

Nythera Corda X

User Guide

eXtended Ensemble Strings Synth



Main interface - performance macros, ensemble core, preset bar and global controls

Instrument identity

Nythera Corda X is designed as a cinematic, alien, digital-acoustic ensemble string instrument. It is not intended to imitate a traditional orchestra exactly; its purpose is to create wide, expressive, otherworldly ensemble tones with bow gesture, body resonance, spectral shaping, motion sources, effects and a 12-route modulation matrix.

Version 1.0.1 - Uryan Audio

1. Before You Start

Important DSP and CPU note

Nythera Corda X builds its sound from many layered systems: ensemble voices, bow and gesture behaviour, body and material shaping, envelopes, filters, motion sources, modulation routes and effects. Because of this, older machines can show higher DSP or CPU load, especially with long releases, wide effects, many notes and Full performance mode. Use the four Performance modes - Full, Optimal, CPU Saver and Ultra Saver - to match the sound quality and CPU use to your system.

Quick start

- Start on the Main tab. Choose a factory preset or press Inspire for a new coherent sound state.
- Set Performance mode first. Optimal is a good default; Full gives the richest behaviour; CPU Saver and Ultra Saver are for older machines or heavier sessions.
- Use the three large orbs for the main character: Gesture, Ensemble Core and Field.
- Shape the bottom macro controls for dynamics, density, spread, tension, brightness, air, release and the main effects amounts.
- Use Panic if a sound tail or held note needs to be stopped quickly.
- Go deeper with the Ensemble, Gesture, Shape, Env, Filter, Motion, Motion Env, Fx, Matrix and Presets tabs.

Suggested workflow

1. Choose a core sound	Select a preset, or use Inspire to generate a new musical starting point.
2. Shape the performance	Adjust Gesture, Ensemble Core, Field, Dynamics, Density, Spread, Tension, Brightness, Air and Release.
3. Add expression	Use Mod Wheel, Aftertouch and Matrix routes for expressive movement and playability.
4. Refine the engine	Use the deeper tabs for bow mechanics, harmonic body, envelopes, filters, LFOs, random sources and motion envelopes.
5. Save the result	Use the Presets tab or the Main preset area to save a user preset when the sound is ready.

2. Interface Map

Nythera Corda X uses an 11-tab layout. The Main tab is the fast performance page; the remaining pages expose the deeper synthesis, modulation and preset systems.

Main - performance orbs, macros, preset access, global output and effect toggles

Ensemble - section structure, player variation, stereo seating, cohesion and layers

Gesture - bow mechanics, articulation shape, texture, resonance and performance response

Shape - harmonic architecture, body spectrum, material character, surface and air

Env - amp, gesture excitation, ensemble body and spectral shape envelopes

Filter - two filter stages, filter envelope and spectral character routing

Motion - LFO 1-3 and two smoothed random matrix sources

Motion Env - four dedicated motion envelopes for matrix modulation

Fx - chorus, ensemble, dimension, delay, reverb and glass/glow processing

Matrix - 12 modulation routes with source, target and amount controls

Presets - factory/user preset browsing, current preset information and preset actions

Reading the controls

Most controls show their current value below the knob. Some values are percentages, while time, frequency, semitone or dB controls use the appropriate unit. Colored rings indicate active value position and visual feedback. Disabled modules are greyed out to show that they are not currently active.

3. Main Tab



Main tab - the central performance page

The Main tab is the fastest way to play and shape Nythera Corda X. It keeps the deep engine behind a performance-oriented surface: three large orbs, bottom macro controls, performance mode selection, preset access and global utility buttons.

Gesture orb	Selects and shapes the playing gesture. The shown state is Sustain, a longer continuous ensemble identity.
Ensemble Core orb	Selects the core ensemble profile. The shown state uses Section. Other positions: Grand, Chamber, Solo Seed, Otherworld, Spectral and Divisi.
Field orb	Controls the spatial/motion field character. The shown state uses Void.
Performance mode	Full, Optimal, CPU Saver and Ultra Saver let you balance sound complexity and processor load.
Global buttons	Reset returns the instrument to the designed reset state. Panic stops stuck or excessive sound. Inspire creates a new coherent sound. Evolve modifies the current state.
Bottom macros	Dynamics, Density, Spread, Tension, Brightness, Air, Release, Attack and effect amount knobs give immediate musical control.
Preset bar	Category and preset selectors give quick preset access directly from the Main tab.

4. Ensemble Tab



Ensemble tab - section balance, player spread and layered ensemble behaviour

The Ensemble tab defines the size, register balance and collective behaviour of the ensemble. It is where Nythera Corda X becomes a group of performers rather than a single static tone.

Section Structure	Controls Section Size, Low Section, Mid Section, High Section, Register and Octave distribution. Use it to make the ensemble smaller, wider, deeper or more octave-rich.
Player Variation	Adds humanized variation in Timing, Bow Var, Tone Var, Phase, Res Var and Detune. Higher values create more individuality and movement between players.
Stereo Seating	Controls Section Width, Player Spread, Center Weight, Near/Far, Stereo Depth and Seat Random. Use it to place the ensemble across the stereo field.
Cohesion & Layers	Balances Cohesion, Foundation, Resonance, Air Layer, Motion and Weight. This is useful for controlling how unified or layered the ensemble feels.

Practical tip

For intimate sounds, reduce Section Size, Player Spread, Detune and Air Layer. For cinematic wide ensemble sounds, increase Section Width, Stereo Depth, Motion and the body/layer controls gradually.

5. Gesture Tab



Gesture tab - bow mechanics, articulation and performance response

The Gesture tab controls how the instrument is excited and articulated. It focuses on bow pressure, movement, texture, transient behaviour and response to performance.

Bow Mechanics	Bow Pressure, Bow Speed, Contact Pos, Rosin, Friction and Bow Noise define the mechanical contact between the virtual performer and the resonant body.
Articulation Shape	Attack Trans, Bloom Time, Swell Depth, Tremolo Rate, Tremolo Depth and Pulse Shape control attack, growth, tremolo and pulsing behaviour.
Texture & Resonance	Scrape, Harmonic Exc, Edge, Grain, Body Send and Damping add scrape, harmonic bite, grain and body transfer.
Performance Response	Retrigger, Humanize, Weight, Width, Motion and Velocity influence how the instrument reacts to played notes and velocity.

Practical tip

For smoother bowed tones, keep Scrape, Bow Noise, Edge and Grain lower. For darker alien articulation, increase Friction, Harmonic Exc, Body Send and Tremolo Depth carefully.

6. Shape Tab



Shape tab - harmonic architecture, body spectrum, material and surface character

The Shape tab is the tone-building page. It controls harmonic balance, body mass, cavity, material identity and surface/air details.

Harmonic Architecture	Fundamental, Even Harm, Odd Harm, Spectral Tilt, Inharmonic and Harm Focus shape the harmonic skeleton of the sound.
Body Spectrum	Low Body, Mid Body, High Body, Body Weight, Cavity and Density control the resonant body and ensemble mass.
Material Character	Wood, Glass, Metal, Crystal, Grain and Edge blend the material impression from organic to bright, brittle or sharp.
Surface & Air	Air Layer, Shimmer, Breath, Frost, Damping and Drive add breath, high-frequency detail, surface texture and saturation.

Practical tip

Use Shape as the main identity designer. Body Spectrum gives size and weight; Material Character gives the perceived surface; Surface & Air adds detail and distance.

7. Env Tab



Env tab - four envelopes for amplitude, excitation, body and spectral movement

The Env tab contains four envelope modules. These define how level, gesture, body and brightness evolve over the life of each note.

Master Amp	Final voice level envelope with Attack, Decay, Sustain, Release, Curve and Velocity.
Gesture Excitation	Controls the envelope of bow energy, transient texture and articulation amount.
Ensemble Body	Shapes the envelope of body foundation, resonance, cavity and section body response.
Spectral Shape	Controls brightness, air, material and upper partial movement over time.

Practical tip

For pads and slow cinematic swells, increase attack/release values. For plucked or struck alien strings, use faster attack, lower sustain and shorter release, then shape the Gesture Excitation envelope for bite.

8. Filter Tab



Filter tab - dual filters, filter ADSR and spectral character

The Filter tab gives Nythera Corda X two filter stages plus a dedicated filter envelope and additional spectral character controls. It is useful for darkening, focusing, resonating or animating the sound.

Filter One	Has On/Off, Model, Mode, Slope, response display and Cutoff, Resonance, Drive, Key Track, Env Depth and Velocity controls.
Filter Two	A secondary filter with its own On/Off, Model, Mode, Slope, display and core controls. Use it for additional tone shaping or a second resonant stage.
Filter Envelope	Independent per-voice spectral ADSR with Attack, Decay, Sustain, Release, Curve and Velocity.
Spectral Character	Routing plus Formant, Air Damping, Low Focus, Harmonic, Stereo and Motion for broader tonal contour and movement.

Practical tip

Serial routing gives stronger combined filtering. Use Key Track when the filter should follow pitch, and use Env Depth when note articulation should open or close the filter dynamically.

9. Motion Tab



Motion tab - LFOs and true smoothed random sources for the Matrix

The Motion tab provides the main repeating and random modulation sources. These sources become powerful when routed through the Matrix tab.

LFO 1	Primary matrix modulation source with Shape, Rate, Depth, Phase, Smooth, Bend and Bias.
LFO 2	Secondary matrix modulation source with its own shape, rate, depth and curve shaping controls.
LFO 3	Third LFO source with a larger visual display and detailed shaping controls.
Random generators	Two true smoothed random matrix sources. Rate and Depth set how often and how strongly the random value moves, while Smooth and Bias control behaviour.

Practical tip

Use LFOs for rhythmic or cyclical movement. Use Random generators for organic drift, unstable ensemble motion and less predictable evolution.

10. Motion Env Tab



Motion Env tab - four dedicated envelope sources for Matrix routing

The Motion Env tab adds four independent envelope-based modulation sources. They are designed for routing into the Matrix, allowing specific parameters to move with note attacks, blooms, releases or longer evolving shapes.

Motion Env 1	Fast articulation and rhythmic contour. Useful for attack transient movement and quick parameter gestures.
Motion Env 2	Medium ensemble bloom and body movement. Useful for body, resonance and density transitions.
Motion Env 3	Slow spectral and material evolution. Useful for evolving brightness, air, material or harmonic targets.
Motion Env 4	Long-form movement and extended release. Can be used for slow evolving fields when enabled.

Practical tip

Motion Envelopes are best used with the Matrix. For example, route Motion Env 1 to Attack Transient or Brightness for sharper note starts, or Motion Env 3 to material-related targets for slow evolving tone.

11. Fx Tab



Fx tab - modulation, ensemble width, space and glass/glow processing

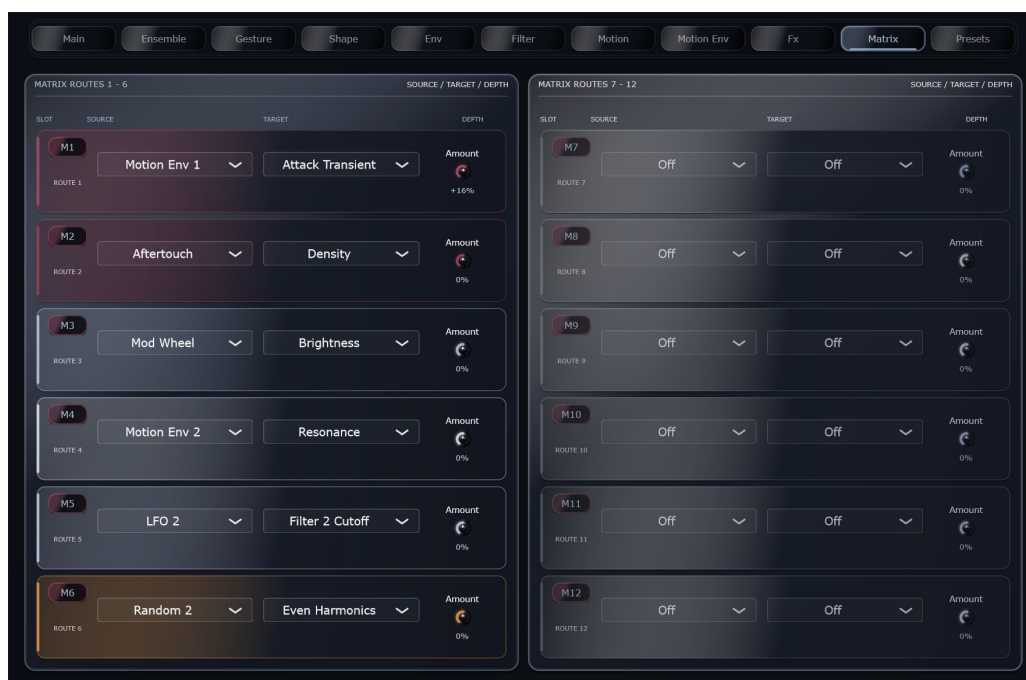
The Fx tab contains the main built-in effects and enhancement processors. Each effect module is designed to support the ensemble identity rather than behave as a generic effect rack.

Chorus	Classic modulation with Amount, Rate, Depth and Mix.
Ensemble	Rich multi-voice width with Amount, Rate, Depth, Spread and Mix.
Dimension	Micro-delay width engine with Amount, Rate, Depth, Spread, Tone and Mix.
Delay	Echo and feedback space with Type, Time, Feedback and Mix.
Reverb	Ensemble space design with Type, Amount, Size, Damp and Mix.
Glass & Glow	Spectral brightness engine with Glass, Color, Motion, S Mix, Glow, Warmth, Bloom and G Mix.

Practical tip

For wide cinematic presets, use Ensemble and Reverb first, then add Dimension carefully. Glass & Glow can make the instrument brighter and more supernatural, but high values may dominate the tone.

12. Matrix Tab



Matrix tab - 12 routes, each with source, target and depth

The Matrix tab is the advanced modulation router. It lets you connect internal and performance modulation sources to sound-shaping targets. Each route has a source, a target and an amount/depth control.

Routes M1-M12	Twelve route slots are available. The screenshot shows routes 1-6 on the left and routes 7-12 on the right.
Sources	Available sources include Motion Envelopes, LFOs, Random generators, Mod Wheel and Aftertouch.
Targets	Targets include playable and sound-shaping controls such as Attack Transient, Density, Brightness, Resonance, Filter cutoff and harmonic-related parameters.
Depth/Amount	Controls how strongly the selected source moves the selected target. Positive and negative amounts can create opposite movement directions where supported.
Off routes	A route with Off selected is inactive and does not affect the sound.

Expression tip

Mod Wheel and Aftertouch are especially useful for live performance. Try Mod Wheel to Brightness, Spread or Reverb Mix, and Aftertouch to Density, Resonance or Tension for expressive pressure-based movement.

13. Presets Tab



Presets tab - browsing, snapshot information and preset actions

The Presets tab gives a larger view of factory and user preset management. It also shows detailed information about the current preset and a live engine snapshot.

Preset browser	Browse by Source, Category and Search. The screenshot shows a factory category with 64 hand-tailored alien factory sounds available in the browser.
Current preset	Displays the selected preset name, category, core profile and key performance details.
Engine snapshot	Shows current Section, Bow, Body, Wood, Reverb, Motion, Register, Character, Gesture, Modulation, Filters and Space values.
Preset actions	Inspire creates a new coherent sound. Evolve modifies the current state. Curated Variation generates an authored-style variation. You can also load selected, mark favourite, save user preset or load from file.

Practical tip

Use factory presets as finished instruments and starting points. When you find a useful direction, use Evolve or Curated Variation before editing deeper pages.

14. Practical Sound Design Workflows

Wide alien ensemble pad

- Start from a Grand or Otherworld-style preset on the Main tab.
- Use Optimal or Full performance mode if the system can handle it.
- Increase Spread, Air, Reverb and Ensemble carefully.
- On Ensemble, increase Section Width, Player Spread, Stereo Depth, Air Layer and Motion.
- On Shape, add Air Layer, Shimmer, Crystal or Glass for a brighter alien surface.
- Use Motion Env 3 or LFO 2 in the Matrix for slow Brightness, Resonance or Air movement.

Dark tremoring body string

- Choose a darker preset or reduce Brightness and Air on the Main tab.
- On Gesture, increase Friction, Body Send and Damping while keeping Bow Noise under control.
- On Shape, increase Body Weight and Low Body, then reduce Glass/Crystal if the sound is too bright.
- Use Filter One as a low pass stage and add a small amount of resonance.
- Route Aftertouch to Density or Resonance for playable pressure movement.

Expressive performance preset

- Keep the Main tab macros in a musically balanced range first.
- Set Mod Wheel routes in the Matrix to Brightness, Spread, Reverb Mix or Field-related targets.
- Set Aftertouch to Density, Tension, Resonance or Bow-related targets.
- Use Velocity controls in Env, Gesture and Filter to make played dynamics matter.
- Save the result as a user preset once the expression range feels playable.

CPU workflow

If a preset sounds good but is too heavy, first switch from Full to Optimal. If needed, use CPU Saver or Ultra Saver, reduce long release times, reduce heavy FX amounts and avoid excessive polyphony with long tails.

15. Troubleshooting and Useful Notes

Sound is too CPU-heavy	Switch to Optimal, CPU Saver or Ultra Saver. Reduce long releases, dense effects and heavy polyphony. Freeze or bounce tracks when needed.
Sound is too quiet or too loud	Use the Output control on the Main tab, then balance the DAW track level. Avoid using extreme output values as a substitute for preset balancing.
A note or tail keeps ringing	Use Panic. Then check long Release values and heavy reverb/delay settings.
No modulation is heard	Check that the Matrix route is not Off, the source is active, the target is selected, and the amount/depth is not zero. For LFO and random sources, also check their Depth values.
Mod Wheel or Aftertouch does nothing	Create or check Matrix routes using Mod Wheel or Aftertouch as source, then assign them to meaningful targets and increase route amount.
Preset changes are not what expected	Use Save User Preset after editing. Factory presets are starting points and can be restored by reloading them from the browser.

Performance mode guide

Full	Highest detail and richest engine behaviour. Best for rendering, lower polyphony or powerful machines.
Optimal	Recommended default balance between quality and CPU use.
CPU Saver	Lighter processing for larger sessions or older systems.
Ultra Saver	Lowest CPU option for difficult sessions, quick sketching or older machines.

Thank you for using Nythera Corda X.

Create, explore and save your own otherworldly ensemble instruments.