes the audio material to find the notes it contains and offer them to you for editing. We call this process “detection”.

In the course of the detection process, Melodyne itself takes a view as to what kind of material it is confronted with and decides which algorithm to use for the display and playback of the notes. You can tell which algorithm is selected at any given time by the check mark in the Algorithm menu as well as by the blobs in the Note Editor. Please bear in mind, however, that the detection process – in particular in the case of polyphonic audio material – cannot, for reasons that have to do with immutable principles, always deliver perfect results. Since a musically correct analysis of the recorded material is the most important precondition for efficient editing and convincing acoustic results, we recommend you to check the results of the detection systematically and make whatever corrections in Note Assignment Mode are necessary.

The Universal algorithm

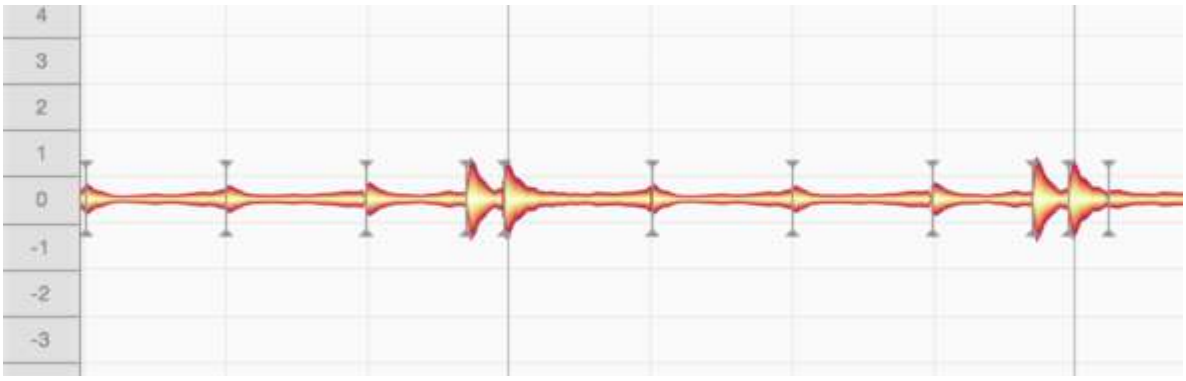
The Universal algorithm is particularly suitable for complex signals containing both percussive and tonal elements. If, for example, you wish to alter the pitch, timing or tempo of an entire piece of music, this algorithm will deliver the best sound quality.

The Universal algorithm, like the Percussive one, displays all the detected notes at the same pitch. The Pitch Ruler displays no note names, merely relative values for the semitones, and the scale functions are deactivated. The Universal algorithm completes the detection process very quickly and also consumes far fewer resources than the Polyphonic algorithm. It represents a good choice, therefore for recordings of individual instruments of all kinds that you intend simply to speed up, slow down or transpose. Tracks, in other words, for which you do not need bells and whistles such as DNA or Melodyne's scale functions. Please note that with files that have been detected using the Universal Algorithm, the Attack Speed Tool cannot be used. Attack speed handles will therefore not be displayed for the corresponding blobs and the Attack Speed field in the Note Inspector will be grayed out. Please note that "Universal" is never used automatically for the detection; it must be selected manually if required.

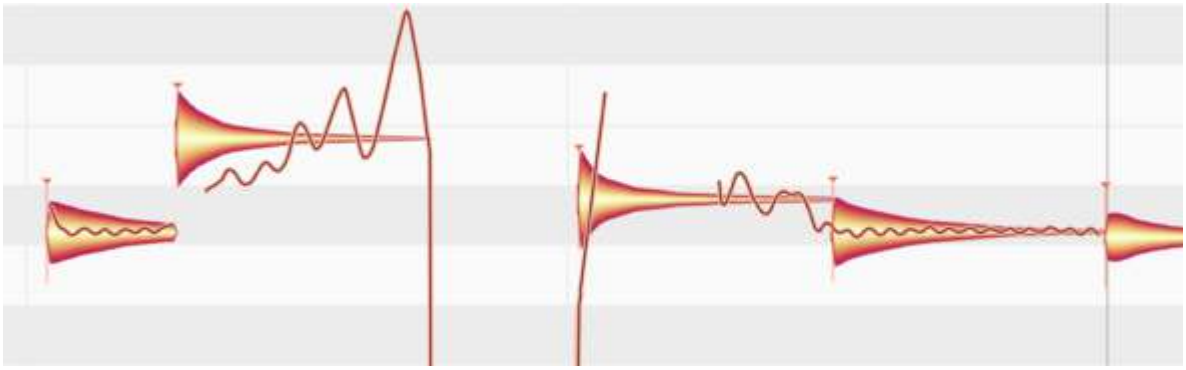


The "Percussive" algorithms

The **"Percussive"** algorithms are suitable for recordings of drums and other percussion instruments but also noise and atmospheric effects as well as other material in which Melodyne cannot detect any clear pitch in the sounds. In this case, successive drum strokes (for example) are distinguished, but they are all displayed at the same pitch. The blobs can still be raised or lowered, however the Pitch Ruler does not display the names of any notes but simply relative values in semitones. The scale functions are deactivated.



Some percussion instruments, however, *do* have what can be understood as a melodic capability, in that many of their sounds have a perceived pitch. Certain 808 kick drums, for example, are clearly tuned to the bass. The berimbau, too, for all the percussive character of its sound, plays recognizable melodies – as does the tabla. It is for such instruments – instruments that are in fact percussive yet still somehow also melodic – that the **"Percussive Pitched"** algorithm is intended. Here the detected sounds are separated and assigned to individual pitches. This makes it easy to adjust the tuning of an 808 kick drum, berimbau or tabla to the piece of music in question.



Whilst the Percussive and Universal algorithms are similar in terms of the way the blobs are handled and displayed – just as the Percussive Pitched and Melodic algorithms seem similar at first sight – the two percussive algorithms in fact operate in a different way internally from their optical “twins”, as they are optimized for various aspects of percussive sounds and consequently deliver their most convincing sound quality when dealing with material of a predominantly percussive nature. When dealing with non-percussive sources, however, such as the human voice, guitars, pianos and so forth, they are at a distinct disadvantage compared with the other algorithms, which are optimized for sounds with a distinct pitch.

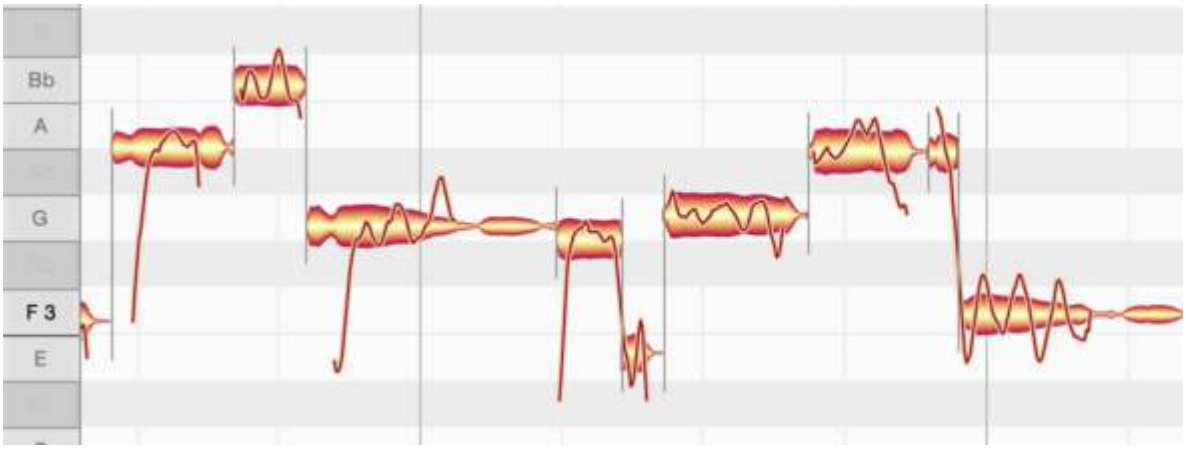
In case of doubt – with instruments seeming to fall (or perhaps alternate) between the stools “percussive” and “melodic” – the best policy is to try each algorithm in turn.

Another distinctive feature of the “Percussive Pitched” algorithm, which it shares only with the “Melodic” algorithm, is that Melodyne is able here to detect, display and permit the editing of sibilants. With the “Melodic” algorithm, however, this happens automatically, whereas with the “Percussive Pitched” algorithm, sibilant control is by default switched off. To switch it on, go to Note Assignment Mode and check “Sibilant Handling” in the Algorithm Inspector. You can learn more about this here.

The Melodic algorithm

Melodic material is monophonic, by which we mean it is such that only one note is ever sounding at any given instant. Please bear in mind, however, that reverberation can cause notes to overlap even in monophonic material, creating, in effect, a kind of polyphony. If melodic material is to be edited in Melodyne, therefore, you should aim for as clean and “dry” (reverberation-free) a recording as possible.

The blobs representing notes in melodic material are displayed at different pitches. Whether the blobs are isolated or joined to other blobs depends on the way they were played or sung: staccato or legato.



The “Melodic” algorithm is predestined for lead vocal tracks, as these are invariably monophonic; for there to be polyphony, there would have to be at least two singers. Furthermore, this algorithm takes into account the sibilants invariably heard in vocal parts. In the term ‘sibilants’, Melodyne includes not only consonants and digraphs such as “s” and “ch”, but also word fragments like “k” and “t” as well as the sound of the vocalist inhaling or exhaling between words.

Such sounds, which Melodyne identifies automatically and displays hatched, share one peculiarity in nature: There is no way singers can give them a particular pitch, so they remain unaffected by melodic changes. This behavior is preserved perfectly by Melodyne’s “Melodic” algorithm: Sibilants remain unaltered even when the word or syllable to which they belong is shifted upwards or downwards in pitch.

Let’s say the word is “sweet”, and we move the blob that represents the note in question upwards or downwards. Whilst the entire note will appear to move, acoustically this will not be the case as the “S” at the beginning and the “T” at the end will sound exactly the same after the pitch shift as they did before; only the “wee” in the middle will change pitch – in the direction, and by the amount, of the blob movement.

When editing timing, too, you will notice that the sibilants (indicated by the hatching) are never unnaturally squeezed or stretched.

This intelligent treatment of sibilants is vital to achieving natural-sounding correction of intonation and timing. Melodyne even takes into account the borderline cases that occur in nature, where sibilants and pitched components are heard simultaneously (rather than successively, as was the case earlier with the word “sweet”).

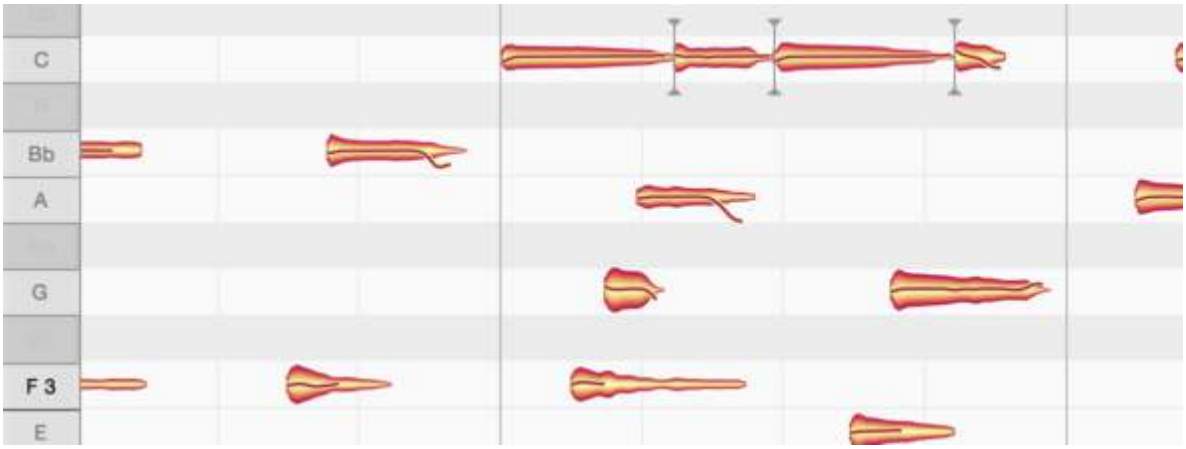
The “Polyphonic” algorithms

In Melodyne, thanks to DNA Direct Note Access, notes can be detected and edited within recordings even of polyphonic instruments such as the piano or guitar – including the individual notes of which chords are composed. When the Polyphonic algorithm is used, the blobs are displayed in a similar manner to those of monophonic material, with the obvious difference that the blobs are stacked vertically (at their respective pitches) whenever a chord or harmonic interval sounds.

There are two versions of the Polyphonic algorithm.

- **Polyphonic Sustain** is suitable for a wide range of polyphonic audio material in which the start of each note does not differ significantly from the rest, as is the case with string instruments played legato and organ music.
- **Polyphonic Decay** is a variation of that algorithm designed for instruments or playing techniques where the start of each note is markedly different from what follows, examples being string instruments played pizzicato, guitars and pianos.

Please note that DNA is intended for polyphonic instruments recorded *singly*, as it separates notes by pitch – not by instrument. This means that if you were to record two different instruments on the same track, whenever they played the same note, a ‘single’ blob would appear (representing the combined sound of both instruments) rather than a separate blob for each instrument playing the note.



Switching algorithms

You can at any time select a different algorithm to that chosen automatically for you by Melodyne. You might want to do this, for example, if you find that the material has not been interpreted in a way that suits your editing needs. To do this, while playback is halted, select the algorithm you prefer from the Algorithm menu. Melodyne will reinterpret the material in the light of your choice and adjust the display accordingly.

Note: when you do this, any editing of the same track performed prior to switching algorithms, including any copying of notes, will be lost (copied notes on other tracks are retained) . The right time to decide which algorithm you wish to use, therefore, is before you begin editing.

In the plug-in implementation of Melodyne, the choice of algorithm applies per transfer, whereas in the stand-alone implementation and an ARA DAW, it applies per audio file in the document being edited – collectively, we describe all such material as ‘audio sources’. Before you can change the algorithm applied to a particular audio source, you must first select one or more notes belonging exclusively to it. If you have selected no notes, or notes from two different audio sources, the Algorithm menu will be grayed out. In such cases, reduce your selection to notes belonging to one audio source only and it will be possible to switch algorithms.

A special feature of the stand-alone implementation: When you switch algorithms, triggering a fresh detection, Melodyne looks at the status of the Auto Stretch switch: if the Auto Stretch function is activated, once the new detection is complete, the tempo of the file will also be adjusted: if Auto Stretch is not selected, the original tempo of the file will be retained.

NB: There is some audio material that cannot be detected using the polyphonic algorithms because it contains too few tonal components. If in the case of such material you have chosen one of the polyphonic algorithms as the default (see below), the polyphonic detection process will be interrupted and a fresh detection of the material using the Percussive Algorithm, which is better suited to it, will commence. If you wish in such cases, when this detection is complete, you can still switch to Universal or Melodic.

Automatic or manual algorithm selection

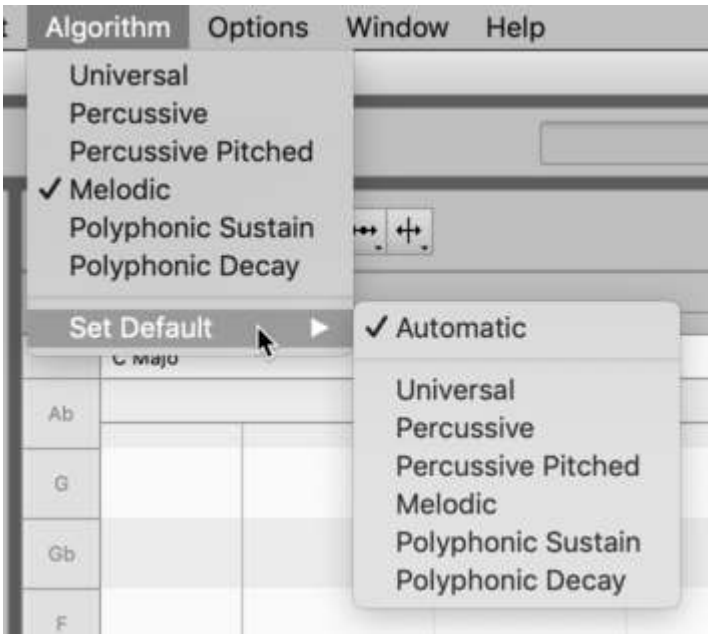
By default, Melodyne makes its own determination, based on the characteristics of the sound, as to which is the best algorithm to apply, distinguishing between these types of material:

- Percussive material, in which case the “Percussive” algorithm is selected.
- Monophonic melodic material, in which case the “Melodic” algorithm is selected. * Polyphonic material, in which case, depending upon the audio material, either the “Polyphonic Decay” or the “Polyphonic Sustain” algorithm is selected. If, however, in an instance of the plug-in implementation of Melodyne or on a track of the stand-alone implementation material has already been detected, when new material is transferred to that instance or a new file dragged into the track of the stand-alone implementation, Melodyne will use the same algorithm for the new material as it used for the old – even if Automatic is selected.

Overruling the Automatic setting in this way is designed to ensure maximum consistency in the detection and avoid all risk of one of the transfers from a vocal track suddenly being interpreted as percussive. If, however, you have altered the algorithm of a transfer or file manually, the automation kicks in again afterwards, and no further attention is paid in the case of further transfers or files to already detected material.

This rule only applies when Automatic is preselected as the algorithm and it does not apply when, in the stand-alone implementation of Melodyne, you first drag a file into the document for which you have already saved additional information regarding the algorithm and note detection. (From Note Assignment mode in the stand-alone implementation of Melodyne, it is possible to store this type of assignment data in an audio file.)

By setting a different default via the Algorithm menu, you can prevent Melodyne selecting an algorithm automatically for the detection. This can be useful if, for example, you regularly want to edit particular files using the Percussive algorithm but Melodyne, each time they are opened, is interpreting the material as polyphonic. By preselecting the Percussive algorithm in such cases you can save time, as you will no longer have to wait needlessly as Melodyne performs its polyphonic analysis, only to discard the results moments later when you manually select the Percussive algorithm.



Do not forget, however, when you no longer need to impose your choice of algorithm on Melodyne, to restore Automatic as the default setting. Otherwise, since Melodyne remembers your default selection even after you have quit the program, you might be surprised to discover when the program is next launched that your vocals have been interpreted as percussive.

Note Assignment Mode

Since Melodyne invariably conducts an analysis (we call it “detection”) of the audio material before you can do any editing, the correctness or otherwise of this analysis has a considerable influence upon how well you are able subsequently to work with the material and how authentic the results of your editing will sound. For this reason it is important to check whether Melodyne has identified the notes within your material accurately and if necessary correct any mistakes. This where Melodyne’s Note Assignment Mode comes in.

What editing the detection involves

When you are working in Note Assignment Mode, none of the changes you make has any audible effect on the notes themselves. All you are doing is ensuring that the notes that are displayed do actually correspond to those that were played or sung. In other words, you are bringing what you see into line with what you hear. In the process, you are working at all times on the display of the original recording and, with it, so to speak, on the basis for all musical changes made later with Melodyne. The sounder the basis, the better the eventual sound of your edits.

The fact that it is sensible and necessary to check and edit the detection and, with it, the interpretation of the audio material may seem tiresome at first sight. But it brings with it enormous advantages, for there are often several possible interpretations of the audio material, and which is the correct one in a given acoustic and musical context is for you, ultimately, to decide.

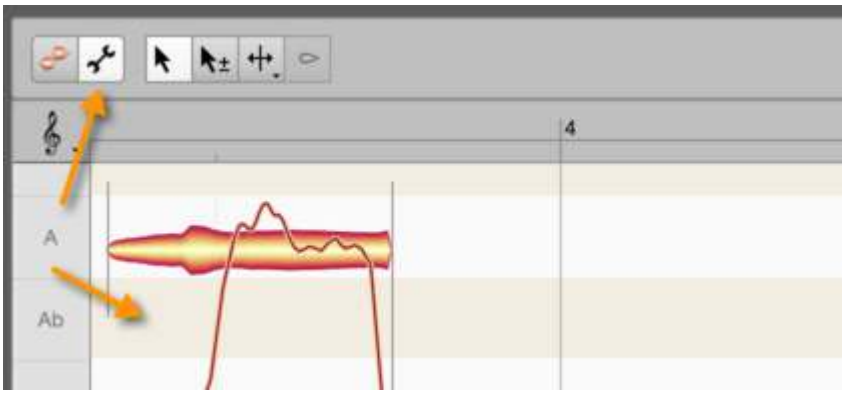
But don’t worry. The detection process in Melodyne is mainly automatic and delivers logically coherent results. How much there is to edit in this mode depends upon the algorithm used and the audio material in question. With a dry recording of a single vocalist, for example, you will very rarely encounter problems. It may happen from time to time that a note is detected in the wrong octave, in which case, if you later transpose it, it will sound unnatural. Correcting the detection in such cases is a task swiftly accomplished. The same goes for percussive material, where it is generally only necessary to introduce or remove the occasional note separation.

It is the detection of polyphonic material, naturally, that requires the most fine-tuning in Note Assignment Mode. Here the issues are more complex, and plausible interpretations more abundant, than with the other algorithms; though, once again, the amount of editing required is chiefly dependent upon the nature of the audio material. Thanks to their clear overtone structure, notes played on a xylophone, for example, are far easier to detect accurately than any found on a distorted guitar track. This is because, in the latter case, the array of overtones is more complex, and assigning them to the correct notes (i.e. to the fundamentals to which they belong) is more difficult. With such signals, it can also happen that a particularly prominent overtone is mistaken for a fundamental i.e. it is interpreted as a note in its own right, when in fact it is merely the by-product of a lower note. If this mistake is not corrected and you later shift the pitch of the overtone only (leaving that of the fundamental unchanged), the two components will clash and sound unnatural.

The overtone example illustrates clearly why in certain cases Melodyne cannot have 100% confidence in its decisions, why it cannot always know with certainty which notes were and were not played. In Note Assignment Mode, therefore, the object is to establish an exact, one-to-one correspondence between the notes displayed and those that were actually played. The payoff comes later, when you begin editing, as the Note Editor then will display only the correct notes and your editing will deliver the most authentic-sounding results possible.

What is edited and where

Like the choice of algorithm, Note Assignment Mode applies invariably to all the notes of i) a particular audio file, ii) a particular recording, or iii) a particular transferred segment – we will use the term “audio source” to cover all three. When the Note Editor contains notes from different audio sources, begin by selecting a note belonging to the source the detection of which you plan to edit.



Now click the wrench (spanner) icon next to the toolbox of the Note Editor to activate Note Assignment Mode. The background in the Note Editor changes color to show that you are no longer in normal Edit Mode but have switched to Note Assignment Mode. In Note Assignment Mode, what you see and hear is the original state of the audio source; any editing you may have performed on it previously is ignored here.

Any time you click on the blob icon (to the left of the wrench), you will leave Note Assignment Mode and return to Edit Mode. There you will hear once again the results of any editing you performed before switching to Note Assignment Mode. This only applies, however, if you have not changed algorithm in Note Assignment Mode, as any change of algorithm triggers a fresh analysis, and any time you trigger a fresh analysis – any time, in other words, the detection process is repeated – all editing that has been performed on the notes previously is lost.

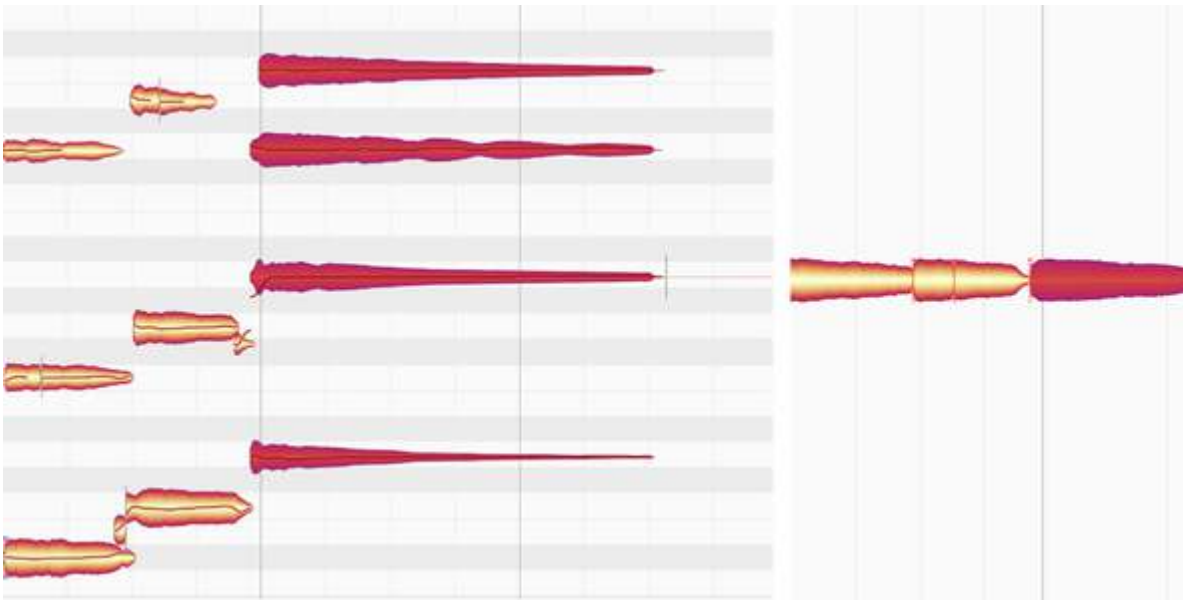
Various types of notes

A Melodyne “blob” represents a note, but Melodyne distinguishes between several types of note, and it is important – especially when you are working in Note Assignment Mode – to understand the difference between them. They are:

- active notes
- inactive/potential notes
- silent notes.

Most blobs represent **active notes**. These are what Melodyne, having carefully analyzed the recording, believes to have been the notes (i.e. the fundamentals) that were actually played or sung. Active notes correspond to the notes that would be displayed on the sheet music: here a D, here an F#, here another D or an A etc. As well as a definite pitch, active notes have a definite length; and naturally, you can alter these and other characteristics of the notes in Melodyne.

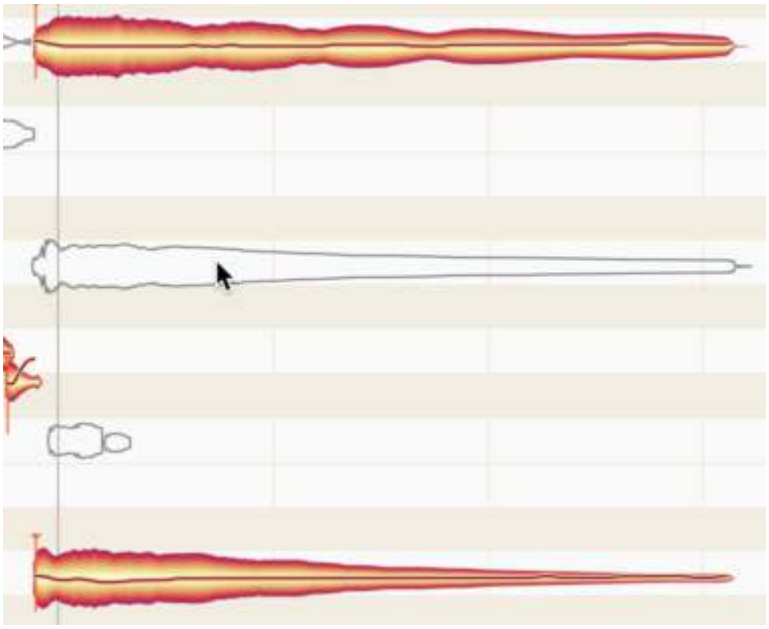
When the Melodic algorithm is used, only one note can ever be active at a time; that is because this algorithm is the one designed for monophonic sound sources (the human voice, say, or an instrument such as the clarinet or trumpet that is only capable of playing one note at a time). With the polyphonic algorithms, which are designed for instruments like the piano or the guitar that are capable of playing chords, or multiple melodic lines simultaneously, two or more notes can be active at the same time, with a separate blob assigned to each. When the audio material has been analyzed using the Percussive or Universal algorithms, however, all the notes of a chord are represented by a *single* blob. So it is better, with these two algorithms, to think of a blob as representing a “slice of time” rather than a musical note. To illustrate the difference, here we see a guitar chord detected (on the left) using the Polyphonic algorithm, and (on the right) using the Percussive one:



From the blobs on the left, you can see exactly which notes comprise the chord. From the “time-slice blob” provided by the Universal algorithm, on the other hand, it is impossible to tell which, or even how many, notes comprise the chord.

In terms of their editability using the tools, there is not a great deal of difference between the ordinary blobs provided by the Polyphonic algorithm and the Universal algorithm's time-slice blobs – except, that is, when it comes to editing chords: When represented by a time-slice blob, a chord can only be transposed *en bloc*; so a chord of F major, for example, could become G major or A major. In other words, the intervals *between* the various notes that make up the chord cannot be changed because all the notes hidden behind the (single) time-slice blob move exactly the same distance when the chord is shifted upwards or downwards. With the Polyphonic algorithm on the other hand, a separate blob is assigned to each of the notes that make up the chord and you can move each blob individually – perhaps in a different direction and/or by a different amount to the blobs above or below it. In this way you can turn an F major into an F minor – or any other chord you like.

Melodyne's **potential notes** form our next category.



Represented by outlines (or "hollow silhouettes"), they lie at pitches where Melodyne thought about drawing a regular, solid blob, but decided in the end to place this somewhere else, leaving the silhouette as a hint at to what might be a possible alternative for that particular note.

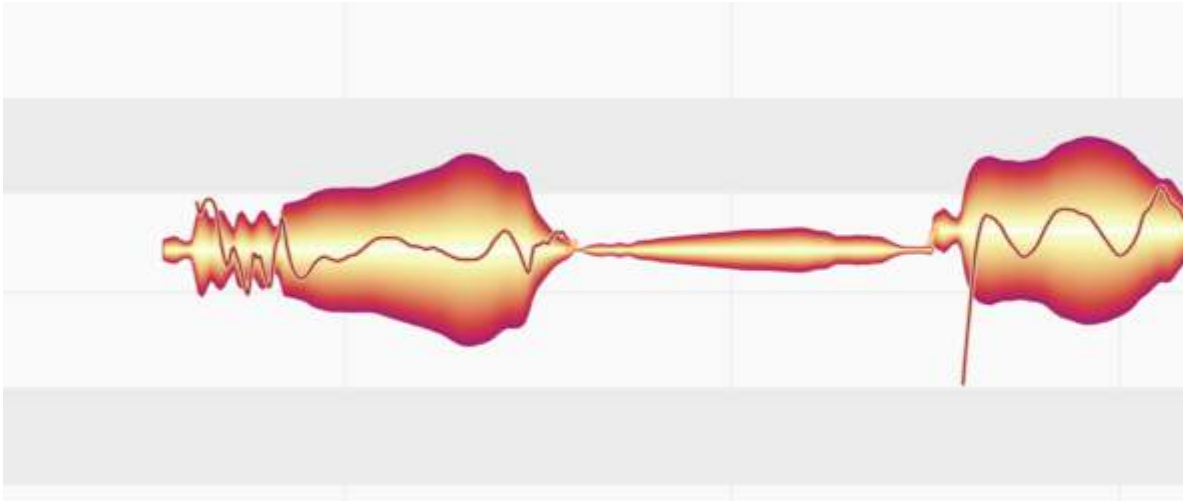
So you might consider turning this potential note into a regular note. This, you can only do in Note Assignment Mode, so it is only in Note Assignment Mode that you will ever see a hollow silhouette. Once you return to normal edit mode, only solid blobs (representing the active notes) appear in the display. It should be added that potential notes are only ever encountered with the Melodic or Polyphonic algorithms.

Finally, there are what Melodyne calls **silent notes**. These can be seen in both Note Assignment and normal Edit Mode, regardless of which algorithm is used to detect the material. A silent note appears wherever there is a break between two notes; it corresponds, therefore, to a rest or pause in the score.

Like a rest, then, it has a definite length but no pitch, so you cannot transpose silent notes. Their length, however, will change if the notes that precede them are shortened or lengthened, or if the notes that follow them are moved forwards or backwards in time, in the same way that an eighth note (quaver) rest in the score would become a sixteenth note (semiquaver) rest if the preceding note were lengthened, or the following note moved forward, by the same amount.

Silent notes are not in fact *entirely* silent, because even during breaks between normal notes the recording continues, picking up things like the hiss of the microphone preamp or the hum of the guitar amp, but they are generally far quieter than the notes around them.

Here we see three notes: an active note, followed by a silent one, followed by another active one:



This illustrates the two significant visual characteristics of the silent note: i) it has no Pitch Curve; and ii) it is always placed level with the note to the left of it; if you shift the latter up or down, the silent note moves with it, but the change is purely visual; whatever sounds the silent note represents remain unaltered.

It is when you come to use the tools in Note Assignment Mode that a clear understanding of the nature and behavior of the various types of note found in Melodyne will pay the greatest dividends. That is the subject of the next tour. You will also learn there how to transform silent notes into normal ones – as well as silhouettes into solid blobs and vice versa, thereby activating and deactivating, respectively, the corresponding notes.

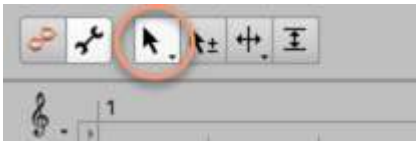
Tools for note assignment

The Main Tool in Note Assignment Mode

In Note Assignment Mode, the toolbox contains tools with functions other than those used in normal Edit mode. The most important difference is this: In Note Assignment Mode, the tools have no direct or immediate impact on the sound of the notes; their object, rather, is to bring the detected and displayed notes as closely as possible into line with the actual music. This makes it possible subsequently to edit the material more efficiently and obtain optimal acoustic results.

Which tools are available depends upon the algorithm, as, to a lesser extent, do their functions.

As is the case in normal editing mode, the Main Tool in Note Assignment Mode combines a number of the most important functions of the other tools, so as to allow you to perform a variety of common tasks without having to change tools.



- In the lower part of a blob, the Main Tool functions as the *Activation Tool*.
- In the upper part of a blob, the Main Tool functions as the *Note Separation Tool*.

We will deal with each of these in turn.

The Activation Tool

The Activation Tool has no function when the Percussive and Universal algorithms are selected. What follows, therefore, only applies when either the Melodic, the Percussive Pitched or one of the Polyphonic algorithms is selected.



If you move the Activation Tool over a blob, its overtone series will be displayed in the background. This enables you to see at a glance which of the blobs above it coincide in pitch with the partials of the note selected.

In addition to the normal solid blobs used in Melodyne to represent notes, you may see hollow blobs of which only the outlines or “silhouettes” are visible. These represent what we call “potential notes” and lie at pitches where Melodyne considered drawing a regular, solid blob, but decided instead to place this at a different pitch, leaving the silhouette as a hint that this might be a possible alternative for that particular note.

So you might consider turning this potential note into a regular note. This you can only do in Note Assignment Mode, so it is only in Note Assignment Mode that you will ever see a blob silhouette. Once you return to normal edit mode, only solid blobs (representing the active notes) appear in the display. It should be added that potential notes are only ever encountered when the Melodic or Polyphonic algorithms are employed.

In the case of polyphonic instruments, these inactive/potential notes play a particularly important role, because Melodyne may occasionally mistake for a note that was actually played what was in fact merely a particularly prominent overtone of some other note and, as a result, display it as a solid blob. Since your objective in Note Assignment Mode is to ensure that only the ‘fundamentals’ (the notes that were actually played or sung) are represented by solid blobs, your first task in such a case will be to replace that solid blob with a silhouette – i.e. to deactivate the note in question.

The opposite situation can also arise: If a note is played very quietly, Melodyne may mistake it for the overtone of some lower note, in which case it will not display it as a solid blob but as a silhouette. In this case, you will need to replace that silhouette with a solid blob – i.e. activate the note in question.

Double-click on a silhouette and it will be replaced by a solid blob, indicating that the note in question has been activated.

Double-click on a solid blob and it will be replaced by a silhouette, indicating that the note in question has been deactivated. Each time a note is deactivated in this way, the spectral energy that was originally assigned to it is distributed between the remaining (active) notes sounding at that time. So when you deactivate an overtone that has mistakenly been displayed as one of the notes played, its spectral energy will be correctly reassigned to the note to which it properly belongs.

Of course, if you deactivate all the blobs corresponding to notes sounding at a given moment in time, Melodyne has no note to reassign their spectral energy to, so in place of the deactivated blobs it creates a silent note. The same principle applies when there is only one note sounding. Such is always the case when either the Melodic or the Percussive Pitched algorithm is used; but even with the polyphonic algorithms, in a melodic passage (in which no more than a single note is ever sounding at a time), any note you deactivate will automatically be replaced by a silent note.

Deactivating all the notes, or the only note, sounding at a given instant (leading to the creation of a silent note) only makes sense, of course, if the instrument in question is meant to be silent at that time (e.g. where there’s a rest in the score). Silent notes – what distinguishes them, how they arise in nature, and how they behave in normal edit mode – are described in greater detail here.

Dragging blobs with the Activation Tool

A double-click is the gesture you will use most often when working with the Activation Tool. It is also possible, however, to drag blobs with it, as a means of persuading Melodyne to move the focus of its search to a different area. Particularly with material in which pitches are unclear, a new note can (in theory) be assigned to almost any pitch in this way, provided Melodyne finds something there. This is especially true when the option “Robust Pitch Curve” has been activated in the Algorithm Inspector.

In the case of the polyphonic algorithms, you have to drag a blob about an octave downwards to trigger the search for a new pitch. The new note will then in all probability appear an octave below the previous one.

If Melodyne finds a plausible destination for the note in the area to which you have dragged it, the blob will snap to it; otherwise, it will fall back to its original position. Melodyne only considers certain pitches to be plausible. This is one of the strengths of Melodyne: It brings to its analysis of the audio material real musical intelligence, and does not therefore automatically ascribe every cluster of spectral energy to the presence of a separate note. So, having eliminated all the pitches at which the note played could not possibly lie, Melodyne is left with a handful of candidates it considers “plausible” and invites you to choose between them.

Alt-dragging with the Activation Tool

With polyphonic material, however, you can tell Melodyne what it should, and should not, consider a plausible pitch. If, for instance, all attempts to drag the blob to the desired pitch have failed (because Melodyne does not consider the pitch in question to be plausible), just hold down the [Alt] key and drag the blob to the target pitch yourself. This allows you to “force” the blob to a position with a straight pitch curve.
If you hold down the [ALT[key, you can drag blobs in either direction – upwards or downwards – even with the polyphonic algorithm.

Recalculation of the pitch center

When you move notes with the Activation Tool, a fresh search for the Pitch Curve within the note is conducted automatically, but this only occurs when one of the monophonic algorithms is selected.

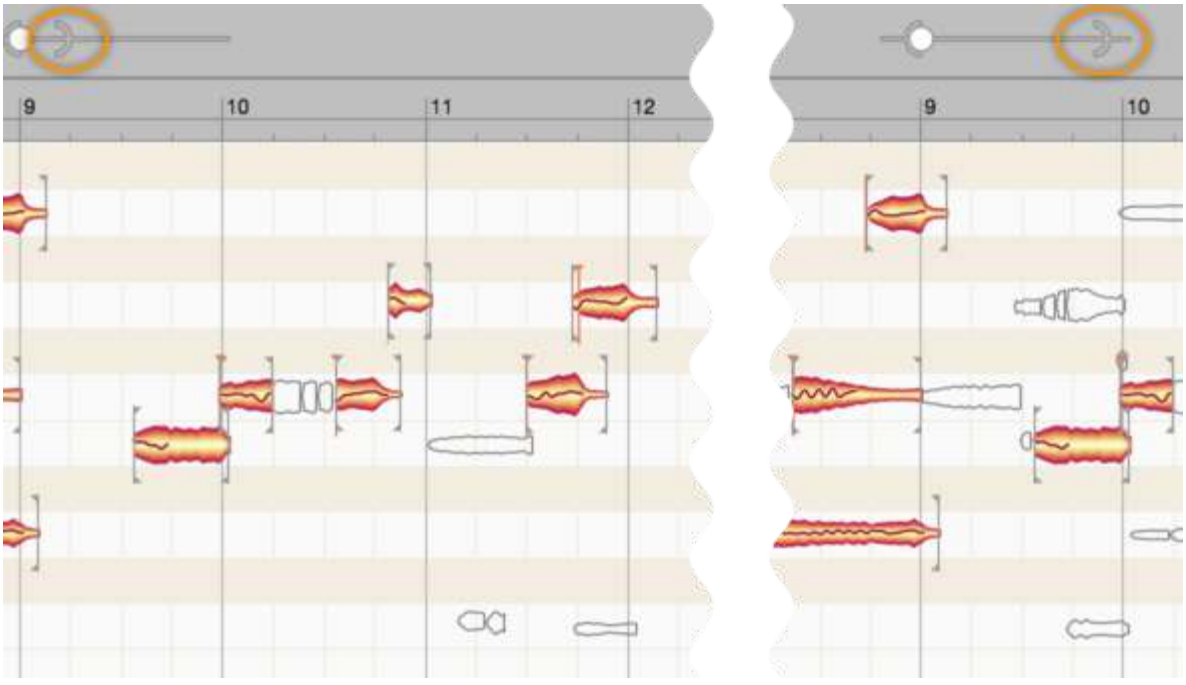
While conducting the new search, Melodyne also recalculates the pitch center of the note. It does this even if you have only moved the blob a very short distance before returning it almost immediately to its original position. You can also trigger a fresh search for the Pitch Curve and a recalculation of the pitch center by holding down the [Alt] key and double-clicking – for instance, after activating or deactivating the option “Robust Pitch Curve” in the Algorithm Inspector.

This is particularly useful when you are importing a file from an older version of Melodyne, as the technology Melodyne 5 uses to determine the pitch center of notes is greatly superior to that of earlier versions. After the recalculation (most swiftly triggered by holding down the [Alt] key and double-clicking), the blobs will be realigned slightly on the vertical access – some higher, some lower than before – with the results representing the musical content better than those of earlier versions of the program. This provides for better results – especially when you are quantizing pitch by double-clicking or using the Correct Pitch macro in normal edit mode.

If, on the other hand, the original detection was performed by Melodyne 5 itself, recalculating the pitch centers will change nothing, as the results – already optimal – will be no different the second time. The only circumstance in which [ALT]-double-clicking in Note Assignment Mode makes a difference is when the option “Robust Pitch Curve” is checked in the Algorithm Inspector. This option is discussed in greater detail here.

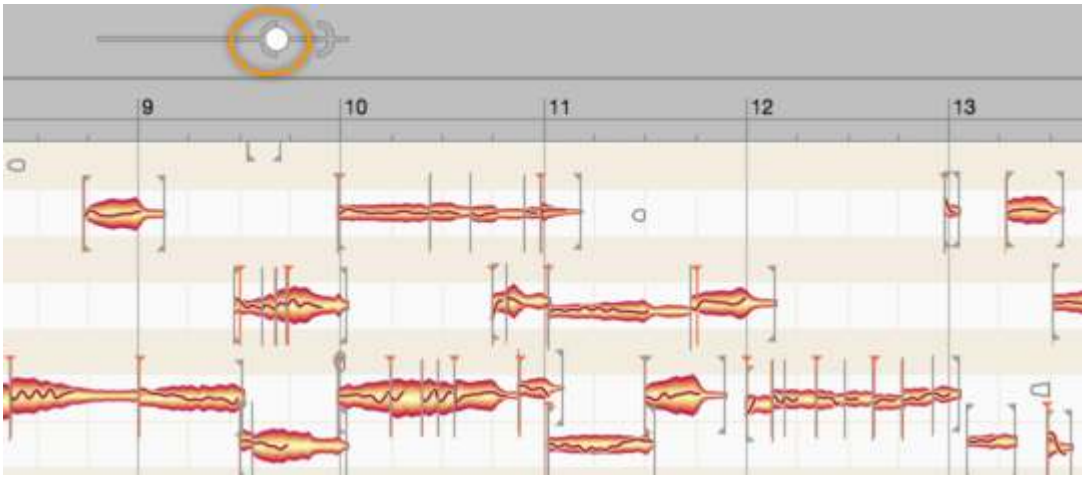
The slider and the Energy Image

When you are editing the detection of polyphonic audio material and have selected the Main or Activation tools, you will see a slider next to the toolbox. This allows you to determine the number of potential notes to be displayed and how many actual notes are derived from them.



If you move the right-hand indicator (the “Parenthesis”) in the slider to the left, fewer potential notes will be displayed. If you drag it to the right, more potential notes will appear. Choose a setting that ensures that only as many potential notes are displayed as you may conceivably wish to activate in the course of the subsequent editing. That will give you a clearer overview.

Now drag the left-hand indicator (the “Ball”) from side to side. As you drag it to the left, you reduce the probability of the potential notes displayed becoming active notes, thereby reducing the number of active notes. As you drag it to the right, you increase that probability, thereby creating more active notes from the potential notes displayed.



There can never be more active than potential notes, so the Ball can never pass through the Parenthesis but merely pushes it to the right when it wants to go further, thereby causing additional potential notes to be displayed and activated simultaneously. Adjust the two indicators until the number of active notes displayed is as close as you can get to the number of notes that were actually played. Then proceed to the manual correction of individual notes.

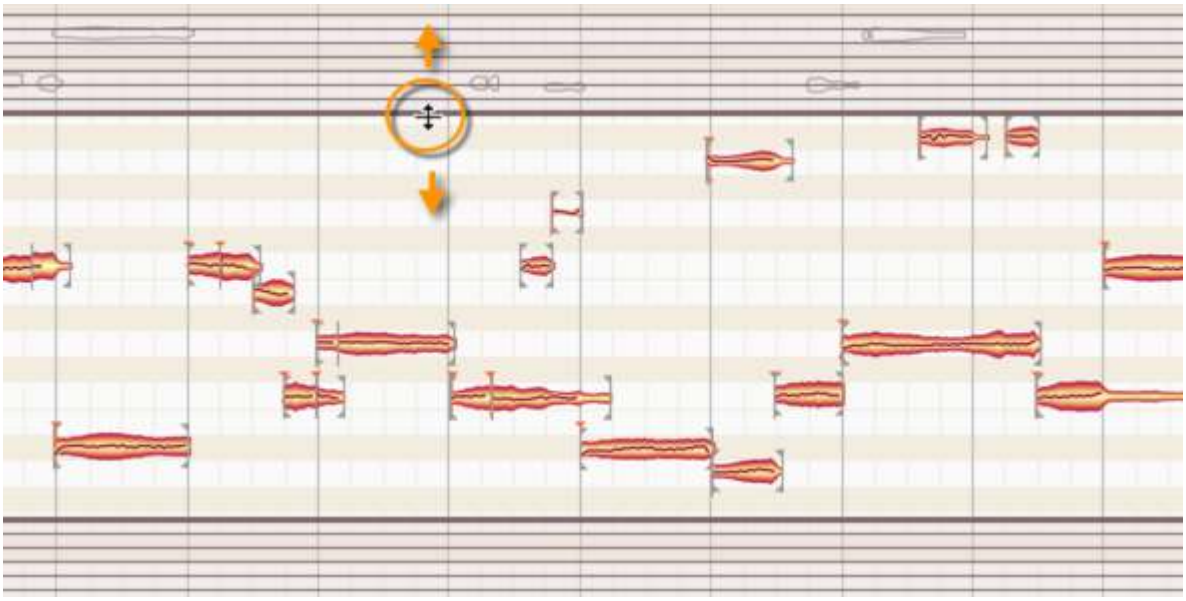
Tip: If you move the indicator a long way, Melodyne is required to do a great deal of processing, which is why it can take a moment to display the results. You can reduce this delay by opening the Algorithm Inspector and, under the heading “Separate Audio”, clearing the checkmark next to “Auto”. This speeds up the display, but if you wish then to hear the result of the redistribution of the signal components between the notes, you have to click on the flashing “Now” button or activate the “Auto” option once more.

Now and then, it can happen that a note that can be heard in the material is not detected as an active note, and, even with the Parenthesis at its maximum setting, is not even shown as a potential note. If that happens, move the Parenthesis fully to the right (to its maximum setting) and then move the mouse pointer over the position in the Note Editor where the missing note ought to be. Around the mouse pointer, in the form of an “energy image”, notes will now appear that were detected neither as active nor as potential notes. When you have identified the missing note in this way, double-click on it to transform it into an active note. Thereafter, by subsequent double-clicking, you can toggle the status of these notes between “potential” and “active” just like that of any others.



The Venetian Blinds

With instruments in particular that generate powerful overtones, it can happen that over a wide range notes are detected that you perfectly well know are far higher (or lower) than any that were actually played. In such cases, the Venetian Blinds come in handy; if you can't see them at the top or bottom of the editing area, scroll upwards or downwards until you can.

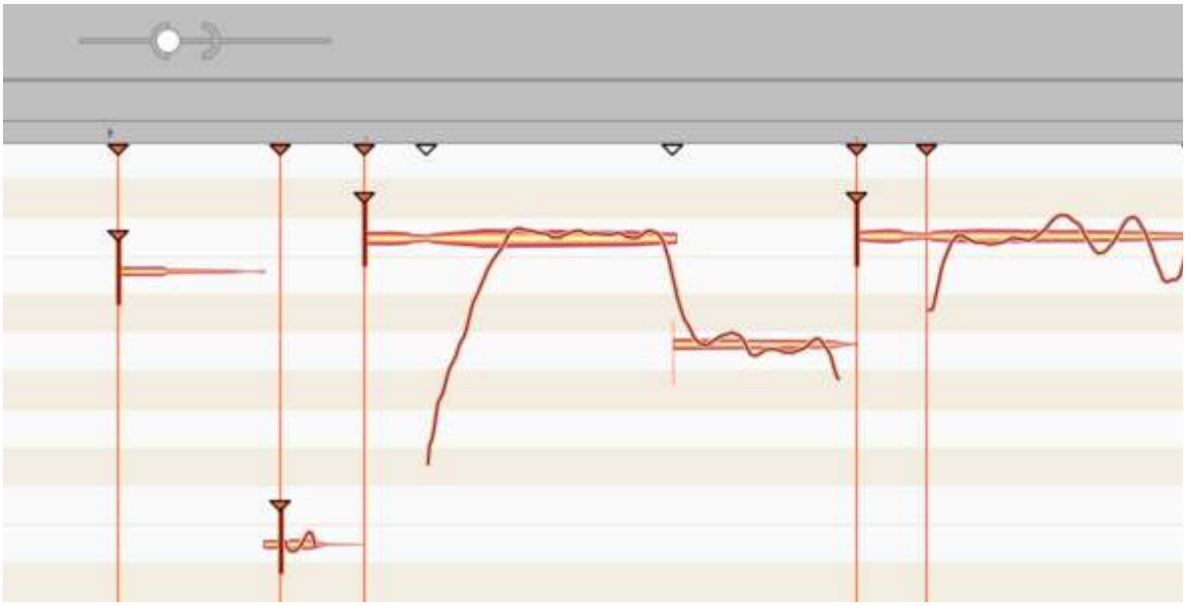


You can raise or lower the top blind by dragging its thick bottom edge and do the same with the top edge of the bottom blind, in this way delimiting the range within which Melodyne assigns notes. All notes partially concealed by the Venetian Blinds are automatically deactivated unless they have previously been activated by hand. You can still "reach through" the Venetian Blinds, however, to turn notes on or off. The Venetian Blinds provide a useful first approximation that you can later correct by activating and deactivating notes singly by hand.

Starting point lines and designated starting points

If, in Note Assignment Mode, you select one of the separation tools, vertical lines appear in the Note Editor. At the same time, a slider with two indicators appears next to the toolbox.

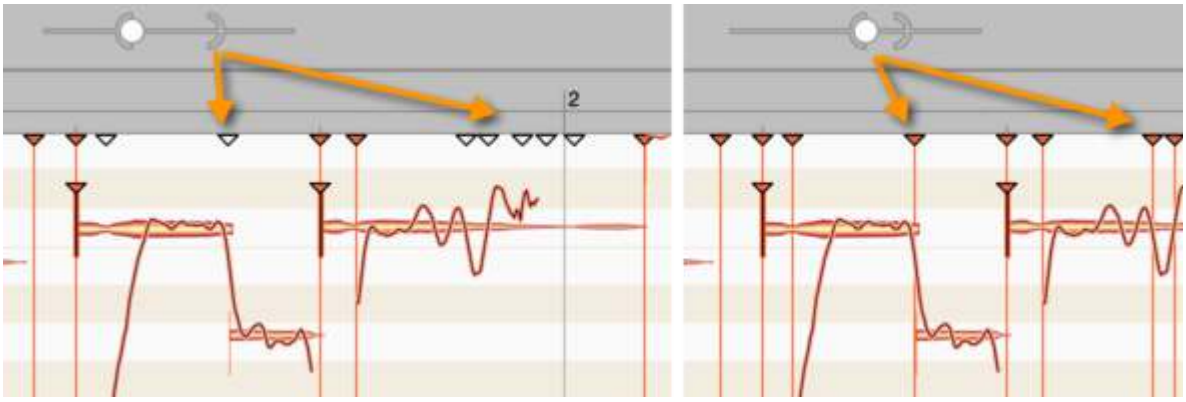
We call the vertical lines “starting point lines”. Rising in parallel from their respective blobs to the Time Ruler, they show the *musical starting points* that Melodyne has identified in the audio file. A “designated starting point” is indicated by a short vertical line (a “vertical”) topped by an inverted triangle and is invariably found near the start of a blob (though not necessarily at its leftmost extremity); when active, it indicates what, for the purposes of timing, Melodyne considers to be the effective musical starting point of the note. The musical starting point may, but does not necessarily have to, be aligned with the separator at the beginning of the note. Think of a brass instrument, for example, where each note is often heralded by a certain amount of wind noise. This noise also belongs to the note, so it falls to the right of the note separator. What is relevant from the standpoint of timing, however – as is the case also with quantization – is the moment when the sound really unfolds and the pitch first becomes discernible; *that* is the timing-critical moment, and it is that later instant that is designated the musical starting point. If Melodyne is unable to pinpoint the musical starting point of a note, no starting point line is displayed and the note has no designated starting point. For the purposes of quantization, the leftmost extremity of the note is then considered to be the starting point.



Each of the longer, starting point lines also culminates in an inverted triangular indicator, which you will see just below the Time Ruler. This indicator can be solid, in which case the corresponding starting point line is visible and active; or it can be hollow, in which case the line is invisible: we call it in this case a “potential” or “inactive” starting point line. An inactive starting point line invariably coincides with the beginning of a note. For the note in question, however, Melodyne has been unable to discern with sufficient confidence a musically relevant starting point; it is for this reason that the starting point line is only a potential one and that no vertical (no designated starting point indicator) is displayed at the blob.

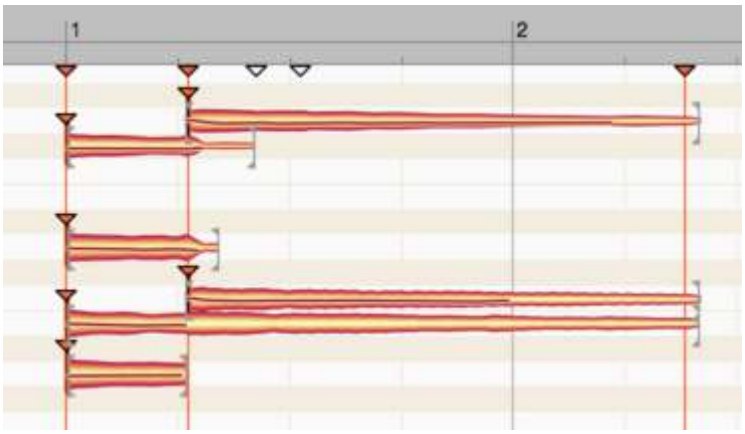
The two slider indicators, the Parenthesis and the Ball, govern, respectively, how sensitive Melodyne is to the presence of potential starting points and how willing it is to activate them, the result being reflected in turn by the total number of triangles displayed and the percentage of these that are solid red. As you move the Parenthesis gradually to the right, more and more hollow triangles (indicating the presence of “potential” starting points) appear beneath the Time Ruler; this reflects Melodyne’s increasing sensitivity that is allowing it to divine more and more points in the material at which a starting point *might* reside – “might” because the lines that are added remain invisible and do not (yet) have any effect upon the blobs.

You can alter this, however, with the slider’s second indicator: the Ball. As you move the Ball to the right, more and more of the previously invisible, “potential” starting point lines will become active; and directly below them, at the level of the blobs, designated starting points will appear at the same time.



You can activate a potential starting point line by double-clicking on the hollow triangular indicator beneath the Time Ruler and, conversely, deactivate an active line by double-clicking on the corresponding solid triangle. Double-clicking in a free place in the ruler generates a new starting point line.

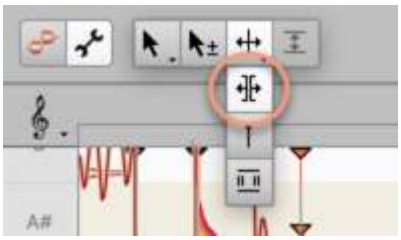
By dragging its indicator, it is possible to move a starting point line forwards or backwards in time; this, however, will seldom be necessary, as Melodyne almost invariably identifies the ideal position. You may still wish, though, to do some fine-tuning. If, for the purposes of experiment, you move a starting point line from left to right, you will notice that as soon as you pass over the start of a blob, a vertical appears complete with inverted triangle (indicating the presence of a designated starting point) that follows the line for a while before disappearing as soon as the note begins to decay, as, clearly, it would be futile to look any further for the musical starting point.



Starting point lines exhibit a kind of “magnetic” property seen not only when you move them but also when separating notes and designating starting points manually.

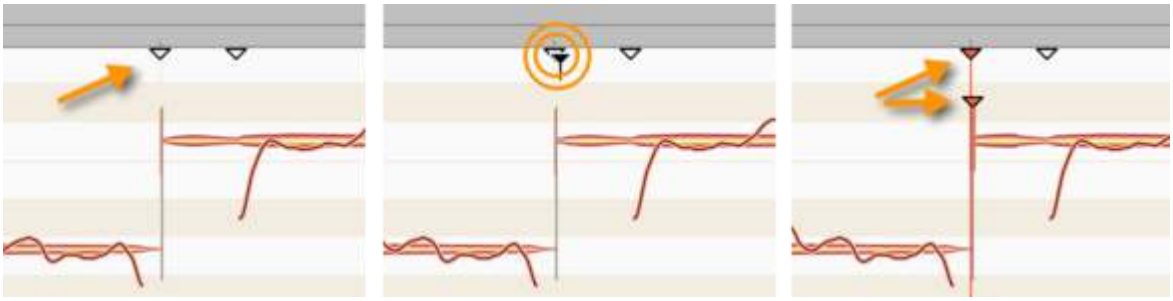
The Note Separation Tool and the Separation Type Tool

The Note Separation Tool and the Separation Type Tool (directly below it in the toolbar) are available with all algorithms and function in the same way as their counterparts in Edit Mode. You can set or remove note separations by double-clicking and also move them along the time axis. With the Separation Type Tool, you can toggle between hard and soft separations.



By contrast with normal editing mode: In Note Assignment Mode, the separation tools are not used to reshape the music but to edit the analysis or “detection”. The object is to ensure that the blobs represent as accurately as possible the actual music. Also, edits performed in Note Assignment Mode on chords are implemented, thanks to the magnetic quality of the starting point line, with sample accuracy. In normal Edit mode, this is not possible. Tip: To provide two or more notes of differing pitch with a soft separation, you can select “Convert Selection to Connected Sequence” from the context menu (see below).

Since the placing of note separations and the editing of starting points often go hand in hand, you can also edit starting points with the Note Separation Tool. Simply move the pointer into the vicinity of the triangular starting point markers near the Time Ruler and it changes appearance to resemble the Starting Point Tool.



It is possible at any time to deactivate a designated starting point (i.e. withdraw the designation). A new starting point can only be designated if an active starting point line is present in a plausible place i.e. the left-hand end of a blob. Look for a moment at the starting point indicators: In the relevant place, a hollow triangle (indicating the presence of a potential starting point) will probably already be displayed. Double-click on the triangle to activate the starting point line.

If no potential starting point line has been identified at the desired position, using the slider near the toolbox you can cause additional potential starting point lines to appear: to do this, simply move the right-hand control element (the Parenthesis) further to the right.

Alternatively, by double-clicking on an empty area of the ruler at the level of the starting point markers, you can create a new starting point line and drag it into position with the mouse. If, in the case of polyphonic material, a chord appears at the corresponding position, the action will affect all chord members. When, with the Melodic, Percussive or Universal algorithms selected, you activate a potential starting point line or create a new starting point line, a note separation is automatically inserted near a note at the position in question.

Tip: When editing starting point lines, if ever you have the feeling that somewhere a note starting point exists but that it is not indicated even by a potential starting point line, scrubbing in the relevant area often makes it to easier to locate the exact position. At the position in question, a rather loud noise component will be audible. Where the noise is loudest, release the mouse button and double-click to place a starting point line.

The context menu: When you select one of the note separation tools, a context menu appears in the Note Editor in which you will find the following commands:

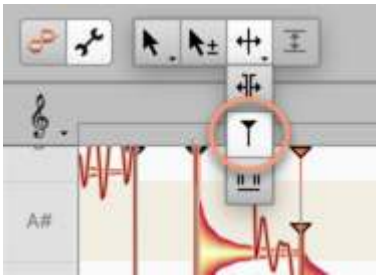
- Convert Selection to Connected Sequence: With this command, you can convert a selection comprising two or more adjacent notes between which there are hard separations into a connected sequence with soft separations. This is also possible with notes differing in pitch and allows you gather together melodic lines to make more coherent editing possible later.
- Separate Note: This command separates a note automatically at a point determined by Melodyne. It is useful when you need to make precise cuts in a vocal passage and isolate sibilants or breathing noise prior to editing using the tools.
- Reseparate Notes at Starting Point Lines: This command splits the selected notes at all active starting point lines passing through them. It offers you, therefore, a convenient way of inserting separations at the same point in multiple notes simultaneously, while removing any superfluous separations found elsewhere.
- Separate Notes as Trill: The effect of this command is to slice a selection of one or more notes into smaller segments determined by the instantaneous pitch of each note. This is done by inserting note separations into the slopes of the pitch curve as it rises and falls, thereby turning each ‘hill’ and each ‘valley’ of a vibrato into a separate note.

Please note that the fluctuations in the Pitch Curve must be fairly pronounced for the “Separate Notes as Trill” function to have any effect and that it is only available when the Melodic algorithm is active, being grayed out in every other case. If you wish to assign a shortcut to the command “Separate Notes as Trill”, this can be done using the Preferences dialog.

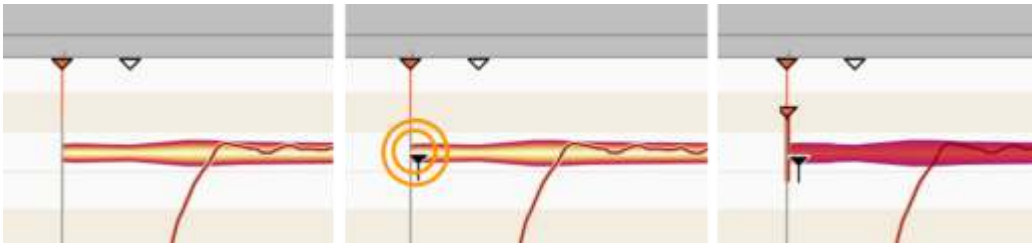
- Reset Separations Based on the Selected Grid: This command separates the notes at obvious starting points as well as at suitable positions on the selected Time Grid. This command is available with the Melodic, Percussive and Universal algorithms.

The Starting Point Tool

The Starting Point Tool is the second sub-tool of the Note Separation Tool.



It is available with all algorithms and is used to designate or undesignate starting points manually by double-clicking. This tool function is also available in Note Assignment Mode by checking the corresponding option in the Note Inspector. A designated starting point is indicated by a vertical (i.e. a short vertical line) with a red triangle on top located at or near the leftmost extremity of the blob.

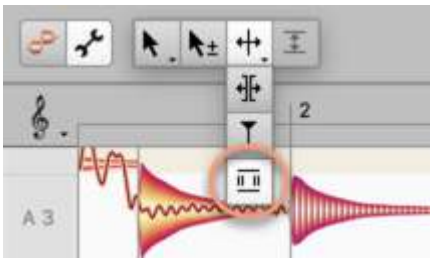


By moving the Starting Point Tool in the region of the starting point markers beneath the Time Ruler, you can also edit these with the Starting Point Tool. As a rule, however, you will generally use the Note Separation Tool for this purpose, as described above.

The Sibilant Range Tool

Melodyne defines as “sibilants” all components of the sound that have no detectable pitch curve. In the case of vocals, these include not only fricative consonants and digraphs such as “s”, “z”, “ch” and “zh”, but also other unvoiced consonants such as “k” and “t” as well as the sound of the vocalist inhaling or exhaling between words. When the various pitch tools are used, these components are treated differently from the pitched components – a policy that leads to particularly good and natural-sounding results when editing vocal tracks. For Melodyne to detect the presence of sibilants, either the Melodic or Percussive Pitched algorithm must be active.

Sibilants are detected, and their extent ascertained, automatically; but, if need be, you can overrule Melodyne and move the start and end points of sibilants at will. This is done in Note Assignment Mode using the Sibilant Range Tool.



When this tool is selected, the range of the sibilants detected by Melodyne is represented on the display by hatching. A sibilant might lie at the beginning and/or end of a note, but never in the middle. The tool has the following functions:

- Click and drag the edge of the hatched area to extend or shorten the range of the sibilant in question.
- Double-click on the hatching to remove it. (This instructs Melodyne to treat the sibilant in question the same way it treats all other components of the sound, which would allow you to apply radical pitch shifting to a “S”, for example, as a special effect). If multiple blobs are selected at the time of the double-click, all their sibilants will be declassified in the same way.
- Double-click on a note without any hatching (or from which the hatching has been removed): this instructs Melodyne to search the note for sibilants. Depending upon the note, one of the following states will result:

- Melodyne will find a sibilant at the beginning and/or end of the note and display its extent through hatching. Sometimes the entire blob will be hatched (e.g. in the case of breath noise). It makes no difference in the case where exactly in the blob you click; towards the beginning, towards the end, the result is the same. This case in fact only occurs if you have previously declassified any sibilants it contains by double-clicking. Melodyne will then rediscover the sibilants when you double-click a second time.

- If the note represented by the blob is in fact sibilant-free (i.e. it contains no sound components that Melodyne regards as sibilants), but you wish it to be treated as though it did contain them, the effect of the double-click is to create a sibilant range at the point clicked. To be more exact: if you double-click with the tool on the front half of the blob, the sibilant range will extend from the start of the blob to the point clicked. If you double-click in the second half of the blob (i.e. right of center), the range will extend from the point clicked to the end of the blob. You can also do both: create a sibilant range at the start of the blob and then another at the end, or vice versa.

Tip: To check the boundaries of the hatched area acoustically, use the “Sibilant” preview control in the Algorithm Inspector. With the control at the extreme right setting, you will hear only the hatched area of the note; at the left extreme, you will hear only the part of the blob without the hatching.

The Energy Share Tool

This tool is only available with the Polyphonic Sustain and Polyphonic Decay algorithms. It regulates the distribution of particular sound components among notes sounding simultaneously.

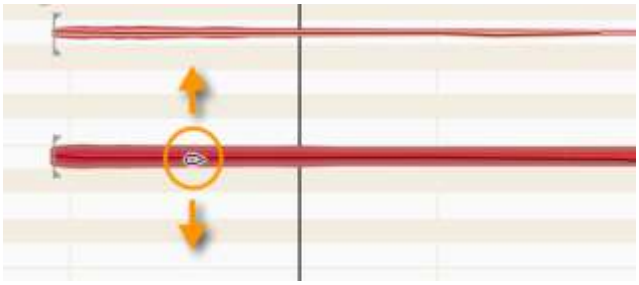


In the case of chords or certain harmonic intervals (e.g. an octave), the same overtone might be shared by two or more fundamentals, so Melodyne is obliged to share it out among the notes concerned. It may be that the resulting distribution is not to your liking, in which case you can exert a healing influence: By assigning more energy to one fundamental (at the expense of the others), you enrich its harmonic content, giving it, generally, a brighter sound with greater penetration. Conversely, you can deprive a fundamental of some of its energy (to the benefit of the others). In this way, you can adjust the tone color of the various notes to achieve the ideal balance.

Please note that this tool, by its very nature, only has any effect when two or more notes sounding simultaneously have been detected in polyphonic material and one of them is being edited. Furthermore, only as much energy can be shared as is actually present at the place in question and available to the blob in question. With this tool, you are therefore to some extent entering a desired value. How and to what extent it can be attained depends upon the realities of the audio material.

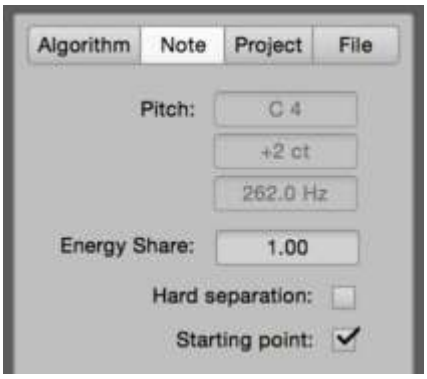
In the extreme case, the tool does ... nothing. If you have two notes sounding simultaneously, for example, the higher of which does not appear in the overtone series of the lower (you can see whether or not this is the case by using the Activation Tool to display the overtone series), then these two notes have no shared energy that could be reassigned using the Energy Assignment Tool. In such cases, therefore, the tool has no effect whatsoever, whether visual or acoustic.

Click with this tool on a blob and drag upwards to increase its allocation of energy or downwards to reduce it.



The Note Inspector

As is the case in normal edit mode, the Note Inspector in Note Assignment Mode governs the selected notes – only here, different parameters are on view.



Pitch: The three fields correspond to those in edit mode and display i) the nearest note of the chromatic scale, ii) the deviation (if any) in cents from it, and iii) the equivalent frequency in hertz. It is not possible to input values into these fields but their content is updated whenever a blob is assigned to a different pitch (e.g. to correct an octave error).

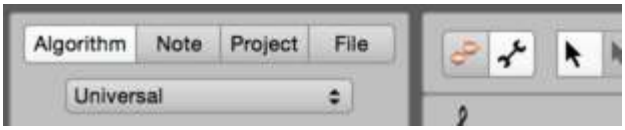
Energy share: The inspector field reflects the changes made with the Energy Share Tool as well as allowing you to enter values directly.
Hard separation: The status of this field is determined either by changes made with the Separation Type Tool or by checking/clearing the box. You can only check this box if there is currently a soft separation between the selected note and an adjacent one.

Starting Point: The status of this field is determined either by changes made with the Starting Point Tool or by checking/clearing the box. Here, just as with the corresponding tool, you can attach the selected note to a starting point line or detach it from it.

The Algorithm Inspector

The Algorithm Inspector in Note Assignment Mode offers you a number of options that allow you to adjust and optimize the way the selected algorithm operates to suit the audio material to be edited.

Whenever Note Assignment Mode is active, the Algorithm Inspector is available in the info pane.



Algorithm: The pop-up button at the top shows the current algorithm. With the menu displayed, you can select a different algorithm from the list, thereby triggering a fresh analysis. Warning: Any time you switch algorithms, all editing previously performed on the audio source in question is lost! For this reason, you should make a habit of checking to make sure the best algorithm has been selected and, if this is not the case, choosing a more suitable one *before* you begin correcting the analysis or editing notes.

The Preview parameters

In the Preview section, you will find the following important options to assist you with the editing of the detection and the fine-tuning of the algorithm parameters.



Synth: The objective in Note Assignment Mode is to ensure that the notes displayed really do match the notes intended and played. Since, however, in Note Assignment Mode you are listening to the full original sound of the audio file you plan to edit and editing of the blobs has no audible effect, determining whether notes have been correctly detected is generally only possible on a visual basis. This is where the Monitoring Synth comes in: Using a synthetic tone generator, the Monitoring Synth plays the blobs exactly as they appear, thereby providing you with acoustic as well as visual feedback. You can toggle the synth on and off by clicking on the “Z” icon; click and drag upwards or downwards to control the volume. The Monitoring Synth is not available when the Percussive or Universal algorithms are selected.

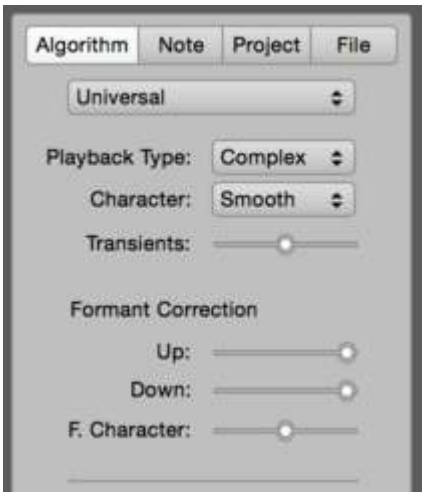
Tempo, Pitch and Formants: With these three controls, you can “simulate” changes to the corresponding parameters in order to examine their effect upon the current algorithm settings. Example: you have changed the formant character in the Algorithm Inspector. This change, however, has no effect until you shift the formants in normal edit mode, as in Note Assignment Mode you always hear the original state of the audio source. You would have, therefore, to leave Note Assignment Mode, shift the formants by way of experiment in normal edit mode, and then return to Note Assignment Mode if you felt any further adjustment to the formant character was necessary. The preview controls make such a procedure unnecessary: simply turn the formant control, and you can begin at once experimenting with the character slider without ever leaving Note Assignment Mode. The tempo and pitch controls operate much the same way. The values of all three preview controls only apply temporarily and are reset each time you leave Note Assignment Mode.

NB: When the synth is in use, the controls for pitch and formants are grayed out, as they cannot be used simultaneously.

Sibilance: With this control, you can simulate the effects of the Sibilant Balance Tool. This is useful when your intention is to modify a sibilant range in Note Assignment Mode, as it allows you to hear exactly where the sibilant in question begins and ends. With the Sibilant Preview Control slider at its rightmost extreme, you hear only the sibilant; at its leftmost extreme, it is the other way around: you hear everything *except* the sibilant areas. If you then notice that a sibilant is still sounding in a pitched zone, or pitched components in a sibilant zone, you know that the boundaries of the sibilant range are not perfectly drawn.

The Algorithm parameters

The other parameters in the Algorithm Inspector relate to the behavior of the algorithm, allowing you to fine-tune it for the entire audio source.



Playback Type: Melodyne applies two different processes for the playback of audio. The Melodic Algorithm employs as standard the playback type “Tonal”, whilst the other algorithms favor “Complex”. These choices are generally the best in practice but you can override them here if you wish.

The difference is most noticeable when time stretching is performed (and also when notes are transposed upwards): material with clearly recognisable pitches generally sounds better with the “Tonal” option. For material in which the pitch of notes is not clear and where noise components are more in evidence better results are generally obtained with “Complex”. Experimenting with the two playback types is therefore most useful when material falls between these two stools. Experiment with the tempo and pitch preview controls to see which playback type is best suited to your needs. Please note, however, that if “Tonal” is selected, the Character, Transients and Formant Character parameters described below are no longer available and therefore grayed out.

Tip: For the playback type “Tonal”, a variation called “Tonal (high)” is also available. If you are working with sopranos or very high-pitched melodic instruments (such as piccolos), instead of “Tonal”, you should try out the variant “Tonal (high)”, as this could enhance the sound quality. Voices or instruments with normal registers, however, are less well served by “Tonal (high)”, so its use in such cases is best avoided.

Character: This is a another pop-up button and allows you to select between a smoother and a crisper playback. If “Crisp” is selected, Melodyne uses a smaller processing window that allows fast acoustic movements in the signal to be reproduced more clearly. This setting is therefore best for percussive sounds and others with many fast tone changes. To soft, sustained sounds, however, the crisper setting can introduce a certain restlessness. To avoid this, opt for “Smooth” which employs a larger processing window and is therefore more suitable for the reproduction of smoother, more gradual tonal transitions.

Transients: This parameter is only available when the Universal and Percussive algorithms are in use. It determines how the transients in the signal should be handled during playback. With the slider fully to the right (the default position in the case of the Percussive algorithm), the transients are clearer and more acute. As the slider is moved to the left, the transients become softer. By default, with the Universal algorithm selected, the slider is in the middle. Experiment to see which setting delivers the best sound with your own material.

Formant Correction Up/Down: Whenever you transpose a note in Melodyne, the formants are automatically corrected to avoid, in the case of vocals, the dreaded “Mickey Mouse” effect. Or, in technical terms, whenever you transpose a note a whole tone upwards, Melodyne automatically corrects the resulting formants by shifting them back down a tone, in this way preserving the original timbre. In the case of the human voice, this is generally what is wanted, but with an acoustic guitar perhaps not: With many sounds, it can add charm if the formants are transposed in parallel with the fundamentals – i.e. not automatically corrected.

The Formants Up and Down sliders are provided, therefore, to allow you to determine the degree of the automatic formant correction – independently for upward and downward transpositions. With the slider all the way to the right, the full 100% formant correction is applied; fully to the left, no automatic formant correction at all is applied. When you return to normal edit mode, you will only hear the effect of these parameters if you shift, or have shifted, the formants of one or more notes in the Note Editor. To simulate and test their effect in Note Assignment Mode, use the pitch controller in the preview section of the Algorithm Inspector. If the current value for this is positive, you will be able to preview the effect of the Up slider; if the current value is negative, you will hear the effect of the Down slider.

F(ormant) Character: When formants are shifted, this slider alters their weighting in the frequency range and therefore alters the sound of the shifted formants. Experiment to see with which setting your material is best reproduced. This parameter has no audible effect when you return to normal edit mode unless and until notes have been transposed in the Note Editor. To simulate and test its effect in Note Assignment Mode, use the formant control in the preview section of the Algorithm Inspector.

The Formant Center parameter is only relevant to the algorithms Universal and Percussive, as the blobs are not sorted by pitch when either of these two algorithms are active, and the formant center is therefore not determined automatically. Not only with the Melodic and Polyphonic but also with the Percussive Pitched algorithm, the formant center is derived from the pitches themselves, so this control is grayed out when any of these algorithms is selected.

Sibilant Handling, Robust Pitch Curve, Separate Audio

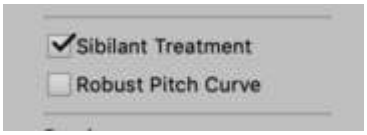
Sibilant Handling The Melodic algorithm detects the presence in a recording of what we define broadly as “sibilants”. Included here along with fricative consonants and digraphs like “s”, “z”, “sh” and “zh”, and certain other word fragments such as “t” and “k”, is breath noise, such as the sound of a vocalist inhaling or exhaling between words. Melodyne 5 treats these differently from all other components of the sound when you begin to make pitch or timing adjustments, and the editing sounds more natural as a result. If you prefer, you can decline to give sibilants this special treatment by clearing the checkmark next to “Sibilant Handling”.

For vocals, Sibilant Handling is without question ideal; whether that is equally true of monophonic instruments varies enormously from case to case. If with a bass guitar, for example, the attack noise is marked as sibilant, you should listen critically to the results when you first change the melody or timing, and decide whether or not they are to your liking. If not, clear the checkmark next to “Sibilant Handling”.

By default, Sibilant Handling is always switched on when the Melodic algorithm is selected, whereas with the Percussive Pitched algorithm it is by default switched off. With the other algorithms, the corresponding functions are unavailable, so the option is grayed out.

Note: When you open older projects (from the time before Melodyne 5), you will find that the Sibilant Handling option on their vocal tracks is not checked. The reason for this is that you may already have perfected the vocals, in which case we assume you’ll want your project to sound exactly the same as it did before. If so, leave the Sibilant Handling option switched off.

If, on the other hand, you want the project in question to enjoy the benefits of Melodyne 5’s new functions, you should activate Sibilant Handling. Your older vocal tracks will then most likely sound better at once, and you will enjoy greater creative freedom in other areas besides.



Robust pitch curves: With the algorithms “Melodic” and “Percussive Pitched”, Melodyne detects the Pitch Curve in very high resolution. This is especially advantageous in the case of vocals, as there is then particularly detailed control over all aspects of the intonation, and the pitch tools are able to deliver optimal sound quality.

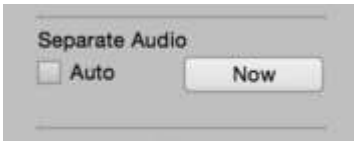
With certain recordings, however, this high resolution can be counterproductive. This is particularly the case with instruments that were in fact played monophonically but where sub-optimal recording conditions (resulting for example, from obtrusive room resonances) or the physical composition of their resonance chambers gives rise to what we might call “technical” polyphony.
Examples of this might be the electric upright bass or frequency modulated synthesizer sounds – sometimes, even, the human voice, when, for example, a (usually male) rock singer wrings deep throaty sounds from his voice.
In such cases the pitch tools (at least, when heavy use is made of them) deliver artifacts, and it is then that switching to a “robust pitch curve” makes sense.

The simple act of switching to a robust pitch curve initially results in no detectable change, but as soon as a note is edited with one of the tools in Note Assignment Mode, Melodyne searches afresh for the pitch curve of this note (and of this note only) and delivers then, when this option is checked, a simpler, more stable, more *robust* curve.

The simplest command to trigger this type of renewed search for the pitch curve, but which otherwise changes nothing, is a [Alt]+double-click with the first assignment tool.

The Polyphonic, Universal and Percussive algorithms have robust curves by default, so with these algorithms the option is grayed out.

Separate Audio: When you are editing the detection of an audio source, Melodyne sometimes has a great deal of processing to perform in the background and large volumes of data to move in and out of its cache. The option Separate Audio gives you control over this behavior. If the Auto box is checked, with each change you make, Melodyne performs all the requisite calculations immediately. The advantage? Whenever you use the preview controls to test your algorithm settings, Melodyne accesses the latest data, and everything sounds exactly as it would in normal edit mode. The disadvantage? Melodyne sometimes needs to introduce a processing pause during which the progress indicator appears and your work is interrupted.

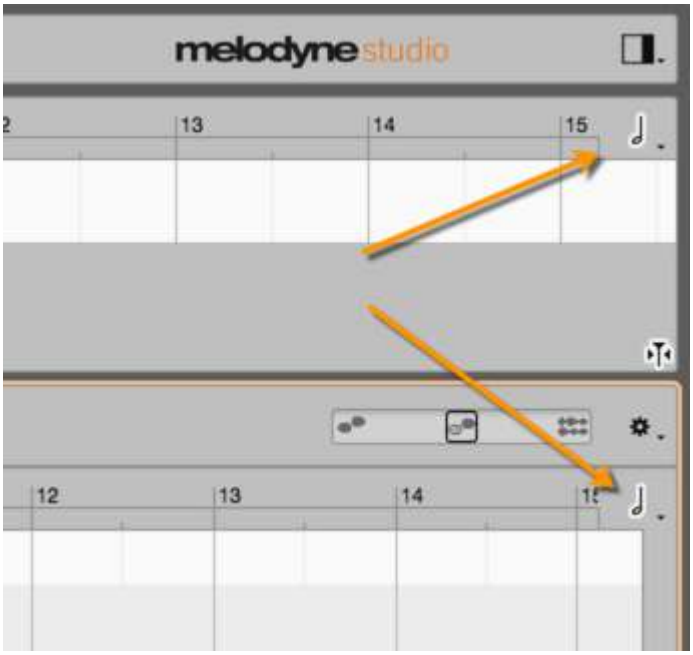


Since you do not always need the preview controls, you have the option of changing this behavior by clearing the Auto checkbox. The various calculations will then no longer be performed immediately but only when you click the Now button or leave Note Assignment Mode. The advantage of this is that your workflow is not interrupted. The disadvantage is that the preview controls in this case do not always reflect the changes you have made. When there is a discrepancy between the previous data and the current state, the Now button flashes to warn you. If you click it, Melodyne will perform all the outstanding calculations and update the totality of the data.

The Time Grid

The Time Grid slices up the time axis at regular intervals to provide a clearer temporal overview. It can also have the function, however, of causing content as it is moved to snap to the nearest grid line, thereby making it easier to position notes exactly on the beat. For the spacing of the grid (i.e. the distance between adjacent grid lines), you can choose between Seconds and any of a variety of note values (half note, quarter note etc.).

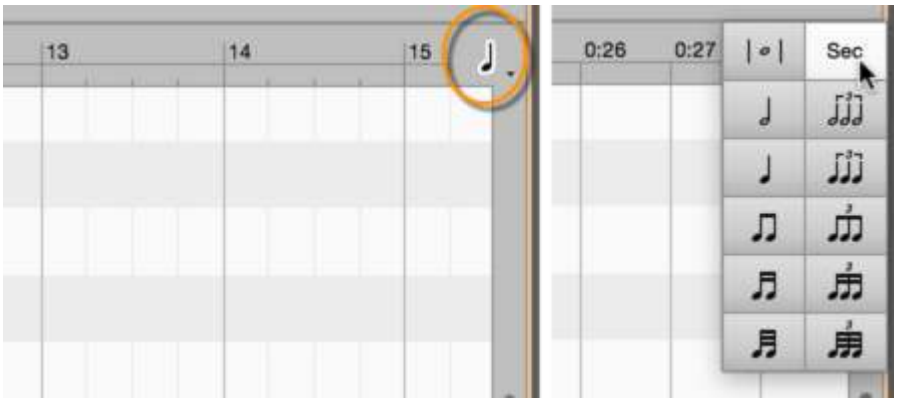
Activating and setting the Time Grid



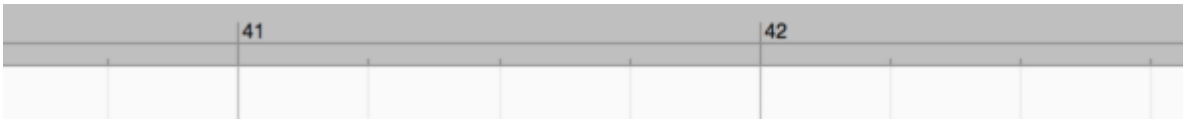
To adjust the Time Grid, either choose Options > Time Grid from the main menu or click the note icon (at the top right of the Note Editor) to open the pop-up menu shown here.

Clicking on the note icon activates or deactivates the grid; you can also define a keyboard shortcut for this command from the Shortcuts page of the Preferences dialog. If you click the note value or the arrow alongside it and hold down the mouse button, the grid menu pops up.

This allows you to the set the interval between grid lines to any of a variety of regular or triplet note values or else to Seconds.



The time axis is then graduated at intervals equivalent to the note value selected. If you have chosen a small note value (such as 1/16) and then zoom the display outwards, at a certain point it will become impossible to display all the grid lines; the grid value selected, however, will remain active.



Moving notes when the grid is active

When the Time Grid is active and Seconds is not checked, notes moved from one beat to another will end up the same distance from the new beat as they were from the old one. In other words, whilst the grid does influence their position, they don't snap exactly to the nearest grid line unless they were on a grid line to begin with. The note depicted below, for example, sounds slightly after the first beat of the bar.



If, while the grid is active, this is moved to the second beat, there, too, it will sound slightly after the beat – the offset in the two cases being identical.

Even if the grid is active, you can still adjust the position of a note (or a selection of notes) independently of the grid by holding down the [Alt] key as you move it.

Chord recognition and the Chord Track

Melodyne is capable of recognizing the chords and detecting changes of key (or 'tonality') in your recordings. Here you will find all you need to know about Melodyne's Chord and Key tracks.

One Chord Track for all Melodyne instances

The Chord Track is displayed in all instances of Melodyne that are open – i.e. on each track. You therefore see the same chords for all instruments, although the melodic line, or chords, played by each instrument may be different.

So what the Chord Track is displaying is the combined effect of all the instruments: the harmonic structure of the song or composition *as a whole*. Armed with this information, you can examine the notes played by any instrument at any moment and see how well they accord with the overall harmony.

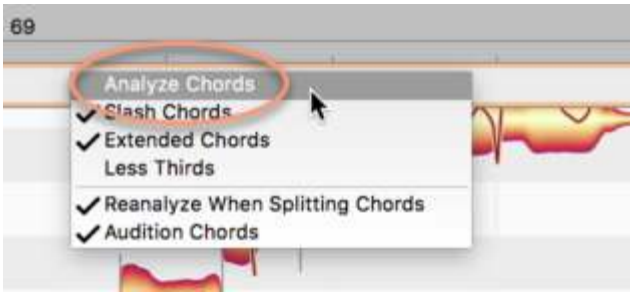
Triggering the harmonic analysis

To get Melodyne to identify the chords, proceed as follows:

- Open the recording of a polyphonic instrument (e.g. piano or guitar). In Melodyne studio, you can open multiple tracks simultaneously in the Note Editor (e.g. guitar and bass) so the harmonic analysis can take all of them into account.
- Display the Chord Track (and the Key Track too, if you wish) by checking the relevant entries in the Options menu. Alternatively, you can click on the icons beneath the Time Grid Settings menu in the top right-hand corner of the Note Editor.



- Right-click in the Chord Track and select “Analyze Chords” from the context menu. You will then see a ‘lead sheet’ of your recording.



Please note: Before optimal results can be obtained from the chord recognition function, the detected tempo must be correct; otherwise the chord symbols may be aligned with the wrong beats. For this reason, prior to the chord analysis you should choose “Copy Song Tempo to File” from the Tempo dialog.

You can repeat the “Analyze Chords” command at any time to update the analysis.
You might do this, for example, after recording a new guitar part containing different chords.

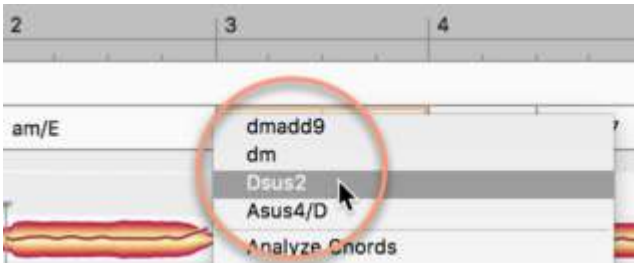
- If it’s only certain chords that need to be reexamined, select the chords in question in the Chord Track and choose “Analyze Chords”.
- To select two or more chords, use the Shift and Cmd keys.
- If you click on one chord and then press Cmd+A, all the chords will be selected.

Note: The chord analysis is invariably based on all the notes in selected areas of the Chord Track. It is not possible to influence the analysis by selecting or deselecting individual blobs. That would in any case make no sense from a musical point of view, as the less information taken into account, the less accurately the chords displayed would reflect the overall musical content of the recording.

There could, however, be cases – if you were analyzing the chords of a complete mix, for example – when certain blobs (attributable to the kick drum, say, or the cymbals) might lead to confusion. The solution in such cases is to the copy the audio file to a new track, delete the offending blobs, and trigger a fresh chord analysis based on that track only.

Selecting between alternative designations

The context (right-click) menu of the Chord Track suggests alternatives for the chords detected:



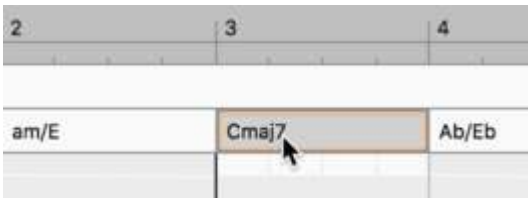
These, we must stress, are *not* compositional suggestions, as in “here you could also play this chord”. The alternatives suggested are simply alternative interpretations of the audio material.

A chord made up of the notes C, E, G and A, for example, could be interpreted as either C6 or Am7. Both interpretations are legitimate, but which is the more apt might depend on the degree to which the various notes are emphasized; Does the highest note sound loudly and clearly, for instance, or is it barely perceptible? The most appropriate interpretation might depend also on the surrounding chords or the prevailing key (or ‘tonality’) of the passage in question. These are questions of content but also of taste that are best left for you, the user, to answer. For this reason, Melodyne offers you all plausible interpretations and lets you choose between them.

Of course, in the case of very basic chords, there will be fewer alternatives and in some cases only one. If the chord, for example, consists of three notes: C, E and G, this can only sensibly be interpreted as “C Major”.

Entering chords manually

Independently of the results of the chord detection, you can also fill in the Chord Track manually, by typing in the names of the chords or standard chord symbols.
To do this, select an existing chord (a frame will appear, highlighting the chord selected) and type in text in the normal way:



In areas of the Chord Track where no chord symbols are displayed, you can enter them simply by double-clicking in the appropriate places and typing them in.

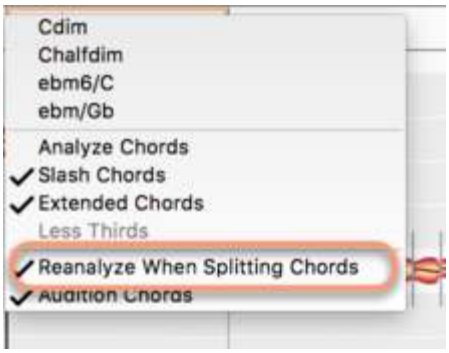
Melodyne accepts all the standard conventions for denoting chords.
For “F minor”, for example, you can spell the chord in any of the following ways: “Fminor”, “Fmin”, “Fm” or “F-” (with the “F” in upper or lower case). By default, Melodyne prefers the set language.

You can eliminate specific chord changes by moving the cursor over the borders between chords (the cursor than changes its shape) and then double-clicking.



Conversely, you can insert additional chord changes by double-clicking on an existing chord. By default when you are inserting or moving chords, they snap to the nearest quarter note (crotchet) on the grid. By holding down the Alt key, however, you can temporarily increase the resolution of the grid and in this way reach intermediate destinations, an eighth or a sixteenth note to either side.

In the context (right-click) menu of the Chord Track, you can decide whether when you introduce a new chord change, a fresh anlysis of the newly created chord halves should take place:



Keyboard shortcuts for editing the chords

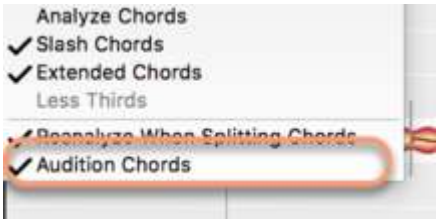
The following shortcuts, which are the same as those used for the selection and editing of blobs in the Note Editor, allow you more swiftly to enter and edit the chords to be displayed. If you wish, you can change the shortcut assignments in the Preferences dialog.

- Shift-click and Cmd-click: Extend the chord selection
- [Left/Right Arrow]: Select previous/next chord
- Shift+[Left/Right Arrow]: Extend selection to include previous/next chord
- [Up/Down Arrow]: Switch between alternate chord designations (as described above)
- Cmd+[Up/Down Arrow]: Shift the chord up or down diatonically i.e. using only the notes of the current scale, so major intervals are replaced where necessary with minor ones and vice versa to suit the key. For example, if the key is A minor and the chord selected is C major. After pressing Cmd+[Up Arrow], this will become D minor (not D major, which is not found in the key of A minor). If, on the other hand, the key were E minor, selecting a C major followed by Cmd+[Up Arrow] would produce D major. In this case, the quality of the chord (e.g. the type of triad) would not change.
- Alt+Cmd+[Up/Down Arrow]: Transpose the chord chromatically upwards without regard to the key. So C major becomes C# major, followed by D major, then D# major etc. So the quality of the chord does not change: major chords remain major, minor chords remain minor.

By editing the Chord Track in this way, you are not (initially) changing the recorded music. However, such changes to the Chord Track will make a difference when you come to edit the notes, if you select “Chord” or “Chord Scale” as the Pitch Grid.

Auditioning chords

In the Context (right-click) menu of the Chord Track, you will find an option to audition the chords:



If this option is activated, as you step through the chords with the arrow keys or alter them through text input or using the keyboard shortcuts, you will hear the chords in question played with a guitar sample.

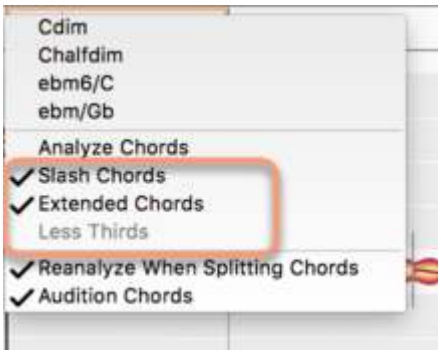
Chord symbol conventions

Melodyne's Preferences dialog allows you to choose the chord symbol conventions used in the Chord Track. There are various conventions in common use and Melodyne is familiar with all of them. Some musicians, for example, write "Cm" to indicate a chord of C minor, whilst others prefer "C-" or "c-".



Even though you may have chosen a particular format (e.g. "c-") for the display, you can still use a different convention (e.g. "Cm") to input the data; Melodyne will simply translate "Cm" into "c-" for you. This is particularly useful if you have opted for a convention that involves special characters that are awkward to type in. In the Preferences dialog, you could specify, for example, that a chord of F major with a major seventh should be displayed as "F#7", but use a format that is easier to type (such as "F maj 7") when entering chords in the Chord Track.

As well as choosing a naming convention for the display, you can also influence the complexity of the chords. For certain musical genres, you may prefer to make the lead sheet easier to read. The context (right-click) menu of the Chord Track offers the following options:



Slash Chords

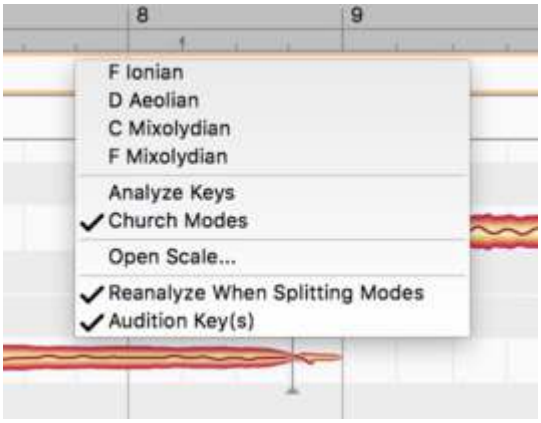
If the guitarist is playing a chord of C major, for example, but the note sounding in the bass is not C but G, then – even though this does not change the chord (since the note G does appear in the chord of C major) – you may still feel it is important for the notation to take account of this fact using the familiar "slash chord" notation: C/G (i.e. C major with a G in the bass).
If you check this option, this convention will be used throughout the track.

Expanded chords
If you check this option, Melodyne finds expanded chords (such as those common in jazz). If the option is cleared, a simpler description will be preferred. For example, if the chord in question is C Major but a D is sounding at the same time. D is the ninth of a C major chord, so an exact description of the chord would be “Cadd9”. In this case, though, it would be a perfectly legitimate simplification to just write “C major” in the lead sheet. This would in any case have no effect (initially) upon the music itself. Whether or not this option is checked could have implications, but only on the manner in which you edit notes later on. (The editing of the notes in the chord context is dealt with in the next tour).

Less Thirds
Melodyne adds thirds in the course of the chord detection even when none were played, which is usually very helpful. But in the blues genre, for example, the musicians often omit thirds on purpose and in such cases the addition of thirds is undesirable. If you check this option, the added thirds are hidden. Thirds that were actually played, however, remain unaffected and are always shown. If no added thirds are present, this option is grayed out.

The Key Track and key changes

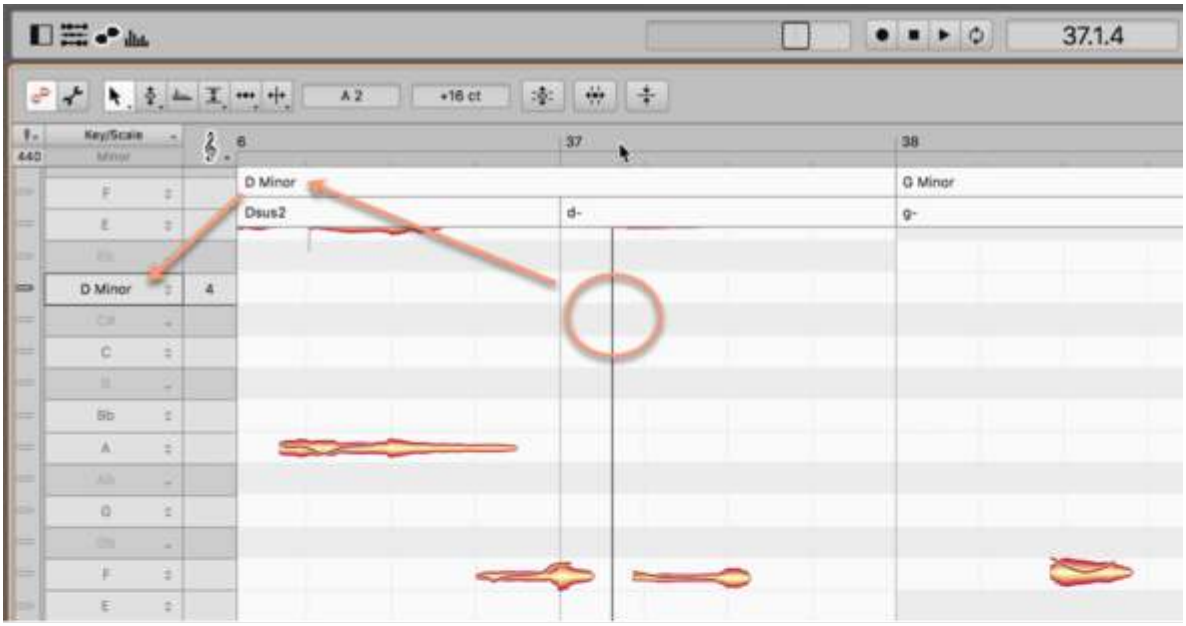
The methodology for editing the Key Track is basically the same as that just described for the Chord Track.
The only real difference is that the context (right-click) menu has fewer entries:

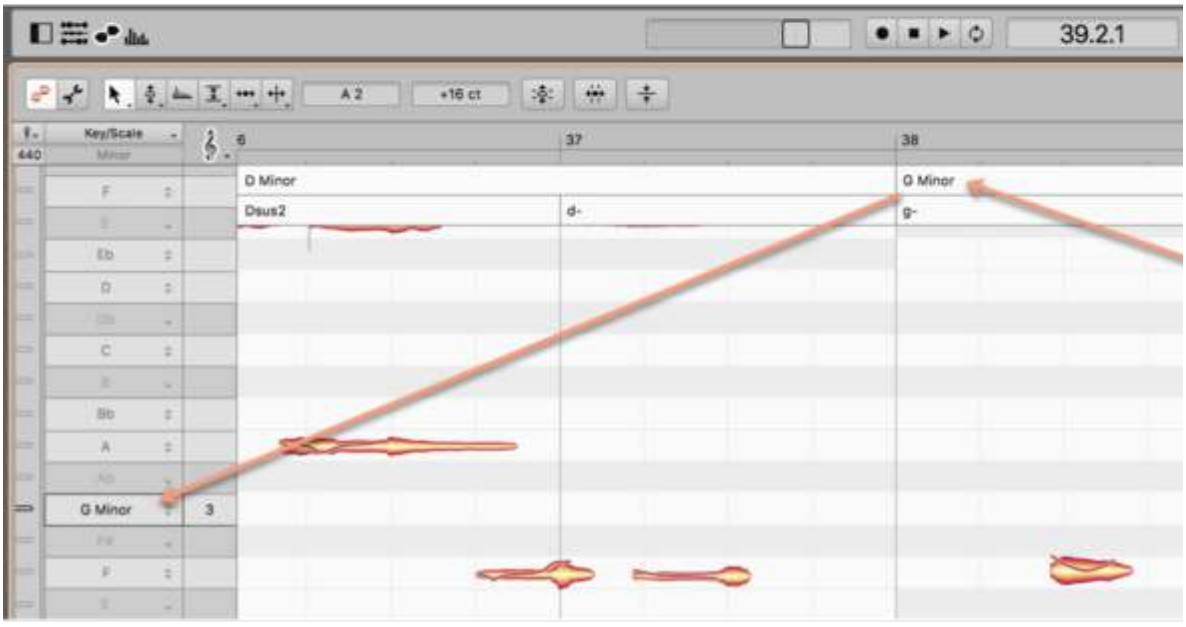


- The upper area offers you alternatives to the detected key.
- Analyze Key: This triggers a new detection of the key.
- Church Modes: Uses the church modes (Dorian, Phrygian etc.)
- Open Scale: Opens a separate window to let you select a key.
- Conduct New Analysis after Slicing Modes: By double-clicking in the Key Track, you can slice an existing segment in two, or merge two segments. This option determines whether or not a fresh analysis of the key of the segment or segments involved should be carried out automatically whenever you slice or merge segments in this way.

The Key Track and the Scale Ruler

The Scale Ruler (the left-hand margin of the Note Editor) invariably displays a key, for which numerous variations are possible. If your song contains key changes, which scale is displayed will depend upon the playback position:





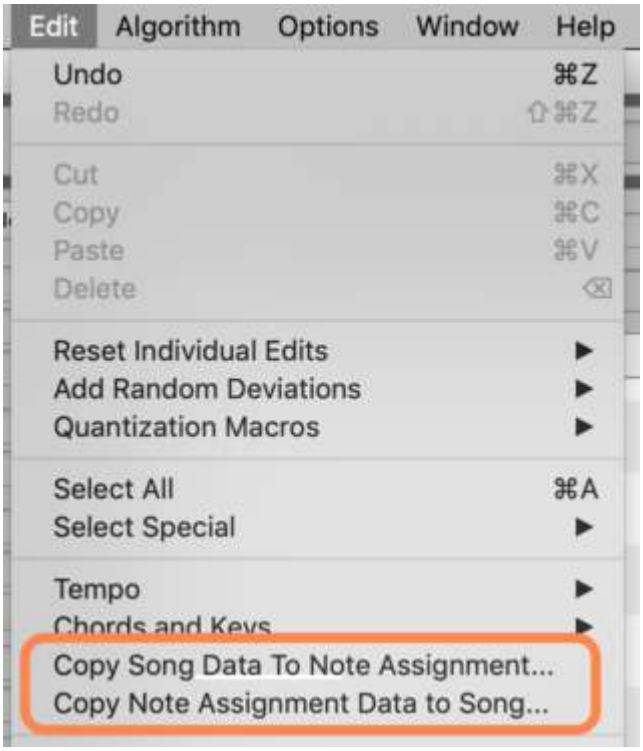
Chords and keys in Note Assignment Mode

In Note Assignment Mode, you do not see a shared Chord Track for the entire song, as is the case in normal Edit Mode, but only the chords played by the instrument you are examining.

Note: Even if you have activated the option “Edit” > “Chords and Scales” > “Use DAW Keys”, you can still use all the functions of the Chord Track in Note Assignment Mode, because remote control of the Chord Track from the ARA DAW is only effective in Track Edit and Clip Edit modes – not in Note Assignment Mode.

If, in Note Assignment Mode, you make changes to the blobs using the Activation Tool and subsequently trigger a new analysis, the chords may change.

For this reason, we speak in the one case of “project chords” that relate to the entire song and in the other of “file chords”, which are only visible in Note Assignment Mode and relate only to the instrument in question. In the Edit menu, you will find commands that allow you to replace file chords with project chords, and vice versa.



It is the same with the keys: The song has a common Key Track (“Project Scale”), whereas what you see in Note Assignment Mode in each case is the current “File Scale”.

The Pitch Grid

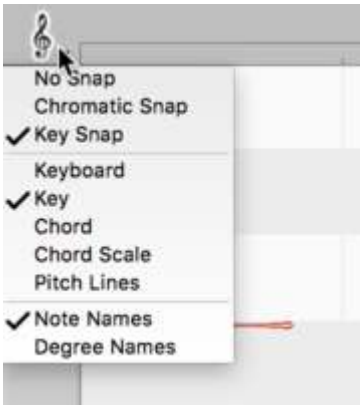
You can shift the pitch of notes in Melodyne either continuously or in discrete steps using the grid. When the grid is active, notes can only be moved to such pitches as the snap mode selected at the time will allow.

The functions of the Pitch Ruler and access to the Pitch Grid

You can change the options relating to the Pitch Grid either from the sub-menu of the same name under Options in the main menu or by clicking the clef icon directly above the Pitch Ruler.

Clicking on the Clef icon toggles the grid on and off. When the grid is deactivated, you can slide notes continuously upwards or downwards in pitch. Only faint lines in this case separate the notes in the Pitch Ruler.

If you click on the Clef icon (or the little arrow next to it) while holding down the mouse key, the menu containing the grid options drops down.



The Pitch Grid and the background in the Note Editor

The Pitch Grid, when activated, causes notes to snap to particular pitches as you drag and release them. The white horizontal beams beneath the blobs in the Note Editor represent the pitches allowed by the currently selected grid. The gray beams represent pitches that are not included in the current grid and that the blobs therefore spring over as they are moved.

When you double-click on a blob with the Main Tool or the Pitch Tool, it will snap to the center of the nearest white lane – so whether it was perfectly in tune or slightly offset from its previous pitch, its offset from its new pitch will be zero. Thus, as well as moving notes to more suitable pitches, a simple double-click perfects their intonation at the same time.

If, on the other hand, you hold down the [Alt] key as you double-click, if a blob was offset 10 cents (say) from its previous pitch, it will be offset from its new pitch by the same amount. In other words, even though the blob may move to a different pitch, its “degree of imperfection” (in terms of intonation) will be preserved – such deviations are, after all, often musically desirable and used intentionally in order, for instance, to obtain a warmer, richer tone.

For the Pitch Grid and the background to the blobs in the Note Editor, the following options are available:

Pitch Grid

- No Snap: The Grid is deactivated and notes can be shifted continuously up or down in pitch.
- Chromatic Snap: Notes snap to the nearest note of the chromatic scale.
- Key Snap or Chord Snap: Notes snap to the grid currently selected as the display background in the Note Editor.

Pitch Background

- Keyboard: The background in the Note Editor mimics the pattern of black and white keys on the piano keyboard – only in this case, the pitches produced by the black keys are shown in gray. When the grid is active, these pitches are inaccessible, so you are effectively locked into C Major – which is fine if the song happens to be in that key but not much use otherwise.
- Key: Now the notes of the current key or tonality are displayed in white and notes foreign to the key in grey. Again, when the grid is active, only the white beams are accessible. If there is a change of key in the course of the song, the pattern of white and gray beams will change accordingly.

- Chord: Now the background pattern changes from chord to chord, with white beams representing chord members and notes foreign to the current chord shown in gray. So in the case of chords based on simple triads (C Major, F minor etc.), only three notes per octave will be available. In the case of more complex chords, more pitches will be available – four per octave in the case of a major seventh chord, for example.

- Chord Scale: With this option, once again seven white beams per octave are displayed. Unlike the case, however, when “Key” was selected, these are not the notes of the current key, but instead form a scale that reflects the current chord.

A brief explanation: It is perfectly possible, in jazz for example, for chords to be used that do not fit the key, without the listener immediately interpreting this as a key change. For example: You are in C major, and the chord played is D major, which does not actually fit the key. If the option “Chord Scale” is selected, for this one chord a black-and-white pattern will be displayed corresponding to the notes that fit the chord played within the key. So, in our example, F# would be a legitimate tone and would be shown in place of F.

- Pitch lines: When this option is selected, a ruled line appears in what was previously the center of each beam, and the beams are no longer displayed. The pitch lines invariably reflect the key – including any key changes – but not the chords; bold lines indicate the pitch of notes belonging to the key; that of notes foreign to it are denoted by thin lines. This display mode is useful when you are correcting intonation errors, as the lines show the exact pitches to aim for.

Pitch Labels
Here you can choose whether the names of the notes (C, D, E etc.) or degrees of the scale (I, II, III etc.) are shown on the Pitch Ruler.

A practical example
You are perhaps wondering what earthly purpose is served by all these options. An example may make things clearer. Let’s suppose you want to import a guitar part from your loop library and adapt it to the current song. Here’s how it’s done:

- First create a chord track (either by applying the chord recognition function to the instruments you already have or by typing in the chords).
- Now activate Scale Snap
- As the Pitch Background, choose "Chord"
- Insert the guitar part from your library and select all its notes (shortcut: [Cmd]+A)
- Then double-click any of the selected notes

Now the imported guitar part will follow the chords of the song. You may perhaps want to shift one or two of the chords upwards or downwards along the Chord Grid to obtain inversions.

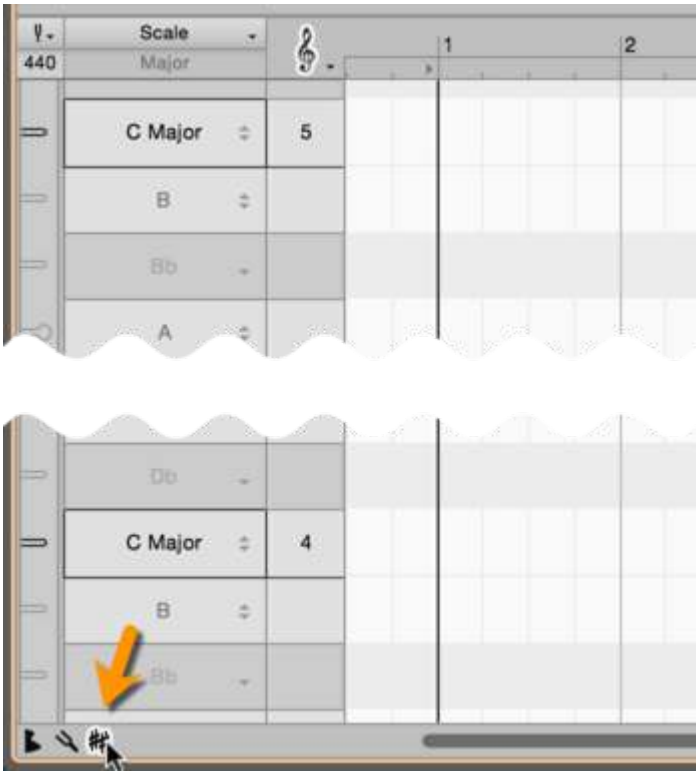
With this procedure, of course, you may find occasionally that two notes that were different in the original guitar part end up on the same pitch. This is bound to happen where, for example, in the original recording, there's a major seventh chord (which is made out of 4 notes) but a simple major or minor chord (consisting of 3 notes) in the current song. Such problems, however, are easily solved: just select one of the two notes and drag it by hand to a "free" white note. Or you could switch the display background from "Scale Notes" to "Chord Scale" to obtain a wider choice of suitable notes.

When you are dealing with vocal parts, on the other hand, you will hardly ever find the "Chord" setting useful – it would limit the voice to too few notes (often only 3 or perhaps 4 per chord). Choose instead "Chord Scale", which will allow you greater flexibility when working with melodies. Where, on the other hand, you have multiple vocal tracks comprised of little more than "Ooh" or "Aah" sounds that you are using to provide layers of harmony, then "Chord" might be the most useful setting.

Once you have finished composing the melodic line and begin to address the finer points of intonation, switch the display background to Pitch Lines. This is because the lines – which represent perfect intonation – provide a clearer indication of which notes are out tune (and by how much) than that provided by the (far broader) beams.

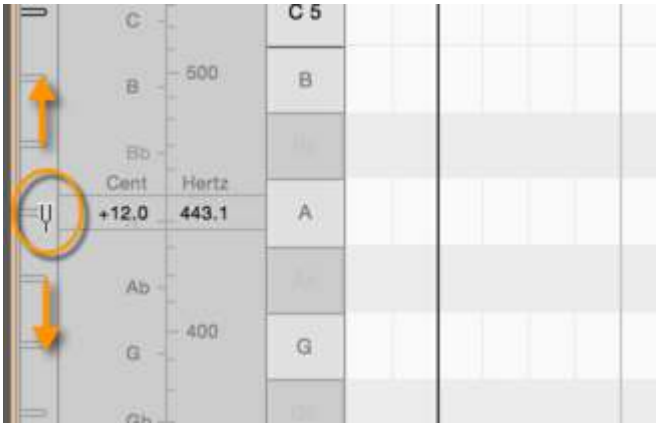
The Scale Ruler and the Reference Pitch Ruler

To select a scale for the Pitch Grid yourself or change other settings, click the rightmost icon (the two sharp signs) beneath the Pitch Ruler. Two new columns will appear to the left of it.

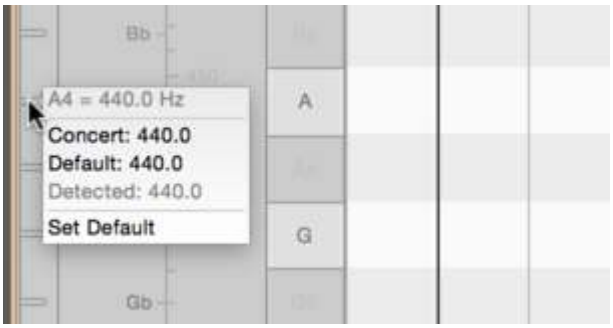


Adjusting the master tuning

The narrow column on the very left is the Reference Pitch Ruler. Drag in either direction the mark alongside any note – A4, for example – and the Frequency Ruler appears, which you can consult as you fine-tune the note in question and, with it, of course, all the other notes of the scale. What you are doing here is adjusting the master tuning for the entire Pitch Grid. A tip: increase the vertical zoom factor, as this will make it easier for you to locate the value you want.

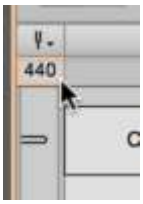


By right-clicking any of the marks on the ruler, you can open a small context menu. This offers a number of pointers to help you bring the Pitch Grid swiftly into line with a particular tuning:



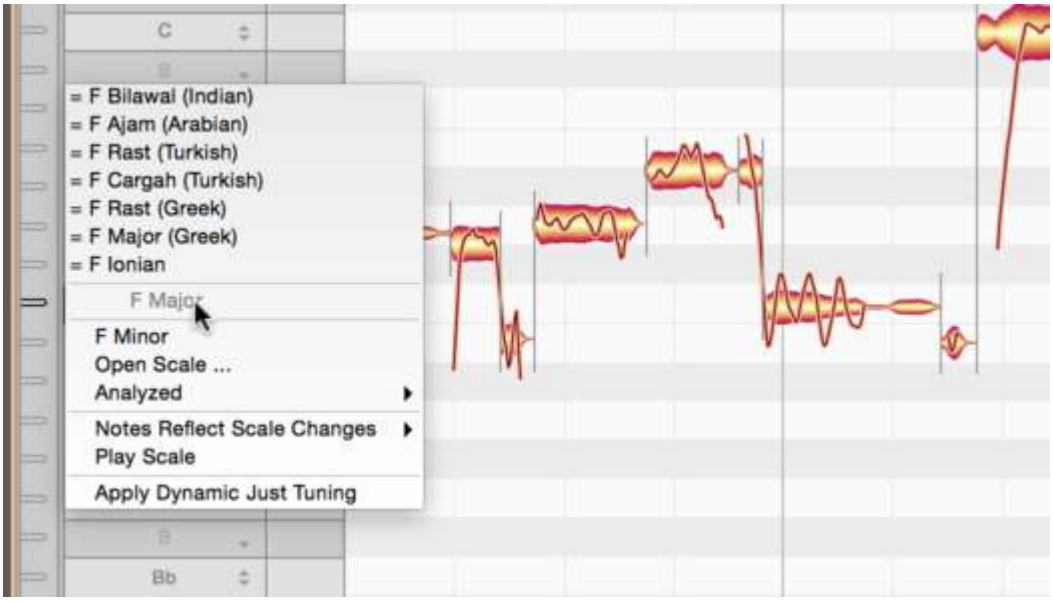
- At the top, you will see the current frequency of the note selected.
- Concert: bases the tuning on modern standard concert pitch (where A4 = 440 Hz).
- Default: bases the tuning on the frequency currently assigned to A4 in the Preferences dialog.
- Detected: bases the tuning on Melodyne's analysis of the music being edited – the original tuning.
- Set as Default: tells Melodyne to use the current value as the default tuning for new documents and adjusts the value in the Preferences dialog accordingly.

The various settings for A4, incidentally, can be found quickly by clicking the tuning fork icon at the top of the Reference Pitch Ruler. By typing into the box immediately below this icon, you can assign to A4 any frequency you like.



Selecting the tonic and scale variety

The wider ruler next to the Reference Pitch Ruler is the Scale Ruler. Here you can select the ‘tonic’ (i. e. the first degree or keynote) of the scale as well as its mode or type. First click on the note you wish to use as the tonic. The following menu opens:



Related scales: in the top part of the menu, you will find a varying number of scales preceded by a “=” sign. These are scales that correspond to the current scale but are differently named. Please note that when you select a related scale from this menu, only the main structure of the mode in question is adopted: the scale is simply given a new name and, if applicable, a new tonic. It can be, however, that the exact definition of the related scale in question contains additional secondary degrees or fine-tuning. If you wish to use these, please choose Open Scale... from the scale drop-down menu.

- The current note: in the middle of the submenu, grayed out, you will see the name of the note you have clicked on and which you can now make the tonic.
- Major / Minor: Allows you to select a major or minor scale with the note selected as tonic. To select C Major, for example, click C in the ruler, followed by C Major from the submenu.
- Open Scale... : opens Melodyne's Scale Window, which offers access to a wide variety of additional scales. This window will be described in the next section.
- Analyzed: this offers you rapid access to two options derived from Melodyne's analysis of the material: the closest major or minor scales and an exact microtonal scale.
- Notes Reflect Scale Changes: normally when you change the scale, Melodyne adjusts the Pitch Grid but does not change the notes themselves unless you double-click on them first, in which case they will snap to the grid. If, however, you wish the notes to adjust automatically to any change of scale, select either Tuning or Tuning and Mode. Then any changes will take effect immediately and you will hear them at once during playback.
- Play Scale: plays the current scale. When this function is active, the loudspeaker icon appears above the Scale Ruler. By clicking on this icon, you can deactivate the function without needing to access a menu. * Apply Dynamic Just Tuning: fine-tunes the selected notes applying the principles of just intonation to ensure that pure intervals result.

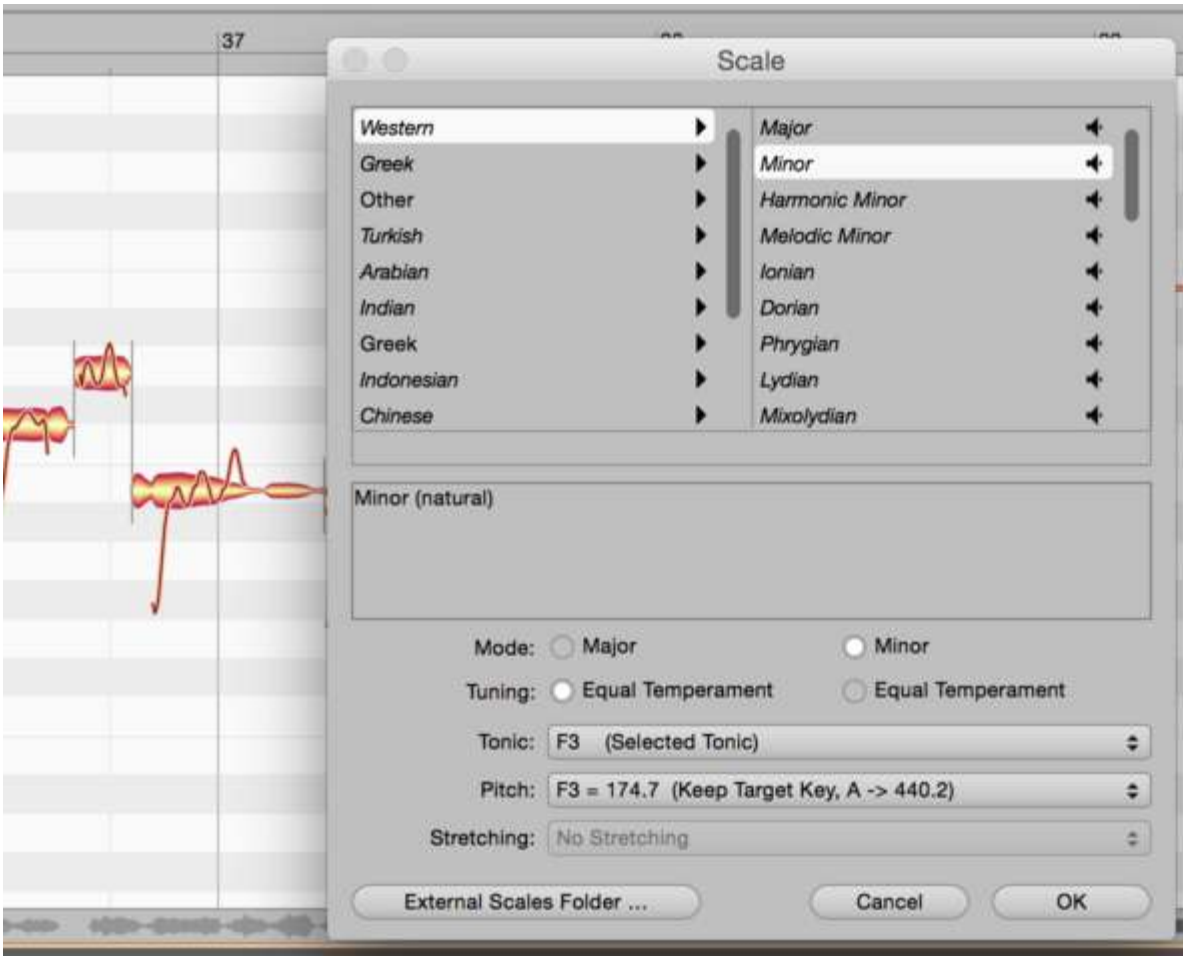
Dynamic just intonation: Dynamic just intonation eliminates the slight dissonances and resulting interference (or 'beating') between notes that come with equal temperament. By this means a smoother sound can be obtained, as is demonstrated, for instance, by real orchestras. We speak of "dynamic" just intonation because not only are the intervals pure but the pitches are also shifted minutely to ensure that the chord member most affected by the just intonation is as near in pitch as possible to its counterpart in equal temperament. Example: Melodyne shifts a justly tuned chord of C major (C ± 0 ct, E – 13 ct, G +2 ct) six cents up, so that the E is not too far removed from its even temperament counterpart. Furthermore, this fine-tuning of notes is not static but governed by the current harmonic context. So in the time dimension, too, it is dynamic, to ensure that at each instant optimal tuning is obtained. Dynamic just intonation is particularly effective and pleasing to the ear in a multi-track context, as it's when you select notes from multiple (or all) tracks and apply just intonation to them that its benefits are most apparent.

Tip: Initialize the key prior to the transfer/load: In the case of monophonic or polyphonic audio material, Melodyne also recognizes the key of the music. With short melodic phrases, however, the key chosen is often not the one intended, simply because too few notes are available for a correct appraisal. To prevent this happening, you can set the key using the Scale Ruler of an empty instance of the plug-in or an empty document (if using the stand-alone implementation of the program) *before* the transfer or loading of an audio file. To do this, simply click on the desired keynote in the Scale Ruler and select the desired scale from the context menu. Melodyne will then retain this initialized value, regardless of its own subsequent analysis.

The Scale Window

Melodyne's Scale Window offers a multitude of scales you can select, listen to, and make use of. To access this window, choose "Open Scale" from the context menu of the Scale Ruler.

The selected scale applies to all instances of the Melodyne plug-in. In the stand-alone implementation of Melodyne studio, it also applies to all the tracks of the current document.



To open the Scale Window, select Open Scale from the context menu of the Scale Ruler.

Now choose a category from the left-hand pane followed by the desired scale from the pane on the right. Click the loudspeaker icon to the right of each entry to hear the scale selected.

If you have activated the option Notes Follow Scale Changes, during playback you will hear immediately the effect of applying the scale selected to your audio material. The window allows you to try out (or 'audition') different scales quickly and easily. If you wish to adopt the changes, exit the window with OK; otherwise click Cancel.

From the lower pane of the window, you can select between the parameters of your existing scale and those of the scale selected in the Scale Window.

- Mode and Tuning: you can adopt either the parameters of your existing scale (on the left) or of the scale currently selected in the Scale Window (on the right).
- Tonic: you can choose between the selected tonic or the tonic from the preset.
- Pitch: here you can choose between current tuning, the pitch from the preset or various standard tunings.
- Stretching: here you can select whether or not stretched tuning should be applied to the scale.
- External Scales Folder...: this button allows you to open a folder containing scale definitions in Scala format (filename extension “.scl”) which will then appear as an additional category in the Scale Window.

On the Internet, you will find at http://www.huygens-fokker.org/microtonality/scales.html a collection of over 4,000 Scala files that you can copy to any part of your hard disk and audition and try out in this way using Melodyne.

You can also load scale definitions created in Melodyne studio (filename extension ‘.mts’) with this button.

Saving a scale

The Scale Window allows you to experiment swiftly and easily with a large number of scales as well as combine elements of your existing scale with those of the presets in the Scale Window. In the process, you are bound to hit upon interesting combinations that you will want to save and use again later. The command “Save Scale As...” allows you to do just that: store your own scale presets so that you can access them later in the Scale Window. For this purpose, it opens a window that looks very like that of the Scale Window and offers you the following options.

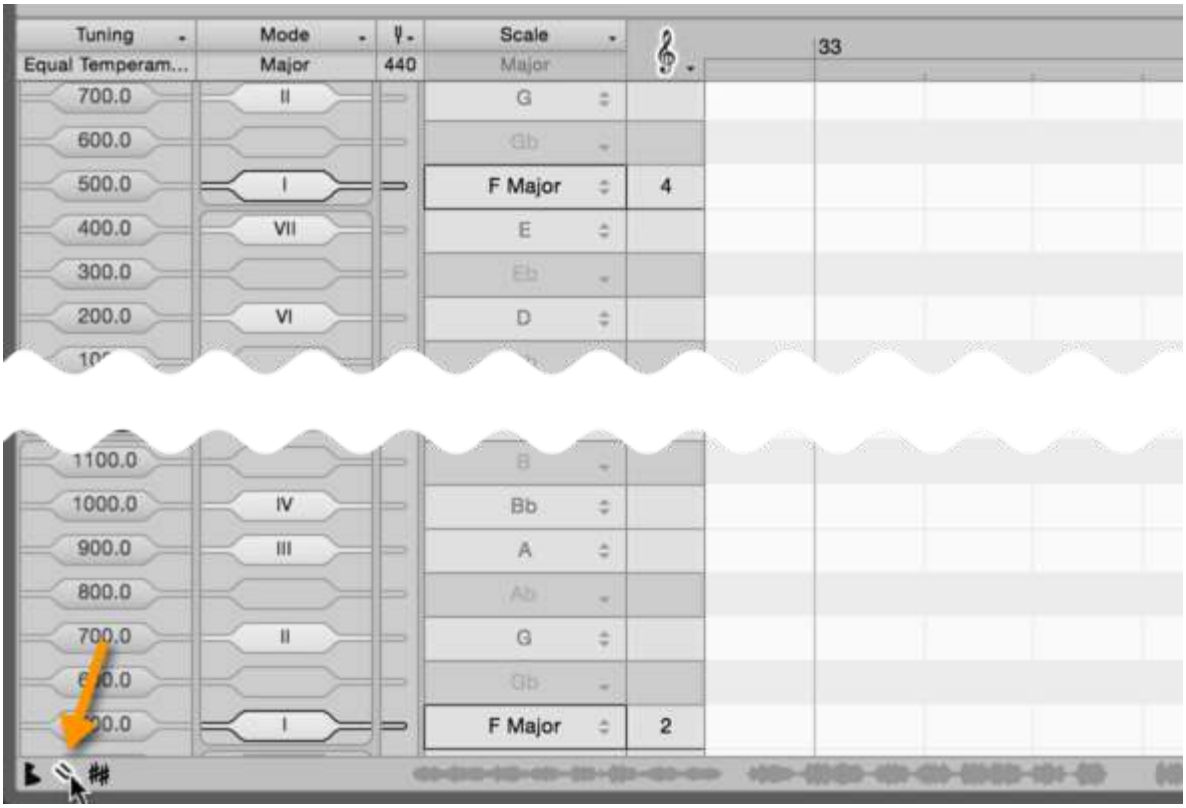
- Name: here you can enter a name for your scale.
- Category: select the category under which you wish the scale to be filed. Click New Folder to create a new category.
- In the text field below, you can enter a comment to be stored along with the scale.
- In the lower part of the window, you can assign names to the mode and tuning. All aspects of a scale are invariably stored along with it. By placing ticks (checkmarks) here, however, you can specify which aspects of the scale are considered relevant when it is opened subsequently.

Editing scales

In the extended scale area, which opens to the left of the Pitch Ruler, you will find the functions for the editing of scales and creation of new scales.

Displaying the extended scale area

Click on the tuning fork icon beneath the Pitch Ruler to open the extended scale area. To the left of the Scale and Reference Pitch Rulers, two further rulers will appear: the Mode Ruler and the Tuning Ruler.

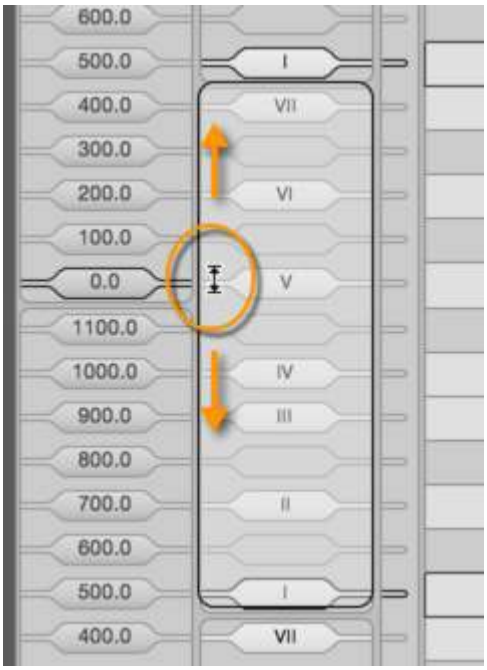


Editing modes

The Mode Ruler allows you to define the degrees of your scale – the mode degrees – and their use. When you right-click on a degree in the Mode Ruler, a context menu appears, allowing you to assign to the degree in question any of the following designations:

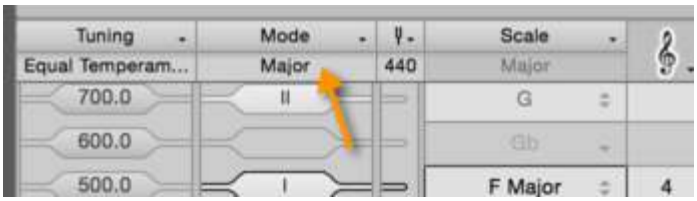


- Primary Degree: a degree always used in the scale.
- Secondary Degree: a degree that can be, but is not necessarily, used in the scale.
- Ascending Degree: a degree only used when ascending the scale.
- Descending Degree: a degree only used when descending the scale. A simple example of a scale in which different notes are used depending upon whether you are ascending or descending is the melodic minor.
- Non-Scale Degree: a degree made available by the tuning system but not employed by the scale. Non-scale degrees are grayed out in the ruler.
- Set as Tonic: tells Melodyne to regard the selected note as the first note (or “tonic”) of the scale. The tonic is indicated by a black outline.
- Set Mode Degree Names: allows you to choose whether the degrees of the scale are indicated by Roman numerals, solmization or their Indian designations. After double-clicking on a degree, however, you can type in any designation you prefer.
- Lock Tuning and Mode: By placing the mouse pointer alongside the degree indicator in the mode menu and dragging upwards or downwards, you can transpose the mode. Normally the transposition is performed without regard to the tuning of the mode.



In the case of a scale exhibiting unequal temperament – one, in other words in which adjacent degrees are separated by varying numbers of cents – a crude transposition of the mode, however, would disturb the ratios between the various degrees of the scale. Whenever this outcome is threatened, the “Lock Tuning and Mode” function is activated automatically so that the degrees of the scale move *en bloc* and the intervals between the degrees are preserved. If you prefer, however, you can activate or deactivate this function manually.

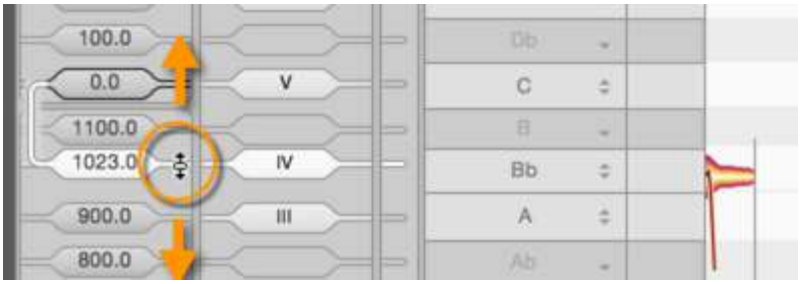
The text box at the top of the Mode Ruler (below the word “Mode”) allows you to assign a name to your scale.



Editing intervals

The degrees of a scale are defined by a tuning system whereby each degree is a specific distance from the tuning root. This distance is described as an “interval”. The tuning therefore says nothing about the absolute pitch but simply expresses the ratios between the various degrees of the scale.

In the Tuning Ruler, you can see these intervals displayed in cents and can edit them. Just drag an interval upwards or downwards with the mouse to alter its tuning.



Intervals displayed as frequency ratios

Alternatively, you can define an interval as a frequency ratio. The interval of an octave, for example, is formed by the ratio 1:2. This is the function of the Ratio Ruler, which appears at the bottom of the screen when you click on an interval. Melodyne displays there the frequency ratios that are most relevant: i.e. the ones lying closest to the selected interval.

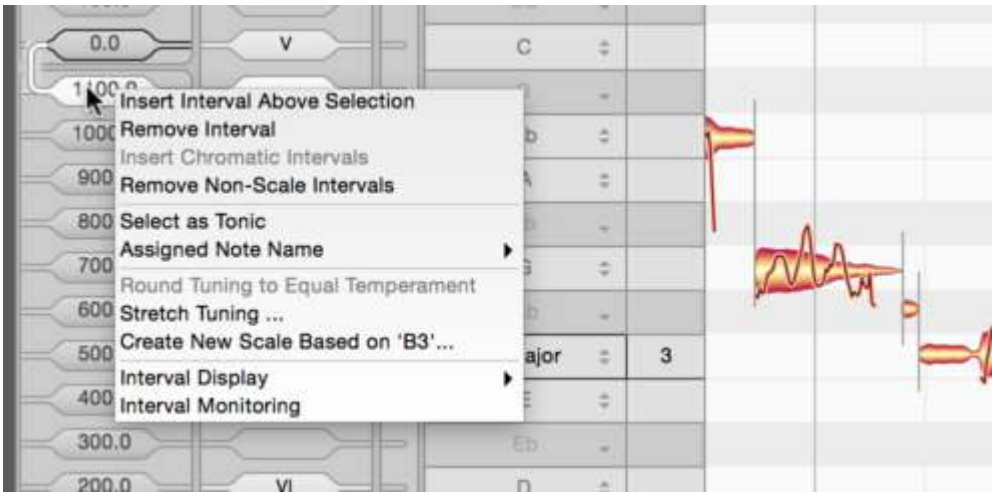


The brighter the highlighting, the closer the ratio to the selected interval. If you double-click on one of the ratios suggested, the Ratio Ruler engages and the cent display of the interval in question is updated to reflect your choice.

By dragging the upper half of the ruler, you can set any ratio you want. To move the entire ruler, drag the lower half. If you check the box marked “All” in the Ratio Ruler, Melodyne will no longer preselect ratios for you but simply display all possible ratios that approximate to the current interval.

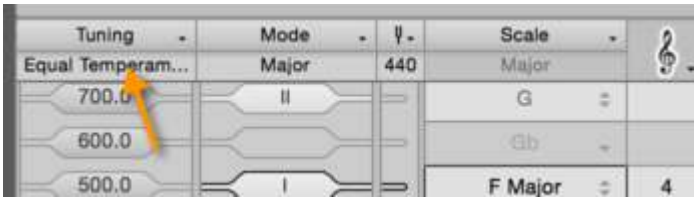
Defining intervals

Right-clicking on any interval in the Tuning Ruler opens the following context menu:



- Insert Interval Above Selection: inserts an interval above the interval selected.
- Remove Interval: removes the selected interval.
- Insert Chromatic Intervals: supplements the existing intervals chromatically through the addition of further intervals.
- Remove Non-Scale Intervals: removes all intervals foreign to the scale.
- Set as Tuning Root: makes the selected interval the point from which the intervals are calculated.
- Assigned Note Name: any new interval initially takes the name of the nearest note. Musically, however, it may be preferable to assign the name of the note above or below it, so this entry allows you to select an alternative name.
- Round Tuning to Equal Temperament: rounds all intervals to comply with equal temperament.
- Stretch Tuning: opens a window that allows you to apply stretched tuning to your scale (more on this below).
- Create New Scale Based On ...: opens a window that allows you to create from scratch a new scale (more on this below).
- Interval Display: This allows you to make the selected interval the display reference for your tuning system, deactivate the cyclic interval display, and select between cents, hertz and Turkish commas (=1/53 octave) as display units. These options only affect the display of the intervals and have no effect on their tuning.
- Interval Monitoring: if this option is checked, as you alter an interval you can hear the results.

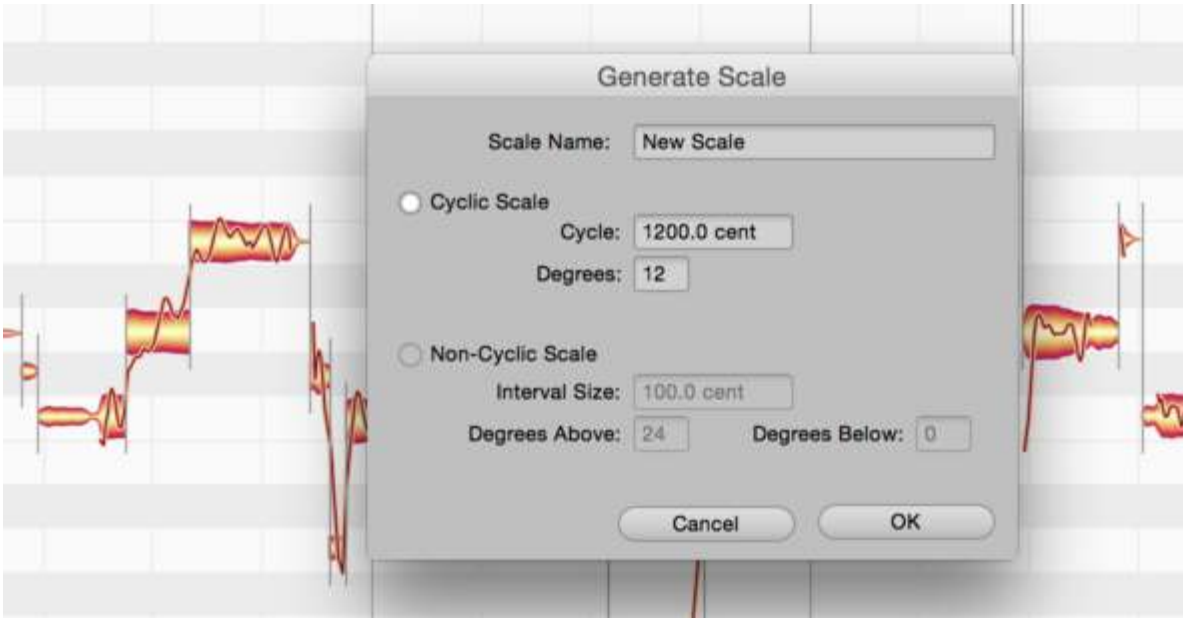
The text box at the top of the Tuning Ruler (below the word “Tuning”) allows you to enter a name for the tuning system of your scale.



Tip: If you hold down the Shift key and click between two intervals, you can insert a new interval at the position of the mouse cursor. Hold down the Shift key and double-click on an existing interval to delete it.

Creating your own scales

To create a scale from scratch, right-click on an interval in the Tuning Ruler and select “Create New Scale Based on ...” from the context menu. A new window opens offering you the choice initially between a cyclic and non-cyclic scale.



- Cyclic Scale: If you opt for a cyclic scale, you can specify the size in cents of the cycle and the number of degrees of which it is composed. For a scale that repeats every octave, for example, the cycle size would be 1200 cents. Tip: you can also enter the cycle size as a ratio: e.g. “2/1” for an octave cycle.
- Non-Cyclic Scale: Enter the size of the intervals between adjacent notes and the number of degrees above and below the selected tonic.
- Scale Name: Enter the name of your scale in the text box provided.
- If you exit with OK, Melodyne will generate a scale in accordance with your specifications and this will become the new scale grid for the current document. Exit with Cancel to revert to the current scale.

Working with stretch tuning

On upright and grand pianos, the higher registers are generally sharpened slightly and the lower registers flattened; the tuning, in other words, is “stretched”. If you were now to work in Melodyne with equal temperament, the desired stretch tuning would be lost. To avoid this, select Stretch Tuning ... from the context menu of the Tuning Ruler and a window will open allowing you to define the stretch curve.



By double-clicking on the graph, you can create handles with which you can drag the curve to obtain the desired characteristic. Double-click on a handle to remove it.

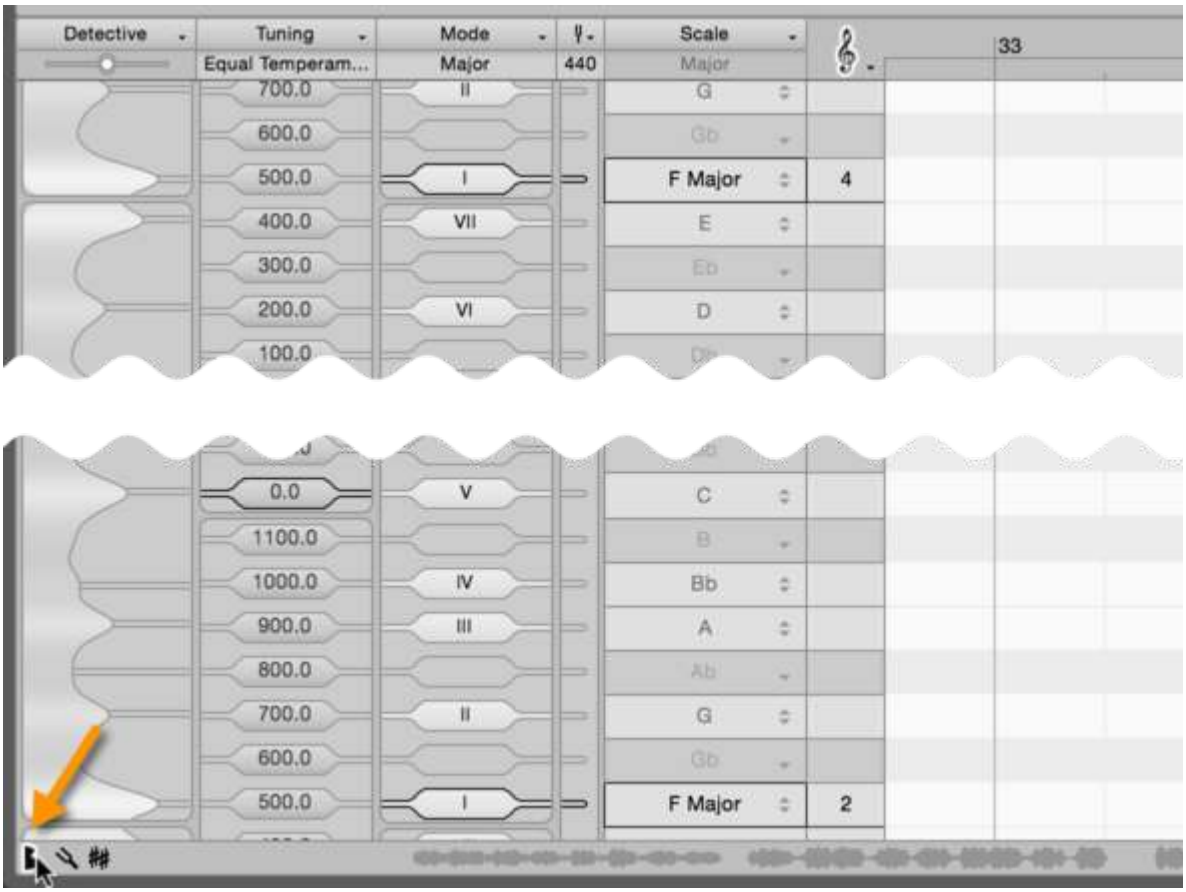
- Standard Stretching: if you click this button, Melodyne will generate a typical stretch curve, which you can then further adjust should you so desire.
- Reset Stretching: restores the curve to its starting position.
- Pitch Range: defines the maximum deviation and therefore the vertical range of the curve.
- Exit with OK to implement the stretch curve you have defined or with Cancel to discard your changes.

Identifying scales

The Scale Detective analyzes the intervals found in the audio material and their implications for the mode of the scale. The result is a scale grid that reflects the music analyzed. You can edit, save and apply the extracted scale to other material, and in this way transmit the special character of one recording to another.

Showing the Scale Detective and adjusting its sensitivity

Click on the leftmost of the three icons beneath the Pitch Ruler. The “drawer” to the left of the Pitch Ruler is now fully open.



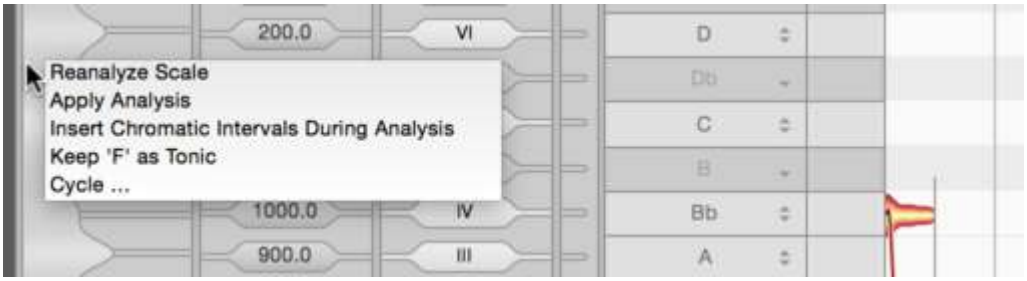
A new column headed “Detective” appears at the extreme left of the screen displaying the results of the analysis. The “mountains” lying on their sides in the Scale Detective represent the intervals detected: the higher the mountain, the more importance is attached by Melodyne to the role of the interval in question in the mode of the scale.

The slider at the top of the Scale Detective governs the sensitivity of the analysis and, with it, the number of intervals detected and displayed. The intervals displayed should correspond as closely as possible to the intervals actually played. Adjust the sensitivity until only as many intervals are displayed as the scale in your view contains.

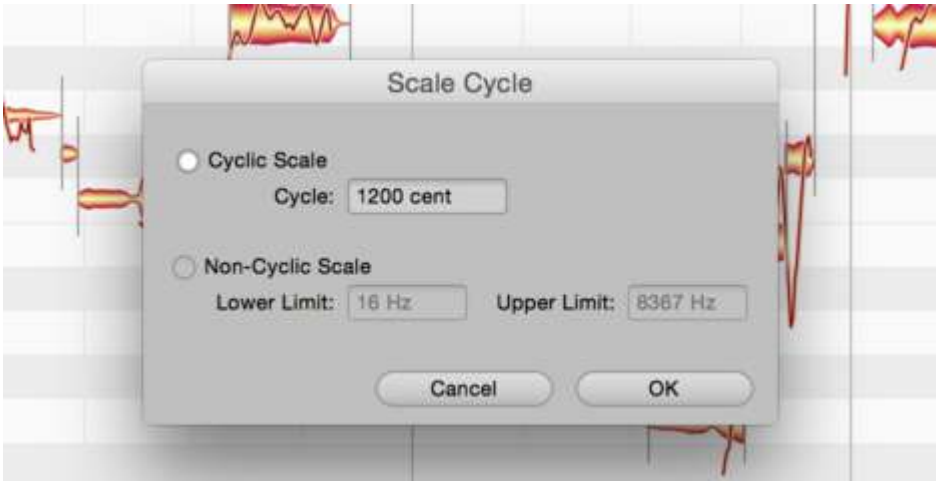
The analysis will take into consideration only the notes selected, unless no notes are selected, in which case all will be considered.

Scale detection options

A right-click in the Scale Detective opens the following context menu:



- Reanalyze Scale: This command requires the Scale Detective to conduct a fresh analysis of the scale. The analysis will take into consideration only the notes selected, unless no notes are selected, in which case all will be considered.
- Apply Analysis: If this option is selected, the results of the analysis will invariably be applied directly to the current scale grid.
- Analysis Inserts Chromatic Intervals: If this option is selected, the intervals analyzed are supplemented chromatically by others, which are then regarded as intervals foreign to the scale (or “non-scale degrees”).
- Keep ... as Tonic: If you click and drag the Scale Detective vertically, you can alter the tonic upon which the analysis of the audio material is based. When you do so, this option is selected automatically. The next analysis will then be based upon the tonic you have selected rather than the one indicated by Melodyne’s current analysis of the material.
- Scale Cycle: opens a dialog box that allows you to choose between a cyclic or non-cyclic analysis.



- Cyclic Scale: selects a cyclical scale analysis. You can enter the size of the cycle in cents or as a ratio: e.g. “2/1” for a scale that repeats every octave.
- Non-Cyclic Scale: selects a non-cyclic scale analysis the upper and lower limits of which in hertz (Hz) you are free to choose. The analysis will then consider only notes lying within the range specified.
- When you exit the Scale Cycle dialog with OK, a fresh analysis of the material will be conducted at once, based upon your new settings. If, on the other hand, you select Cancel, Melodyne will revert to the existing analysis.

Applying the detected scale.

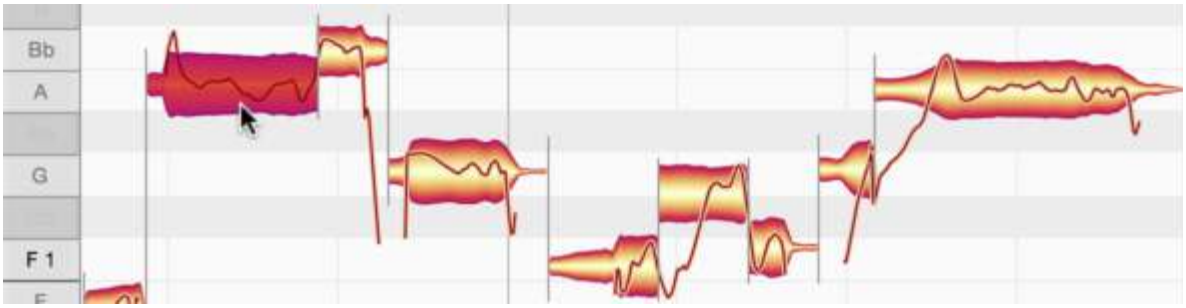
To apply the detected scale to the current scale grid, check the option Apply Analysis in the context menu of the Scale Detective. You can then edit, save and apply to other material your new scale just like any other.

Selecting notes

In this tour, you will learn which techniques you can use to select notes in Melodyne prior to editing them.

Standard selection techniques

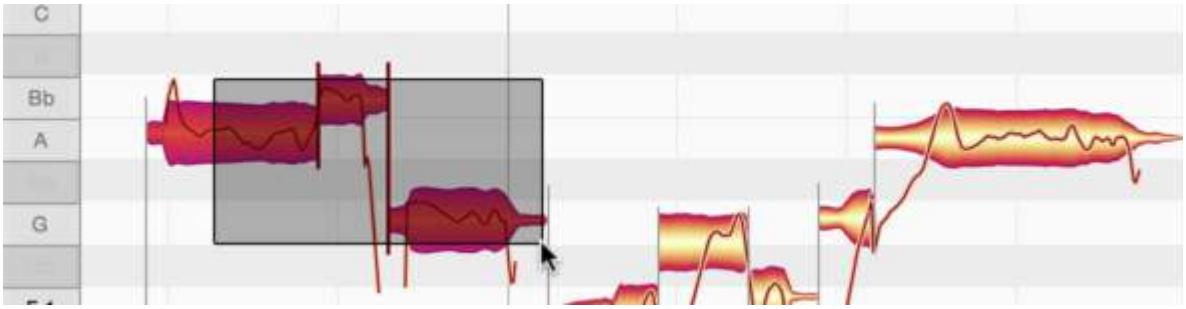
Click a note in the Note Editor to select it. Selected notes are more boldly colored.



[Command]-click additional notes to add them to the selection.

[Command]-clicking a selected note removes it from the selection.

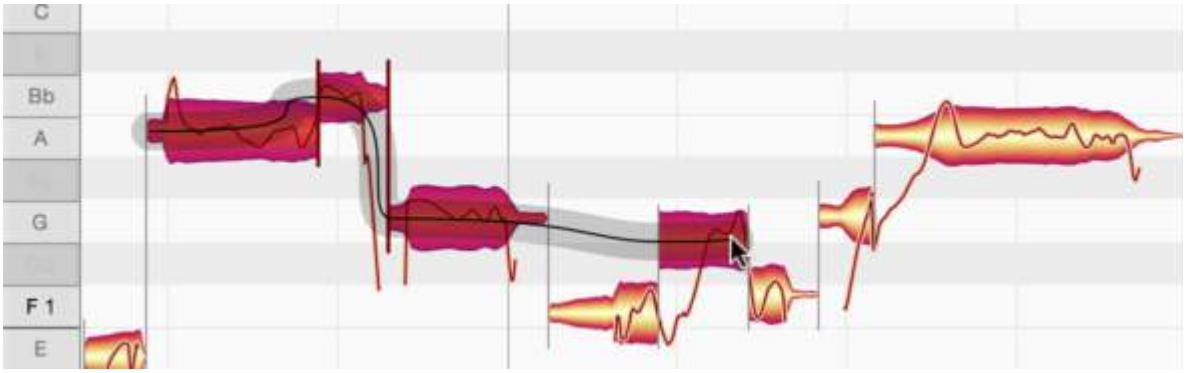
Another way of selecting multiple blobs is to lasso them by clicking the background in one corner of the desired selection and then dragging the pointer to the corner diagonally opposite. This is sometimes called rubber-banding. If you hold down the [Command] key, you can add a further rubber-band selection to the existing one. You can also add individual notes to the selection (or remove them from it) by [Command]-clicking.



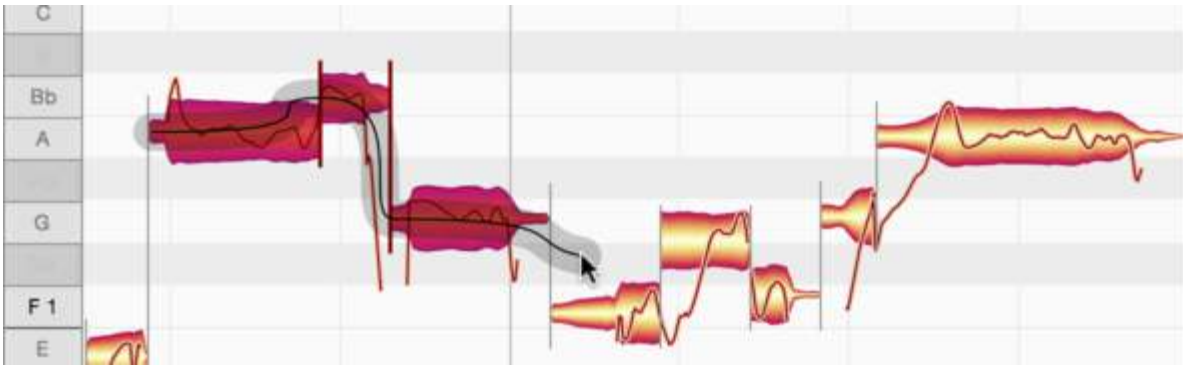
To select a passage (i.e. a series of notes), click the first note of the series and then [Shift]-click the last (or vice versa).

Snake selection

If you press the [Shift] key, click a note and then move the mouse pointer away, Melodyne's snake selection mode is activated. You can now add notes to the selection by painting over them with the snake.

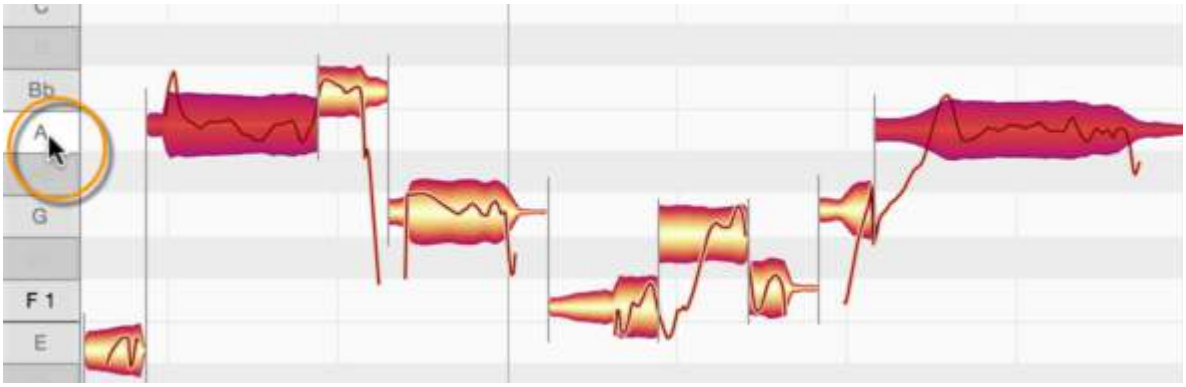


If you move the mouse (and thereby the snake) backwards again, you can remove notes previously painted over from the selection.



Selection using the Pitch Ruler

Click a note in the Pitch Ruler to select notes of the corresponding pitch.

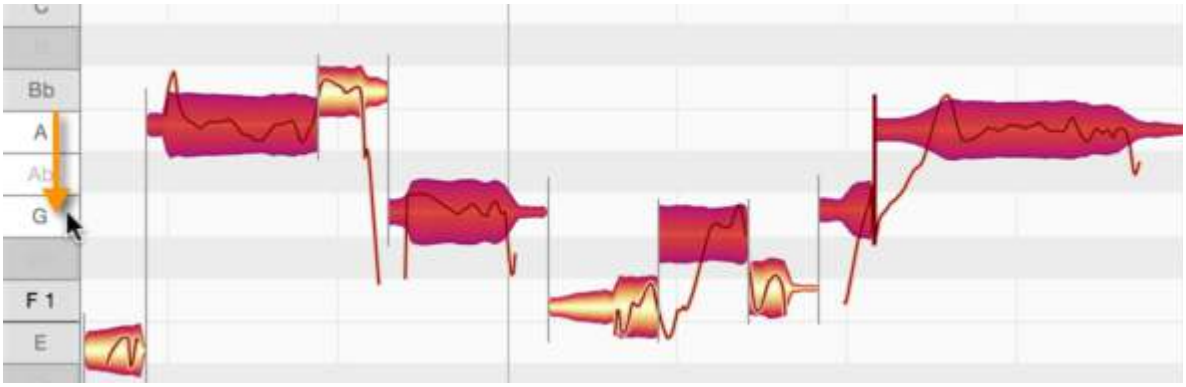


If cycle mode is active, the selection only affects such notes if they lie within the cycle range.

By [Command]-clicking other notes in the Pitch Ruler, you can add them to the selection and later remove them by the same means.

If you double-click, as opposed to single-clicking, a note in the Pitch Ruler, you will select the same note in all octaves rather than simply that single instance of the note.

Click and drag in the Pitch Ruler to select a range of notes.



By using the [Command] key in the Pitch Ruler, you can remove from the selection a range of notes or individual notes. Here too, if a cycle is active, only notes within the cycle range will be selected.

Selection commands in the menu

In the Edit menu and the context menu of the Note Editor, you will find the command Select All and the Select Special sub-menu, which contains a number of more sophisticated options.

The command Restore Last Selection reverses the last selection step, thereby restoring the selection that was active beforehand. This is useful if you are in the process of performing a complex selection and accidentally shoot astray, causing the selection to disappear. By clicking Restore Last Selection, you can retrieve it.

The command Invert Note Selection deselects all selected notes and selects all notes that were previously not selected. The commands that follow are similarly self-explanatory, allowing you to select all the notes that follow, all notes of the same pitch, all notes of the same pitch in all octaves, and so on.

The command Select Fifths Above and Below in All Octaves selects tones a fifth above and below the selected tones in all octaves. All the Select commands in the second subdivision of the menu operate on the cycle zone only if cycle mode is active.

The two commands that follow, Select Same Beat in All Bars and Select Notes Between Locators, are also self-explanatory. The last command in the list, Rotate and Select Hidden Notes is designed to help out when you have notes that overlap or completely cover others. It does so by switching the display from layer to layer, selecting at each successive layer the newly revealed note, so that you can see it more easily and drag it.

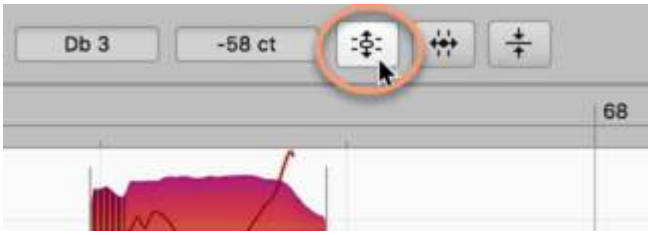
Correct Pitch Macro

The Correct Pitch Macro is used to rectify poor intonation quickly and intelligently and rein in any undue wavering in pitch.

Opening and using the macro

Select the notes you wish to edit. If no notes are selected, macro editing will by default affect all notes.

To open the macro, choose Edit > Quantization Macros > Correct Pitch or click on this button at the top of the Note Editor.

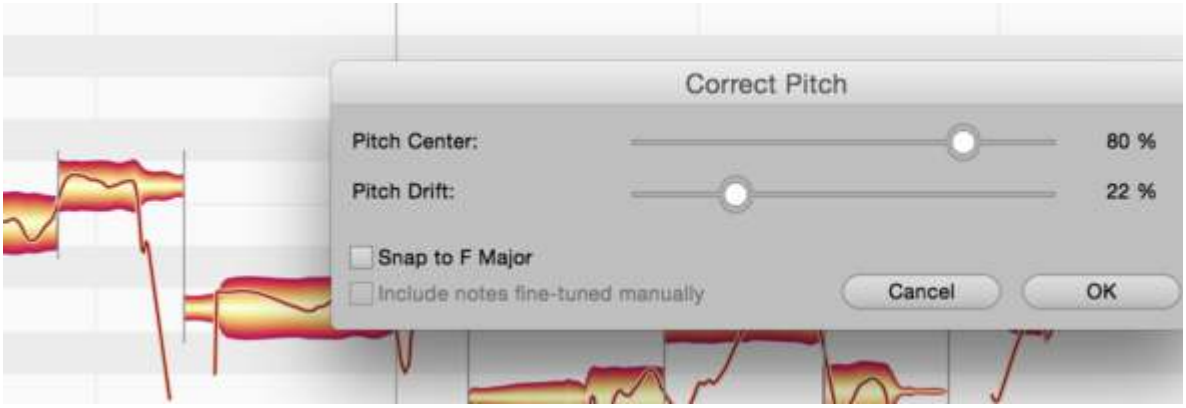


Here, with the upper slider, you can apply a degree of correction ranging in intensity from 0% (no influence) to 100% (full power) to the pitch center of the notes selected. By default, such notes are moved towards, or to, the nearest semitone:

If you prefer, however, you can have the notes snap to the nearest degree of the current scale or (if chords have already been defined) to the nearest member of the current chord; in either of these cases, check the option “Snap to Chord Scale”.
Depending upon the position of the intensity slider, the notes will then snap all, or part of, the way to the corresponding pitches.

The macro works in a musically intelligent manner: At lower settings it affects only those notes that are wildly out of tune, leaving untouched those that are already quite close to the intended pitch. As the slider is moved further towards the right, however, even those notes are influenced, and to an increasing degree, until at 100% all the selected notes are exactly in tune.

The pitch center, which the macro adjusts automatically, is the same parameter that is modified when pitch correction is performed manually using the Pitch Tool.



With the lower slider, you can progressively reduce the amount of pitch drift exhibited by the notes in question. By “pitch drift”, we mean the kind of slow wavering in pitch that is symptomatic of poor technique. More rapid fluctuations in pitch, such as pitch modulation or vibrato, remain unaffected.

You can modify both correction parameters in real time as the audio plays back; and hear, but also see (by the movement of the blobs in the Note Editor, the effect of different settings.

If you have already fine-tuned some notes using the Pitch Tool, Melodyne will assume you are satisfied with the results; this means that, by default, if you now open the Correct Pitch Macro with no notes selected and begin making changes, only the other notes will be affected. By default, in other words, notes that have been tuned manually are not affected by the macro. If you wish the pitch of these too to be affected by the macro, check ‘Include notes fine-tuned manually’. The option is grayed out, of course, as being of no relevance, if no manual editing of intonation has been performed.

Closing the macro and correction values when it is reopened

Exit with OK to keep your changes or Cancel to discard them. Naturally the fact that you have used the Correct Pitch Macro in no way precludes your fine-tuning notes at any time subsequently by hand.

If you select a note that has already been edited using the macro and then open the macro again, the settings previously applied to it will be displayed; the macro remembers, in other words, the parameters previously applied to each note. If the current selection includes notes to which different settings have been applied, when it is opened the minimum and maximum values for each parameter will be displayed.

Even after exiting with OK, you can still reverse the effects of the macro editing by using the undo function.

The Correct Pitch macro and sibilants

When the algorithm Melodic (the usual choice for vocals) is selected, Melodyne detects and marks what it defines broadly as “sibilants”. In the case of vocals, these include not only fricative consonants and digraphs such as “s”, “z”, “ch” and “zh”, but also word fragments like “k” and “t”, as well as the sound of the vocalist inhaling or exhaling between words. Whilst such sibilants do move upwards or downwards in the display under the effects of the macro, acoustically they remain unaltered.

By transposing only the pitched components of the sound in this way, the macro is able to maintain optimum sound quality throughout; to alter the frequency of sibilants would sound unnatural. But if, as a special effect, you ever do wish to apply pitch shifting to sibilants, this can be done manually using the Pitch Tool, as is described in detail here.

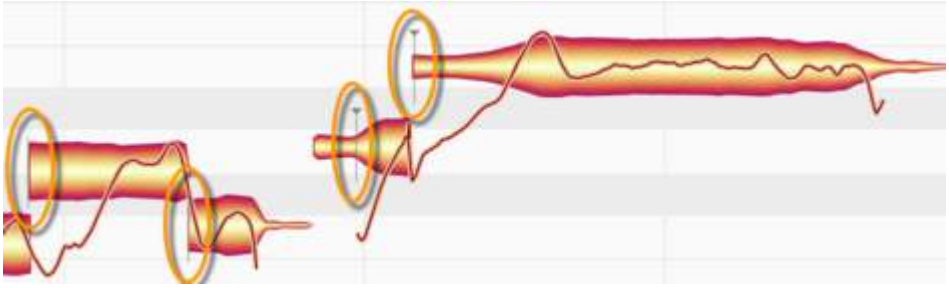
Quantize Time Macro

In this tour, you will learn how to work with the Quantize Time Macro, which makes it possible to correct the timing of notes swiftly and effortlessly.

Quantizing timing: What is moved and where to?

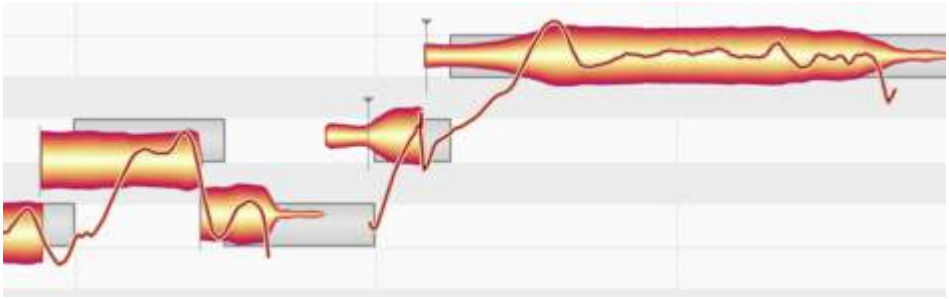
Before examining the operation of the Quantize Time Macro, we should clarify a few basic concepts and relationships.

To understand these better, let's begin by selecting the Time Tool. When this is active, a note separation (indicated by a vertical dash) or the musical starting point of the note (indicated by a vertical dash with a triangle) appears near the start of each blob.



Now check Show Intended Notes in the Options > Note Editor sub-menu, which can also be accessed via the cog icon in the top right-hand corner of the Note Editor.

Gray boxes now enclose each blob.



When it first analyzes the material, Melodyne calculates for each note two parameters of relevance to the process of time correction.

The first is the intended musical beat of the note; this is indicated by the start of the gray frame enclosing the blob. As you can see, the start of the frame invariably coincides with a grid line.

The second is the either beginning or the musical starting point of the note, represented, respectively, by a note separation or a vertical dash with a triangle. The latter will not necessarily be aligned with the left-hand extremity of the blob. Think of a brass instrument, for example, where each actual note is often heralded by a certain amount of wind noise. Admittedly this noise belongs to the note, but from the standpoint of timing what is of relevance is the moment the sound really unfolds and the pitch first becomes discernible; that is the timing-critical moment.

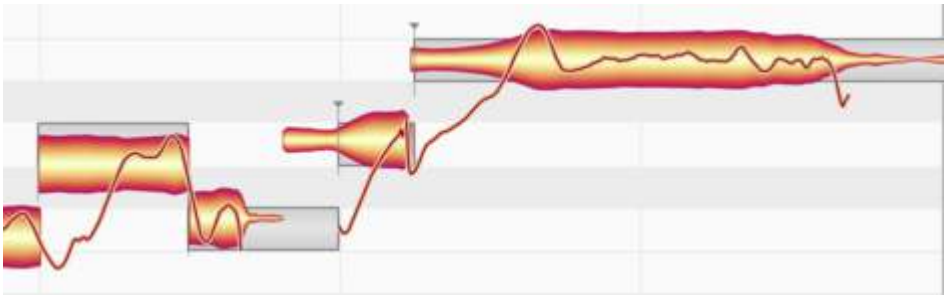
If you quantize notes with the Quantize Time Macro, the musical starting point of each note (if one has been determined; if not, the beginning of the note) will move towards the left-hand side of its gray frame. The quantization intensity slider determines whether it goes all of the way, or only part of the way, to the beat assigned it.

There are also notes for which no starting point is displayed. Such is the case with notes – and not only the human voice but almost all instruments too are capable of producing them – with an attack so drawn out that it is impossible to find an instant of which you can say with any confidence “this is where the note really begins”. It still begins somewhere, of course, so Melodyne treats the onset of the sound – the start of the long attack phase, in other words – as the musical starting point and moves that to (or towards) the quantization target – i.e. the beginning of the frame.

In determining, or seeking to determine, the musical starting point of each note, Melodyne conducts a careful analysis of the audio material and in most cases its determination is musically correct. Any time you disagree, though, you can enter Note Assignment Mode and define some other instant within the life of the note as its musical starting point.

The Melodic algorithm requires separate mention because when it is active, Melodyne locates and marks what it calls “sibilants”. In the term “sibilants”, Melodyne includes not only fricative consonants and digraphs such as “s”, “z”, “ch” and “zh”, but also word fragments like “k” and “t” as well as the sound of the vocalist inhaling or exhaling between words. Whenever such a sound coincides with the start of a blob, the musical starting point identified by Melodyne always comes later. This produces more sensible results when quantization is applied than would be the case if the sibilant itself were regarded as the musical starting point of the note.

Another way of changing the way sibilants are handled by the Quantize Time macro is to use the Separation Tool to slice the note in two at the point where the sibilant ends; so an “s”, for example, at the beginning of a word, would get a blob all to itself. Since an unvoiced “s” can have no musical starting point, the left-hand extent of this blob (i.e. the onset of the sound itself) would then be regarded as the critical moment for the purposes of quantization.



A note about time quantization in polyphonic audio material: With polyphonic material, as well as anchors with triangles, there are anchors without them. Notes the anchors of which have no triangle are in a temporal relationship with another note with a triangle and are therefore treated differently during quantization. If you play a C on the piano and immediately afterwards an E, the C can also contain starting transients belonging to the E. The C here gets a marker with a triangle; the E, one without. To move these two notes for no good reason by different amounts during quantization might not make much sense musically and could even produce tonal artifacts.

The following rules therefore apply: If during quantization both notes are selected, the note with the triangle and that without it will move towards the marker by exactly the same amount. There is here, in other words, a master-slave relationship. If you have only selected the note with the triangle marker, only this will be quantized. If you have only selected the note without the triangle marker, no quantization will take place. The same goes for a multiple selection. Naturally, you can move all and any of the notes manually if you are not satisfied with the way they sound together.

In the case of chords, it is the selection that determines the quantization behavior: If the Notes of the chord are selected individually, one after the other, and quantized, they behave as described above, moving individually towards the grid lines. In this way, for instance, you can ensure that the notes of a strummed chord on the guitar (which sound in quick succession) end up sounding simultaneously – an effect impossible technically for a player to realize but one that might be musically desirable.

If, on the other, prior to quantization, you select all the notes of the chord, each will travel the same distance. The internal timing of the chord – in our guitar example, the intervals of time separating the start of successive notes, and therefore the authenticity of the effect – will be preserved. The chord, after quantization, will sound exactly as it did before; the difference being, of course, that it will no longer sound ‘too soon’ or ‘too late’.

The value by which all the notes are moved forward or backwards in time is determined by the note lying closest to the mathematical mean between the first and last note of the chord. In the case of a six-string guitar chord, this is generally the note sounding on the third or fourth string. If you want the sounding of some other string to coincide with the grid line, of course, you can always give the whole chord a little shove.

Opening the Quantize Time Macro and setting the parameters

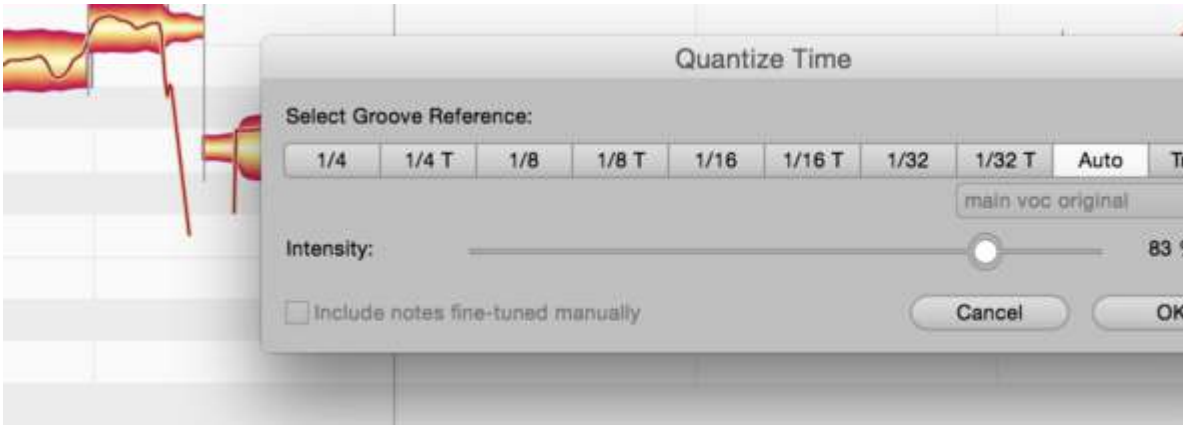
Select the notes you wish to edit. If no notes are selected, macro editing will by default affect all notes.

To open the Quantize Time Macro, choose Edit > Quantization Macros > Quantize Time or click the Quantize Time icon (illustrated here) to the right of the toolbar in the Note Editor.



First, the Groove Reference (if any) that will govern the time correction must be selected.

If Auto is selected, the target (or ultimate destination) of any quantization will be the left-hand edge of the gray frame, as already described. This is invariably aligned with the grid line that represents the beat to which Melodyne, in the course of its analysis, assigned the note. (On the whole, the system functions very well; but it can happen that Melodyne gets it wrong, and that after quantization you have to move the note manually to the preceding or following beat.) By selecting Auto, in other words, you are telling the Quantize Time Macro to move notes to (or towards) the beats assigned them by Melodyne based on its own analysis of the material.



If you choose Track, you can use another track or instance of Melodyne Plugin as a quantization reference. Select the desired track or instance in the flip menu above the buttons. The notes of the selected track will then supply the grid to which the notes or the track currently being edited will be quantized; or, to be more precise, the quantization targets would be determined by the grey frames of the reference track. With the other buttons, you can select the target grid for the quantization. The 'T' next to the note values stands for the corresponding triplet. If you select 1/4 as the Groove Reference, to give one example, the grey frames will move to the nearest quarter-note (or 'crotchet') and this will then become the ultimate destination for any quantization.
Note that the time correction macro works differently from, and in a more musical fashion than, the quantization typically offered by MIDI sequencers. Instead of simply causing all notes to snap to the selected grid, it edits the points of rhythmic emphasis of the selected notes. If, for example, you take a passage containing successions of sixteenth notes (semiquavers) and quantize it to quarter notes (crotchets), the beginning of each succession of sixteenth notes will be moved to the nearest quarter note. The timing of the semiquavers within the sequence, however, remains unaltered. If you wish to tidy that up as well, you can do so in a second pass, taking each semiquaver sequence in turn and using sixteenth notes as the quantization factor.

The Intensity slider determines what percentage of the distance to this ultimate destination the notes will travel in the course of quantization. If you select 0%, for example, they'll not budge; 50%, and they'll go half way; 100%, and they'll travel the full distance, ending up precisely on the beat. You can modify both the Groove Reference and the Intensity of the quantization in real time as the audio plays back; and hear, but also see (from the movement of the blobs in the Note Editor), the effect of different settings.

If you have already finely adjusted the position of notes using the Timing Tool, Melodyne will assume you are satisfied with the results; this means that, by default, if you now open the Quantize Time Macro with no notes selected and begin making changes, all notes will be affected except these. If you wish the position of these too to be affected by the macro, check 'Include notes fine-tuned manually'. The option is grayed out, of course, as being of no relevance, if no manual editing of note positions has been performed.

Closing the macro and correction values on reopening

Exit with OK to keep your changes or Cancel to discard them. Naturally, the fact that you have used the Quantize Time Macro in no way precludes your moving notes at any time subsequently by hand.

If you select a note that has already been edited using the macro and then open the macro again, the settings previously applied to it will be displayed; the macro remembers, in other words, the parameters previously applied to each note. If the current selection includes notes to which different settings have been applied, a mean value for each parameter will be displayed.

Even after exiting with OK, you can still reverse the effects of the macro editing by using the undo function.

The Leveling Macro

The Leveling Macro serves to reduce or eliminate excessive volume differentials between the notes on a track. It can be used to make quiet notes louder, or loud notes quieter, or both – until, in the extreme case, no dynamic variation remains.

Opening and setting the Leveling Macro

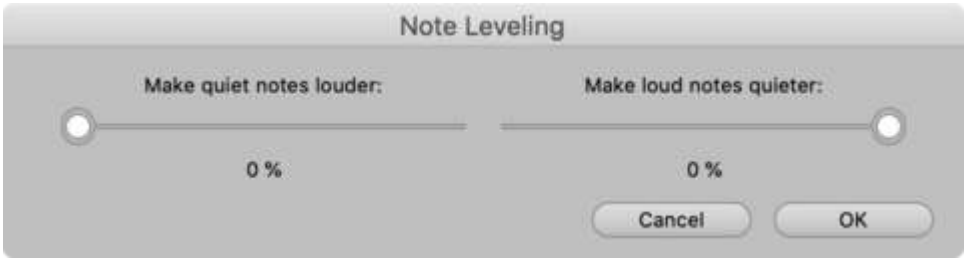
First select the notes you wish to edit. If no notes are selected, the macro will govern all the notes on the track.

Now open the Leveling Macro either from the Edit menu or by clicking on the icon shown here above the Note Editor.

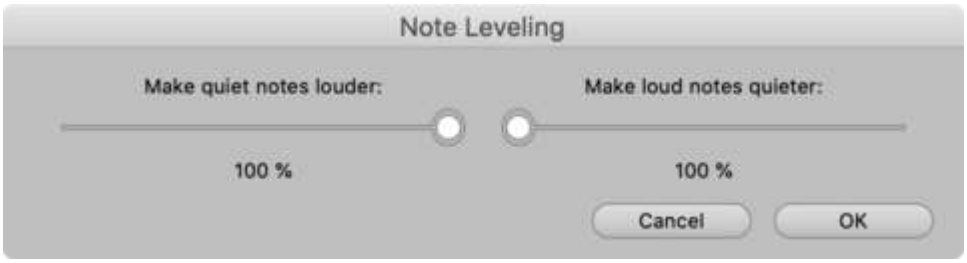


The macro offers you two converging sliders. The left-hand slider, as you move it from left to right, makes the quiet notes louder; the right-hand slider, as you move it from right to left, makes the loud notes quieter.

When you first open the macro, their positions are as follows;



If you apply maximum leveling, they will then look like this:



The Mean Amplitude

Coming from the left (quiet) and right (loud), the two sliders as they converge shepherd the blobs towards the Mean Amplitude in the center. This value is derived from an analysis of the notes you selected before opening the macro. It is therefore based upon the musical content and cannot be adjusted manually.

When you use the macro, you will notice that any given note will respond either to one slider or to the other. The reason is obvious: a given note's amplitude in the original audio file cannot be less *and* greater than the Mean Amplitude. Note also that since the ultimate extent of each slider is the Mean Amplitude (a line that neither can cross), a note that was originally quieter than the Mean Amplitude can never pass above it; and a note that was originally louder than the Mean Amplitude can never pass below it.

A further observation: You may notice that certain blobs, representing very quiet sounds that are also of very short duration, do not respond to the macro at all. This is deliberate, as Melodyne initially assumes the blobs in question represent (extraneous) noise, which if boosted by the left-hand slider of the macro would become even more obtrusive. Naturally, you can edit such sounds freely by hand using the Amplitude Tool.

If you have adjusted the volume of any of the selected notes manually using the Amplitude Tool before opening the macro, it is the adjusted rather than the original values that will be considered when calculating the mean amplitude. It is from the most recently set amplitude of the manually adjusted notes that any movement towards the centre will begin as the leveling takes effect. If you do not wish a manually adjusted note to be affected by the leveling, simply exclude it from the selection before opening the macro.

Of course, if you only select one note prior to opening the macro, neither slider will have any effect, as in that case the mean amplitude of the selection and the amplitude of the selected note will be identical.

Closing the macro and correction values when it is subsequently re-opened

Exit the macro with “OK” to keep your work or with “Cancel” to return to the status quo ante. Obviously, you can apply further adjustments later to the volume of the notes in question with the Amplitude Tool whether you exit with “OK” or “Cancel”.

Furthermore, even if you exit with “OK”, you can still use the Undo function to nullify the effects of the macro. Another way of doing this is to right-click (with the Amplitude Tool selected) and choose “Reset Amplitudes” from the context menu.

If you select a note the amplitude of which has already been affected by the macro and then open the macro again, the percentage shown in the macro window may differ from that displayed on the previous occasion. This is likely to be the case if the other notes selected are different on each occasion, as the mean amplitudes of the two selections will almost certainly differ and, with them, the percentage values displayed.

Main Tool

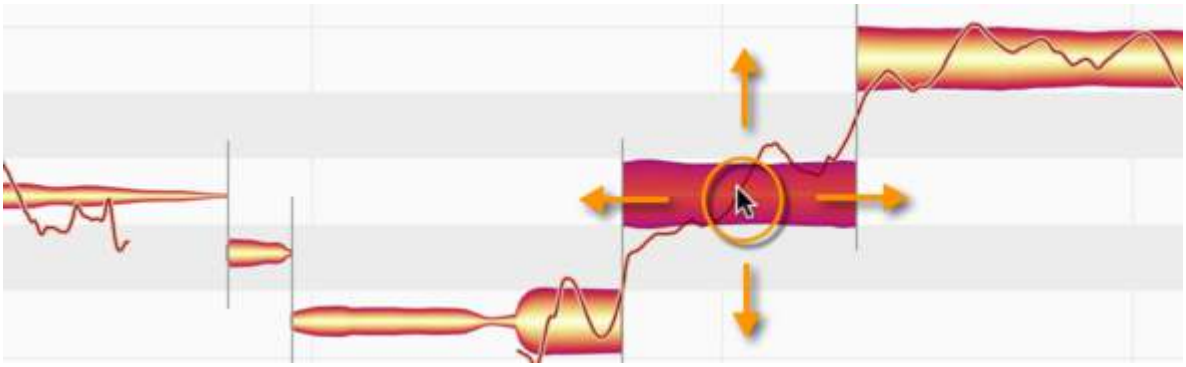
Melodyne's Main Tool is context-sensitive, its exact function at any given moment depending upon its position relative to the selected blob. It has no unique functions but simply offers a different mode of access to functions it shares with the more specialized tools for editing pitch, timing and note separations, combining them in such a way that you can perform the most essential editing tasks without ever having to change tools.

Modifying the pitch and timing of notes

Select the Main Tool (denoted by an arrow) from either the toolbox or the context menu of the Note Editor or by pressing the [F1] key of your computer keyboard. (If you wish to assign a different shortcut to this tool, you may do so after choosing Melodyne > Preferences > Shortcuts > Editing Tools from the main menu.)



With the Main Tool, move the arrow to a point near the center of a blob and press and hold the mouse button as you drag it upwards or downwards (to alter its pitch) or left or right (to move it forwards or backwards in time). It is the initial movement (whether vertical or horizontal) that decides whether the pitch or timing of the note is altered. Before changing axis, you must first release the note. If you hold down the [Alt] key as you drag the note, the Pitch Grid or Time Grid, even if active, will temporarily be ignored, allowing you to position the note exactly where you want it.



While you are dragging a note up or down, you will hear the frozen sound of the note at the point where you clicked. If, whilst dragging, you move the mouse to the right or left, you can put other parts of the note under the acoustic microscope. If you do not wish to monitor pitch changes in this way, uncheck the option Monitor When Editing Blobs in the Options > Note Editor sub-menu, which can also be accessed via the cog icon in the top right-hand corner of the Note Editor.

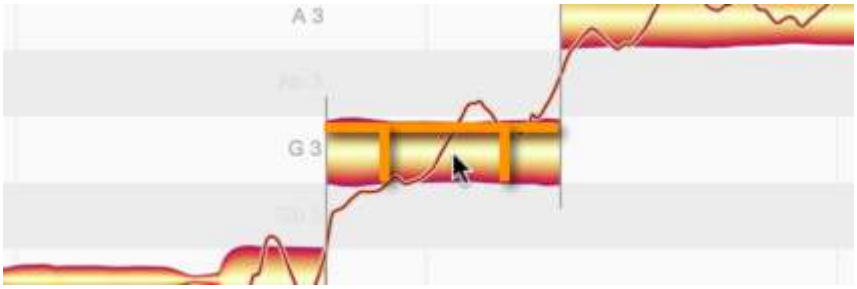
If you double-click with the Main Tool on the middle part of a note (or one of a selection of notes), you quantize the note(s) in question to the nearest pitch allowed by the current Pitch Grid.

The blob not only jumps to a different note altogether (e.g. from E to F, if E is not allowed by the active Pitch Grid), but also loses any fine offset it may have had from its previous pitch. In other words, it snaps precisely to the target pitch, the offset being then 0 cents.
This gives you a quick and easy way of correcting the intonation.

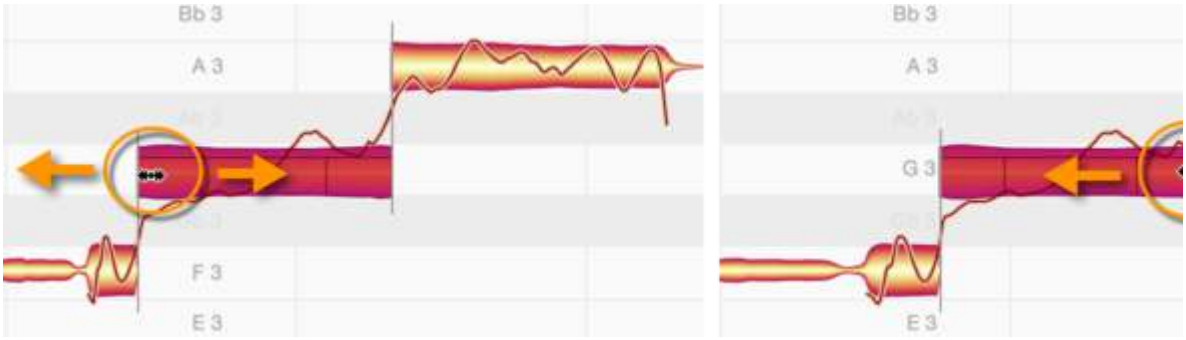
However, if correcting the intonation is not what interest you here and your aim is simply to make the notes fit new chords, hold down the [Alt] key as you double-click. Then the note will jump, as you intend, to the nearest note in the chord, but retain its previous offset, creating interference effects that are sometimes desirable.

Modifying note lengths

Open the Note Editor Options menu and check Show Blob Info. Zoom in on a few individual blobs, so that you can study them more closely. Now, as you move the mouse pointer over a blob, thin lines appear indicating the zones in which the Main Tool performs particular functions. For illustrative purposes, the lines here have been drawn more boldly than in the program itself. The central area you already know about. This has to be distinguished from the front, back and upper regions of the blob. As you move the mouse pointer from one of these regions to another, it changes its appearance to emulate whichever of the more specialized tools is most appropriate to that zone – adopting its functions at the same time.



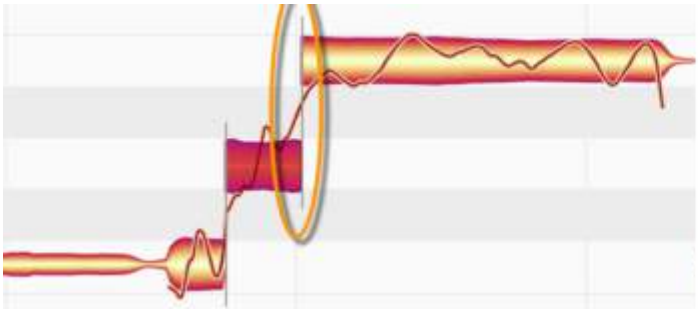
Drag the front part of a note to the right or left. Hold down the [Alt] key as you do so if you wish to override an active time grid. Now only the beginning of the note moves; the end remains anchored, so the note is either being stretched or compressed.

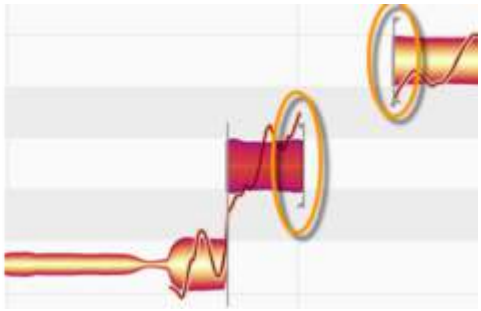


In the same way, you can move only the rightmost part of the blob (corresponding to the end of the note).

Notice that as you move the beginning or end of a note in this way, the preceding or following note, if adjacent, is also either stretched or compressed by the same amount to avoid either the two notes overlapping or white space (silence) appearing between them. This type of relationship exists whenever a pitch transition between consecutive notes has been detected. By moving the adjacent note as well, Melodyne ensures that discontinuities are avoided and the musicality of the phrasing is preserved.

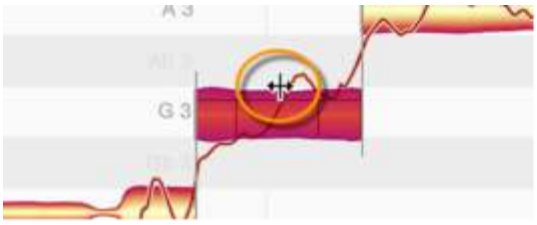
If this behavior is not what you want, you can change the ‘soft’ separation between the notes into a ‘hard’ one using the Separation Type Tool. Instead of the separation line, a bracket will then appear between the two notes to indicate that no further connection exists between them. You will find the Separation Type Tool beneath the Note Separation Tool in the toolbar.

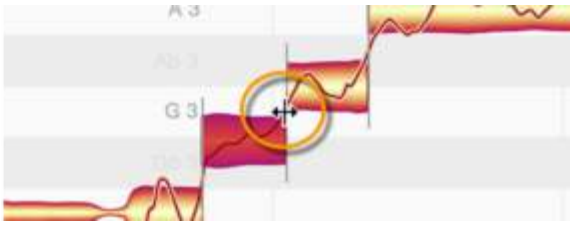




Editing note separations

If you move the mouse pointer to the upper part of a note (above the horizontal line), the Main Tool adopts the appearance, and emulates the functions, of the Note Separation Tool. If you double-click now, you can create a note separation – i.e. slice the note in two.





Don’t be surprised if the two notes that result move apart in pitch: this is because a new tonal center is calculated for each of the newly created notes, and that may differ from the tonal center they shared when they were one note. In such cases, each therefore moves to a new vertical position based on its newly calculated pitch center.

You can move an existing note separation horizontally with the Note Separation Tool. Before you begin, choose Options > Note Editor Options and check Show Note Separations.

You can double-click a note separation to remove it.

If you select several notes and move a note separation, the note separations of the other selected notes will also be moved. If you double-click one of the note separations to remove it, those of the other selected notes will also be removed.

If you have selected several notes that overlap, you can simultaneously insert a note separation at the same point in all of them, as well as move or remove one.

Pitch Tool

The Pitch Tool edits the central emphasis of the pitch of each note. This is the ‘pitch center’ note parameter that can also be edited using Melodyne’s Main Tool.

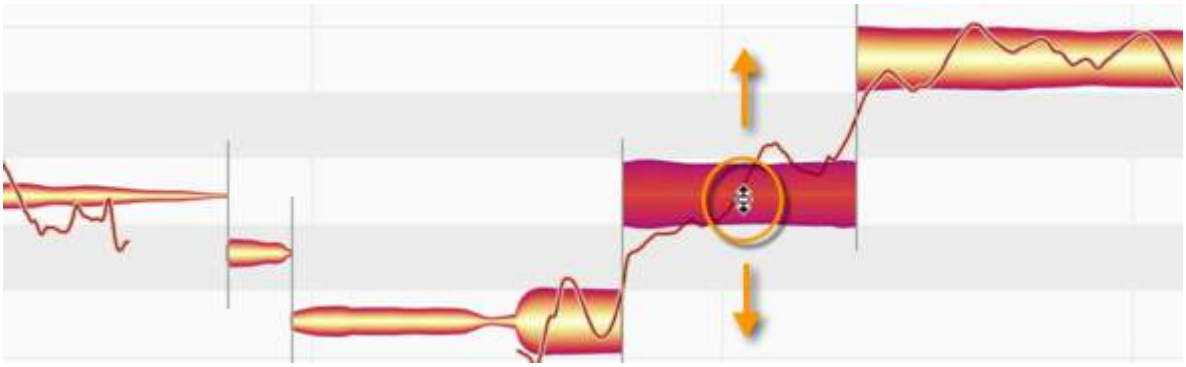
Shifting the pitch center

Select the Pitch Tool from either the toolbox or the context menu of the Note Editor or by pressing the [F2] key of your computer keyboard. (If you wish to assign a different shortcut to this tool, you may do so after choosing Melodyne > Preferences > Shortcuts > Editing Tools from the main menu.)

The Pitch Tool is the topmost of the three pitch editing tools. It is responsible for the pitch center of each note, which can be thought of as its center of gravity. Melodyne allows you to edit the pitch center of notes independently of any modulation or drifting in pitch they exhibit. Press the [F2] key twice and three times in quick succession to select, respectively, the first and second sub-tools of the Pitch Tool. From the Preferences dialog, you can also, if you wish, define separate keyboard shortcuts for all three tools.



Drag a note up or down with the Pitch Tool to alter its pitch. If the note is one of several selected, all the notes in the selection will move up or down en bloc.



Depending whether No Snap, Chromatic Snap, Key Snap or Chord Snap is selected for the Pitch Grid, notes can either be moved freely or will snap to the nearest semitone, the nearest note of the selected scale or the nearest note of the prevailing chord.

Hold down the [Alt] key as you move notes if you wish the selected grid to be ignored; this will allow you to position the note freely.

Monitoring pitch shifts

As you move a note in pitch, you will hear the “frozen” sound of the note at the position clicked. By moving the mouse to the left or right while doing so, you can put other parts of the note under the acoustic microscope. If you do not wish to monitor pitch changes in this way, clear the option Monitor When Editing Blobs in the Options > Note Editor sub-menu, which can also be accessed via the cog icon in the top right-hand corner of the Note Editor.

If the note in question is part of a chord, you have the additional option of hearing the entire chord – and, with it, the changing harmonic context – as you drag the note up or down. To do this, once you have begun dragging the note, press and hold down the [Cmd] key. This is useful when you are creating or improving vocal harmonies by pitch-shifting notes within multiple tracks, as it allows you to hear and evaluate each new chord as it is created.

Editing pitch with the inspectors

As an alternative to editing the selected notes with the Pitch Tool, you can enter the desired value for the note and the deviation in cents from equal temperament in the inspector near the toolbar or the Note Inspector. The Note Inspector also allows you to determine the frequency in hertz of the note or notes selected. In each case you can increase or decrease the current value by clicking in the relevant box and dragging the arrow upwards or downwards.

When typing values into the Pitch field, you can enter either absolute values (C3, D4 etc.) or relative ones (+2, -1, etc.).

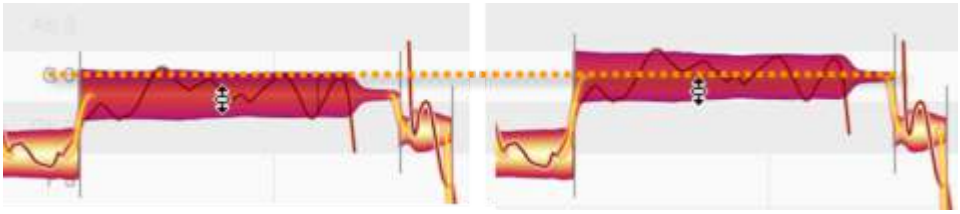


If you have selected several notes that differ in pitch, three hyphens are displayed in the boxes – followed, as you click in the box and drag, by values describing the extent of the relative change.



Correcting pitch with a double click

You can tell that a note is sharp or flat from the fact that it doesn't lie plumb in the middle of any of the horizontal lanes in the editing display. These represent the notes of the chromatic scale, the note in question, in each case, being indicated by the vertical Pitch Ruler to the left of the Note Editor. If, with Chromatic Snap activated, you double-click the offending note with the Pitch Tool or Main Tool, it – and any other notes selected at the same time – will "snap to the grid", which means they will move instantly to the very center of their respective lanes. The "fine offset" of the notes in question will then be 0 cents; in other words, they will be perfectly in tune.



If, however, instead of Chromatic Snap, Scale Snap or Chord Snap are activated, as well as setting their fine offsets to zero, a double-click may actually cause the notes in question to change lanes.

If, for example, as is shown here, Chord Snap is active and you double-click on an E, it could move to F if there is no E in the prevailing chord, as would be the case, for example, if that chord were F minor. In addition, the offset from the target note (in this case F) would be 0 cents, so the new note would be perfectly in tune.

If you are not interested in correcting the intonation, however, but simply in eliminating a clash between the note in question and the chosen chord, hold down the [Alt] key as you double-click. It will then snap to the nearest chord tone, as is your intention, but its offset from the destination pitch will be the same is its offset from the pitch it came from; this is sometimes desirable, as minor imperfections of this kind can contribute towards the creation of rich and vibrant chorus effects.

When you are editing pitch, the blob simply serves as a "handle"; what you should concentrate on is the Pitch Curve within the blob. For the auditory impression – if what you are seeking to avoid is the jarring effect of poor intonation – what is essential is for the "right" part of each note to reside at the "right" pitch.

The fine offset displayed in the Note Inspector, which serves as the basis for any intonation correction resulting from a double click, is based on the path traced by the Pitch Curve throughout the entire duration of the note. Here Melodyne takes a great many musical criteria into consideration – among them, the fact that the central part of a note, as a rule, plays a more decisive role in the listener's perception of pitch than its beginning or end. The Inspector is, in effect, offering a recommendation, which you accept whenever you drag a note with the [Alt] key pressed or double-click on it.

In principle, you can rely on this; once you've double-clicked on a note, it will be in tune.

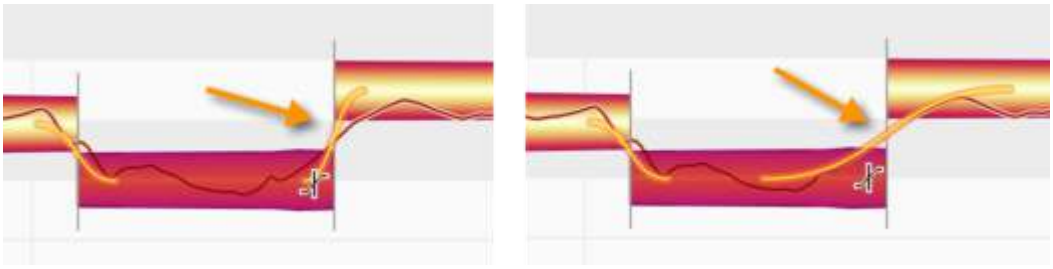
In addition – and this depends ultimately upon genre-determined listening habits or perhaps simply your own taste – you may wish to slice up a problematic note by inserting additional note separations and then double-click on the newly created note fragments. The smaller the fragments, the closer you will get to intonational perfection, though the emotional impact of the performance may suffer in consequence.

To learn more about the various tuning strategies available – and their application to vocal tracks in particular – and for suggestions as to how the sometimes conflicting demands of perfect intonation and emotional richness can best be reconciled, visit the “Training” section in our Help Center.

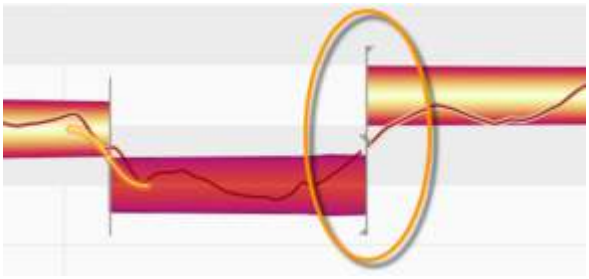
Pitch transitions

When one note follows another and a tonal relationship between the pair has been detected, the pitch curve is drawn through them, and in the area between them a thick orange line is displayed that represents the pitch transition.

If you position the Pitch Tool over the rear part of a note, click and drag vertically, you can make the pitch transition steeper or less steep.



Pitch transitions only exist between adjacent notes between which there is a soft separation. By clicking on a soft separation with the Separation Type Tool (the sub-tool of the Note Separation Tool), you can transform it into a hard separation, thereby deactivating all association between the two notes and with it the pitch transition.



Resetting individual edits and introducing random deviations

In the Edit > Reset Individual Edits > Pitch cascading menu, you will find a variety of commands that can be used to reverse the effects of particular types of pitch editing, thereby restoring specific aspects of the notes selected to their original state. The commands apply only to the current selection and are grayed out whenever no editing of the type in question has yet been applied to the notes concerned. Note that these commands operate entirely independently of the normal undo function!

With the commands in the Edit > Add Random Deviations sub-menu, you can randomly alter the pitch of the notes currently selected – introducing either slight, moderate or drastic deviations from the original intonation. You can also employ the commands several times in succession to intensify the effect. These commands are useful when, for example, you've doubled a track in order to obtain a fuller or 'fatter' sound. By introducing random deviations, so that the copy is no longer identical to the original, you can simulate more realistically the effect of two performers playing or singing in unison. All these commands affect only the selected notes and are therefore grayed out if no notes are selected.

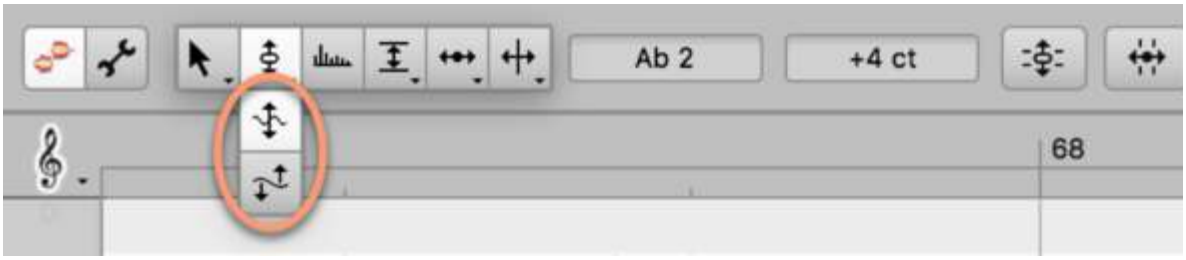
Pitch modulation and drift

The term ‘pitch modulation’ covers rapid and usually intentional variations in pitch such as trills or vibrato. ‘Pitch drift’ is our term for slow fluctuations in pitch of the kind that are usually unintentional and symptomatic of poor technique. You will find the tools for editing these parameters beneath the Pitch Tool in the toolbar.

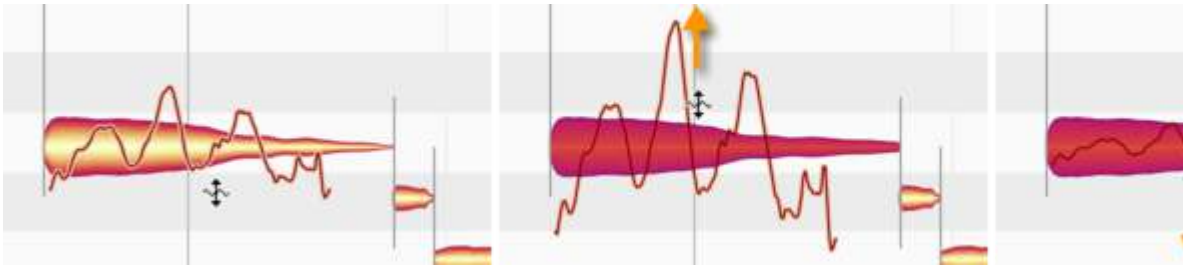
Editing pitch modulation and drift

Select the Pitch Modulation or the Pitch Drift Tool from either the toolbox or the context menu of the Note Editor or by pressing the [F2] key of your computer keyboard.

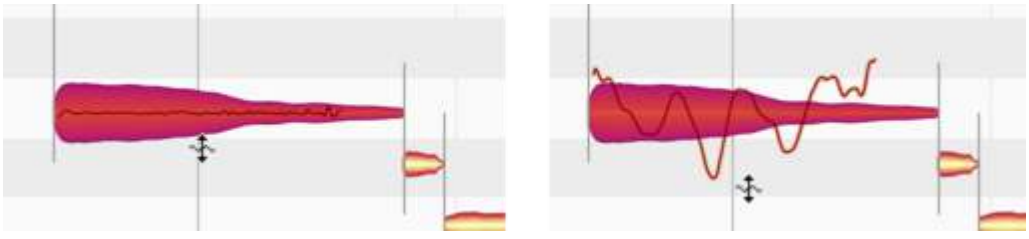
The Pitch Modulation Tool is the first, and the Pitch Drift Tool the second, sub-tool of the Pitch Tool. Press the [F2] key twice in quick succession to select the former and three times in quick succession for the latter. (If you wish to assign a different shortcut to this tool, you may do so after choosing Melodyne > Preferences > Shortcuts > Editing Tools from the main menu.) There, if you wish, you can also define separate keyboard shortcuts for all three tools.



With the tool selected, click on a note and – without releasing the mouse button – drag up or down. The note edited could be part of a multiple selection, in which case you will be editing all the selected notes simultaneously. Watch as the pitch curve changes shape.



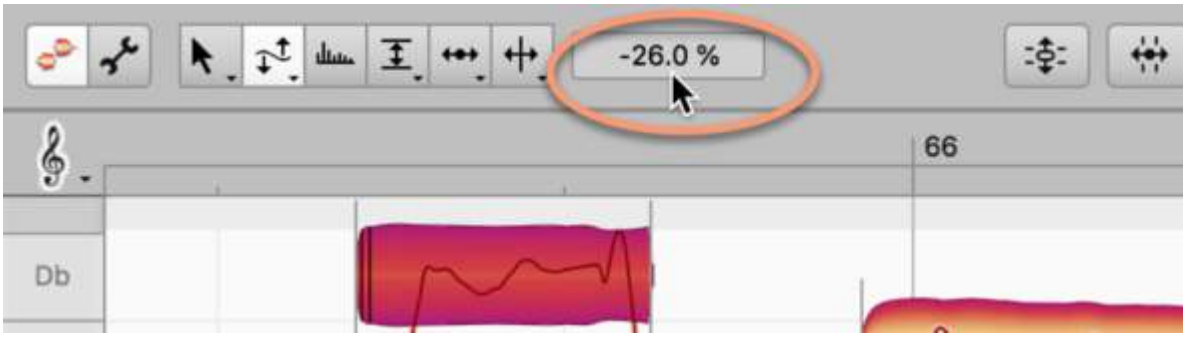
Drag far enough downwards and the modulation or drift are reduced to zero and then inverted.



If you double-click a note with the Pitch Modulation Tool or the Pitch Drift Tool, you will restore the pitch modulation or drift of the original recording, assuming you've changed it, otherwise eliminate it altogether. Subsequent double-clicking toggles between the original modulation or drift and none. If you eliminate altogether both the modulation and the drift, you will get an unnaturally flat monotone that can be suitable for effects.

The inspector for pitch modulation and drift

As an alternative to editing selected notes with these tools, you can enter the desired values in the inspector alongside the toolbar or in the Note Inspector. Drag the existing value to change it or double-click on it and type in the value desired.



With the Pitch Modulation Tool or the Pitch Drift Tool selected, the inspector displays values in percentage terms. 100% represents in this case the original modulation or drift, 0% a straight line, and -100% the same curve inverted with its axis unchanged. If you have selected several notes with different values, a dash is displayed in the box – followed, as you click in the box and drag, by values describing the extent of the relative change.

The Reset commands

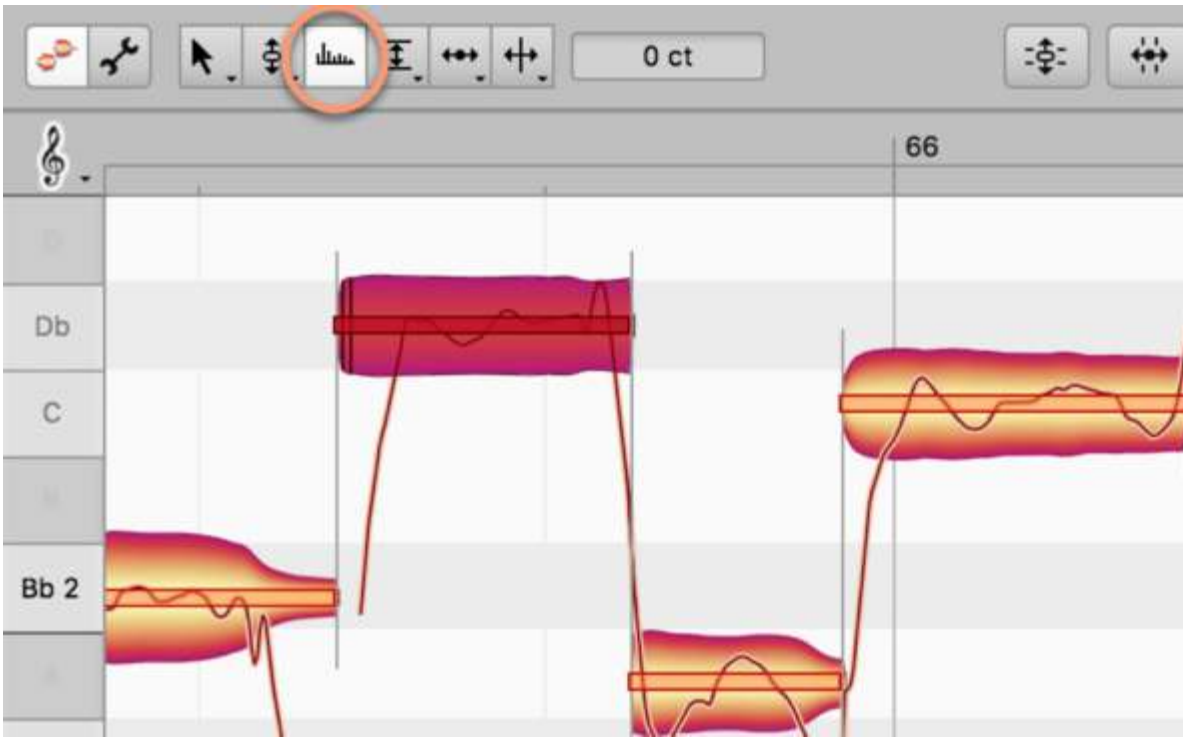
In the Edit > Reset Individual Edits > Pitch cascading menu, you will find a variety of commands that can be used to reverse the effects of particular types of pitch editing, thereby restoring the notes selected in specific respects to their original state. These commands relate always to the current selection and are grayed out if no editing of the type in question has been applied to the selected notes. Note that these commands operate independently of the normal undo function.

Formant Tool

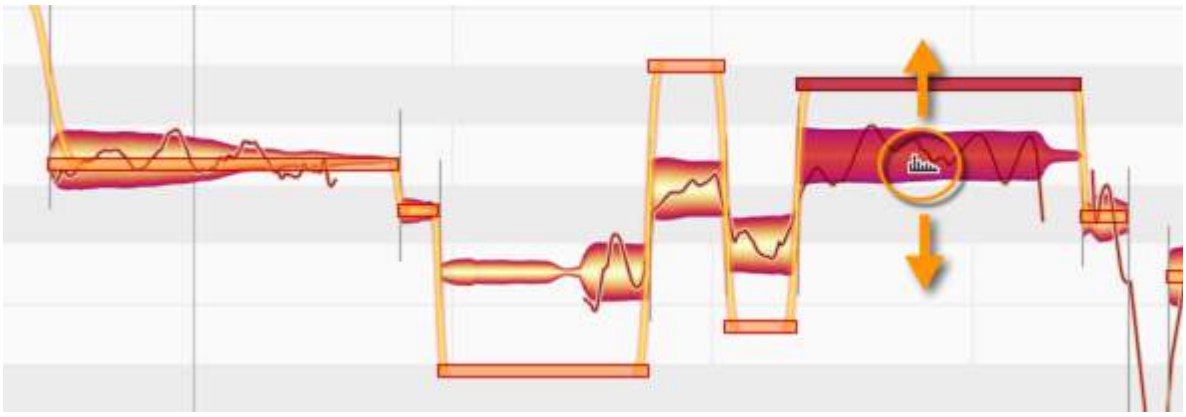
Formants are areas of emphasis or attenuation in the frequency spectrum of a sound that are independent of the pitch of the fundamental note but are found always in the same frequency ranges. They are characteristic of the tone color or 'timbre' of each sound source, and interesting effects can be produced by shifting them, such as making a man's voice sound like that of a woman, and vice versa.

Shifting formants

Select the Formant Tool from either the toolbox or the context menu of the Note Editor or by pressing the [F3] key of your computer keyboard. (If you wish to assign a different shortcut to this tool, you may do so after choosing Melodyne > Preferences > Shortcuts > Editing Tools from the main menu.) A beam appears over the blobs indicating the extent (if any) to which the formants have been transposed from their original pitches.



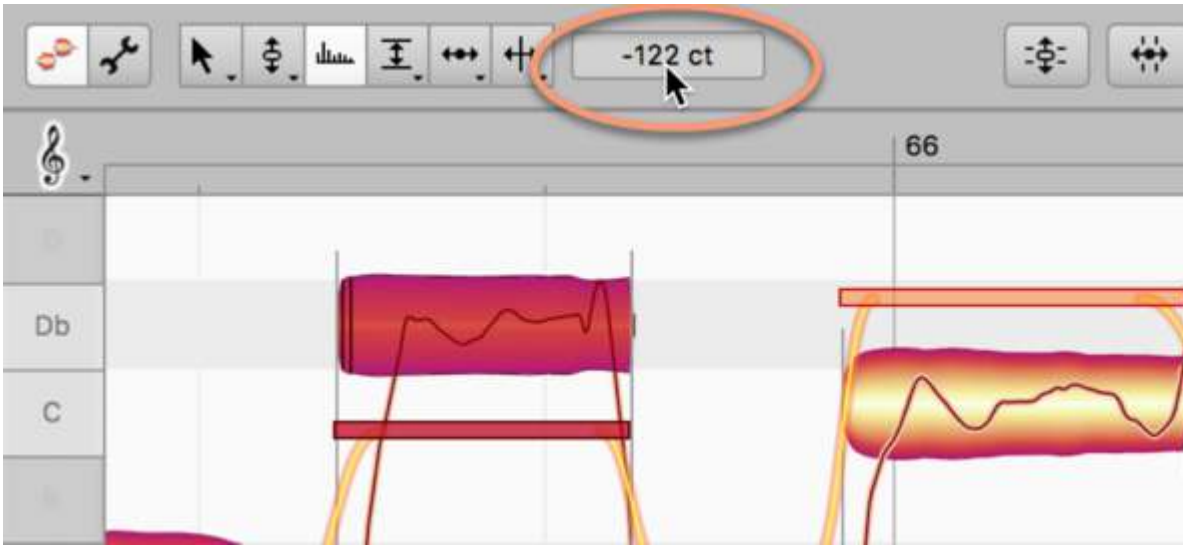
With the tool selected, click on a note and – without releasing the mouse button – drag the mouse up or down. As you do so, the formants will be transposed upwards or downwards, the degree and direction of the movement being indicated by a corresponding vertical movement of the beam.



The beams indicate the distance in cents (100 cents = 1 semitone) by which the formants have been transposed upwards or downwards. You can shift the formants a few cents (for the finest of nuances) or several thousand (for a drastic denaturing of the sound). Double-clicking on a note with the Formant Tool restores its formants (as well as those of any other notes selected) to their original pitches.

The inspector for the formants

As an alternative to editing selected notes with the tool, you can enter the desired values in the inspector, which you will find alongside the toolbox or in the Note Inspector. Drag the existing value to change it, or double-click on it and type in the value desired.

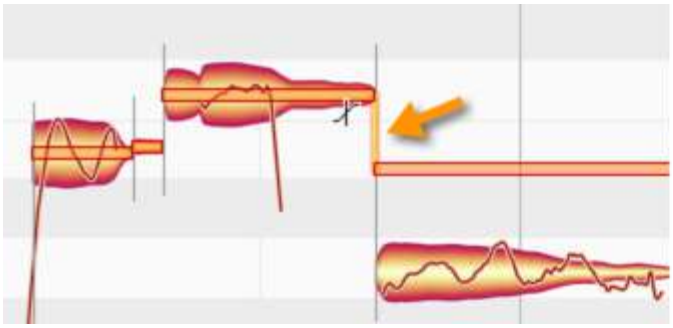


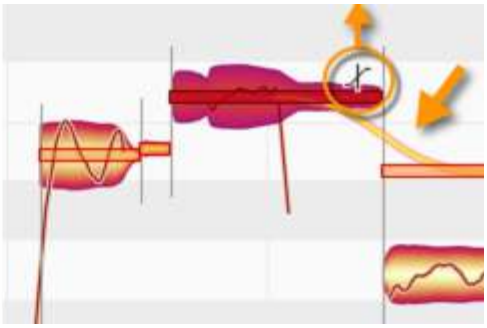
If you have selected several notes that differ in the amount of formant shifting that has been applied to them, a dash is displayed – followed, as you click in the box and drag, by values describing the extent of the relative change.

Formant transitions

A thick orange line appears between the formant beams of adjacent notes as soon as you shift the formants of one note more, or in a different direction, than those of the other. This line represents the formant transition between the two notes.

If you move the Formant Tool to the end of the first note, it changes into the Formant Transitions Tool. Dragging vertically with this tool governs the speed of the formant transition, which is indicated by the steepness of the connecting line.





Formant transitions only exist in the case of adjacent notes between which there is a soft note separation. If you transform this into a hard note separation by double-clicking with the Note Separation Type Tool (the sub-tool of the Note Separation Tool), all association between the notes will be severed and the formant transition between them deactivated.

The Reset commands

In the Edit > Reset Individual Edits > Formants cascading menu, you will find a pair of commands that can be used to reverse the effects of any shifting of formants or editing of formant transitions you may have performed, thereby restoring the notes selected in these respects to their original state. These commands relate always to the current selection and are grayed out if no editing of the type in question has been applied to the selected notes. Note that these commands operate independently of the normal undo function!

Amplitude Tool

The Amplitude Tool allows you to adjust the amplitude (i.e. volume) of the selected notes, edit the amplitude transitions between them, and mute them.

Editing amplitude

Select the Amplitude Tool from either the toolbox or the context menu of the Note Editor or by pressing the [F4] key of your computer keyboard. (If you wish to assign a different shortcut to this tool, you may do so after choosing Melodyne > Preferences > Shortcuts > Editing Tools from the main menu.)



With the tool selected, click on a note (or one of several notes selected) and – without releasing the button – drag the mouse up or down. The vertical depth of the blobs will increase or decease as the notes they represent get louder or softer.



The gearing of the amplitude adjustment is dependent upon the vertical zoom resolution. Press and hold the [Alt] key, to switch to smaller increments for finer adjustment.

Editing amplitude using the inspectors

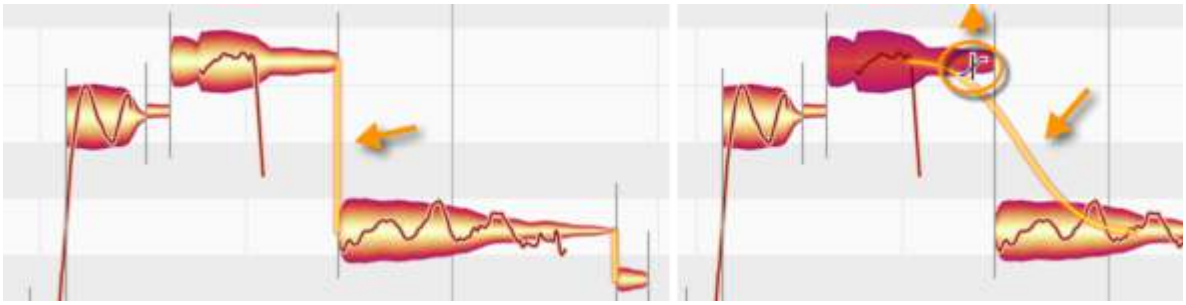
As an alternative to editing selected notes with the Amplitude Tool, you can enter the desired values in the inspector to the right of the toolbar or the Note Inspector. Drag the existing value to change it or double-click on it and type in the value desired. Press and hold the [Alt] key, to switch to smaller increments for finer adjustment.



If you have selected several notes to which different amplitude adjustment has been applied, a dash is displayed in the box – followed, as you click in the box and drag, by values describing the extent of the relative change.

Amplitude transitions

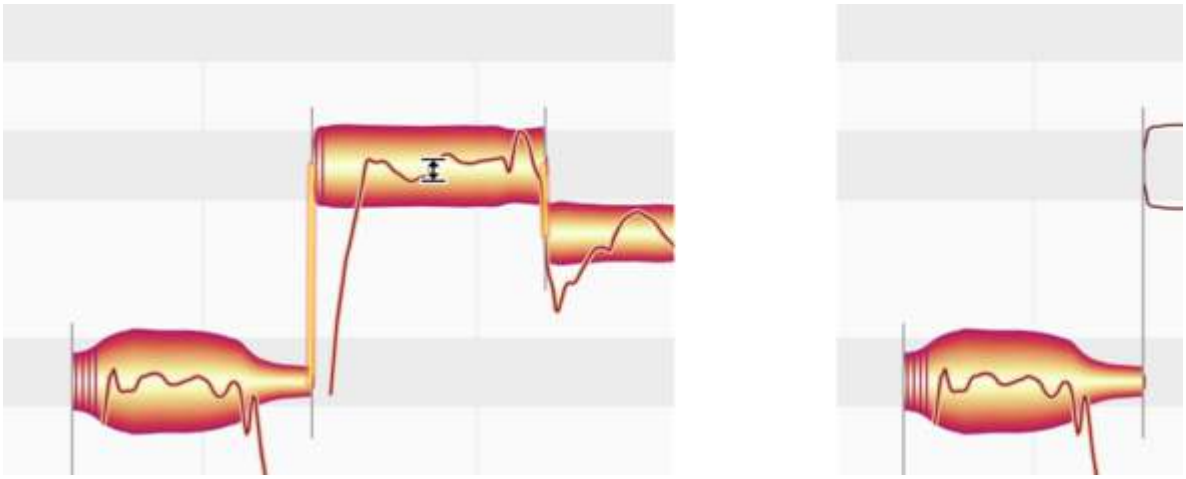
A thick orange line appears between connected notes as soon as you change the amplitude of one note more, or in a different direction, than that of the other. This line represents the amplitude transition between the two notes. If you move the Amplitude Tool to the end of the first note, it changes into the Amplitude Transitions Tool. Dragging vertically with this tool governs the speed of the amplitude transition, which is indicated by the steepness of the connecting line.



Amplitude transitions only exist in the case of connected notes between which there is a soft note separation. If you double-click on the separation with the Separation Type Tool (which you will find beneath the Note Separation Tool in the toolbar), you turn the soft note separation into a hard one, thereby disconnecting the two notes and deactivating the amplitude transition.

Muting notes

Double-clicking with the Amplitude Tool on one or more selected notes mutes them. Only the outline of the blobs is now shown, to indicate that the notes in question have been muted, but you can still select and edit them. A further double-click unmutes the muted notes.



In the Note Inspector, you will find a button marked Note Off for this function. Click once on the button to mute the selected notes. Clicking them a second time unmutes them.

The reset commands

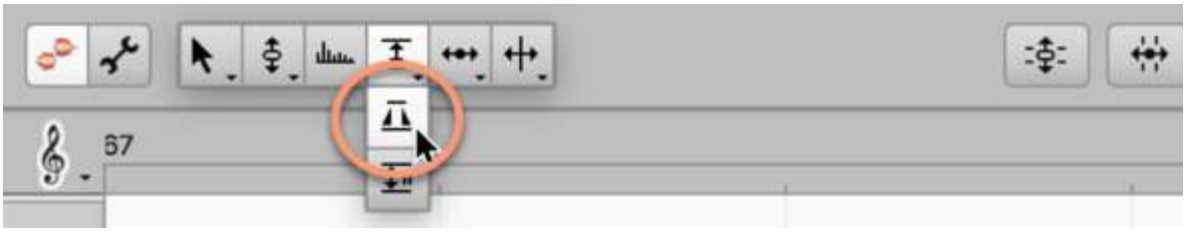
In the Edit > Reset Individual Edits > Amplitude cascading menu, you will find two commands that can be used to reverse the effects of the two types of amplitude editing we have just described (thereby restoring the notes selected in certain respects to their original state) as well as the Unmute command, which is self-explanatory. These commands relate always to the current selection and are grayed out if no editing of the type in question has been applied to the selected notes. Note that these commands operate independently of the normal undo function.

Tools for fades and sibilant balance

Beneath the Amplitude Tool, there are further tools offering still greater control over volume ratios within a track.

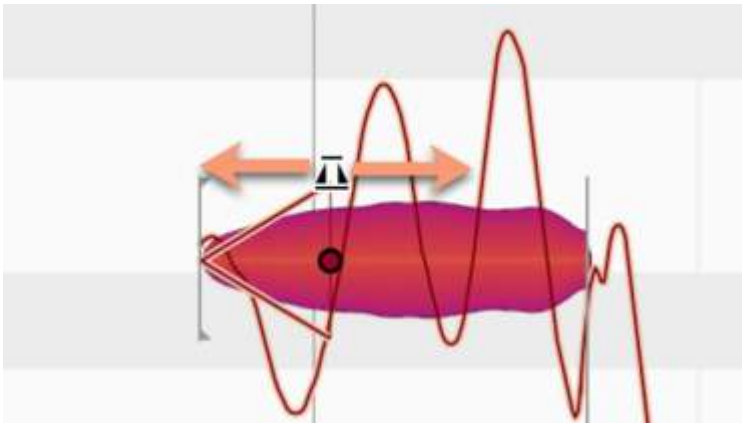
The Fade Tool: Fade-in and fade-out on notes

Activate the Fade Tool from either the toolbar or the context menu of the Note Editor or by pressing the [F4] key on your computer keyboard twice in quick succession. If you would prefer to use some other keyboard combination to activate this tool, you can easily define an alternative from the Shortcuts page of the Preferences dialog.



Using the Fade Tool, you can implement a fade-in at the beginning of a note and – quite independently – a fade-out at the end.

For the former, click with the tool at the left-hand end of a note, hold the mouse button and drag to the left or right. As you do this, a triangular handle will appear, the length of which changes as you move the mouse.



At the same time, the shape of the blob will change, indicating a corresponding change in its loudness contour.

As an alternative to clicking, holding the mouse button and dragging, you can create a new fade by double-clicking. If you double-click on the first half of a note, you will create a fade-in. To create a fade-out, double-click on the second half of the note.

As soon as a fade-in is created, any soft separation between the note in question and the preceding note will be replaced by a hard separation. With a fade-out, a hard separation will be inserted between the note that fades out and the one that follows.

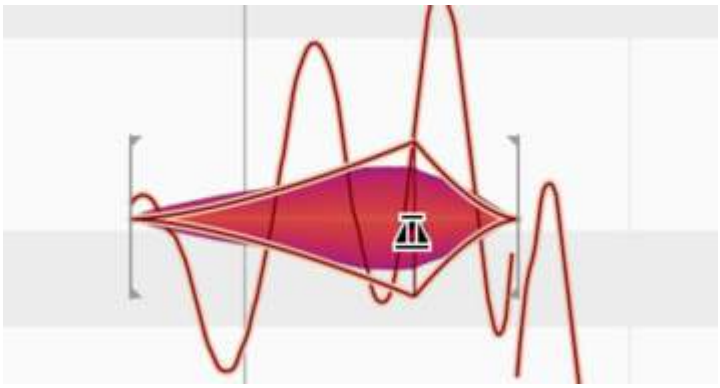
If you double-click on a fade, it is removed and the blob regains its original dynamic contour. An alternative method of restoring the original dynamic contour of a note is by a right-clicking and choosing “Discard Fades” from the context menu. Whichever method you choose, please note that whilst this removes the fade, the hard separation remains in place. To replace this with the original soft separation, you must use the Separation Type Tool.

You can also select and apply fades to multiple notes simultaneously and adjust them simultaneously as well.

To change the length or curve of a fade, proceed as follows:

- To change the length, click on the fade in question and drag to the left or right.
- To change the curve, click on the curve and drag upwards or downwards.

If you drag the end of a fade-in so far to the right that you reach the start of any fade-out, you can still carry on dragging; all that will happen is that the fade-in will be extended and the fade-out shortened accordingly. And naturally the converse also applies: if you drag the start of a fade-out so far to the left that it meets a fade-in, the fade-in will be shortened to make room.



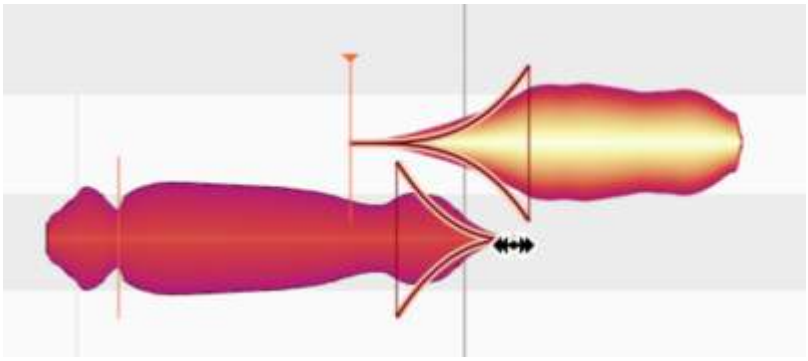
In other words, a fade-in and a fade-out can never overlap.

Fades in conjunction with other tools

The length of a fade is not defined in milliseconds but tied to the position (set by you) within the note. So if, for example, a note with a fade-out is later lengthened using the Time Tool, the fade-out will be lengthened by the same amount. This gives rise to considerably more musical possibilities – particularly in combination with the other tools – than those afforded by the fixed fades offered by DAWs for regions or clips.

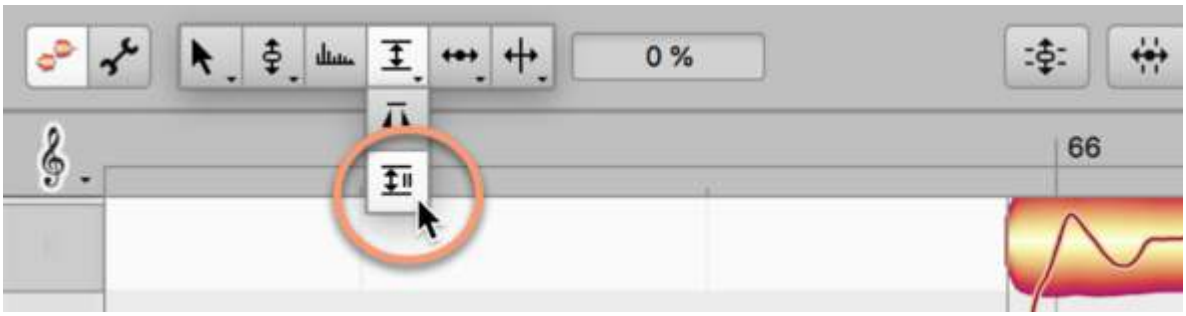
A further example: fade-outs continue, naturally, until the end of the note. If, however, towards the end of a note there is some unwelcome noise on the track, and you wish the fade out to end before this, you can split the note using the Note Separation Tool, delete (or mute) the part of the note to the right of the separation and then apply a new fade out to the part of the note that remains.

As a result of the placing of a fade, a hard separation will automatically be inserted between the note in question and the one that follows. It is therefore easy to create an overlap with the Time Tool between previously adjacent notes and then – using the Fade Tool – create a very musical crossfade between them.



The Sibilant Balance Tool: The management of sibilants and breath noise

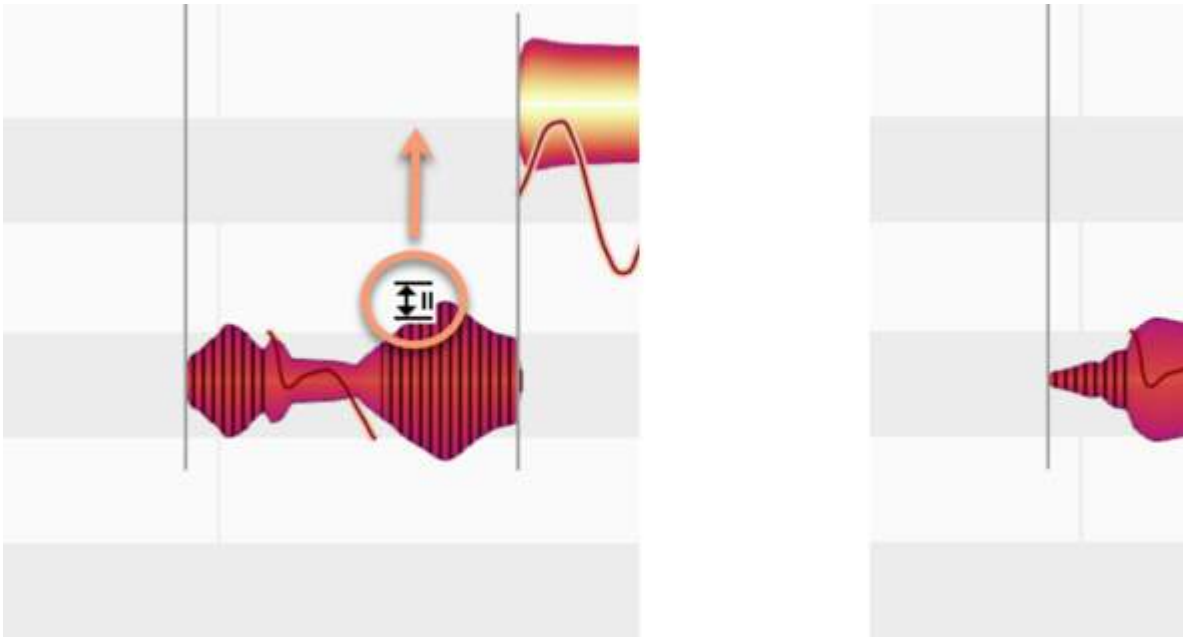
Select the Sibilant Balance Tool from either the tool bar or the context menu of the Note Editor or by pressing the [F4] key on your computer keyboard three times in quick succession. If you would prefer to use some other keyboard combination to activate this tool, you can easily define an alternative from the Shortcuts page of the Preferences dialog.



With the Sibilant Balance Tool, you can control the loudness of the sibilants relative to the other components of the sound. It is only available with the algorithms Melodic or Percussive Pitched; with all other algorithms it is grayed out.

In the case of vocal tracks, Melodyne regards as sibilants not only “s” and “ch” sounds, but also certain other word fragments such as “k” and “t” as well as the sound of the singer inhaling or exhaling between words: those components of the sound, in other words, that lack a definite pitch. Broadly speaking, and if we include instrument tracks, Melodyne regards as sibilants all parts of the signal that consist essentially of noise.

If you drag upwards (positive values) from a note or selection of notes with the Sibilant Balance Tool, you reduce the volume of the pitched components of the sound. If you drag downwards (negative values), it is the sibilants that become quieter.



At the two extreme settings in the case of vocals, you will either hear sibilants and breath noise only (if you drag upwards) or only the pitched components of the sound (if you drag in the other direction). This would admittedly create the impression of a pronounced lisp, but there are certain applications in which such extreme settings make sense (see below).

Double-clicking with the Sibilant Balance Tool sets the parameter to -100%, which is equivalent to maximum attenuation (i.e. muting) of the sibilants; a second double-click, resets the parameter to 0%, thereby restoring the note to its original state.

Please note that in speech or singing it is not the case – from a technical standpoint – that the sound at any given instant is invariably *either* sibilant *or* pitched; sometimes it is a little of both – i.e. the overall sound is a blend of pitched and unpitched components. Fortunately, the Sibilant Balance Tool operates in a way that takes this into account, governing only the noise components of the sound. Such an approach makes eminently good sense musically – fortunately *without* compromising the intuitiveness of the software, as you still see only one blob per note, not two.

Uses for the Sibilant Balance Tool

When individual sibilants become obtrusive (which is more often a problem with some singers than with others – though a poorly designed or adjusted signal chain at the recording stage could be the real culprit), you would ordinarily turn to a de-esser. But adjusting the controls of a de-esser can be tricky, as de-essers invariably act upon the entire signal. This can have a negative influence even upon sibilants that were perfectly OK; furthermore, the pitched components of the sound necessarily feel their influence as well. The Sibilant Balance Tool (with values somewhere between -40% and -10%) takes considerably less time to set up, operates with far greater precision, and also, at the end of the day, delivers acoustically superior results.

In the case of backing vocals or when double-tracking, you could even use settings of around -80%. Heard on their own, the voices affected might appear to lisp, but when the lead vocals are restored to the mix, the overall result is a much tidier sonic image in which – at the ends of words in particular – there is far less of the usual fluttering. This fluttering is most often the main problem with double-tracking, and it becomes even more obtrusive when you apply delays and reverb to the various voices – as you must, in fact, to ensure they sit right in the mix. Very few mouse-clicks are now needed to bring these commonly encountered mixing problems under control; all you have to do, basically, is select all the notes of the backing vocals, then set the sibilant balance to somewhere like -80%.

And a further tip for sound design and mixing: Begin by duplicating the vocal track. On one track, set the sibilant balance to -100% (in which case you will no longer hear any sibilants or breath noise) and on the other track, set the same parameter to +100% (so, on this track, only the sibilants and breath noise will be audible). Now set the same volume level for both tracks in the mixer, so initially you have exactly the same signal as before – only split between two tracks. This leaves you free to make intensive use of the effects chain (delays, reverbs etc.) on the sibilant-free track, and only sparing use – or none whatsoever – on the track containing the sibilants.

Note: Melodyne detects automatically the exact location and length of each sibilant. This means that with the vast majority of vocal tracks, you will no longer need to give the matter any thought; your only concern now will be to find the ideal balance between the pitched and unpitched components of the sound using the Sibilant Balance Tool. Nonetheless, in exceptional cases or for experiments in sound design (and not only with vocals), you may wish, on occasion, to adjust the results of the sibilant detection. To do this, enter Note Assignment Mode and select the Sibilant Range Tool, the use of which is described in detail here.

Timing Tool

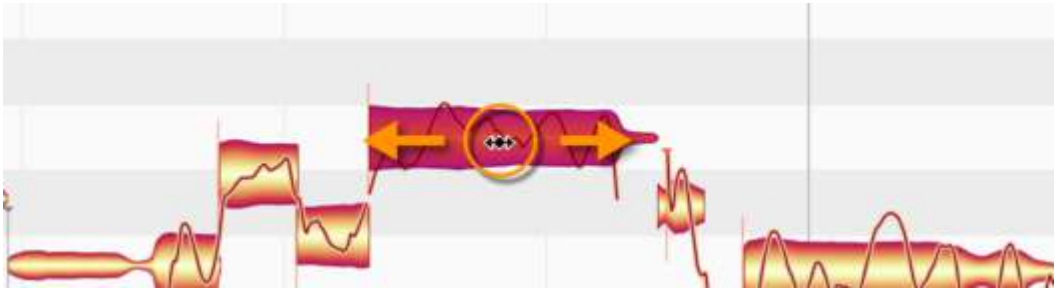
The Timing Tool allows you to edit the horizontal position and length of notes with or without quantization.

Modifying the position and length of notes

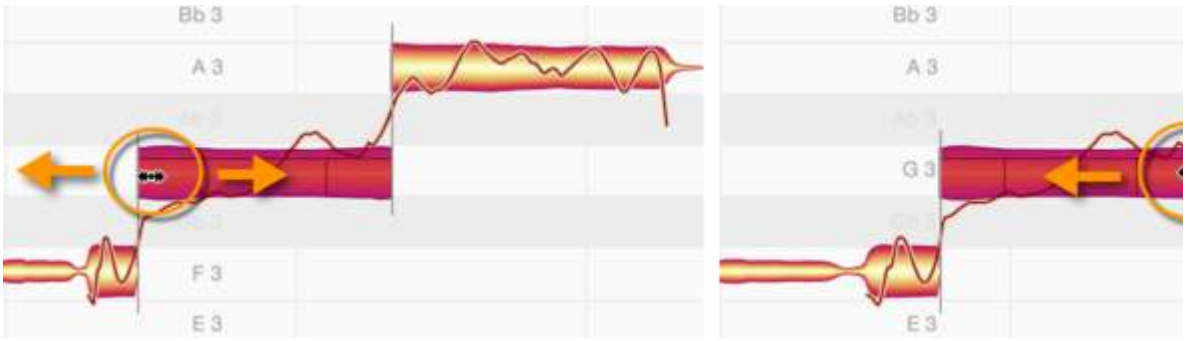
Select the Time Tool from either the toolbox or the context menu of the Note Editor or by pressing the [F5] key of your computer keyboard. Press the [F5] key twice or three times in quick succession to select, respectively, the first or second sub-tools of the Time Tool. (If you wish to assign a different shortcut to this tool, you may do so after choosing Melodyne > Preferences > Shortcuts > Editing Tools from the main menu.) There, if you wish, you can also define separate keyboard shortcuts for all three tools.



Click the center of a note (or of one of a number of selected notes) and drag it to the left or right to move the entire note (or notes) horizontally. Press and hold the [Alt] key during the movement if you wish the time grid to be temporarily ignored to permit finer adjustment.



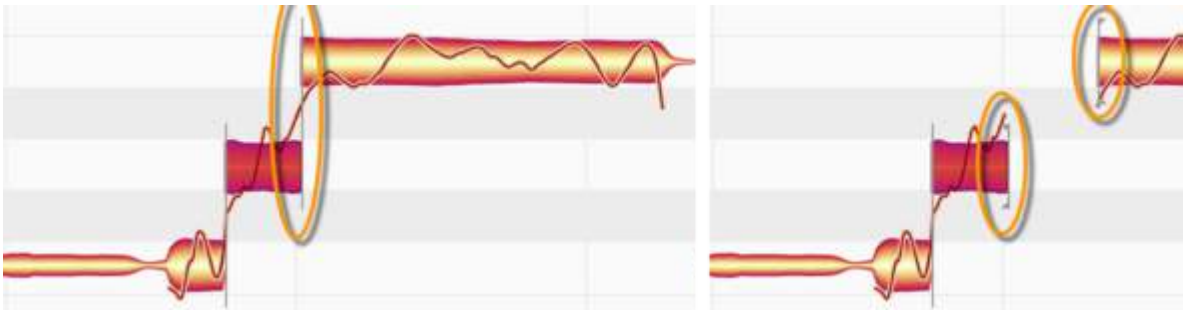
If you only wish to move the beginning of a note but not the end, click on the front part of the note and drag. Depending on the direction of movement, the note will be time-stretched or -compressed. Press and hold the [Alt] key if you wish the Time Grid to be ignored when editing. Stretching and squeezing also acts upon either a single note or a multiple selection of notes according to choice.



In the same way, you can move only the rightmost part of the blob (which corresponds to the end of the note) or selection of blobs to stretch or squeeze the corresponding note or notes.

Timing changes in the case of connected notes

Notice that as you move the beginning or end of a note in this way, the preceding or following note, if adjacent, is either stretched or compressed by the same amount to avoid either the two notes overlapping or white space (silence) appearing between them. This is invariably the case when one note follows directly on from another and there is a soft note separation between them. By moving the adjacent note as well in this way, Melodyne prevents discontinuities occurring and preserves the musicality of the phrasing.



You can, if you wish, deactivate the connection between consecutive notes by transforming the soft note separation between them into a hard separation. This is done by clicking on it with the Separation Type Tool (which is a sub-tool of the Note Separation Tool).

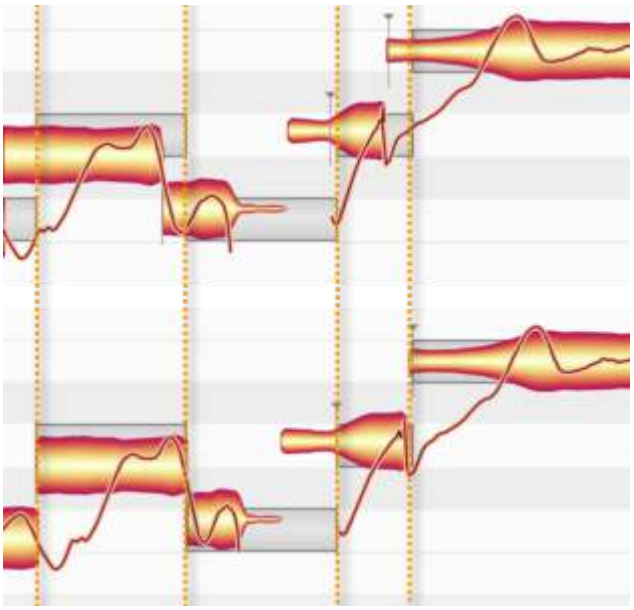
All connection between the two notes will also be forcibly severed if you cut one of the notes and paste it into a different location.

In both cases, when the note separation line between the two notes is replaced by a square bracket, it means that the notes are no longer connected.

If you move one of the two notes far enough from the other using the Timing Tool, the link between them will also “snap”. In this case, however, if you move it back, the original link will be restored – provided the position of the other note has not been moved in the meantime.

Correcting timing with a double-click

If you double-click a note with the Timing Tool, it (and any other notes selected) will snap to the selected grid – for example, to one of the subdivisions on the second ruler or one of the vertical lines indicating the start of an eighth-note. As a result, the musical beginning of the note will come to rest directly on top of the nearest grid line.



The musical starting point of a note is indicated by a vertical dash with an anchor at the top, and is found somewhere near the start of the blob but not necessarily at its leftmost extreme (which we call the ‘physical beginning’ of the note). Melodyne defines the musical starting point of the note to be the point at which the sound has unfolded sufficiently for the pitch to become discernible, as it is this moment that is of relevance for the purpose of quantization. Not every note, however, has a musical starting point. If none is present, the physical beginning of the note is used as the basis of quantization. (The musical starting point of notes can be edited in Note Assignment Mode).

In the case of sung notes that begin with a sibilant (such as an “s”, “sh” or “ch” at the beginning of the word), the musical starting point comes after the sibilance.

For a note to snap to the nearest grid line, however, there must be sufficient room; if an adjacent note that is connected to the edited note is in the way and cannot be squeezed enough to create the requisite space, quantization of the note to the desired grid will be impossible. In such cases, notes are quantized to the nearest possible value, such as the eighth-note (quaver) nearest the desired quarter-note (crotchet).

If no grid is active, a note will be quantized to its ‘intended’ beat – i.e. to that indicated by the left side of the grey frame enclosing it. This is the beat upon which, according to Melodyne’s analysis, it was intended to fall.

Note: it is not possible to quantize to entire bars: only to fractions of bars.

In chords, it is the selection procedure that determines the quantization behavior: If the notes are selected and quantized individually, one after the other, they will behave as described above and move individually to or towards the grid. This could result, for example, in the notes of a chord strummed on the guitar, which originally sounded in quick succession, sounding simultaneously – an effect technically impossible for the performer to achieve but which might nonetheless be musically desirable.

If, on the other hand, all the notes of the chord are selected and quantized simultaneously, each note will then travel the same distance in time. The internal timing of the chord – in the guitar example, the interval of time separating the sounding of successive strings – and therefore the authenticity of the technique, will be preserved. The chord, in other words, will sound after quantization exactly as it did before – but no longer “too early” or “too late”.

The distance in time through which all the chord members travel is determined by the note lying closest in time to the halfway point between the sounding of the the first and last notes of the chord. In the case of a chord strummed on a six-string guitar, this is likely to be the note played on the third or fourth strings. You can always move the chord by hand if you would prefer the sounding of some other string to coincide with the grid line.

Adding random deviations

With the commands in the Edit > Add Random Deviations sub-menu, you can randomly alter the timing of the notes currently selected – introducing either slight, moderate or drastic deviations from the original timing. You can also employ the commands several times in succession to intensify the effect. These commands are useful when, for example, you’ve doubled a track in order to obtain a fuller or ‘fatter’ sound. By introducing random deviations, so that the copy is no longer identical to the original, you can simulate more realistically the effect of two performers playing or singing in unison. All these commands affect only the selected notes and are therefore grayed out if no notes are selected.

The reset commands

In the Edit > Reset Individual Edits > Time sub-menu, you will find a number of commands that can be used to reverse the effects of whatever editing has been performed on the timing. These commands apply always to the current selection and are grayed out if no editing of the type in question has been performed on the notes selected. Note that these reset commands work quite independently of the normal Undo command.

Time Handles and Attack Speed

The Time Handle Tool and the Attack Speed Tool are found below the Timing Tool in the toolbar. Their purpose is to allow you to adjust the internal time path and envelope of notes.

How time handles and the Attack Speed Tool work

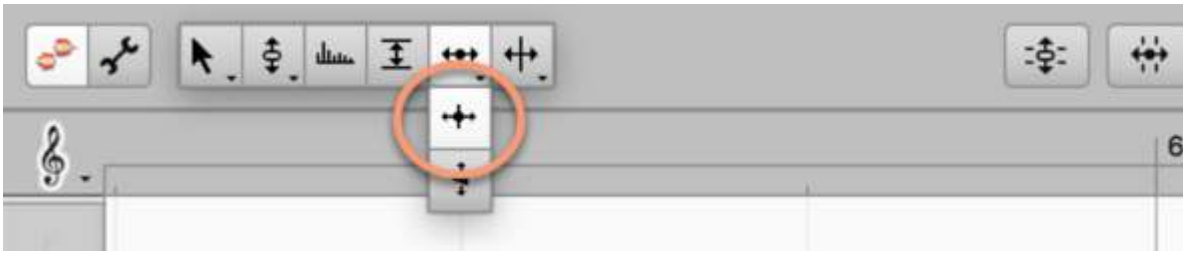
Time handles are handles you can affix to particular stages in the evolution of a note and drag sideways in order to advance or retard their attainment. In this way, you can accelerate or slow down particular phases of a note's development in order to fine-tune the musical phrasing.

The Attack Speed Tool also affects the speed at which a note evolves: either by stretching and slowing down its early development phase and thereby accelerating its later development, or vice versa.

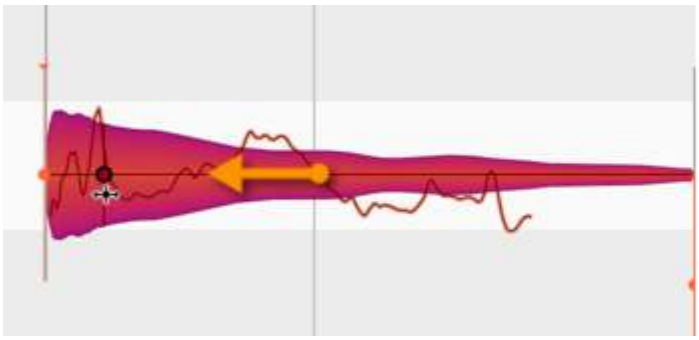
The result is either a slower, softer attack or a faster, harder one. The 'perceived' musical starting point of the note, however, remains unchanged.

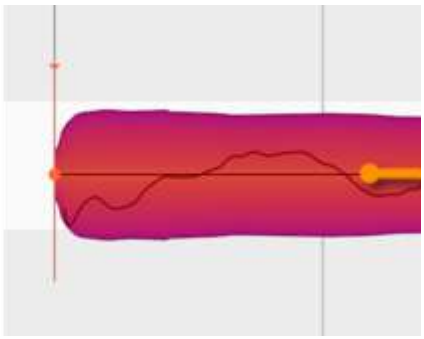
Modifying the evolution of notes using time handles

The Time Handle Tool is the first of the two sub-tools of the Time Tool. To select it, press the [F5] key twice in quick succession. (If you wish to assign a different shortcut to this tool, you may do so after choosing Melodyne > Preferences > Shortcuts > Editing Tools from the main menu.) There, if you wish, you can also define separate keyboard shortcuts for all three time tools.



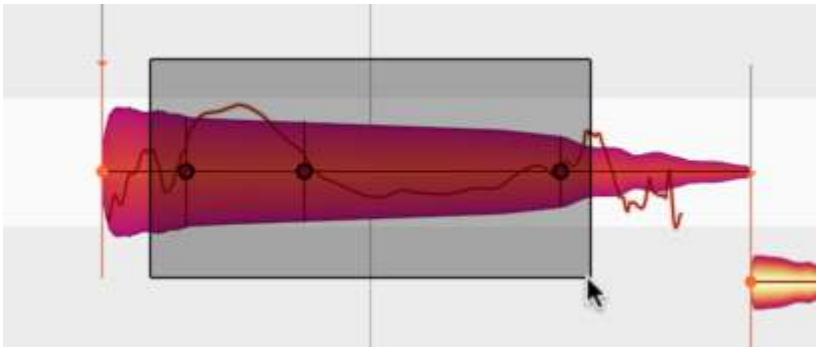
Zoom in on the note you wish to edit, so that you can see it clearly and position the time handles more precisely. Now double-click the point in the note's evolution that you wish to advance or retard. A time handle will appear that you can move forwards or backwards in time by dragging the tool respectively upwards or downwards. Since the overall length of the note remains unchanged, the result is to shorten and accelerate the phase of the note's development lying to one side of the time handle while lengthening and slowing down the phase the other side.





You can attach multiple time handles to a single note, moving each one individually, thereby influencing fine details of the note's evolution. There is no limit to the number of time handles that can be attached to a single note. Melodyne does, however, impose constraints as to how close to one another the handles can be placed. If ever you find you cannot place a time handle exactly where you want it, try a little further along.

If you select multiple time handles using the usual selection techniques, you can move them all en bloc.



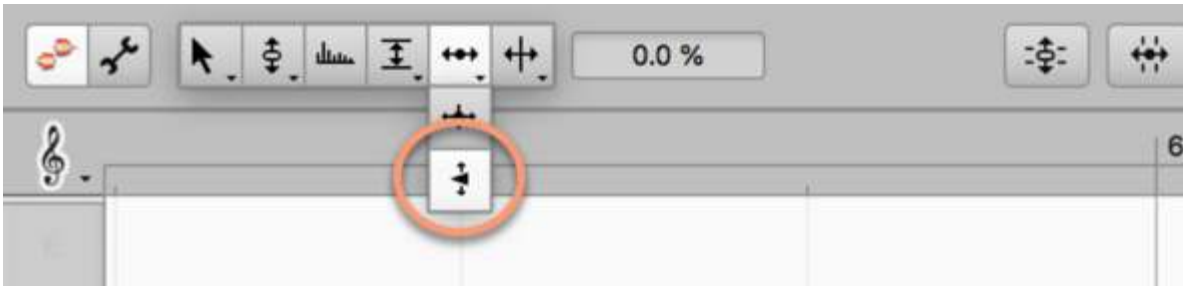
Double-clicking on a time handle or a selection of time handles removes them, thereby causing the affected phases of the note to evolve at their original speeds.

By choosing Edit > Reset Individual Edits > Time > Remove Time Handles from the main menu, you can remove the time handles from all the selected notes.

Changing the attack speed of notes

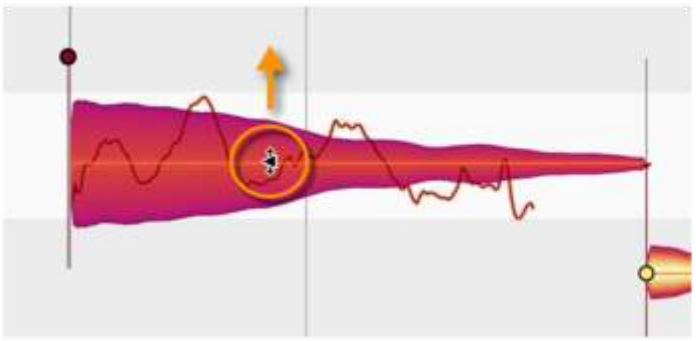
The Attack Speed Tool is the second sub-tool of the Time Tool. To select it, press the [F5] key three times in quick succession. From the Preferences dialog, you can also, if you wish, define a separate keyboard shortcut for this tool.

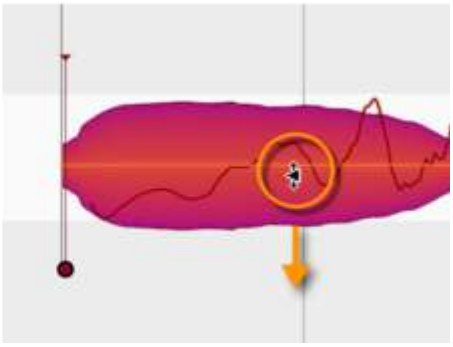
Please note that this tool has no function when the Universal algorithm is selected. You will notice therefore that the corresponding blobs lack handles and that the Attack Speed field in the Note Inspector for these blobs is grayed out.



When you select the Attack Speed Tool, a white dot appears at the start of every note. If you now place the tool anywhere on a note (not necessarily on the dot) and drag vertically, the dot will move up or down.

If you move it upwards, the attack phase of the note will be compressed and play back faster, but the rest of the note correspondingly more slowly. The note will therefore have a harder attack; its peak amplitude will be reached more swiftly.





If you move the point downwards, the opposite will occur. The beginning of the note will be stretched – even beyond its visible starting point – and will play back more slowly, the rest, however, increasingly rapidly. The attack will therefore be softer. Note that the position of the musical start of the note indicated by the orange anchor is not affected by changes in attack speed. The ‘perceived’ start of the note is therefore independent of the attack speed. The end of the note is in all cases unaffected.

You can vary the attack speed of notes individually, in order to accentuate them. You can also, however, select and modify the attack speeds of multiple notes simultaneously and thereby alter the timbre of an entire phrase.

If you double-click on a note or one of a selection of notes with the Attack Speed Tool, the corresponding parameter will return to its neutral (central) position. The same result can be achieved by choosing Edit > Reset Individual Edits > Time > Reset Attack Speed from the main menu.

Combining time handles with the Attack Speed Tool

You can combine the use of time handles with that of the Attack Speed Tool. Altering the attack speed in this case will cause the time handles to move, functioning as a kind of timing master. You can therefore shape the evolution of the note to enhance the phrasing before adjusting the overall timing (so that the note starts faster or more slowly) with the Attack Speed Tool.

Note separation tools

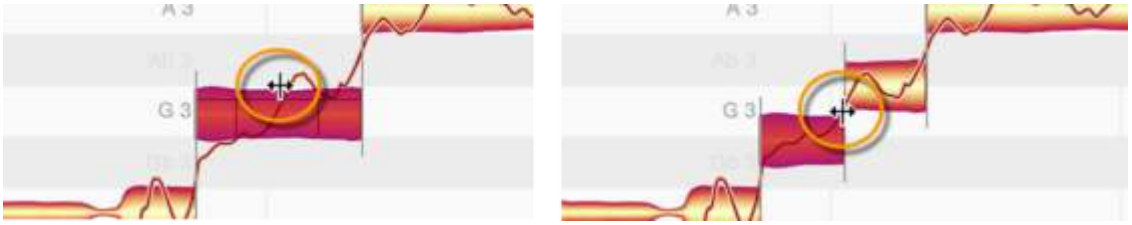
With the Note Separation Tool, you can cut notes as well as removing and moving note separations. With the Separation Type Tool, you can switch between hard and soft separations.

Inserting, moving and removing note separations

Select the Note Separation Tool from either the toolbox or the context menu of the Note Editor or by pressing the [F6] key of your computer keyboard. (If you wish to assign a different shortcut to this tool, you may do so after choosing Melodyne > Preferences > Shortcuts > Editing Tools from the main menu.)



By double-clicking within a note with the Note Separation Tool, you can introduce a note separation and thereby slice the note in two.



Don’t be surprised if the resulting pair of notes move apart in pitch; this is because as soon as the fission occurs a new tonal center is calculated for each of the newly created notes, and their respective tonal centers may differ from the tonal center the notes shared when they were one. In such cases, each therefore moves to a new vertical position based on its newly calculated pitch center.

You can move an existing note separation horizontally simply by dragging it with the Note Separation Tool.

You can double-click a note separation to remove it.

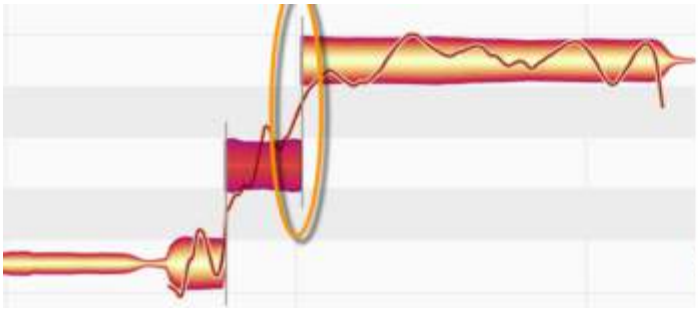
Editing note separations with multiple notes selected

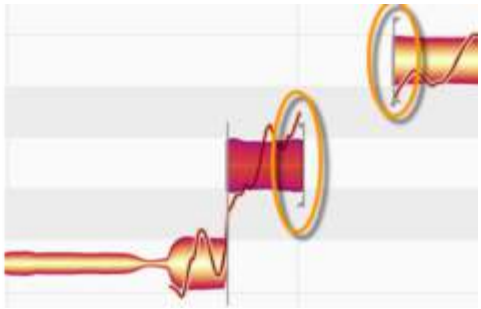
If you select several notes and move a note separation, the note separations of the other selected notes will also be moved. If you double-click one of the note separations to remove it, the note separations of the other selected notes will also be removed.

If you have selected several notes that overlap, you can insert a note separation in the same place in all of them simultaneously as well as move or remove one.

Soft and hard note separations

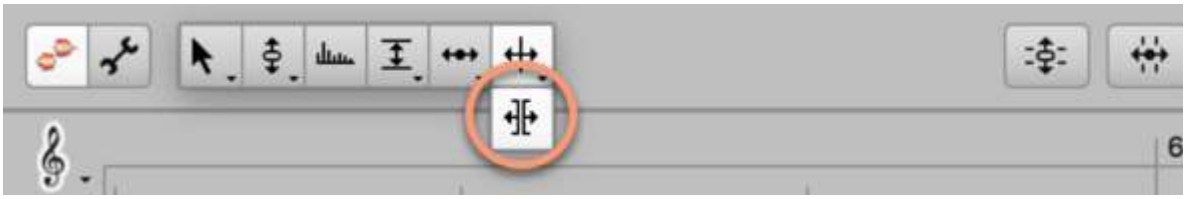
Depending upon the audio material and the algorithm selected, Melodyne places either soft or hard separations between notes. Soft separations only occur between consecutive notes and provide a link between the notes: if the end of the first note is moved, the beginning of the second note moves along with it, to ensure that no gap opens between them. This helps you preserve phrasing when editing.
The connection between notes also plays a role in the pitch, formant and amplitude transitions between notes: such transitions are only possible in the case of connected notes between which a soft separation exists.
In the case of a hard separation, consecutive notes are independent of one another. This means that changing the length of the first note has no affect upon the position of the second. It also means there are no pitch, formant or amplitude transitions between the two notes.
Soft separations are indicated by a thin vertical line between notes, whereas hard separations are denoted by a bracket.





Switching between hard and soft separations with the Separation Type Tool

The Separation Type Tool is the sub-tool of the Note Separation Tool. It allows you to toggle between hard and soft separations. To select it, press the [F6] key (assigned by default to the note separation tools) twice in quick succession. If you would prefer to use some other key combination, choose Preferences -> Shortcuts -> Editing Tools -> Note Separation Tools and press the keys of your choice. If you wish, you can define separate keyboard shortcuts for each of the two tools.



Double-click on a separation with this tool in order to change its type.

Please note that it is only with certain separations that the option of switching freely between ‘soft’ and ‘hard’ exists.

- Soft separations can always be turned into hard ones.
- Hard separations, however, can only be turned into soft ones if they were soft to begin with and their type has subsequently been changed. An exception to this rule is material detected using the Percussive algorithm; in this case, all separations are initially hard but can be turned into soft ones.

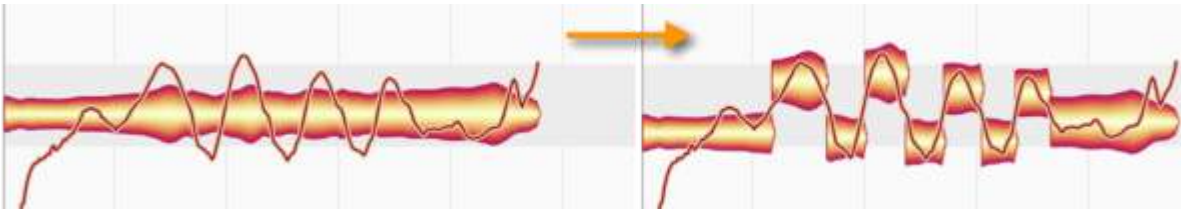
In the context menu: Separate Note

This command separates notes automatically at a point determined by Melodyne. It can be used, for example, to slice up a vocal passage into small segments in order to prepare the way for extremely detailed editing using the tools.

You will find the “Separate Note” command in the context menu of the Note Separation Tool and on the “Shortcuts” page of the Preferences property sheet, where you can assign a keyboard shortcut to it.

In the context menu: Separate Notes as Trills

When the Note Separation Tool is selected, you will find the command “Separate Notes as Trills” in the Note Editor’s context menu. The effect of this is to slice a selection of one or more notes into smaller segments determined by the instantaneous pitch of each note. This is done by inserting note separations into the slopes of the pitch curve as it rises and falls, thereby turning each ‘hill’ and each ‘valley’ of a vibrato into a separate note.



The use of this command allows you, for example, to improve the intonation of a trill, by tuning the notes more closely to their intended pitches, or to rein in an unruly vibrato, by applying the Correct Pitch Macro to its upper and lower extents.

Please note that the fluctuations in the Pitch Curve must be fairly pronounced for the “Separate Notes as Trills” function to have any effect and that it is only available when the Melodic algorithm is active, being grayed out in every other case. If you wish to assign a shortcut to the command “Separate Notes as Trills”, this can be done using the Preferences dialog.

In the context menu: Merge notes

This command is used to merge a *single* note with the one that follows by removing the separation at the end of the note selected.

If more than one note is selected, the command is grayed out.

The Note Inspector

The Note Inspector in the info pane offers you an overview of the parameters of the selected note(s) and allows you to alter the values.

The parameters of the Note Inspector

The Note Inspector brings together the inspector fields that are usually displayed near the toolbar when the various tools are in use. It allows you to see all the most important parameters at a glance and even edit them without having to change tools.



In addition to the data included in the inspector fields, the Note Inspector displays the frequency in hertz as well as a button for the muting of notes.

The editable parameters displayed in the Note Inspector are (from top to bottom):

- the pitch of the selected note in semitones, cents and hertz
- the pitch modulation expressed as a percentage
- the pitch drift expressed as a percentage
- the formant shift in cents
- the amplitude in decibels
- the button for muting and unmuting notes
- the attack speed expressed as a percentage
- the sibilant balance

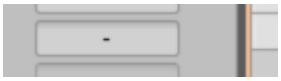
Lower down in the inspector, you can see to which audio file the selected note belongs and which algorithm was used for the detection.

Entering values and handling multiple selected notes

When only one note is selected in the Note Editor, the Note Inspector displays the concrete values for that note.

As a general rule, you can modify all values either by clicking in their respective fields and dragging the mouse pointer upwards or downwards or by double-clicking in the field and typing in a new value.

In the case of the Pitch field, you can enter either an absolute (C3, D4 etc.) or a relative (+2, -1, etc.) value. In the other fields, it is always the absolute value that is adopted.



If you have selected multiple notes, the Note Inspector will only displays concrete values for parameters if these are shared by all the selected notes. Where values differ, a dash “–” is displayed in the relevant field.

If a dash is displayed, by clicking on it and dragging, you can alter the individual values of all the notes selected by the same amount; in this way, for example, you could transpose an entire selection up two semitones. The Scale Snap function, of course, if activated, will govern the eventual destination of the various notes.

As you drag the values, Melodyne remembers the difference between them. This is even true when certain parameters ‘collide’ with their maximum or minimum values; provided you keep the mouse button pressed and drag then in the opposite direction, the initial difference will be restored. Only if you release the mouse button at the point of collision will the initial difference be forgotten.

Alternatively, with multiple notes selected, you can type in a value that will then be assigned to, and thereafter shared by, all the selected notes (whereupon the dash, of course, will disappear).

An exception here is the pitch, as, if you type in the value “2”, for example, all the selected notes are shifted two semitones upwards. If you wish to assign the same pitch to all the selected notes, type in an absolute value, such as “C2”. If the Percussive or Universal algorithms are selected, of course, this has no effect, as these algorithms only know relative pitch.

Copying notes

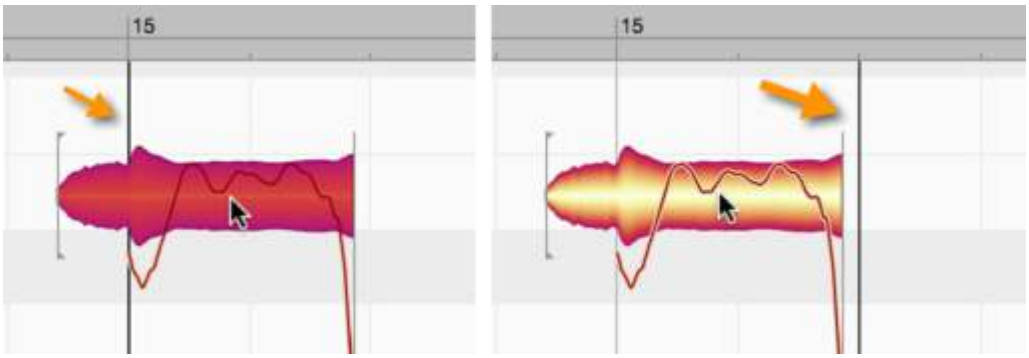
To copy notes in Melodyne, first select the desired notes, then choose Copy from the Edit menu or the context menu of the Note Editor. To insert them, use the Paste command. The following points here need to be noted.

The selection, cursor and grid when copying

When you copy notes to the clipboard using the Copy command, you will notice that the cursor moves to the start of the selection, or, to be more precise, to the quarter-note (crotchet) on the Time Grid closest to the first note of the selection.

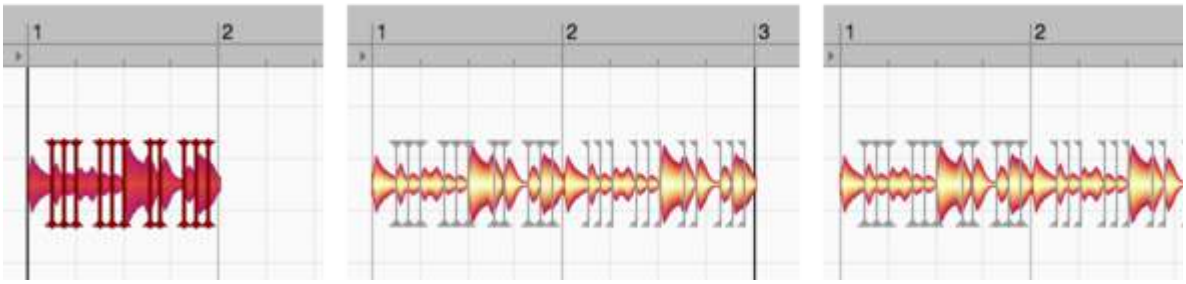
If, with the notes still selected, you use the Paste command, all that appears to happen is that the notes that were selected prior to the paste are now no longer selected and the cursor is now located just after the last of them.

In fact, however, the notes previously selected have been replaced by those on the clipboard. In other words, the notes have been copied onto themselves, with the copies replacing the originals. Admittedly, this may not sound particularly useful, but look at the position of the cursor: it is now aligned with the quarter-note on the Time Grid closest to the last copied note.



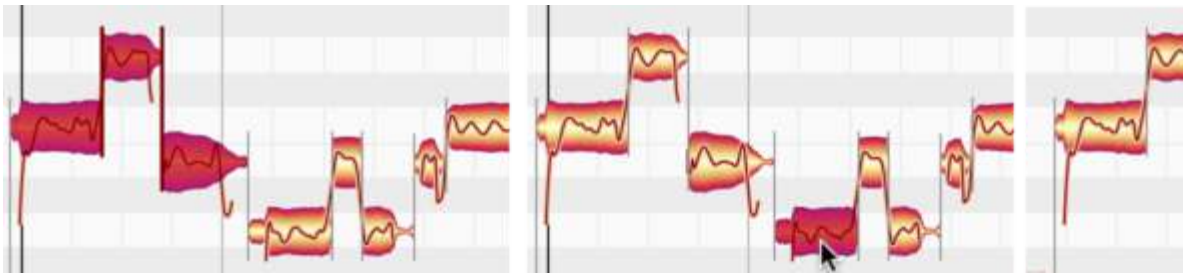
If you now execute a further Paste, the notes on the clipboard will be pasted a second time. This time, however, since no notes were selected, nothing will be replaced. Instead, the newly pasted notes will end up just after those that replaced the originals the first time round.

Their position is now determined by the cursor. And since, after the first paste, this was aligned with a quarter-note on the Time Grid (the first quarter-note after the pasted notes, to be specific), the effect of the second paste is that the original alignment of the notes relative to the gridlines is reproduced exactly, only further along the timeline. This behavior allows you to string together a succession of copies of the same passage, quickly and accurately – in order, for example, to create multiple iterations of a drum loop.

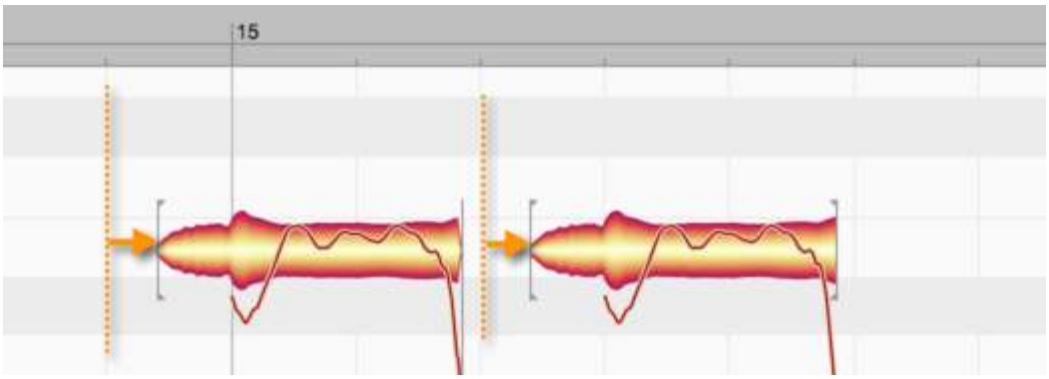


Based on what we have just seen, we can formulate the following rules:

- If any notes are selected when the Paste command is executed, these are replaced by the contents of the clipboard. The pasted notes are stretched or squeezed until they fit exactly the range from the beginning of the first to the end of the last note of the selection. This is illustrated here: on the left are the notes to be copied; in the centre, a single selected note, which serves as the destination of the copy; on the right is the result after the paste is performed: The selected destination note has been replaced and the pasted notes squeezed just enough for them to fit exactly the space it occupied.



- If when the Paste is executed no notes are selected, the cursor determines the point at which the pasted passage begins. The grid settings here play an important role: when copying notes to the clipboard, Melodyne remembers the distance between the first of the copied notes and the nearest grid line. When the paste is repeated at the new cursor position, the offset of the first pasted note to the gridline nearest to *it* will be exactly the same.



In other words, notes in Melodyne are not copied in such a way that they necessarily coincide with gridlines, because then the subtleties of expression would be lost. Instead, the notes copied retain their respective offsets to the grid. There is an exception, however, to this rule: if, instead of being calibrated in beats, the grid is calibrated in seconds (i.e. if you have selected “Sec” from the Time Grid Settings drop-down menu to the right of the Time Ruler), then the note (or first of a series of copied notes) will begin exactly at the cursor position, with no offset.

- After each paste, the cursor is moved to the first quarter-note following the most recent paste, making it easy to string together multiple iterations of the same passage. Obviously, if you wish, you can move the cursor by hand to some other point on the Time Ruler and make that, rather than the automatically selected quarter-note, the reference point for the next paste. You might want to do this, for instance, to introduce a pause between iterations.

- The pitch of the copied notes is always the same as that of the originals. This is even true when notes are selected, and therefore replaced, when the paste is performed. The length of the passage selected, in this case, is retained but the original pitch of the notes it contained is not. Of course, after performing the paste you can move the notes by hand to any pitches you like.

Tempo adjustment when copying: the Auto Stretch Switch

If notes are selected when the paste is performed, the inserted passage will be stretched or squeezed to fill the available space (i.e. that between the beginning of the first selected note and the end of the last) as we have already seen. But how is the tempo of the copied passage treated when the position of the paste is determined instead by the cursor?



If the tempo at the destination of the paste is different from that of the passage from which the notes were copied, it is the status of the Auto Stretch Switch that determines whether the pasted notes adjust to the tempo of the destination or retain their original tempo. If the Auto Stretch Switch is on, they adjust; if it is off, they do not. So unless you want to change the tempo at the cursor position, you should switch Auto Stretch on before performing the paste.

If the tempo of the source is different from that of destination, and the material on the clipboard is adjusted to the new tempo, the pasted version will obviously sound different to the original. If you want to avoid this happening, however, in the stand-alone implementation of Melodyne, you can copy not only the notes but also the tempo (including any sudden or gradual tempo changes within it) from the source to the destination. In this case, it makes no difference which you copy first: the notes or the tempo.

Copying in a multi-track context (without ARA)

In Melodyne studio you can see, select and edit notes from different tracks at the same time in the Note Editor – and even copy them. Provided after selecting the notes and executing the Copy command, you do not exit the Note Editor before performing the paste, the track assignments of the notes selected will be preserved. If, for example, you select a bar from the bass guitar track and a bar from the lead vocal track and then paste them simultaneously to a different point on the Time Ruler, the notes copied from the bass track will be pasted into the bass track, and those copied from the vocal track will be pasted into the vocal track.

If you wish to paste the copied notes into tracks other than the original ones, before performing the paste you must select the desired destination tracks by clicking the relevant track headers, holding the [Shift] and/or [Command] keys where necessary.

Here, the following rules apply:

- If there are the same number of destination tracks as source tracks, the notes will be copied accordingly; if the source tracks, for example, are numbered 1, 2 and 3 and the destination tracks 4, 5 and 6, the material copied from Track 1 will be pasted into Track 4, that from Track 2 into Track 5 and that from Track 3 into Track 6, as you would expect.
- If the material on the clipboard has been copied from multiple tracks but a single track has been selected as the destination, all the material will be pasted into that one track.
- If the material on the clipboard has been copied from a single track but multiple tracks have been selected as destinations, the same notes will be copied into *all* the destination tracks (duplicating the material, in other words).
- If no sensible correlation can be established between source and destination track(s), the Paste command will be grayed out.

The same rules apply if, instead of choosing Copy after making the selection, you choose Cut.

The Edit menu

Melodyne's Edit menu includes items that allow you to undo entirely the effects of various types of editing and others that add random deviations to the audio material.

Restore Original

The "Restore Original" sub-menu contains commands that nullify entirely the effects of various types of editing.
You will also find in the context menu of the Note Editor whichever of these commands are relevant to the tool you are using at the time.



All the commands (except the last one) apply *only to the notes currently selected* and are grayed out if no editing of the type in question has yet been applied to them. Bear in mind that these commands work independently of the normal "Undo" function.

The effect of the following types of editing can be undone entirely via the Restore Original sub-menu:

Pitch

- the editing of pitch
- the editing of pitch centers
- the editing of pitch modulation
- the editing of pitch drift
- the editing of pitch transitions

Formants

- the editing of formants
- the editing of formant transitions

Amplitude

- the editing of amplitude
- the editing of amplitude transitions
- the application of fades
- adjustments to the sibilant balance
- the muting of notes

Time

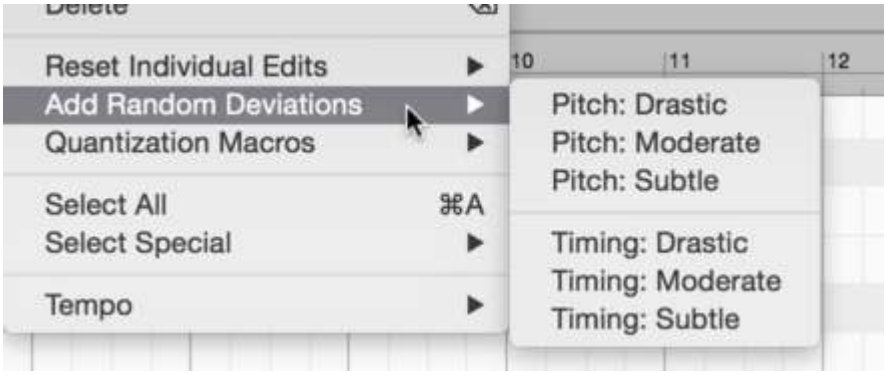
- the editing of timing (position/length of notes)
- the placing of time handles
- the editing of attack speeds

The command “Undo All Changes” undoes entirely the effect of all the types of editing listed above but only applies to the notes currently selected.

The final command, “Undo All Changes to Entire File” has the same effect as “Undo All Changes”, differing only in that it applies even to notes not included in the current selection, thereby restoring the entire file to its original state.

Adding random deviations

The Add Random Deviations sub-menu varies the pitch or timing of individual notes a) drastically, b) by a moderate amount, or c) in a subtle way; within these various limits, the direction and extent of the deviation is determined randomly.



The commands introduce random variation to either the pitch or the timing of the selected notes, and their effect, if the command is used several times in succession, is cumulative.
Random deviations are particularly useful when you have made one or more copies of a single take but do not wish them to be identical either to each other or to the original – the object being, perhaps, to make a single vocalist sound like a choir. Through the addition of a certain amount of random deviation to each copy you can obtain more natural-sounding results by ensuring that the synchronization of the individual voices is never improbably perfect and that no two copies exhibit identical fluctuations in pitch.

Macros

The commands in this sub-menu open Melodyne's various macro dialogs. The same effect can be obtained by clicking their respective icons, which are to the right of the toolbar above the Note Editor.

Select Special

The effect of the commands in the "Select Special" sub-menu is described in the "Selecting Notes" tour.

Chords and Keys

These commands can be used to trigger an analysis of the chords and keys encountered in the material.

Copy commands for the detection data

The detection of tempo, chords and keys in Melodyne studio is conducted on two levels:

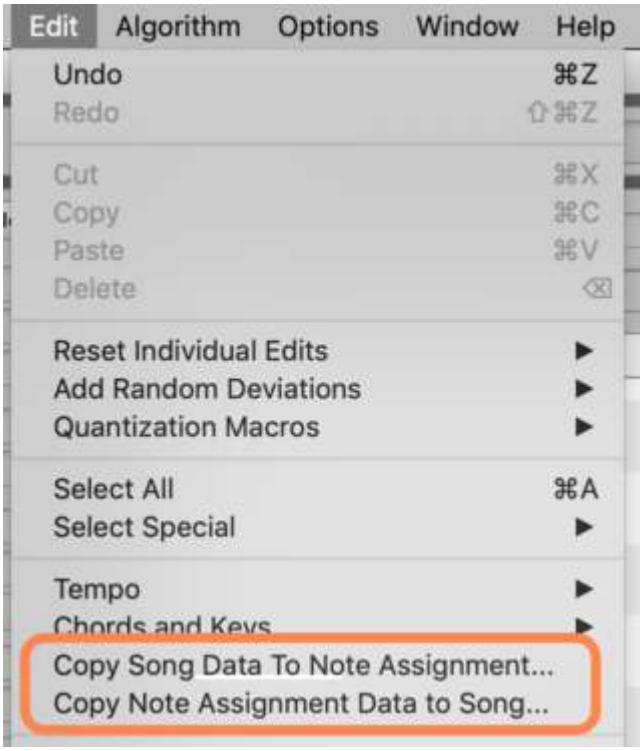
Initially, Melodyne analyses *each individual file* as it is loaded, to detect and identify the notes and tempos it contains; you can then optimize the results of this analysis, which we call the "note assignment data", in Note Assignment Mode. That is the *file* level. A key (or 'tonality') is derived automatically from the notes found in the file.

If, however, you import several files into Melodyne simultaneously – the tracks of a multi-track recording, for example – then the higher *song* level comes into play. Here, Melodyne conducts a second analysis of the tempo, key and chords, based this time on information derived from all the tracks. The drum tracks, for example, will have little to say about the tonality but prove extremely useful when it comes to tracking the tempo. With the vocals, on the other hand, it will be the other way around. Because all the tracks are considered together, the song-level analysis delivers more comprehensive and accurate results.

Now, occasions may arise when you will wish to transfer the results of the more accurate, song-level analysis, to file level – for instance, when you are planning to export one track only, the vocals, to another song. The more accurate the information provided by the track's note assignment data regarding the tempo and tonality of its musical content, the more successful will be its integration into the new song. With the command "Copy Song Data to Note Assignment", you can improve the accuracy of the file's original note assignment data by sharing with it the conclusions drawn from the song-level analysis.

And the opposite case can also arise, when, after satisfying yourself that the file-level analysis is perfect, you will want to share its conclusions as to the tonality and tempo with the entire song. This can be done by choosing "Copy Note Assignment Data to Song".

To use either of these commands, first make sure the track in question is in the Note Editor and, if more than one track is present there at the time, select one of its notes. Then choose the command you want from the menu. A small dialog will appear, inviting you to specify precisely which of the three types of data (tempos, keys and chords) you do and do not want copied.



Audio to MIDI

From this tour, you will learn how to save audio notes in Melodyne as MIDI notes.

About Audio-to-MIDI

Melodyne allows you to export audio notes as MIDI notes. When this is done, a file in Standard MIDI file format is created and saved to your hard disk. This file can then be loaded into your DAW, so you can use it, for instance, to double your vocals with a sound from a software synthesizer.

The MIDI notes are an exact representation of the audio notes in Melodyne. For each audio note, a MIDI note is created with the same position, length and pitch. The velocity of each MIDI note is derived from the amplitude of the audio note it represents.

When you save rhythmic material as MIDI, all the MIDI notes will share the same pitch but take their position, length and amplitude from their audio equivalents in the rhythm track. You can use this technique, for example, to derive from a drum loop a quantization reference for other MIDI tracks in your DAW.

The generation of MIDI notes from audio material offers a wealth of different creative possibilities. Try it out for yourself!

Exporting MIDI

To export MIDI from Melodyne, begin by switching to “Edit” in the list of instances (holding down the [Shift] or [Command] keys as you do so) all the instances the notes of which you wish to export as MIDI, so that their notes appear in the Note Editor. If the notes of an instance are not displayed in the Note Editor, they will not be exported.

When the MIDI export takes place, a common MIDI file will be created for all instances, with a separate MIDI channel assigned to each instance.

To perform the export, select Save as MIDI ... from the Settings menu. In the file selection box that appears, you can enter a name and a storage location for the MIDI file.

The export will begin for all instances at the start of Bar 1, even if the first notes appear in a later bar. This will ensure that the MIDI notes in your DAW will run in sync with the original audio notes; simply drag the MIDI file onto a track beginning at Bar 1.

If you opt for the Cycle Range Only option, only the notes within the cycle range will be exported. This is useful if, for instance, you wish to save as MIDI some specific segment such as a single phrase or bar.

Please note that the option Cycle Range Only refers to the cycle range in Melodyne not in the DAW. You can set the cycle range in Melodyne while playback in the DAW is stopped. The default cycle range in Melodyne is the area of the timeline covered by the first transfer. If this default cycle range is adopted as the range of a subsequent transfer, it may be that Melodyne will round it up to the nearest bar to make positioning the resulting MIDI file easier.

The MIDI file exported by Melodyne also contains tempo information. Most DAWs give you the option of either adopting this tempo information or ignoring it in favor of the current tempo in the DAW itself.

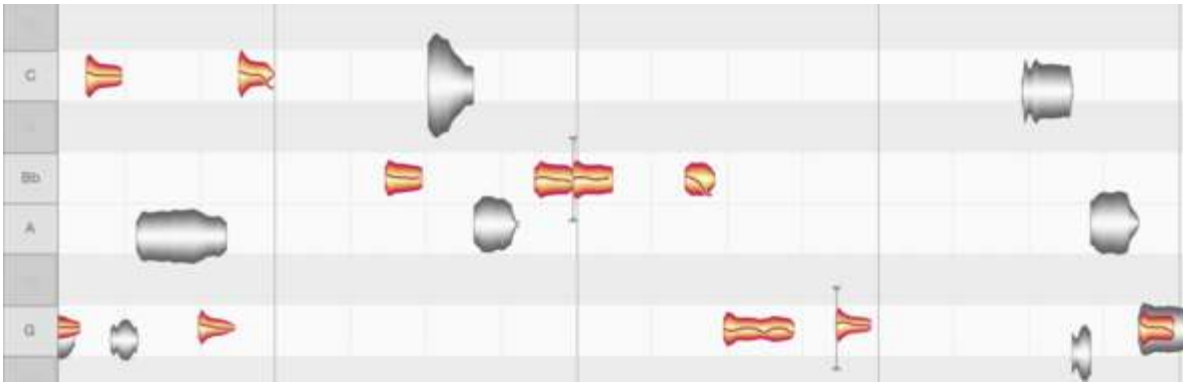
Multitrack editing

In Melodyne studio, you can work with multiple tracks – in both the stand-alone and plug-in implementations. You can move from track to track with the utmost ease, and even see and edit simultaneously notes belonging to different tracks.

Multi-tracking in Melodyne

In Melodyne, multi-tracking has a particular meaning, because here you are working not simply with audio files but with notes. For this reason, it is in the Note Editor that Melodyne's multi-tracking comes into its own.

Consider the case where you have one track containing vocals and a second track with a guitar accompaniment. As soon as you switch the vocal track to edit mode, the notes of which it is composed appear in the Note Editor. Now, if you switch the guitar track to reference mode, its notes, too, are displayed in the Note Editor. The guitar blobs in this case are gray and can neither be selected nor edited. They are simply displayed for the purpose of orientation in the background to the vocal notes. This makes following the melody child's play.



What happens if, while you are editing the vocal track, you notice something on the guitar track that you would like to alter? No problem. Just switch the guitar track to edit mode or double-click one of the gray blobs and immediately the two tracks will swap roles: it will be the guitar blobs that are colored and capable of being edited while the vocal blobs are displayed in gray in the background.

And you can change tracks on the fly like this while working with any number of reference tracks. This makes it very easy for you to edit your audio material in the desired context not only acoustically but also visually. In this, you are supported by intelligent monitoring that allows you to control the volume ratios between the edited track, the reference tracks and all other tracks. Whenever you break off editing one track to edit another, the volume mix adjusts automatically.

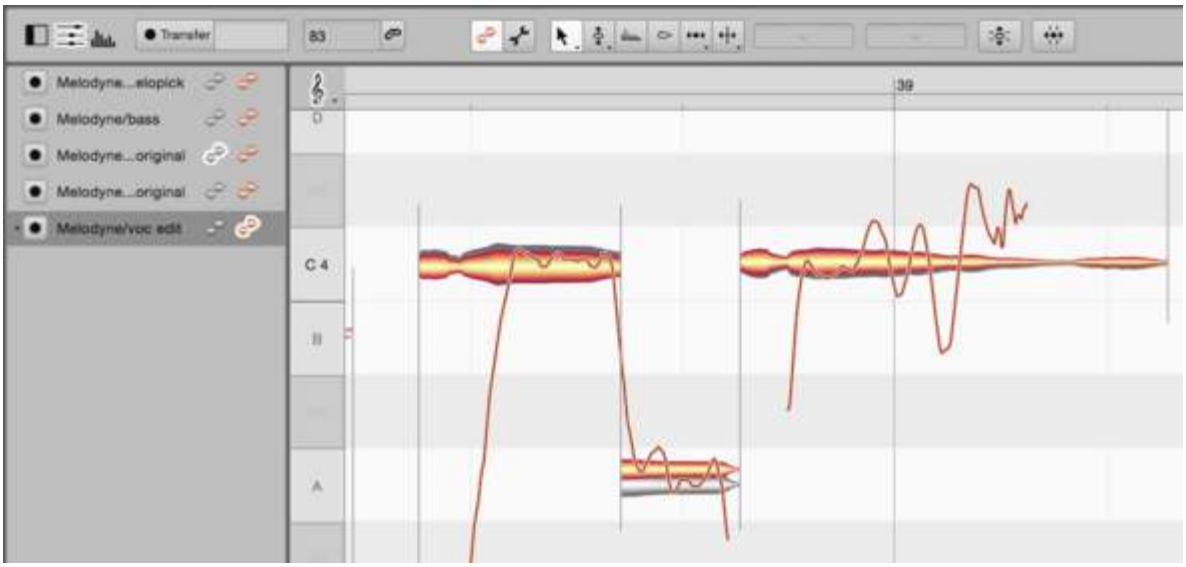
But these are by no means all Melodyne's multi-tracking capabilities: If you wish, you can even switch several tracks to edit mode at the same time, selecting, editing, deleting and copying notes across tracks. This is the case in both the stand-alone and plug-in implementations of Melodyne.

In the following sections, we will set out in detail the concepts underlying multi-tracking in Melodyne and show how to take full advantage of the possibilities it affords.

Differences between the stand-alone and plug-in implementations

When Melodyne is running as a stand-alone application, multiple tracks are displayed in much the same way as in most DAWs: There is a list of track headers in the left-hand pane, with the audio files belonging to each track to the right of them.

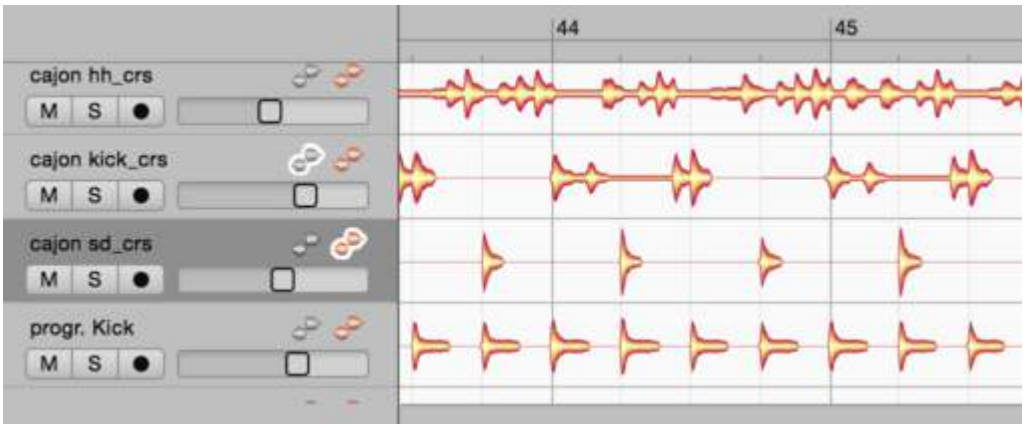
In the plug-in implementation of Melodyne, multi-tracking is implemented as a collaboration between the DAW and the various instances of Melodyne. There, too, there is a list of headers on the left. In it, you will see which instance of the Melodyne plug-in is currently open, as well as any others inserted in the tracks of the current project. The idea behind this is to allow you to work at all times in *one* Melodyne plug-in window only, whilst being able to see and edit the contents of *all* instances.



In the plug-in, there is no track pane containing audio material, since the audio material is already present on the tracks of the DAW. All you see, then, is the list of instances and the Note Editor.

The track headers

In the stand-alone implementation: Each track header displays the name of the track and a volume fader along with mute, solo and record enable buttons. The solo function is only ever active in the track whose solo button was clicked most recently. Hold down the [Command] key to solo multiple tracks. You can rename the track via the Track menu, the context menu in the track header pane, or the Track Inspector, which is described in the next section.



The colored blob icon in the track header is the edit button, which causes the notes to be displayed in the Note Editor. Double-clicking on the contents of a track in the track pane has the same effect. If you click the edit button or double-click in the track region of another track, its notes will replace those of the first track in the Note Editor.

If you hold down the [Command] key now and click on the edit button of another track, the notes of this track too will be displayed as colored blobs in the Note Editor. You will then be able, if you wish, to select and edit the notes of *both* tracks simultaneously. Proceed in the same way to add the contents of further tracks to the Note Editor. Clicking on an edit button that it is already active removes the contents of the respective track from the Note Editor.

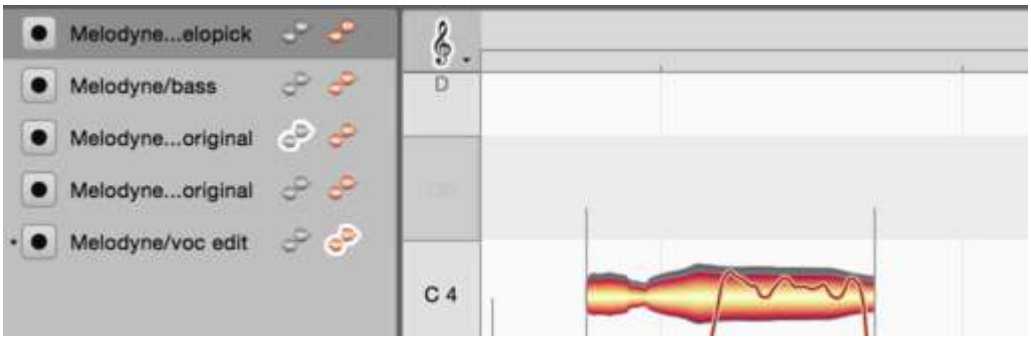
The gray blob icon in the header is the reference button that causes the notes of a track to be displayed in the Note Editor for reference purposes only. The resulting gray blobs can neither be selected nor edited. They are there in this case solely for purposes of orientation– for instance, to facilitate adjustments in pitch or timing. By clicking on further reference buttons, you can add the contents of further tracks to the Note Editor – again, purely for reference purposes – and remove them in the same way.

If you switch a reference track to edit mode – either by clicking its edit button in the track header or by double-clicking one of the gray blobs currently displayed for reference – the gray track will turn orange and the track that was previously orange, gray. Putting it another way: the two tracks will swap roles.

Right-clicking in the header opens a context menu offering the same commands as the main Track menu.

You can change the order in which tracks appear by dragging the track headers upwards or downwards as desired.

In the plug-in: You see a header for every instance of Melodyne that you have opened in your project. There are no mute or solo buttons and no volume fader in the header, as these functions are already provided by your DAW. Instead you will see a Transfer button for every instance, and you can transfer-enable as many instances as you like swiftly from a single plug-in window.



The edit and reference buttons work in exactly the same way as in the stand-alone implementation and determine which contents in the Note Editor are available for editing and which displayed purely for reference. You can switch freely between the contents of the instances and, as in the stand-alone implementation, edit the contents of multiple instances simultaneously – e. g. by selecting and copying across tracks. All the time you can be working in the same Melodyne window; there is no need to switch to the window of another instance or open a second window. A small star on the left near the track title shows you, for the purpose of orientation, to which Melodyne instance the window in which you are working at any given moment belongs.

To leave more room for the info pane or Note Editor, you can hide the header pane in the plug-in by clicking the corresponding symbol, and show it again in the same way.



In the stand-alone implementation and with certain DAWs, you can rename tracks by right-clicking on the track header and choosing Rename Track from the context menu.

You will find this option grayed out, however, if your DAW is one that passes on track names to Melodyne, as the correct name will then already be displayed in the track header.

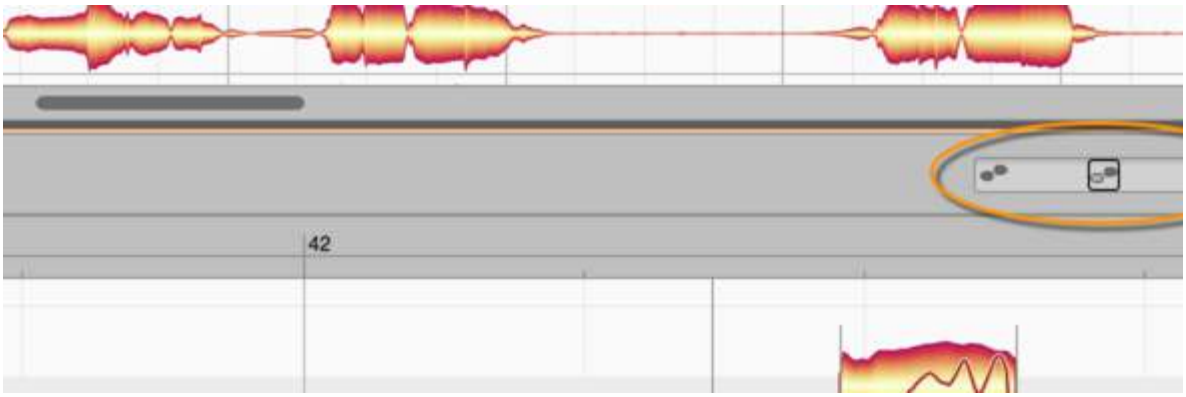
Similarly, with certain DAWS, as in the stand-alone implementation, you can change the order in which the tracks are displayed by dragging the track headers upwards or downwards.

This option, again, is grayed out if your DAW has passed on to Melodyne the order of tracks, as they will then already be displayed in the correct order.

The Editing Mix Fader

When you are editing the notes of several tracks simultaneously in the Note Editor, the Editing Mix Fader is of great assistance. Our intention here was to provide you with the acoustic equivalent of focusing visually on particular blobs: when you are editing a track, you want to be able to concentrate entirely upon that track and not be distracted by others. Visually, that is easy to accomplish: You simply select one or two tracks to edit, show perhaps two or three others tracks in the Note Editor for reference, and hide the rest.

Acoustically, a similar focus is difficult to achieve. Naturally, you could solo the tracks being edited, but then you would lose the very reference that could best help you assess the intonation and timing of the tracks being edited. Ideally in this situation you would be able to employ an alternative mix: the track being edited would be the loudest; the tracks shown as reference would be somewhat quieter, and other tracks, quieter still or completely inaudible. You could accomplish this, of course, with the volume controls of the individual tracks, but the Editing Mix Fader makes it far easier.



If you move the Editing Mix Fader all the way to the left, you will hear only the track or tracks currently activated for editing in the Note Editor – in other words, the ones with the orange blobs. As you move the fader button gradually towards the center, the gray blobs displayed for reference will gradually become louder, until at the center position the colored and gray blobs will be equally loud. As you now move the button from the center position towards the right, the remaining tracks – i. e. those included in the arrangement but not displayed in the Note Editor – will gradually fade in.

In this way, you can quickly and easily arrive at the ideal acoustic balance between the notes displayed for editing, those displayed for reference, and the rest of the arrangement.
Please note that the soloing and muting of tracks also effects the mix: Tracks that are displayed for reference or editing in the Note Editor but switched to mute (either directly or because another track has been soloed) are nonetheless audible when the Editing Mix Fader is between the extreme left and the center of its range. However, as the button is moved from the center towards the extreme right of its range (causing tracks not displayed in the Note Editor to become audible), the tracks switched to mute are faded out, so the soloing of tracks once again functions normally.

As soon as you shift the focus from the Note Editor to the track pane by clicking in the latter, you will hear the entire arrangement once again; this is equivalent to the rightmost setting of the Editing Mix Fader. If you then click a further time in the Note Editor, the volume ratios will once again be determined by the Editing Mix Fader.

In the plug-in, the fader works on the same principle but with one small difference; If you start the DAW playback, the balance between all the tracks will be determined exclusively by the DAW's own mixer. The Editing Mix Fader only intervenes when the DAW is stopped and you start local playback in Melodyne.

In this case, again, with the button hard left, only the colored blobs will be heard, the gray ones fading in gradually as you move towards the center, and the remaining tracks entering and becoming gradually louder as the button moves ever further to the right. The term 'remaining tracks' here, however, includes only those tracks the contents of which have been transferred to Melodyne. To hear literally *all* the tracks, unless all have been transferred, you must start the playback from within DAW.

The Editing Mix Fader is only operative when the focus is in the Note Editor – i. e. when the Note Editor is the pane clicked most recently. The pane with focus at any given moment is the one delineated by a thin orange frame.

Copying between documents, tracks and instances

You can copy notes in Melodyne freely between documents, tracks and instances. To copy notes from a track in the stand-alone implementation of Melodyne or an instance of the plug-in to another track or instance respectively, proceed as follows:

- Select the desired notes and choose Copy.
- Select the destination track or instance respectively by clicking its header.
- Position the playback cursor by clicking in the Time Ruler and choose Paste.

To copy notes in the stand-alone implementation from one project to another, proceed as follows:

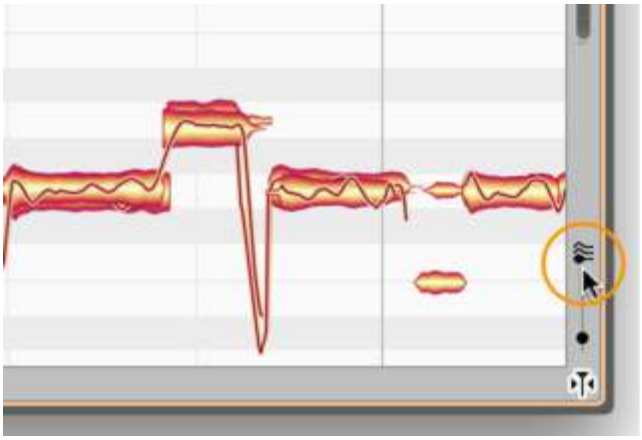
- Select the desired notes and choose Copy.
- Switch to the destination project and select the desired track e. g. by clicking in its track header.
- Position the cursor by clicking in the Time Ruler and choose Paste.

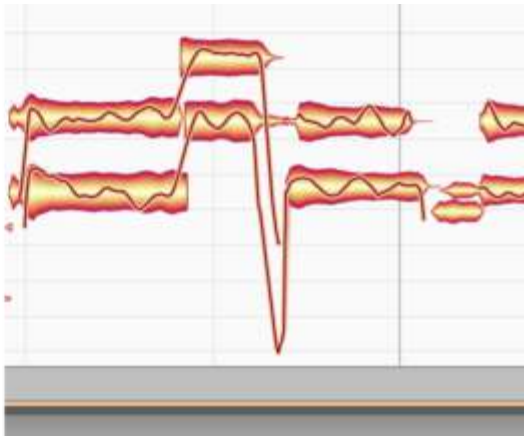
You will find further information about copying in the tour entitled "Copying notes".

"Spread Unison Tracks"

When you are displaying several tracks simultaneously in the Note Editor, before long you may find certain notes overlapping, making it more difficult to see and edit the material. The switch shown here, which you will find near the bottom right-hand corner of the Note Editor, can be of assistance in such cases. What it does is separate and spread vertically the various tracks shown in the Note Editor – causing them to fan out, in other words – which makes it easier to see and select notes of the same pitch on different tracks. This obviously has no effect upon the actual pitch of the notes in question; only upon the way they are displayed. Since the Pitch Ruler provides only an approximate guide to the pitch of the notes when the tracks are fanned out in this way, the grey and white stripes in the background of the Note Editor (imitating the keyboard of a piano) disappear.

The Spread Unison Tracks switch can only be activated when several tracks are being displayed simultaneously in the Note Editor and their notes overlap.





The Sound Editor

With Melodyne, you can edit not only the pitch, timing, phrasing and tempo of your recordings in a unique manner but also their sound. The bandwidth extends from subtle tonal adjustments and coloring to applications of a highly experimental nature. All these possibilities can be found in Melodyne's Sound Editor, which you will get to know in this tour.

The Sound Editor works on the spectral level and offers you extensive access to the overtone structure of the notes. In combination with Melodyne's other functions, you can obtain results with it that no other tool offers.

Working with the Sound Editor requires no special knowledge. This tour and a willingness to experiment are all you need. If you do wish to learn more about the theoretical basis, however, one good place to start might be this article in Wikipedia.

Opening the Sound Editor

Melodyne's Sound Editor has its own pane, which you can open by clicking the button shown here or by choosing Show Sound Editor from the Options menu.



The Sound Editor is track-based: To open one or more tracks in the Sound Editor, select them in the track header pane. As you edit multiple tracks simultaneously in the Sound Editor, the starting parameters of each track are varied by the same amounts.

The Sound Editor can only be used with tracks the notes of which have been detected using the Melodic or Polyphonic algorithms.

Technical note: When a track is being displayed or edited in the Sound Editor, Melodyne employs internally the playback type "Tonal" – even if "Complex" was selected in Note Assignment Mode. This may cause notes whose timing or pitch have been edited to sound slightly different when the Sound Editor is active on a track.

Tip: If you wish to edit audio material for which the Universal or Percussive algorithms were used in the detection process, you must first switch to one of the other algorithm, which will trigger a fresh analysis of the material.

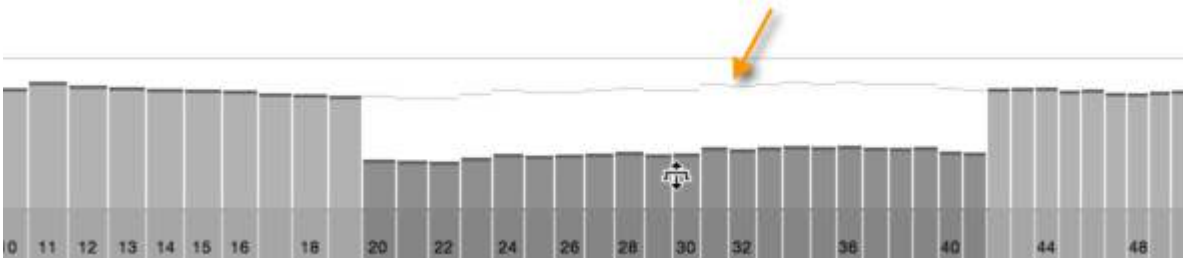
The mean spectrum

Before we examine the functions of the Sound Editor in detail, there is one term has to be explained, as it runs like a thread through them all: the “mean spectrum”.

Once it has detected the notes of which an audio track is composed, Melodyne conducts a spectral analysis to determine which harmonic partials (from now on, we’ll call them “harmonics”) each note contains and how loud in each case these are. When the analysis is complete, Melodyne has an “acoustic fingerprint” (in spectral form) of each note. After averaging the spectra of all notes on the track, Melodyne obtains what we call the “mean spectrum” of the entire track.

The starting point for any spectral adjustments you effect using the Sound Editor is the mean spectrum of the track in question, which we can think of as the average timbre (or “tone color”) of its notes. For the purpose of orientation, the mean spectrum is displayed in the form of a thin line that remains stationary as you resize the columns or redraw the curve in the various working areas of the Sound Editor.

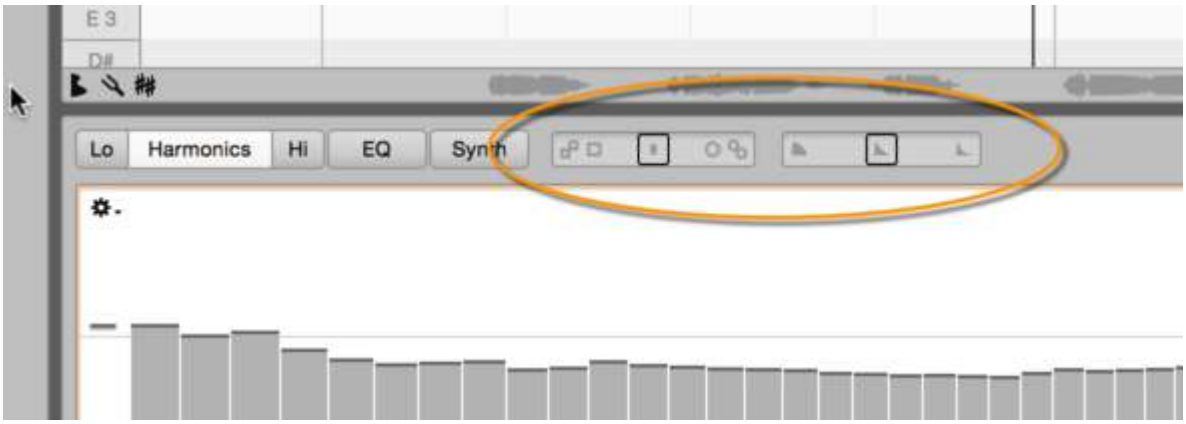
If multiple tracks are selected when you open the Sound Editor, it is the mean spectrum of them all that is displayed and forms the basis for editing.



Emphasis and Dynamics

The Emphasis and Dynamics sliders offer you a simple but effective way of influencing the tone color and amplitude of the track. They work independently of the other elements of the Sound Editor and have no effect upon their displays. It is sometimes worth opening the Sound Editor just to use either or both of these controls.

In case you haven’t already done so, check the option Show Tooltips on the User Interface page of the Preferences dialog, so that the names of the various control elements pop up as you pass the mouse over them.



Emphasis: As you move this slider from its neutral midpoint towards the right, any differences between the spectra of the notes actually sounding and the mean spectrum are increased. This makes their peculiarities more pronounced, as wherever their spectra departs from the mean spectrum, the difference is progressively exaggerated, in the manner of a caricature.

Moving the slider to the left has the opposite effect, assimilating the spectra of the notes in question ever more closely to the mean. In this way, their peculiarities gradually disappear, making the timbre throughout the track more uniform.

The Emphasis slider offers an outstanding means of raising the profile of certain sources within the mix and helping them cut through, whilst making others less obtrusive so that they blend in better – in each case, *without* changing their volume.

Please note that the Emphasis slider has a very wide range in each direction (± 200 %) making it also a powerful tool for generating effects. Valuable results can be obtained, however, depending upon the material, with far smaller values. We recommend, therefore, that you operate this particular control with a light touch. Holding down the [Alt] key as you move the slider will make it easier to increment /decrement the parameter one per cent at a time.

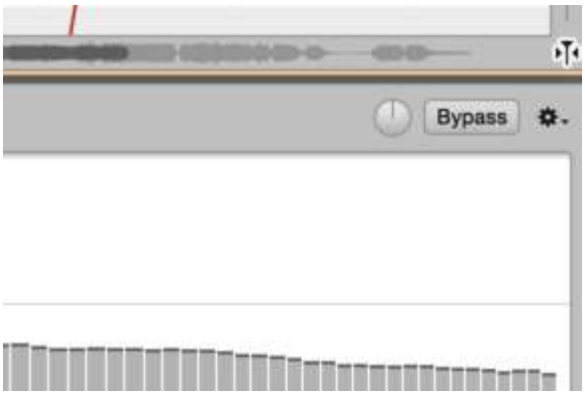
Dynamics: This slider influences the amplitude of the notes – specifically, their internal dynamics. As you move the slider to the right, the quieter parts of each note become quieter still; as you move it to the left, they become louder. In other words, moving the slider to the right exaggerates any fluctuations in amplitude within each note, whereas moving it to the left smoothes them out.

If you apply the Dynamics slider to a piano recording, for example, you can make the notes decay more rapidly (for a staccato effect) by moving the slider to the right, whereas moving the slider to the left gives them a longer decay, lending the passage in question more of a legato feel. Given the way it operates, the Dynamics slider obviously has no effect on notes with a uniform amplitude – with the same envelope, in other words, as an organ – other than, at most, to make them somewhat louder.

Tip: With polyphonic material, moving the Dynamics slider to the left can cause notes to overlap that didn't do so originally, which, if there was scant headroom to begin with, can lead to the distortion threshold being crossed. This is easily avoided, however, by giving the Gain knob (described in the next section) a slight twist anticlockwise.

Bypass, Gain and the global Sound Editor menu

In the top right-hand corner of the Sound Editor, you will find a bypass switch that deactivates the Sound Editor altogether, so that what you hear is the unedited track signal. Use this switch for a quick comparison between the sounds of the edited and unedited signals.



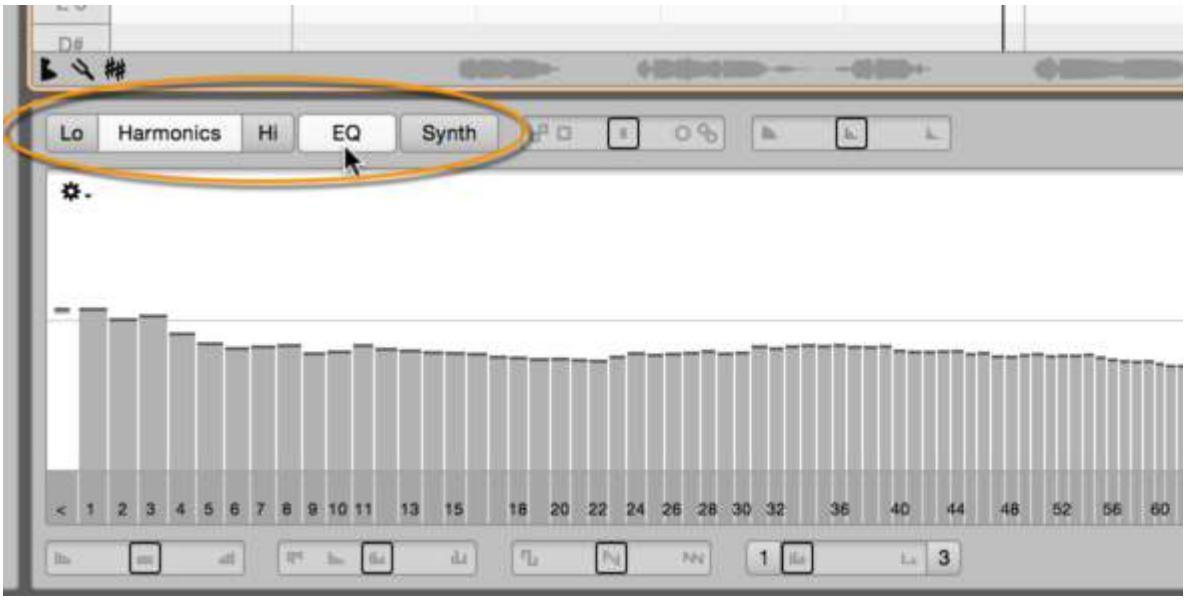
Since editing the spectrum can involve dramatic changes in level, Melodyne automatically compensates, to ensure that the output level remains approximately the same. On rare occasions, however, you may find either that the distortion threshold is being crossed or that the output level is too low, in which case you can adjust the level manually using the gain control.

The drop-down menu contains three commands: Reset All governs all the working areas of the Sound Editor, returning it to the state it was in when first opened for the track in question. Similarly, Copy Settings copies the settings of *all* the working areas of the open Sound Editor, which you can then apply to another track using the command below: Paste Settings.

Please note that the Copy Settings command does not copy the mean spectrum of the source track; only the relative adjustments you have made to it – to make a particular harmonic louder or quieter, for instance. When the settings are pasted, therefore, the same offsets are applied to the mean spectrum of the destination track. The eventual level of the harmonic in question therefore depends partly upon how loud it was to begin with and only partly on the editing of the same harmonic in the source track that you have copied over (along with the other settings).

The working areas

Using the tabs, you can switch between the various working areas of the Sound Editor. If you hold down the [Command] key at the same time, you can open several working areas side by side, provided there is enough space. To close one of multiple open working areas, [Command]-click in the same way on its tab.



Each of these working areas contains a central display and, beneath it, a number of sliders. Before going into the details, let's take a quick look at the various working areas.

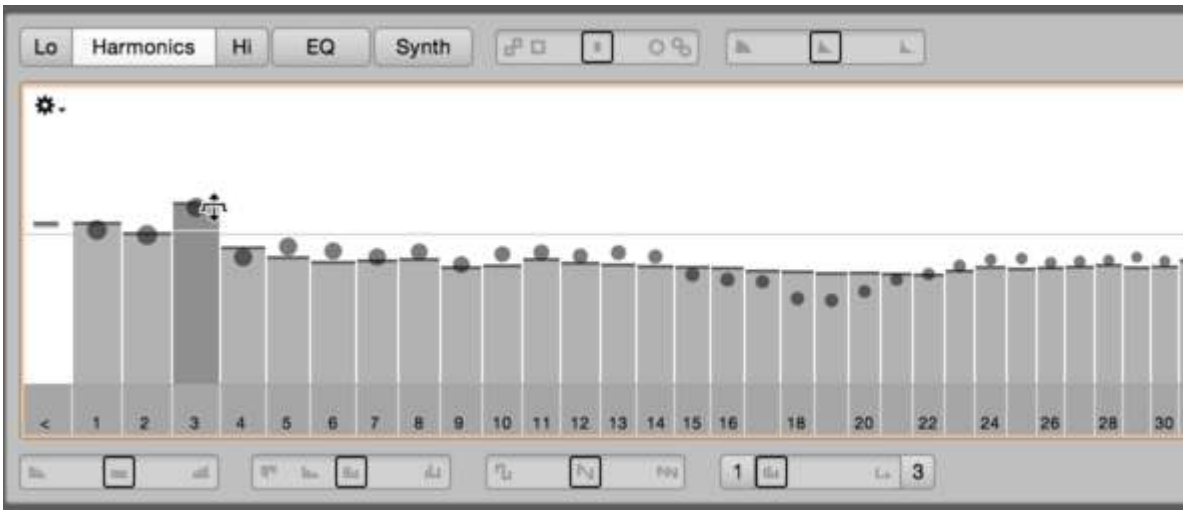
Harmonics, Lo and Hi: These three working areas allow you to intervene directly in the overtone structure of the notes. They are laid out identically, Harmonics being of central importance as it governs all the notes. Lo and Hi merely allow you, if you wish, to make further adjustments to the harmonics of the notes whose fundamentals lie in the lower and upper halves (respectively) of the track's register.

EQ: This is a graphic equalizer in which the frequency spectrum is sliced up into bands one semitone wide. The important difference between the EQ and the Harmonics, Lo and Hi working areas is that the latter govern the levels of the overtones of the notes (the frequencies of which depend upon the pitch of their respective fundamentals), whereas the EQ acts upon fixed frequency bands like a conventional graphic EQ.

Synth: This working area contains three envelopes that govern (respectively) the influence over the lifetime of each note of whatever changes you have made to the spectrum, the gliding upwards or downwards of formants, and internal changes in amplitude. Here you will also find two sliders that govern the resynthesis in the Sound Editor.

The Harmonics, Hi and Lo working areas

The Harmonics area displays and allows you to edit the harmonic spectrum of the notes of the selected track.



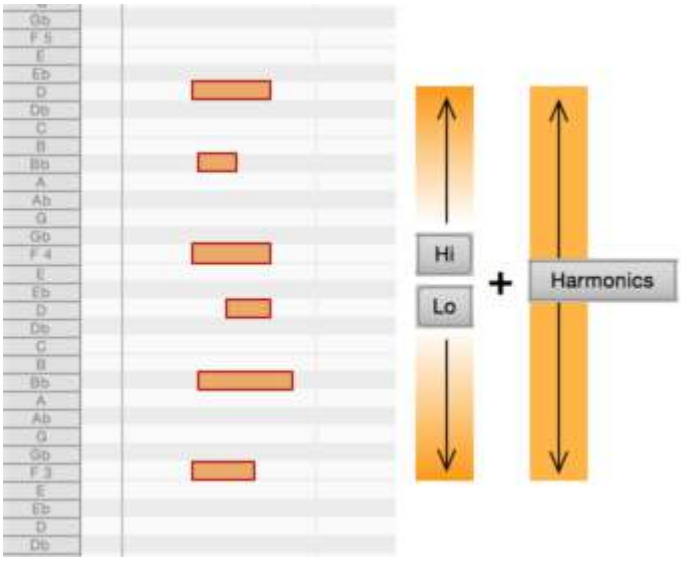
The bar chart dominating the pane may remind you of a filter bank or one of those plug-ins that allow spectral filtering. It differs, however, from such filters in one important respect: The spectrum here relates to the individual notes – i.e. the pitch of the fundamentals; this is only possible because Melodyne is able to recognize the notes heard on the track.

This means that when you increase or decrease the height of the third bar, for example, you are not altering the level of a fixed band of the frequency spectrum but that of the third harmonic of all the notes, the frequency of which, obviously, varies from note to note.

You are editing the sound, so to speak, at the source, exercising a very direct influence upon the timbre. The harmonics bars therefore have far more in common with the oscillators of an additive synthesizer or the drawbars of an organ than with the bands of an equalizer. They reflect and determine the relative amplitude of the harmonics – including that of the fundamental, which is the first harmonic – of all the notes on the track. The possibilities they afford for the shaping of the timbre are at once subtle and far-reaching.

The starting point for any editing is the mean spectrum of the entire track, which Melodyne has determined from its prior analysis. The balls that bounce up and down as the track plays back reflect the instantaneous level of the harmonics in question. You will notice that these are constantly crossing and recrossing the mean value indicated and determined by the top of the bar. When you increase or decrease the height of a bar, the original level of the harmonic in question in the mean spectrum remains visible, being indicated by a thin line.

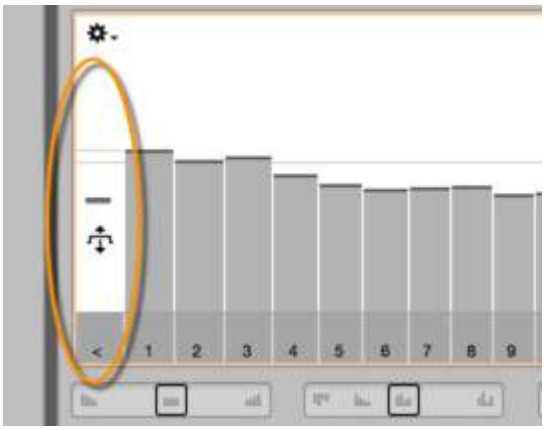
The Lo and Hi working areas complement the Harmonics area. All three areas are active simultaneously and their effect is cumulative. The Lo and Hi working areas offer exactly the same function sets as the Harmonics area but affect only the harmonics of notes lying in the lower and upper halves, respectively, of the register of the track in question, the halfway point being determined by Melodyne automatically. The settings for the two regions morph into one another in the crossover zone to ensure a smooth transition in timbre.



Example: You have a piano track on which the high notes are perfect but the low notes sound a little dull. If you tried making the lower notes and the midrange brighter using a conventional equalizer, the high notes would then be too bright. With the Sound Editor, no such problem occurs; you can edit the harmonic spectrum of the low notes in the Lo working area without this influencing the high notes – with, at the same time, quite different settings in the Hi working area governing the high notes without these affecting the bass. The settings in the Harmonics working area remain active, offering you complementary control over all the notes.

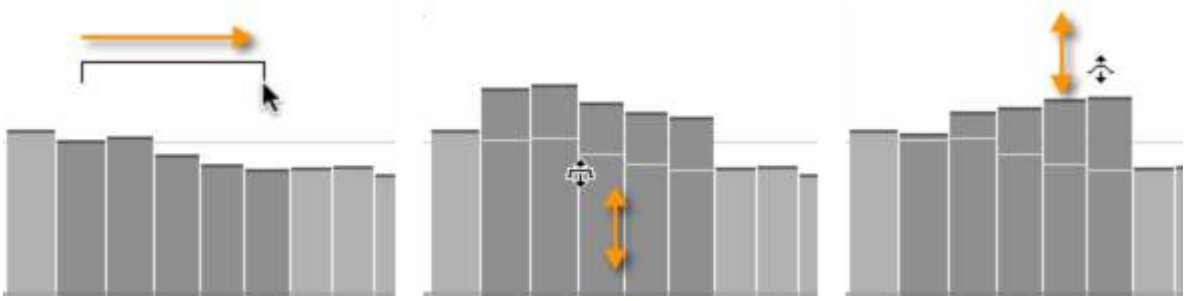
The harmonics bars and how to use them

The bars or columns in the Harmonics, Lo and Hi working areas represent the harmonic partials of the notes; they have nothing to do, obviously, with bars in the metrical sense (as in “the chorus is 8 bars long”). The bar marked “1” represents the first harmonic (the fundamental), and the bars to its right marked “2”, “3”, “4”, represent the second, third and fourth harmonics, the frequencies of which are (respectively) 2, 3 and 4 times that of the fundamental – and so on as you carry on up. The leftmost bar, marked “<”, influences the level of all frequencies below that of the fundamental. With many sources, pulling this bar down can make the sound cleaner.



To adjust the height of the bars, proceed as follows:

- Drag the top of a bar upwards or downwards to alter its height (and the level of the corresponding harmonic).
- For finer adjustments, hold down the [Alt] key as you do so.
- Drag horizontally in the white zone above the bars to make a range selection.
- To adjust the height of all the bars within the selection by the same amount, drag upwards or downwards in the medium-dark area (not the darkest band at the bottom) within the selection. If, on the other hand, you drag from a point just above the selection (where the mouse pointer changes shape), the bar closest to the pointer will move the greatest distance and those further away progressively less.
- [Shift]-click to select (or deselect) non-adjacent bars.
- Double-click a bar to select all octaves of the corresponding harmonic.
- To restore a harmonic or selection of harmonics to their original levels in the mean spectrum, [Command]-click the bar or selection in question.



The local pull-down menus of the Harmonics, Lo and Hi working areas contain the following commands, which affect all the harmonics bars of their respective displays.



- Reset Spectrum: This restores the harmonics bars in the working area in question to their original positions, reflecting the mean spectrum.
- Copy Spectrum: This copes the spectrum of the selected area, so that it can be copied into another area or track. The copying of spectra can create interesting coloring and morphing-like effects. As the copy is performed, the current Contour setting is factored into the copied spectrum, whereas the values of the other macro sliders are simply copied and the formant settings ignored.
- Paste Spectrum: This command works in conjunction with the Copy Spectrum command described above, the result being to paste the copied spectrum into the currently selected working area (Harmonics, Hi or Lo) of the track being edited. You can copy and paste between tracks in the same document or from one document to another. As the paste is performed, the Contour parameter of the destination track is reset, so its entire range is available for future editing.
- Clear Spectrum: This is like pulling down all the faders of a mixer: the result is silence, which can be a good place to start if you wish to create a new timbre from scratch.
- Shuffle Spectrum: This sets all the harmonics to random levels.
- Show All Harmonics: You have the choice of displaying all the harmonics (however high) or only the lowest and most important ones, the bars of which will then be wider and easier to manipulate. When the highest harmonics are not being displayed but a selection includes the rightmost bar that *is* visible, all the harmonics above it that are excluded from the display are nonetheless included in the selection and edited accordingly.

The Harmonics, Lo and Hi macro controls

Each of these three working areas offers the same four sliders. These are macro controls that govern the level of the various harmonics, and their effects are immediately reflected by the display. [Command]-clicking on any of the macro controls resets it to its neutral position. This removes any influence it previously had on the level of the harmonics and height of the harmonics bars but any changes you may have made manually (i.e. other than with the macro) remain effective.



Brilliance: When you move this slider to the right, the level of the higher harmonics is raised, making the sound brighter. Moving it to the left makes the higher harmonics quieter and the sound duller.



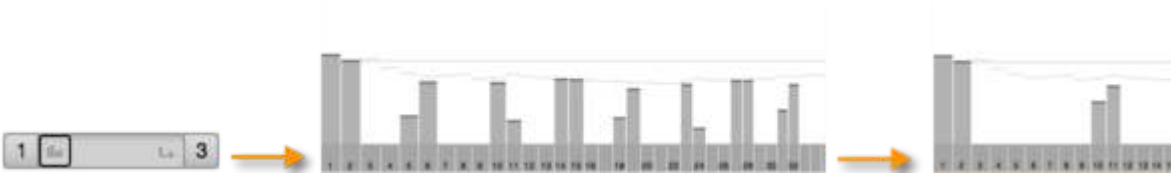
Contour: Moving this slider to the right increases any difference in height between neighboring bars, making the peaks higher and the troughs deeper, and generally sharpening the contours of the display. Moving the slider subsequently to the left has the opposite effect, restoring gradually the original contours as it moves back towards the middle, before flattening them out as it moves further to the left.



Odd/Even: This gradually fades out the odd-numbered harmonics (when moved to the right) or even-numbered ones (when moved to the left). In the former case, the octaves are steadily reinforced, whereas in the latter, the source takes on a progressively hollower, clarinet-like sound.



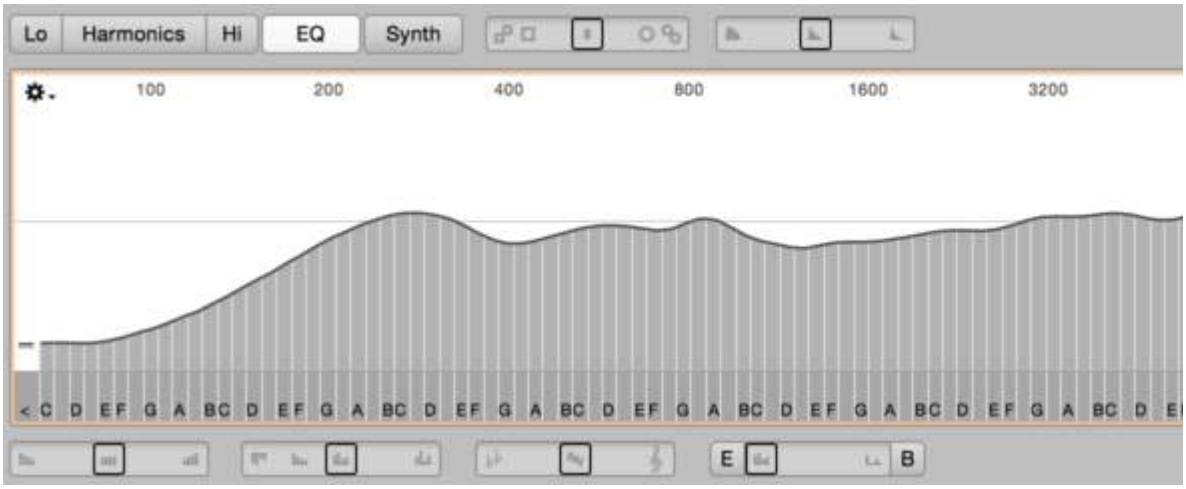
Comb: This slider thins out the harmonic spectrum, creating increasingly weird effects, with the display resembling a comb losing its teeth. The buttons to each side of the slider allow you to slide the comb sideways (without removing further teeth) and this, too, has a dramatic effect upon the sound. If the slider is left in the central position, the effect of clicking the button to its right is to eliminate one by one the lowest harmonics from the spectrum.



You can combine freely use the four sliders with that of the bars representing the harmonics; this gives you an abundance of sound design options.

The EQ working area

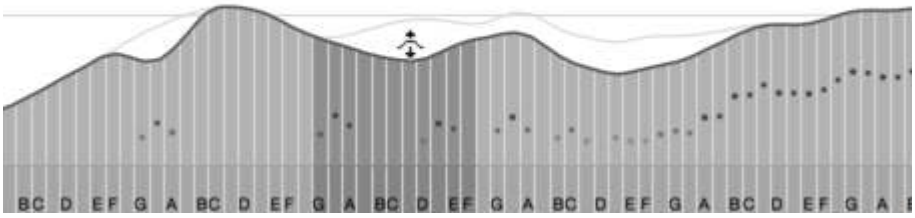
This working area contains a graphic equalizer that – in the usual way – operates upon fixed bands of the frequency spectrum. The equalizer divides the frequency spectrum into bands a semitone wide and is calibrated with the note names at the bottom.



Since the equalizer operates on fixed frequency bands within the audio spectrum, it offers a quite different approach to the shaping of sounds than that offered by the Harmonics, Lo and Hi working areas, in which the bars represent the various harmonics. All four working areas can be used at the same time.

The starting point for any editing using the equalizer is the mean spectrum of the track being edited, which is referenced here to the entire audio spectrum. If the track contains a large number of high or very bright-sounding notes, the right-hand end of the EQ curve will naturally be more elevated or “mountainous” than if it did not.

When you reshape the curve, the original mean spectrum remains visible in the form of a thin line. During playback, the instantaneous spectrum is indicated by balls that cross and recross the current curve as they bounce up and down.



To avoid confusion between the EQ working area and the other, harmonics-based ones, the current levels of the individual bands are indicated here by a curve rather than horizontal lines. The same techniques, however, are used to adjust the level of the various frequency bands as to adjust the height of the harmonics bars in the other windows, so if you have not already read the section there explaining how to select and drag the bars, please do so now.

The equalizer employs as a basis the notes that have been detected in the track being edited. This means that a note in the audio material that has not been correctly identified will not be assigned to, or governed by, the correct EQ band. If a note in polyphonic material is not detected, its contribution to the overall sound will be wrongly attributed either to a lower or to a higher note.

In the former case, its energy will be distributed among the overtones of the lower note and will only be visible as such in the EQ spectrum. If it is attributed to a higher note, on the other hand, it will end up in the lowest band of the equalizer: the one marked “<”. This collects all frequency components lying beneath the fundamentals of the detected notes or that cannot be assigned to any note. To hear what signal components of the track are gathered in the “<” band, you can clear (i.e. set to zero) all the other bands before lifting this one.

Examine and if necessary edit in Note Assignment Mode the detection, activating all notes that have not been detected so that these too can be correctly handled by the equalizer.



In the local drop-down menu you will find the following commands for the EQ spectrum:

- Reset Spectrum: This restores the original mean spectrum.
- Copy Spectrum: This copies the current EQ spectrum so that it can be pasted into another track. As the copy is performed, the current Contour setting is factored into the copied spectrum, whereas the values of the other macro sliders are simply copied and the formant settings ignored.
- Paste Spectrum: This command works in conjunction with the Copy Spectrum command described above, the result being to paste the copied EQ spectrum into the EQ working area of the track being edited. You can copy and paste between tracks in the same document or from one document to another. As the paste is performed, the Contour parameter of the destination track is reset, so its entire range is available for future editing.
- Paste Spectrum: This command works in conjunction with the Copy command ([Ctrl]-C) also found in the Edit menu and the context menu of the Note Editor. If you select and copy in the Note Editor a blob (or a selection of blobs on the same track), you can paste the spectrum of the blob in question (or the mean spectrum of the blobs selected) into the EQ working area. The copied spectrum is then applied to the sound, by which means interesting tone colors can be obtained.
- Clear Spectrum: This sets all bands to the minimum, the result being silence.
- Shuffle Spectrum: This sets all the bands to random levels. Let your EQ surprise you!

The EQ macro sliders

The macro sliders affect the levels of all the frequency bands and their influence is immediately reflected in the height of the vertical bands. [Command]-clicking on any of the macro controls resets it to its neutral position. This undoes whatever effect it previously had on the height of the bands but any changes you may have made manually (i.e. other than with the macro) remain effective.



The controls are from left to right:

Brilliance: When you move this slider to the right, the level of the higher bands is raised, giving greater prominence to the high frequency content of the signal. Moving it to the left attenuates the higher bands, making the sound duller.

Contour: Moving this slider to the right increases any difference in height between neighboring bands, making the peaks higher and the troughs deeper, and generally sharpening the contours of the display. Moving the slider to the left initially makes the spectrum increasingly linear, before inverting it, so that what were formally peaks become troughs and vice versa.

Tonality: When moved to the right, this fades out notes foreign to the scale; when moved to the left, it fades out notes that do belong to the scale.

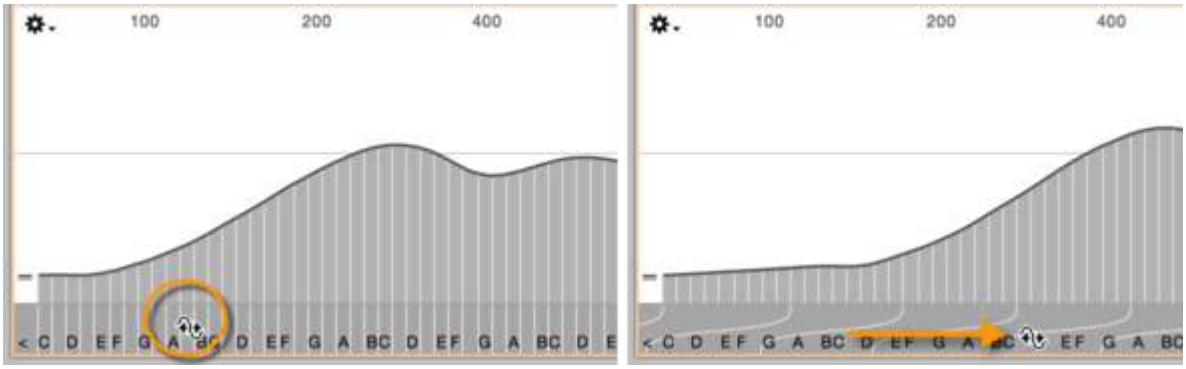
Comb: In the former case, the notes furthest from the tonic in the circle of fifths are removed progressively until finally only it and its octaves remain. With the buttons on each side of the slider, you can determine which note should be considered the tonic for the purpose, cycling clockwise or anticlockwise around the circle of fifths. The left button indicates the note currently designated as the tonic.

You can combine freely use the four sliders with direct editing of the individual frequency bands in the main EQ display.

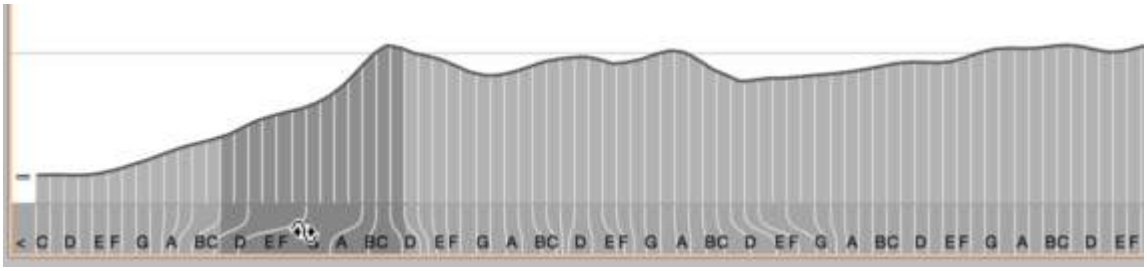
Formants

Formants are peaks in the frequency spectrum, the position of which is not directly related to the pitch of the fundamental, that help to give each instrument or voice its individual character. If you have used Melodyne before, you will be familiar with the Formant Tool that allows you to alter the sound of notes by shifting their formants up or down.

The Sound Editor, too, offers access to the formants: you can edit them in the EQ, Harmonics, Lo and Hi working areas, the resulting shift in each case affecting all the notes of the track in question. The formants are accessible in the dark gray zone at the base of the bars or bands, in which the number of the harmonic or name of the note are displayed.



- Drag horizontally in this area to shift the formants governing all the harmonics or EQ bands.
- Select adjacent bars or bands to shift the formants governing only these. By repeating the process successively, you can shift the formants of multiple selections in different directions and by varying amounts to arrive at complex formant transposition patterns.



- [Command]-clicking in the formant zone restores the original formants throughout the register.

The Formant Tool, the technique just described in the Sound Editor, and the Formants knob in the Track Inspector can be applied simultaneously. Their combined effect is as follows:

- The Formant Tool shifts the formants of the selected notes upwards or downwards. If you have already, in the Sound Editor, 'bent' the formants of the track to which the notes in question belong, it is these 'bent' formants that will be shifted. The Formant Tool, in other words, adds a note-based offset to the formant structure displayed in the Sound Editor.

- The Formants knob in the Track Inspector and the formant shifting functions offered by the Sound Editor affect the track as a whole and work hand in hand. Each time you turn the Formants knob, the entire formant structure in the Sound Editor (including any editing of it you may have performed) will be shifted up or down. If you shift all the harmonics in the EQ or Harmonics working areas, the Formants knob will move accordingly. If, on the other hand, you shift merely a selection of harmonics or frequency bands in the Sound Editor, the Formants knob will not reflect the change.

Since formants, almost by definition, do not move when the fundamental changes, strictly speaking it is only in one of the four working areas of the Sound Editor, namely the EQ working area, that they can be edited; in the Harmonics, Lo and Hi working areas, the bars are tied to harmonics that move in parallel as note follows note, so it would be better in their case to speak of "manipulation of the spectrum". Useful results can nonetheless be achieved using the techniques just described in all four working areas, and their combined effects are as follows:

- A formant shift applied to all the bands of the EQ will be reflected in the Harmonics working area; similarly, a formant shift applied to all the bars in the Harmonics working area will be reflected in the EQ. The Hi and Lo working areas will reflect a shift applied to all the bands of the EQ.

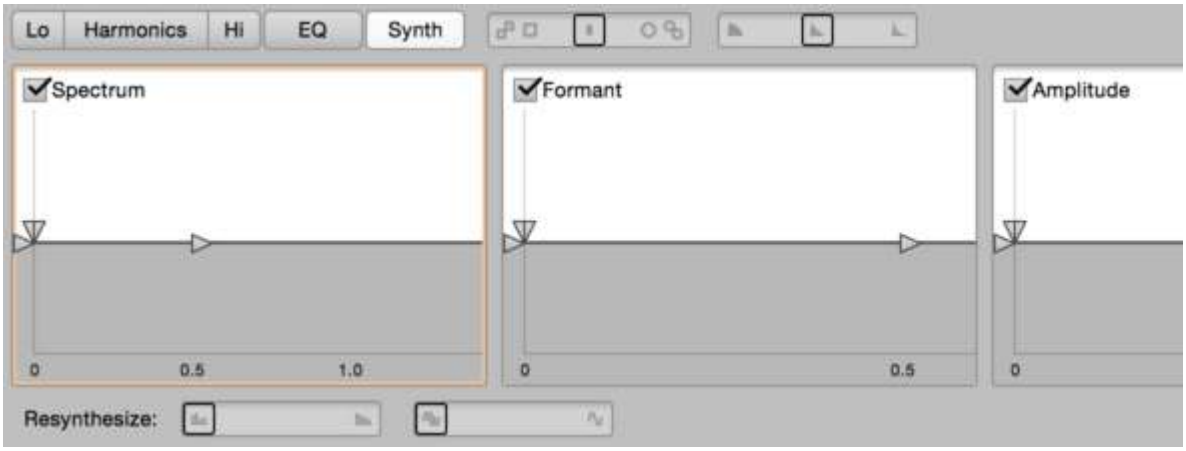
- No shifting of formants in the Hi or Lo working areas, however, will ever be reflected in the Harmonics or EQ working areas. This is because the Hi and Lo working areas only access half each of the register of fundamentals, so changes effected in either area could not be displayed in the Harmonics or EQ working areas.

- If you have shifted the formants in the Hi and/or Lo working areas and then shift all the formants in either the Harmonics or EQ working areas, the resulting shift will be reflected in the Hi and/or Lo working areas. Whatever formant structure(s) you had established in the Hi and /or Lo would in this case simply be shifted en bloc. By the same token, you can reset the harmonics in the Hi or Lo working areas without this being reflected in the Harmonics or EQ working areas.

- If, on the other hand, you reset the formants in either the Harmonics or EQ working areas, all four working areas will reflect the change. In the Harmonics and EQ working areas the formants will be reset, whereas in Hi and Lo, only whatever editing was performed in those individual windows will remain effective.
- Whenever, in fact, you select anything less than all the harmonics or frequency bands before shifting formants, the change will only be reflected in the working area in which the shift is performed.

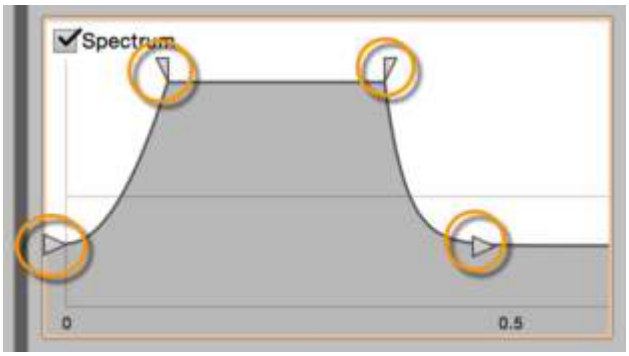
The envelopes in the Synth working area

This working area contains three envelopes with which you can control dynamically the intensity of the spectral editing, the formant shifts and also the volume of the notes. Here you will also find two sliders that govern the resynthesis in the Sound Editor.

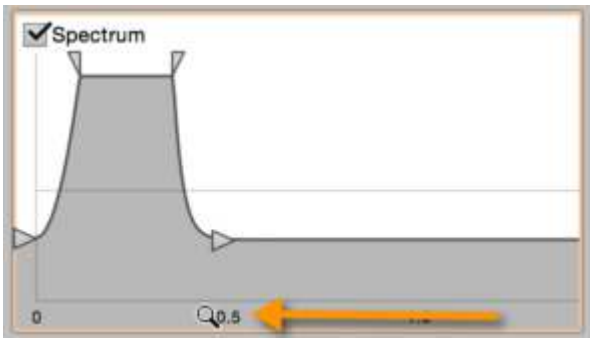


The envelopes allow you to influence the notes of the track being edited in a variety of ways. You could, for instance, lengthen slightly the attack of the notes of a piano track, giving the instrument a subtly different character. You could introduce spectral filtering that diminished in intensity within the lifetime of each note leaving the original spectrum in its stead. At the same time, you could make the formants of each note glide upwards.

These effects act directly on all the notes of the track you are editing. Each note, even in polyphonic audio material, follows the dictates of its own envelope, independently of the other notes. The operating principle is the same as that of the envelope generator of a polyphonic synthesizer, except that the Sound Editor's envelopes are not triggered by MIDI messages but by the notes of an audio track – or, to be more precise, by the musical starting points of the notes. If a note has no definite starting point, the note separation preceding it serves as an envelope trigger. (You can examine and set the starting points of the notes in Melodyne's Note Assignment Mode.)



To shape the envelopes, either drag their triangular handles or drag directly in the gray area. Each envelope has six parameters: starting level, attack time, sustain level, sustain time, decay time and final level (i.e. the level subsequent to the decay phase).



By dragging in the ruler beneath each envelope, you can determine the length of time in seconds represented by the envelope display and available for the creation of the envelope.

The checkboxes next to the words “Spectrum”, “Formant” and “Amplitude” in the various panes are used to activate and deactivate the corresponding envelope generators. [Command]-click an envelope to restore its original, neutral settings.

These are represented by the horizontal line in the middle of the three envelope displays. In the area above this central line, depending upon the envelope, the intensity of the spectral filtering is increased, the formants are shifted upwards, or the amplitude is increased. In the area beneath this central line, again depending upon the envelope, the intensity of the spectral filtering is decreased, the formants are shifted downwards, or the amplitude is reduced.

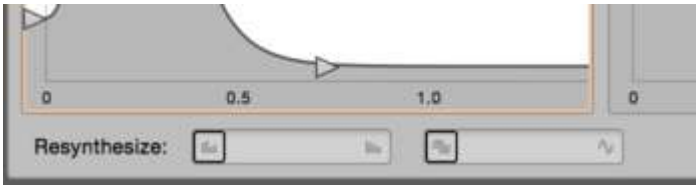
The Spectrum envelope governs the intensity of all changes to the original mean spectrum effected in the Harmonics, Hi, Lo and EQ working areas. The Formant envelope influences all the formant shifting in these areas by moving all the formant structures created there upwards or downwards.

The Resynthesis parameters in the Synth working area

The Sound Editor, evidently, breaks the signal down into different frequencies that are modified and then combined to form a new signal. The signals thus combined include not only harmonic partials (the frequencies of which are integer multiples of that of the fundamental) but also enharmonic partials and simple noise included in the signal, such as the squeaking of strings or pedals and background noise) scattered throughout the spectrum and only rarely or accidentally coinciding with the harmonic partials.

Admittedly the bars in the Harmonics, Lo and Hi working areas are centered on the harmonic partials, but with Melodyne, unlike a pure synthesizer that has only a finite number of sine wave oscillators at its disposal, signal components lying between the partials are not lost but reproduced in the signal, to remain faithful to the original. By moving the Harmonics bars, you can alter the sound – radically, if you so desire – but the basis of your work is always the material of your original recording.

The case is different when you employ the two Resynthesis sliders.



Magnitudes: As you move this slider to the right, changes in the amplitude of the individual harmonics are gradually reduced until, when the slider reaches its rightmost extent, no timbral changes at all take place within the lifetime of each note. The balls as a result stop bouncing up and down and come to rest on the tops of the harmonics bars. Moving the slider to the right has the additional effect of narrowing the band assigned to each harmonic so that any non-harmonic components gradually disappear from the signal.

Phases: The different phases of the various partials also have a considerable influence upon the natural reproduction of the signal. As you move this slider to the right, the original phase ratios between partials are gradually reduced until all the partials are in phase. This primarily affects the transients in the signal, making the sound more synthetic. You can use the Phases and Magnitudes controls singly or in combination.

With both sliders at their rightmost extremes, the results sound particularly “artificial” and reminiscent of a static synthesizer waveform. Aside from the fact that this may sometimes be precisely what you want, the sound that results can also be an excellent starting point for further sound design using the harmonics bars, envelopes and so on.

Variable tempo in the DAW

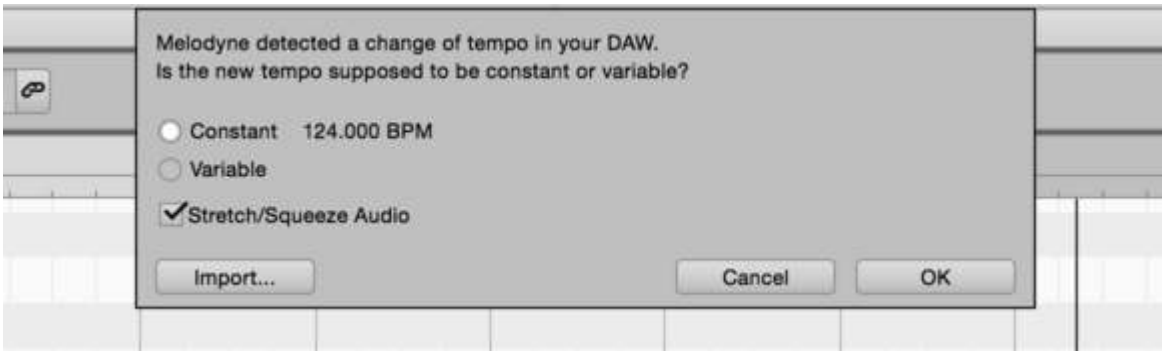
Normally the bar rulers of your DAW and the plug-in implementation of Melodyne will always be in sync. If, however, there is a tempo change in your DAW between two track segments that you have transferred to Melodyne, or if you have altered the overall tempo in your DAW after transferring material to Melodyne, you must inform Melodyne of such changes so that synchronicity between the bar rulers of the two programs can be restored.

A new constant tempo

Whenever Melodyne registers a tempo change in the DAW, the button near the tempo display will flash to indicate that a matter requires your attention. If you do nothing, you resign yourself to there being a discrepancy between the bar ruler in the DAW and that of the Melodyne plug-in.



Click the button to open the tempo dialog. Here you can inform Melodyne of the nature of the tempo change it has detected, in order to ensure that the two bar rulers remain in step.



If you have simply changed the overall tempo and there are no tempo changes within the song itself, select Constant Tempo. This tells Melodyne that the new tempo registered applies to the entire song and that it should adjust its own bar ruler accordingly.

If you want Melodyne to stretch or compress the audio material to reflect the new tempo, check the box below.

If you select this option, Melodyne will employ time-stretching (or -compression) to adjust the material already transferred to the new tempo. If your DAW performs its own time-stretching on audio material when there is a change of tempo, Melodyne will behave exactly the same way whenever this box is checked, so the audio material in the DAW and the plug-in will remain in sync.

If your DAW does not employ time-stretching and merely changes the grid beneath the audio material when tempo changes occur, to ensure identical behavior in Melodyne clear the check box in question. Of course, even in this case you may prefer to check the box, in order to achieve through Melodyne what with your DAW you cannot, namely an adjustment of the audio material to the new tempo by means of time-stretching.

A new variable tempo

If you have not selected a new constant tempo in your DAW but simply introduced an internal tempo change (whether sudden or gradual), select Variable Tempo.

Melodyne is perfectly capable of registering tempo changes and implementing them correctly without any assistance, but it can only do so if they occur within a passage that has been transferred to it. If a variation in tempo occurs between two transferred passages, Melodyne is obviously in the dark.

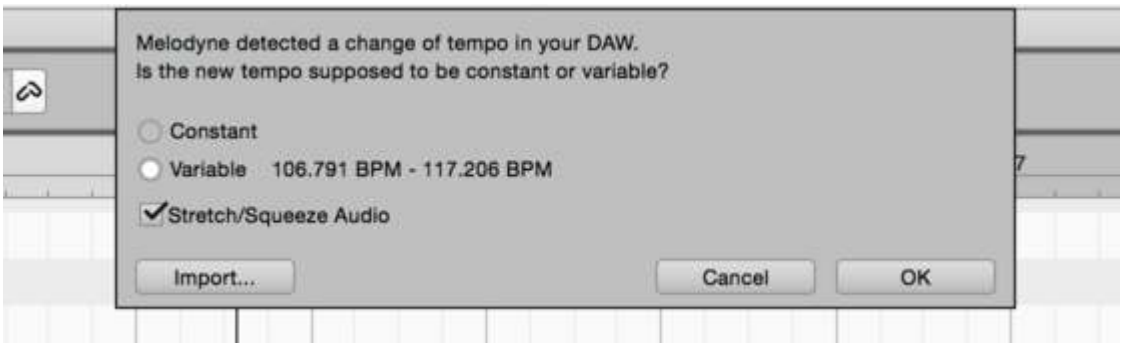
The simplest way of informing Melodyne about such tempo variations is to save from the DAW a standard MIDI file that runs from Bar 1 to the end of the project and then load it using the Import button in the tempo dialog. This will provide all instances of Melodyne with the information they need concerning the tempo variations in the DAW project. The synchronicity of the two bar rulers will therefore be assured.

A second way of doing it is to play through to Melodyne the passage containing the variations in tempo so that it can analyze them. It is enough to play the passage through to a single instance of Melodyne as the other instances will be informed of the tempo changes automatically.

To do this, proceed as follows (heeding also the advice in the following section):

- While the tempo dialog is open, stop the playback in the DAW and move its playback cursor to a point in the timeline about one bar prior to the start of the new tempo acceleration or deceleration
- Next, for the benefit of Melodyne, play through the entire passage until the acceleration or deceleration comes to an end and a constant tempo has been maintained for at least one bar.
- Now stop the playback in the DAW. In the tempo dialog, you will see indicated the range of the tempo variation within the passage concerned. The tempo displayed here is somewhat more precise than that shown in the tempo field, so do not worry if there is a small discrepancy between the two values.

Note: Some DAWs (at present only Cubase) are capable of keeping Melodyne informed of changes in tempo. Since Melodyne in their case already has the information it needs, the minimum and maximum tempos within the passage in question will be displayed automatically as soon as the tempo dialog is opened and there is no need to play through the passage in question. Just click OK to close the dialog.



Specify once more whether you want the audio material itself or only the grid to be stretched or compressed to reflect the tempo variations.

Exit with OK to apply your settings or Cancel to discard them. The OK button will remain greyed out until you have started your DAW to play the tempo change through to Melodyne and then stopped it again.

Important when working with variable tempo

If Melodyne has not been fully informed of changes in the tempo or time signature, the time rulers of the DAW and Melodyne can get out of sync and transfers will sound at the wrong time or be recorded in the wrong place.

The handling of variable tempo is unfortunately not self-explanatory. It would be far simpler if DAWs transmitted all information about changes in tempo or time signature to plug-ins, but, sadly, the plug-in interface at the moment does not provide for this. Melodyne is therefore obliged to obtain all the relevant information from the material transferred. However, since transfers as a rule do not extend the full length of the song, the tempo dialog makes it possible for Melodyne to analyze changes in the tempo or time signature during pure playback – in other words, without any transfer being necessary. With respect to Melodyne's analysis of the tempo, if the following rules are observed, everything should go as expected and there is no reason why you should not be able work successfully with variable tempo.

- Prior to the first transfer, with the tempo dialog open, play through to one instance of Melodyne the **entire** song including **all** passages in which the tempo accelerates, decelerates or changes abruptly or in which there is a change of time signature. This will allow Melodyne to create a tempo map, which will be adopted by all instances of Melodyne. Alternatively, using the Import key you can load a standard MIDI file exported previously from the DAW containing the requisite tempo data. If in doubt, use this method, which is described above, as it is quicker.
- If you have made further changes to the tempo in the DAW, play through once again to one instance of Melodyne in the tempo dialog the **entire** song. This will allow Melodyne to map all the tempo changes and preserve the synchronism of the bar ruler.
- If, **prior** to changing tempo progressions in your DAW you have already transferred material to Melodyne, then once Melodyne has learned about the changes, before closing the tempo dialog check the Audio Stretching option. This is the only way of ensuring that the material already transferred can adapt to the new tempo environment.

Version history

Here you will find an overview of all changes introduced by the most recent Melodyne updates.

New in Version 5.1.1

- Change: A workaround has been integrated for ARA compatibility with Mixcraft 8.
- Fixed: Lead sheets are now exported correctly via MIDI.
- Fixed: In Apple Logic, playback can also now be started reliably from Melodyne.
- Fixed: Under macOS, shortcuts using the “cmd” and function keys are now displayed correctly.

New in Version 5.1

Features and improvements

- macOS 11 Big Sur: Melodyne 5.1 is compatible with macOS 11 Big Sur on Intel-based Macs as well as on ARM-based Macs under “Rosetta”.
- DAW-oriented keyboard shortcuts: We are always looking for ways to make the operation of Melodyne even easier for users of digital audio workstations. That’s why we’ve included sets of keyboard shortcuts customized for Pro Tools, Logic, Cubase and Studio One in Version 5.1. You can choose the set you want from the Shortcuts page of the Preferences dialog.
- Exporting lead sheets: It is now possible to export the contents of the Chord Track as a lead sheet via MIDI; you will find the relevant command in the Chord Track’s context menu.
- Algorithm selection: During ARA operation with Cakewalk, Melodyne’s Select Algorithm menu is now displayed prior to any MIDI export.
- ARA improvements: The interaction with ARA DAWs has been optimized in various ways – partly to ensure compatibility with future DAW versions.
- New keyboard shortcuts: It is now also possible to assign keyboard shortcuts to the following commands: “Show Sibilants”, “Note Leveling”, “Copy Song Data to Note Assignment…” and “Copy Note Assignment Data to Song…”.

Bug fixes

- A keyboard shortcut assigned to “Toggle Cycle Mode” now also works reliably when Melodyne is running as a plug-in and under ARA.
- MIDI export has been improved and muted notes are no longer included in the export.
- Under macOS, keyboard shortcuts using the function keys are now also correctly displayed in the menu.
- The “Set Cycle to Selection” function now also works correctly in Studio One.
- When you stop playback in Pro Tools, the playback cursor in Melodyne now remains where it was when playback was halted, instead of springing back to the previous start position.

New in Version 5.0.2

- Bugfix: The installation program no longer launches under Windows 7, displaying instead a message saying that Windows 7 is not supported.
- Bugfix: In the Note Editor, you can now also place time handles without having to select a note first.
- Bugfix: In the Note Editor, you can now also move note separations without having to select a note first.
- Bugfix: In Samplitude X5, when a new audio file is detected, whichever algorithm is selected as the default is now used.
- Bugfix: There is no longer a delay before newly inserted note separations are displayed in the Note Editor.
- Bugfix: In Cubase (in Transfer mode, i.e. without ARA), Melodyne still displays correctly even if you have changed the size of its window.
- Bugfix: During local playback in ARA mode, overlapping notes are no longer erroneously played back at the comping boundaries.

New in Version 5.0.1

- Bugfix: Use of the “Separate Notes as Trills” command no longer produces occasional artifacts.

User manuals for older versions

Melodyne 4

The online user manuals for Melodyne 4 studio, editor, assistant and essential in English, German, French, Japanese and Spanish can be found here.

These versions were replaced in May 2020 by Melodyne 5 studio, editor, assistant and essential.

Melodyne editor, assistant and essential 2 (singletrack)

The online user manuals for Version 2 of Melodyne editor, assistant and essential are available in English, German, French, Spanish and Japanese; they are complemented by numerous video tutorials.

Melodyne editor | Melodyne assistant | Melodyne essential

These versions were replaced at the beginning of 2016 by Melodyne 4 editor, assistant and essential.

Melodyne studio 3

The user manual for Melodyne studio 3 is available here in PDF format:
English | German | French | Spanish | Japanese

This version was replaced at the beginning of 2016 by Melodyne 4 studio.

Ending support for older versions of Melodyne

The following versions of Melodyne are very out of date and no longer compatible with current operating systems. For that reason, support for them was discontinued at the end of 2018. It is no longer possible, therefore, to download, activate or obtain technical support for these versions of Melodyne:

- Melodyne studio versions 1 and 2
- Melodyne cre8
- Melodyne uno
- Melodyne plugin
- Melodyne essential from a Digidesign or E-mu bundle

We have, however, provided links to free updates to the latest versions of all the discontinued products. If you have one of them and have not already received a notification from us to this effect, please contact our support for an update.