S.K.Y. STUDIOS

S.K.Y. BASS

USER MANUAL



WELCOME

Thank you so much for your purchase of S.K.Y. Bass.

When I was making S.K.Y. Keys, I left out bass sounds.
They needed their own tools and a different approach.
S.K.Y. Bass grew out of that idea.

As a bass player, this one is especially close to my heart.

I hope these sounds feel musical and inspiring,
and give you the freedom to make them your own.

Thank you for making it part of your music.

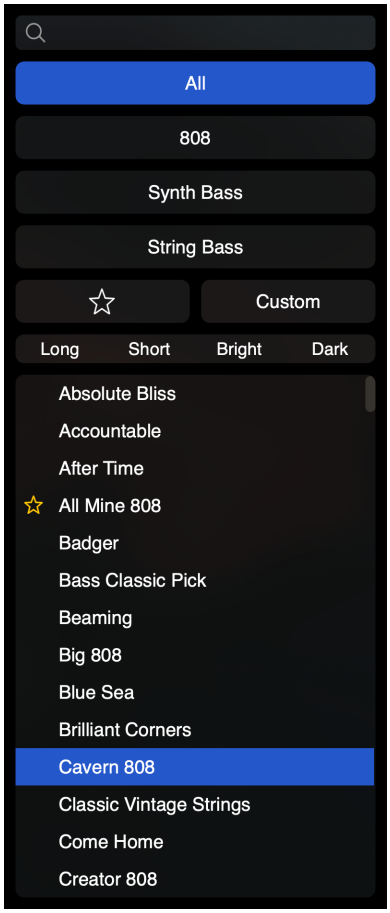
Love,
Skyler Young

Developer
& Founder

SOUNDS

S.K.Y. Bass brings all the 808s, synth basses, and string bass sounds any modern producer needs into one plugin. Choose a sound in the browser, then shape the way it starts, moves, and sits in your track.

808:
A selection of great 808s that will easily work in any modern production. Change the pitch and length independently, change the transient, or blend in the wave shapes of another 808.



Synth Bass:
Amazing sounds sampled direct from the best synthesizers, from short plucks to sustained bass lines. Tone Shift, looping, and the effects let you reshape their character.

String Bass:
Electric basses, from vintage Precision basses and Jazz Basses to vintage StingRays and Hofners. I wanted these to feel natural and musical, with room to make them your own.

Getting Started:
Open S.K.Y. Bass on a software instrument or MIDI track in your music software. Select a preset, play a few notes, and set Output to a comfortable level. Try a held note as well as a short bass line; the same sound can respond very differently.

SYNTHS SAMPLED

The Synth Bass sounds were recorded from these instruments:

Moog Minimoog Model D (Vintage)

Moog Memorymoog

Moog Model 15

Moog System 55

Moog Model D Geddy Lee Edition

Oberheim Two Voice Pro (TVS Pro)

Oberheim 8-Voice

Moog Minimoog Voyager

Moog Subsequent 37

Studio Electronics MIDI Mini V30

Yamaha CS-80

Oberheim OB-8

Roland Juno-106

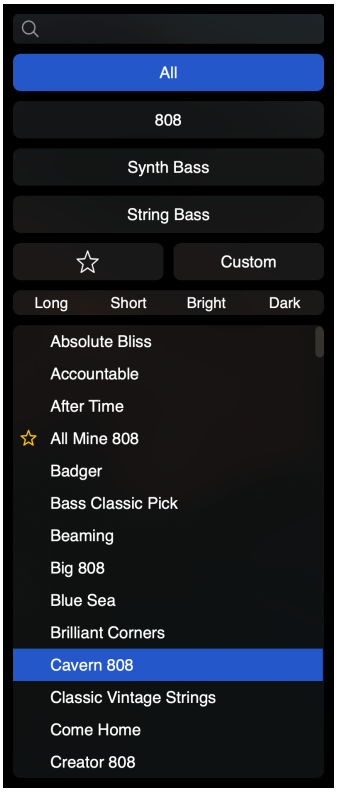
Korg ARP 2600

Yamaha DX7

Roland Jupiter-8

BROWSER

The browser is where you select the sound you are playing. The selected name also appears above the main waveform.



Use 808, Synth Bass, or String Bass to choose a preset category. Long, Short, Bright, and Dark let you narrow the list further.

Type in the search bar to find a name.

Custom opens the custom sample area. You can load your own audio and use it as the starting point for a new sound. This takes any audio file you give it. It is automatically analyzed to see if it works with 808 mode or synth mode best and detects the pitch on its own.

FAVORITE

Click the star beside a selected preset to add it to your favorites. The star button in the browser narrows the list to the sounds you have marked. Click a marked star again to remove that sound from your favorites.

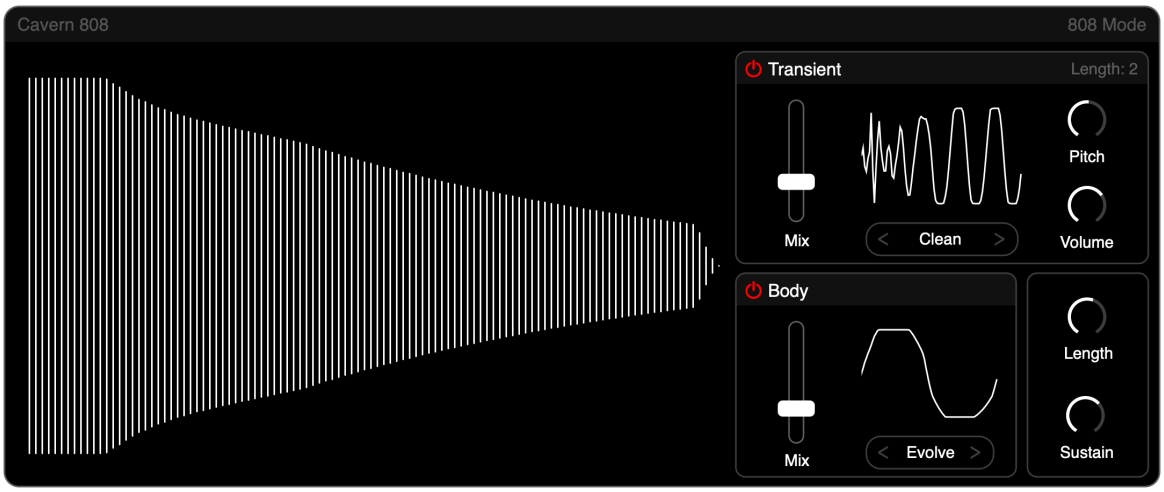




Favorites make a useful shortlist when you are trying a few sounds against the same bass part or to save your favorites sounds for the future.

808 MODE

Playing an 808 an octave higher normally makes it shorter. In 808 mode this plugin is able to play your sample at any pitch without modifying the length or reducing the quality. This is done with a complex algorithm that splits your sample up into many parts and is able to analyze each wave to understand how it evolves over time and recreate it perfectly for any length or note. This is the most groundbreaking feature of this plugin.



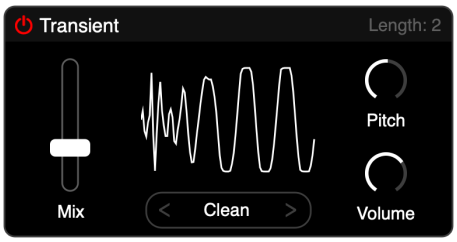
Length:
Changes how quickly the 808 moves through its body. Turn it up to stretch the tail into a longer note while keeping its pitch. Turn it down for a shorter sound.

Sustain:
At 50%, the natural decay is unchanged. Turn it up to lift the quieter parts of the note and keep the tail fuller, or down for a shorter, more plucked sound.

Changing Modes:
Click the mode above the waveform to switch a compatible sound between 808 Mode and Synth Mode. Try Synth Mode for regular sample playback, where higher notes play faster and finish sooner.

TRANSIENT & BODY

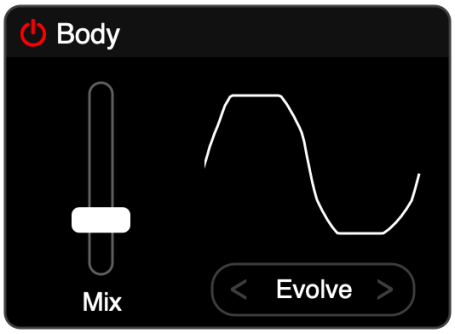
Transient:
Choose a sample to change the impact at the beginning of the note. Use the arrows or sample menu, then blend it with the original attack using Mix. Also you can drag in your own.



In 808 Mode, Pitch and Volume shape the original attack as well as the selected transient. Change the attack's pitch and level without retuning the body, even if you have not chosen a replacement.

Length moves the handoff point from the attack into the body. Negative steps make the handoff earlier; positive steps make it longer. The range is normally -5 to +5.

Body:
Borrow the wave shapes of another 808 while keeping the feel of your main sample. In 808 Mode, the waves are aligned in phase so Mix can blend smoothly between their characters.



Keep an attack you like while trying a rounder, brighter, or more aggressive body. Choose an included sample or drop in one of your own.

Both layer menus include Load... for your own audio. You can also drop a file directly onto the layer. Use the power icon to hear the difference with that layer enabled or disabled.

SYNTH MODE

Synth Mode plays the sample forward with traditional pitch manipulation based on speed. Most of the presets for this plugin are heavily multi-sampled so they do not need the same treatment as 808 samples.



Tone Shift:

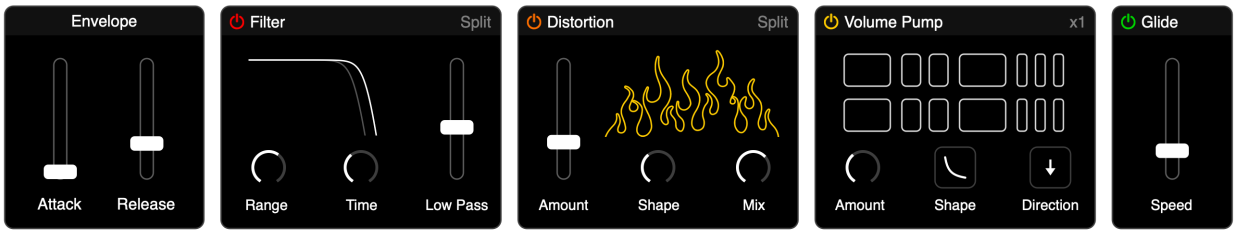
Shift changes the which source sample is being played, without changing the note pitch. Positive values pitch lower recordings up, often sounding brighter; negative values pitch higher recordings down for a mellower tone.



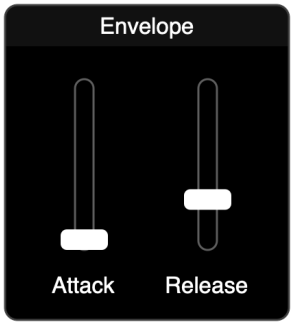
Range controls how many of the source samples are used across the keyboard. At 100%, it uses every sample. Lower values use less samples; at 0%, one source zone is repitched across the keyboard - that sample is chosen with the shift knob

EFFECTS

The bottom row contains Envelope, Filter, Distortion, Volume Pump, and Glide controls. Use the power icons to turn those modules on or off.

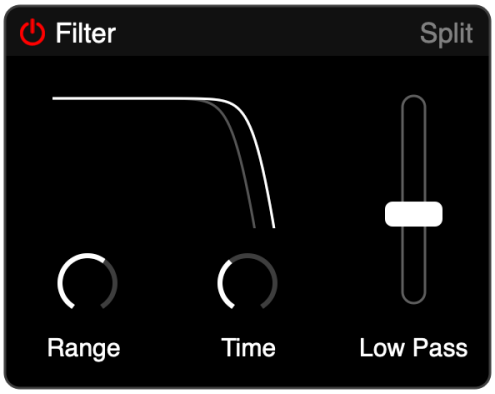


Envelope:
Attack fades in the beginning of each note. A short attack keeps the front of the sound clear; a longer attack softens it, and a very long one swells into each note.



Release controls the fade after you let go of the note. Try a short release for a tight part, or leave a little more space for the tail to ring out.

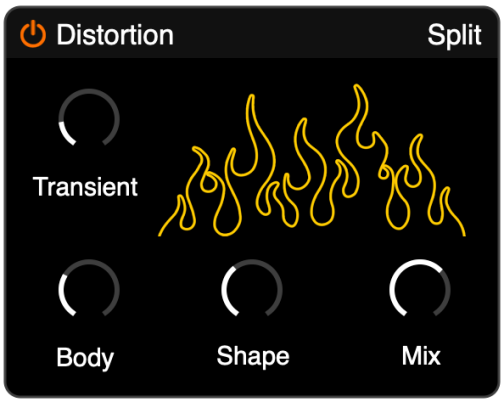
Filter:
Low Pass removes brightness. At 0 it is Off; increasing it applies more filtering.



Range sets how far and in which direction the filter moves. Positive values open it over time; negative values close it. Time sets how quickly it moves. The filter tracks the pitch you play.

Split gives the Transient and Body separate filter controls. Keep the attack bright while darkening the body, or try the opposite.

DISTORTION



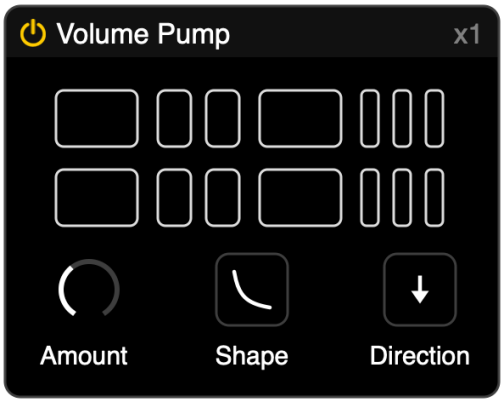
Amount:
Adds drive to the sound, from a little extra edge to much heavier distortion.

Shape:
Blends from tube distortion at 0%, through soft clipping at 50%, to hard clipping at 100%. Blend between them to find the perfect tone for your sound.

Mix:
Blends the processed and original sound.

Split gives the Transient and Body separate drive amounts, while Shape and Mix remain shared.

VOLUME PUMP

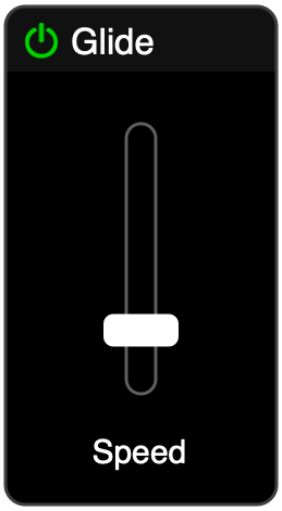


This gives you rhythmic, sidechain-style pumping that follows your song's tempo. Amount sets the depth, Shape changes the contour, and Direction switches between a rise and a fall.

Click a pattern cell to cycle through Off, one pulse, two pulses, and three pulses. At full Amount, an Off cell is silent. Lower Amount blends in the unpumped sound.

The rate button cycles through x1/2 (half notes), x1 (quarter notes), x2 (eighth notes), and Dotted x2. Dotted x2 uses six cells. It is automatically synced to the bpm of your daw.

GLIDE



Glide lets one note slide into the next. Turn it on and overlap your MIDI notes to hear the pitch move between them.

Speed:
Changes how long the slide takes, from 0 to 500 milliseconds. A little glide can make a line feel connected; a longer setting makes the slide part of the performance.

Crossfade Samples:
For factory multisampled sounds in Synth Mode, the X button blends into the destination note's sample as you glide. The tone changes with the pitch. With it off, one source is repitched through the slide.

The crossfade button is hidden in 808 Mode and for a custom single-file sample. Regular Glide is still available.

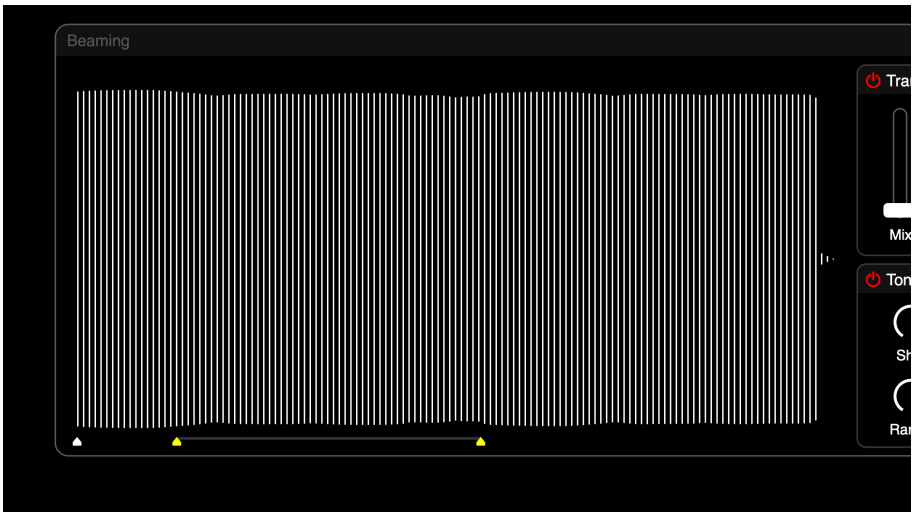
TRY IT

Draw two notes so the second begins before the first ends. Turn Glide on, raise Speed, and listen to the transition. Shorten the overlap or lower Speed until the slide fits the part.

If you want to play chords, raise Voices in Settings. For a single bass line, start with one voice and listen to how each new note takes over.

WAVEFORM

The waveform shows the currently loaded main sample. It is a visual guide to the sound; with a multisampled instrument, other notes may use different source recordings.



Note Start:
In Synth Mode, the white start marker chooses where playback begins. Moving it into the sample changes the attack, so try small changes first.

Loop Start and End:
Turn Loop on to repeat a section while a note is held. Move the loop boundaries below the waveform, then hold a long note to hear the result. Listen for a smooth transition as the loop repeats.

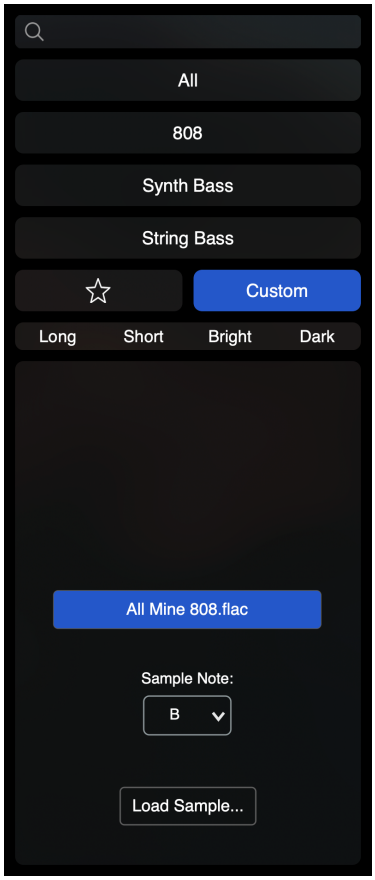
808 Mode:
The sample begins from its start and the loop handles are hidden. Use Length, Sustain, and the Transient and Body controls to shape the note instead.

DRAG & DROP

You can use your own samples in S.K.Y. Bass. Open Custom and choose Load Sample..., or drag a supported audio file onto the main sample area.

The plugin analyzes the sample. Compatible sources can use 808 Mode; other sources use Synth Mode.

WAV, AIF/AIFF, FLAC, MP3, and OGG are supported. On Mac, M4A is also supported. If you drop several files at once, only the first supported file is used.



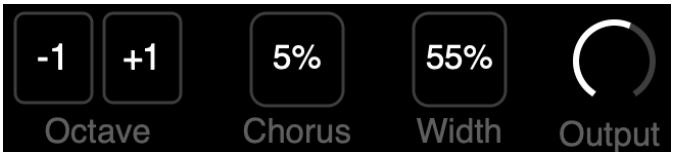
SAMPLE NOTE

In Synth Mode, use Sample Note to set the original pitch of your sample so it follows the keyboard correctly. Play it against a reference note and adjust the selection if the tuning is not right.

Use a File as a Layer:
Drop your own audio onto Transient to change the attack. In 808 Mode, drop an 808 onto Body to blend its wave shapes with the main sample. Both menus also include Load...

Save the finished sound with a new name to the browser to use again at any time

MENU BAR



Octave:
The -1 and +1 buttons move the sound by an octave. They change Transpose in Settings, which has a range of -36 to +36 semitones.

Chorus:
Adds movement and width. At 0%, the sound is dry. In 808 Mode, Chorus works on the body while keeping the earlier attack and Transient layer out of the effect.

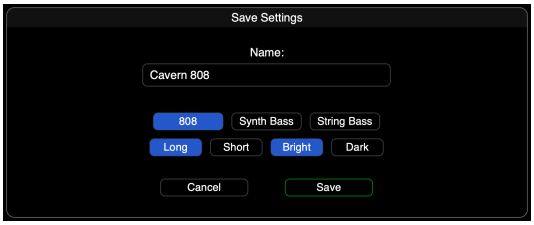
Width:
Negative values narrow the stereo image. At 0%, the width is natural; positive values widen it. Listen in the context of the track, especially when the bass is carrying the low end.

Output:
The overall level of the instrument. The lowest setting mutes it. Output stays where you set it when you change presets; use Trim in Settings to balance the loudness of an individual sound.

Settings:
The gear icon opens the settings window.

SAVE SETTINGS

Click the save icon to keep the sound you have made. Enter a Name, choose 808, Synth Bass, or String Bass, and select the length and tone tags.



Click Save to add it to the browser. Cancel closes the window without saving.

Use a new name when you want to keep the original preset. Saving to an existing name replaces that preset's saved settings.

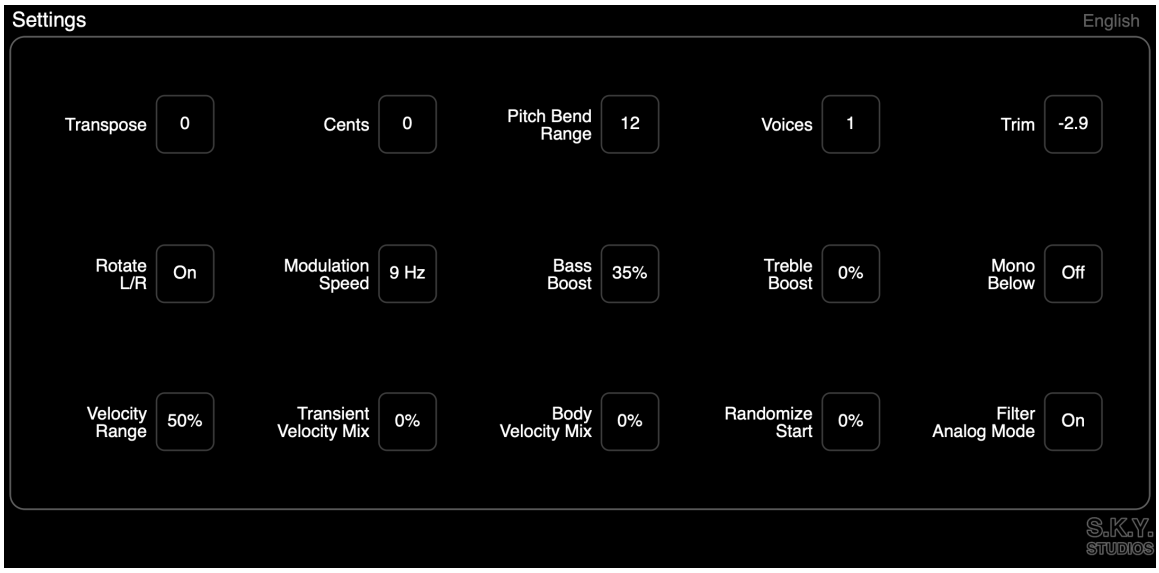
LOCK SETTINGS

The padlock keeps most sound-shaping settings while you browse presets. Playback mode and Transient/Body settings can still follow the new sound. To keep a layer exactly as it is, lock its sample picker and the controls you want to retain individually.

Lock One Parameter:
Right-click a control and choose Lock Parameter. Its indicator turns blue. Choose Unlock Parameter to let presets change it again. The layer sample pickers can also be locked.

Output, Transpose, and Velocity Range stay with the current instance even without a lock. Saving a preset stores the sound values, but the list of locked controls belongs to the session.

SETTINGS MENU



Drag a setting to change it, or click its number to type a precise value.

Transpose:
Moves the played pitch from -36 to +36 semitones. It stays in place when you choose another preset.

Cents:
Fine-tunes the instrument from -50 to +50 cents. Use it for small tuning adjustments.

Pitch Bend Range:
Sets how far the MIDI pitch wheel bends the sound, from 1 to 36 semitones.

Voices:
The number of musical notes available at once, from 1 to 8. One voice is a useful starting point for a bass line; more voices allow chords and overlapping parts.

Trim:
Adjusts a preset's level from -12 to +12 dB. Use it to balance sounds without changing the global Output setting.

SETTINGS MENU

Rotate L/R:
Alternates the left and right orientation across notes or voices. It adds variation to the stereo presentation; it is not a continuous panning effect.

Modulation Speed:
Sets the rate of the modulation, from 0 to 20 Hz. The modulation wheel controls its amount. Try a slow movement for a gentle wobble or a faster setting for more obvious vibrato.

Bass Boost:
Adds low-frequency weight. Raise it a little at a time and check the level of the sound in your track.

Treble Boost:
Adds brightness to the main sound and its layers. This can help an attack speak through a mix, especially after you have shaped the body into something darker.

Mono Below:
Reduces stereo width in the low frequencies below the selected cutoff. The range is 20 to 400 Hz; 20 Hz is Off. This is useful when you want a wide sound with a more centered low end.

Chorus in Synth Mode can add stereo movement after this stage, so check the combined result when using both controls.

SETTINGS MENU

Velocity Range:
Changes how strongly note velocity affects the sound's level. It stays with the current instance when you switch presets.

Transient Velocity Mix:
Lets note velocity change the transient contribution. At 0%, the mix is fixed. In 808 Mode it changes the transient level; in Synth Mode it changes the blend with the main attack.

Body Velocity Mix:
Lets harder notes bring in more of the selected Body, up to the Mix amount you have set. At 0%, the blend stays fixed.

Randomize Start:
Varies the sample's starting position between notes. Try a small amount when repeated notes feel too identical.

Filter Analog Mode:
Adds the subtle drive of an analog synth filter. Turn it off for a cleaner filter response, or on for more character.

LANGUAGE

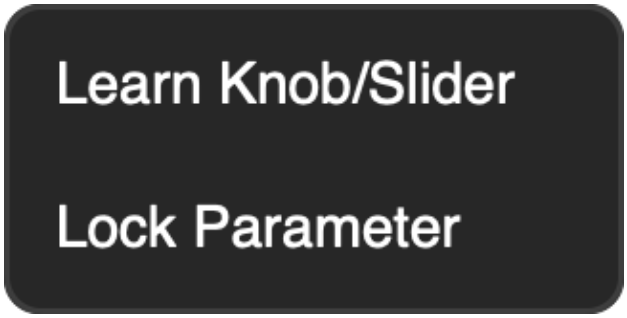
Choose the interface language at the top of Settings. The choice is remembered across plugin windows. Preset names, file names, note names, and units keep their original labels.

Modulation Wheel / CC

Modulation Wheel:
The modulation wheel adds vibrato. Use Modulation Speed in Settings to choose how fast that movement is.

Learn Knob/Slider:
Right-click an eligible knob or slider and choose Learn Knob/Slider. Move the MIDI controller you want to use, and that control will be assigned.

Right-click the control again and choose Forget Knob/Slider to remove the assignment. Buttons and sample pickers can be locked, but do not all offer MIDI learn.



Pitch Wheel and Automation:
Pitch Bend Range in Settings determines the pitch wheel's reach. You can also automate the plugin's exposed parameters from your music software to make changes over the course of a part.

MOVE FILES LOCATION

Keep the S.K.Y. Bass data folder together when moving the library. If the plugin cannot find it, use Locate Files... and choose the S.K.Y. Bass data folder in its new location.

When a saved sound uses your own audio, keep the associated User Samples with your presets when backing up or moving to another computer. The preset file is not a substitute for those audio files.

If a custom layer is missing, its name can appear in red. Use Locate File in that layer's menu to reconnect it.

IF SOMETHING IS NOT RIGHT

No Sound:
Check the loaded preset, sample location, MIDI routing, track monitoring, and Output. Make sure a required custom sample has not been moved.

A Control Is Missing:
Check the playback mode. Body and the main Length control belong to 808 Mode. Tone Shift and loop markers belong to Synth Mode.

A Preset Keeps the Same Settings:
Check Lock Settings and the blue parameter indicators. Output, Transpose, and Velocity Range stay with the instance by design.

A Sound Needs a Newer Version:
If an update notice appears when loading a preset, update S.K.Y. Bass before opening that sound.

S.K.Y. STUDIOS

S.K.Y. BASS

