

Vaelyra Stryn

User Guide - Version 1.0.1 Update

Resonant String & Pluck Synth



Uryan Audio

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This guide documents the streamlined single-page Vaelyra Stryn instrument after the 1.0.1 update. It explains the redesigned selector-orb workflow, the stronger macro controls, the ADSR and effect layout, and practical ways to create playable resonant string and pluck sounds quickly.

1. Introduction and 1.0.1 concept

Vaelyra Stryn is a streamlined resonant string and pluck synthesizer built for immediate playing and fast sound design. Its single-page interface combines three large core selector orbs with musical macros, ADSR controls, integrated effects, preset tools and four performance modes.

The instrument is inspired by strings, impacts, resonant bodies and material character, but it is not intended to imitate one specific acoustic instrument. It is designed as a futuristic digital-acoustic instrument for plucks, struck tones, resonant basses, hybrid leads, glass-like bells, wooden textures and cinematic sounds.

Version 1.0.1 update focus: the front panel has been rebalanced for clearer musical results. The three large selectors now share a more consistent selector-orb style, the macro controls have stronger audible ranges, the visible controls now include Amp ADSR, and the quick effect switches are restored as practical on/off controls.

Core fact	Vaelyra Stryn 1.0.1
Interface	One focused Main page
Main sound concept	Exciter + Stryn Core body + String behavior
Large selectors	Exciter, Stryn Core and String selector orbs
Top macro row	Tone, Damp, Resonance, Overtone, Excite, Motion and Warmth
Lower macro row	Attack, Decay, Sustain, Release, Ensemble and Reverb
Effect switches	Chorus, Ensemble, Dimension and Reverb
Creative actions	Inspire and Evolve
Performance utilities	Four performance modes
Preset tools	Category, preset browser, previous/next, favourite, Save and Load

Free and X workflow

Version	Workflow
Vaelyra Stryn	One-page performance instrument with essential selectors, stronger macros, ADSR, effects and preset tools.
Vaelyra Stryn X	Extended edition with deeper sound-design pages, modulation, detailed engine controls and advanced workflow.

2. Quick start

A practical first-session workflow

1. Load a preset from the Category and Preset controls.
2. Play several notes across the keyboard before changing anything.
3. Use Exciter to choose the attack or excitation family.
4. Use Stryn Core to choose the main resonant body or material character.
5. Use String to choose the string or overtone behavior.
6. Use Tone, Damp and Resonance to establish the core timbre and decay.
7. Use Overtone, Excite, Motion and Warmth for stronger character shaping.
8. Use Attack, Decay, Sustain and Release to shape playability.
9. Use Ensemble, Reverb and the four effect switches only when they support the sound.
10. Press Save before generating another idea if the current sound should be kept.

The fastest way to understand the instrument

Question	Control area
What starts the sound?	Exciter
What does it resonate through?	Stryn Core
How does the vibrating element behave?	String
How bright, damped, resonant or animated is it?	Top macro row
How does it play?	Attack, Decay, Sustain and Release
How polished or spacious is the finished sound?	Ensemble, Reverb and effect switches
How do I find another starting point?	Preset browser, Inspire or Evolve

Start with the three large selectors. They define the instrument identity. Use the smaller controls only after the Exciter-Body-String relationship already sounds musical.

3. Interface overview

Vaelyra Stryn 1.0.1 - complete single-page performance interface

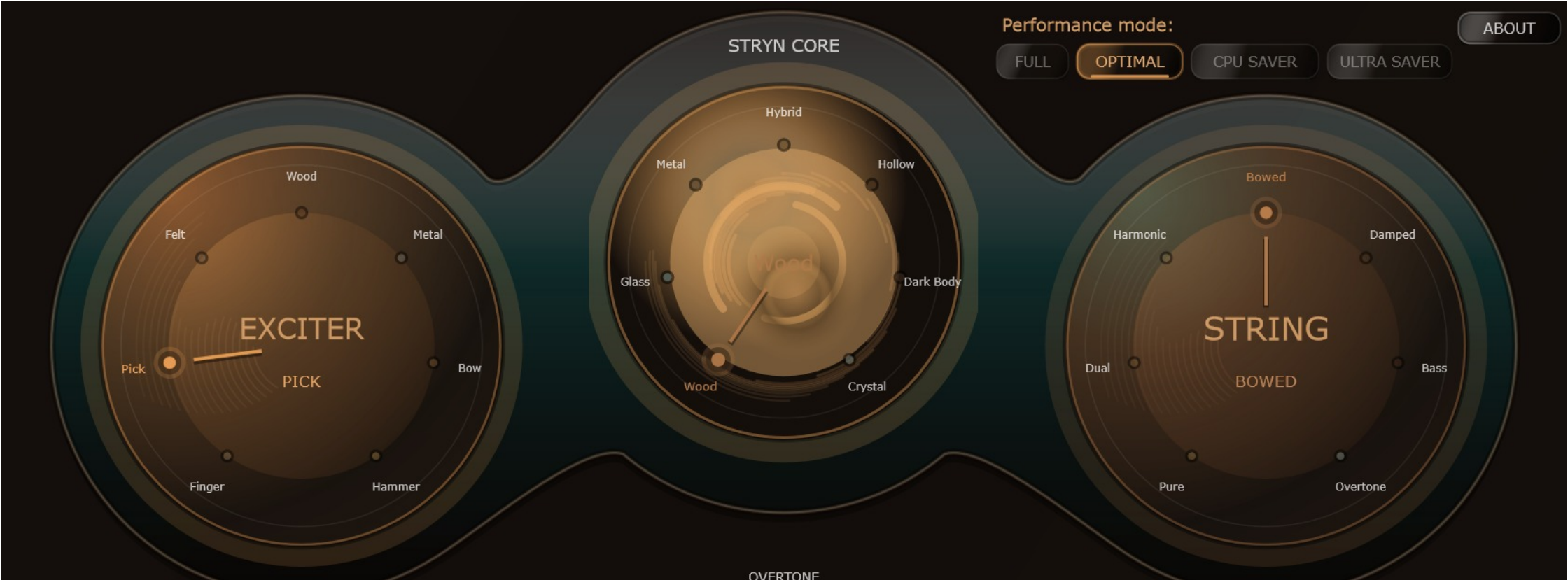


Vaelyra Stryn - complete single-page performance interface

The 1.0.1 interface is still a single focused page, but the control layout is clearer: the three large selector orbs define the main instrument identity; the top macro row performs stronger sound shaping; the lower row provides ADSR and immediate ambience; and the right-side effect switches enable or disable the main built-in effects.

4. Three core selector orbs

Exciter, Stryn Core and String selector orbs



Exciter, Stryn Core and String selector orbs

The three large controls are multi-position selector orbs rather than continuous knobs. They choose core sound families and should be treated as character selectors. The side selector orbs were redesigned in version 1.0.1 to better match the central Stryn Core style.

Selector	Musical role
Exciter	Chooses the excitation family: the action or material-like character that starts the vibration. It changes the attack, contact, hardness and percussive feel.
Stryn Core	Chooses the main resonant body or material direction: Wood, Glass, Metal, Hybrid, Hollow, Dark Body or Crystal.
String	Chooses the main string or resonance behavior, affecting how the vibration develops after the attack.

1.0.1 selector behavior

- The side orbs now use the same visual language as the central Stryn Core orb.
- Small LED markers sit on the inner material-ring edge, with labels placed close to the marker positions.
- The first and last positions include a guard against premature wrap-around jumps.
- Use them as musical selectors: choose a body, choose an exciter, then choose the string behavior.

5. Main macro controls

Updated macro controls: stronger top row plus ADSR, Ensemble and Reverb



Updated macro controls: stronger top row plus ADSR, Ensemble and Reverb

Control	Musical role
Tone	Broad tonal balance of the patch. Use it for the first dark/bright decision.
Damp	Controls resonance energy, ringing and decay. Higher values produce shorter, more controlled resonance.
Resonance	Controls resonant body presence, bloom and modal response.
Overtone	Adds harmonic richness and upper string/body detail while remaining musically controlled.
Excite	Shapes contact, transient, hardness, click and attack character.
Motion	Adds audible movement, stereo life and subtle internal animation without becoming loose pitch wobble.
Warmth	Adds warmer, woodier, fuller tone and low-mid body without simply acting as another Damp control.

Important 1.0.1 change: the top macro row now has significantly stronger audible ranges. These are high-level musical controls, so use them by ear. A single macro can influence several internal parts of the instrument.

Lower macro row

Control	Musical role
Attack	Controls how quickly the sound begins.
Decay	Controls the early fall after the attack.
Sustain	Controls sustained level and body after the initial decay.
Release	Controls how long the sound continues after note release.
Ensemble	Adds multi-voice width and animated thickness.
Reverb	Adds space, depth and resonant tail.

6. How the core controls interact

Exciter, Stryn Core, String and the macros should be treated as one connected instrument. The same Pick exciter can become a short wooden pluck, a glass bell, a resonant bass or a bowed cinematic tone depending on the body, string behavior, damping and envelope settings.

Change	Typical result
Brighter Exciter + Crystal or Glass body	Sharper attack and clearer upper resonance.
Darker body + higher Damp	Shorter, heavier and more controlled sound.
Higher Resonance + lower Damp	Longer and more obvious resonant character.
More Overtone	More harmonic detail and string/body complexity.
More Excite	Stronger contact, attack, strike or pick character.
More Motion	More movement, stereo life and evolving resonance.
More Warmth + Wood or Dark Body	Fuller, less brittle tonal balance.
More Ensemble or Dimension	Larger stereo image, but potentially less focus.

Avoid solving every problem with effects

- If the sound is too bright, reduce Tone or increase Damp before adding more Reverb.
- If the sound rings too long, increase Damp before lowering the final output.
- If the attack is wrong, choose another Exciter or adjust Excite before hiding it with ambience.
- If the sound lacks weight, raise Resonance or Warmth before increasing effect levels.
- If the sound is unfocused, reduce wide effects before changing the preset.

Musical control ranges

The 1.0.1 macros are intentionally more audible. Large macro movements are useful for deliberate transformations, while smaller movements are useful for final calibration.

7. Inspire and Evolve

Creative sound generation actions



Creative sound generation actions

Control	Function
Inspire	Creates a new musically structured starting point. It is intended as an intelligent sound idea generator, not blind parameter randomization.
Evolve	Creates a related variation from the current sound while preserving more of its identity.

Version 1.0.1 keeps the creative section focused on Inspire and Evolve, while playable envelope shaping is handled directly with Attack, Decay, Sustain and Release.

When to use Inspire

- When the current sound direction is not useful.
- When starting a new track or searching for a contrasting instrument.
- When exploring a category without browsing every preset manually.

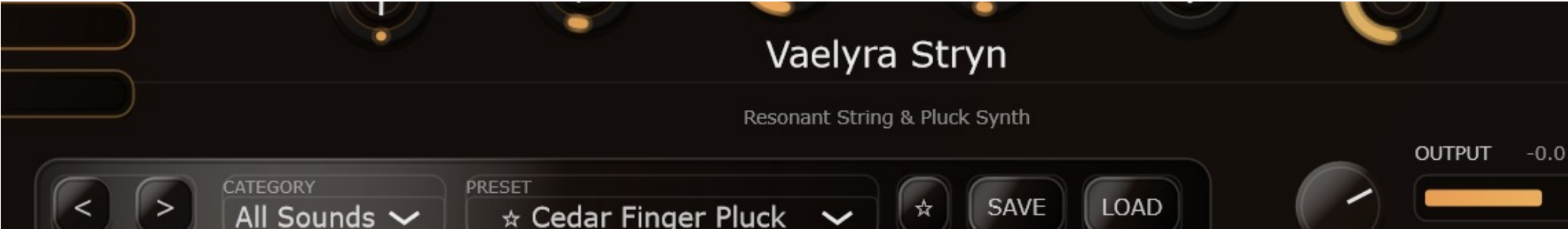
When to use Evolve

- When the current sound is close but not final.
- When several related variations are needed for a song.
- When the core body and attack are good but a fresh balance is desired.

Safety rule: save the sound before pressing Inspire or Evolve when the current version matters. Generated changes can replace the active settings.

8. Presets, saving and output

Category, preset navigation, favourite, Save, Load and Output controls



Category, preset navigation, favourite, Save, Load and Output controls

Control	Function
Previous / Next	Moves through the available preset list.
Category	Filters or selects the current preset category.
Preset	Shows and selects the current sound.
Favourite	Marks or unmarks a sound for faster access.
Save	Stores the current sound as a saved user preset.
Load	Recalls a previously saved preset.
Output	Controls the final plugin level. The meter shows the current output activity.

Recommended preset workflow

1. Choose a category.
2. Load a preset and play it before editing.
3. Adjust the three large selectors and macros.
4. Use Evolve for a related alternative.
5. Save the best version as a user preset.
6. Use Favourite for sounds that should remain easy to find.

Use Output for final level matching, not for fixing weak sound design. If the sound feels quiet because it is heavily damped or filtered, first correct the tonal settings, then use Output to place the finished patch at a suitable level without clipping.

9. Effects and enhancement

Quick effect switches



Quick effect switches

Vaelyra Stryn 1.0.1 restores the four right-side effect buttons as practical front-panel switches. If an effect has no dedicated amount knob on the Main page, its On state is internally set to a useful audible level.

Control	Best use
Chorus switch	Adds classic modulation movement and soft widening. In 1.0.1 the On state is stronger and more immediately audible.
Ensemble knob / switch	Adds richer multi-voice width and animated character.
Dimension switch	Adds polished micro-delay width and stereo size. In 1.0.1 the On state is stronger and more audible.
Reverb knob / switch	Adds spatial tail, room impression and cinematic depth.

Practical effect order

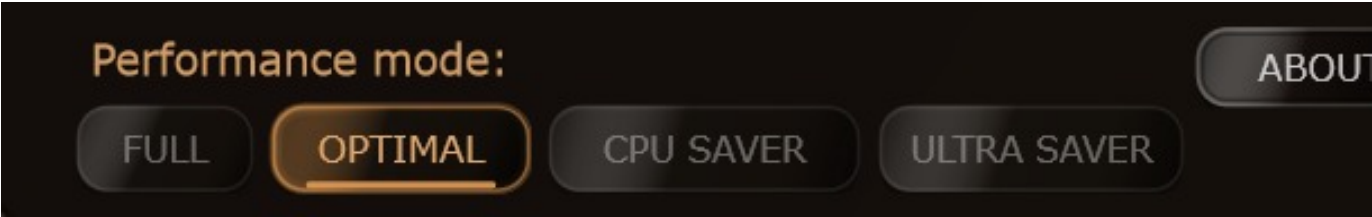
1. Set the dry Exciter-Body-String sound first.
2. Add Chorus or Ensemble only if movement is needed.
3. Use Dimension for width when the sound should remain polished and controlled.
4. Add Reverb after the internal resonance is correct.
5. Disable unused effects in heavy projects or when a sound needs to stay focused.

Keeping the mix focused

- Avoid running every width effect at high levels.
- Reduce Ensemble when Chorus and Dimension are both active.
- Use less Reverb on fast plucks and rhythmic parts.
- Use more Reverb for cinematic layers and sustained textures.

10. Performance modes and CPU behavior

Performance modes and About control



Performance modes and About control

Vaelyra Stryn provides four performance modes. The selected mode changes the balance between maximum internal detail and lighter processing.

Mode	Purpose	Recommended use
Full	Maximum depth and the richest available processing.	Detailed sound design, final checks and rendering.
Optimal	Balanced quality and workload.	General writing, preset browsing and normal production.
CPU Saver	Reduced processing pressure.	Heavy projects or several active instances.
Ultra Saver	Lightest processing mode.	Older systems, live stability or many instances.

What can increase CPU use

- Long sustained notes and overlapping releases.
- Wide or effect-heavy presets.
- Several active instances in one project.
- Dense chords played with long ambience.
- Full mode combined with multiple modulation effects and Reverb.

Practical CPU workflow

1. Begin with the mode that feels appropriate for the project.
2. Move to Optimal when Full is unnecessary.
3. Use CPU Saver before disabling important musical controls.
4. Use Ultra Saver for the lightest live or sketching workflow.
5. Freeze or bounce finished parts when the final sound is approved.

11. Practical sound design workflows

Workflow	Steps
Warm wooden pluck	Choose Wood in Stryn Core. Use Finger, Pick or Felt in Exciter. Raise Warmth and Resonance moderately. Use Damp to control the tail. Shape Attack, Decay and Release for the part.
Crystal bell pluck	Choose Crystal or Glass in Stryn Core. Use a harder Exciter. Raise Overtone carefully. Keep Damp moderate and add short Reverb. Keep Motion controlled for pitch clarity.
Dark resonant bass	Choose Dark Body or Hollow. Use a heavier Exciter. Increase Warmth and Resonance, keep Overtone lower, and use enough Damp to keep the low end focused.
Bowed cinematic texture	Choose Bowed or a related String state. Use Motion and Ensemble for movement. Increase Release and Reverb for a longer tail.
Animated hybrid lead	Choose Hybrid as the body foundation. Use Excite for attack, Motion for movement, and a controlled amount of Dimension or Chorus for width.

1.0.1 workflow tip

Because the macro ranges are stronger in 1.0.1, use broad movements to find the correct sound family and then use smaller movements for final calibration. The controls are designed to be heard, not just measured.

12. Playing and production tips

Velocity and performance

The loaded preset and Exciter design determine how strongly playing velocity affects the attack and level. Test soft and hard notes before deciding whether a patch is too sharp, too quiet or too bright.

Register matters

Register	Typical behavior
Low notes	Can emphasize body weight, cavity, darkness and long resonance.
Middle register	Usually provides the clearest balance between attack and resonant body.
High notes	Can emphasize crystal, glass, metal, overtones and bright detail.

Arrangement placement

- Use narrow, drier sounds for basses, rhythmic plucks and dense arrangements.
- Use wider, more spacious sounds for featured lines, ambient beds and cinematic layers.
- Reduce Reverb when the DAW already provides a shared send reverb.
- Layer contrasting body characters rather than stacking several nearly identical wide presets.
- Match Output levels before comparing presets; louder is not automatically better.

Using ADSR and ambience while editing

- Use Attack, Decay, Sustain and Release to shape the playing feel before adding ambience.
- Use Release and Reverb together carefully, because both can lengthen the perceived tail.
- Shorter Release values usually work better for rhythmic plucks and bass parts.
- Watch for overlapping tails when playing chords with Reverb.

Using Vaelyra Stryn with automation

The Main controls can be automated from the host where supported. The most musical automation targets are often Tone, Damp, Resonance, Overtone, Excite, Motion, Warmth, Ensemble and Reverb. Use slow, purposeful automation rather than moving every control at once.

13. Troubleshooting

Problem	First things to try
The sound is too bright or brittle	Reduce Tone or Overtone. Increase Damp. Choose a darker Stryn Core body. Reduce Chorus or Dimension if the upper stereo detail is harsh.
The sound is too dull or short	Increase Tone or reduce Damp. Raise Resonance if the body is too weak. Choose Crystal, Glass or Metal for a brighter body direction.
The sound rings too long	Increase Damp. Shorten Release. Reduce Reverb. Choose a less resonant String or Body state.
The attack is too weak	Increase Excite. Choose a harder Exciter. Shorten Attack. Try Pick, Metal, Wood or Hammer-style excitation.
The sound feels static	Increase Motion. Add Ensemble or Dimension. Use Evolve for a related variation.
The sound is too wide or unfocused	Disable Chorus, Ensemble or Dimension one at a time. Reduce Reverb and use fewer simultaneous width effects.
The sound is too boomy	Reduce Resonance or Warmth. Increase Damp. Choose a less hollow body type. Reduce Reverb.
The plugin is too CPU-heavy	Switch from Full to Optimal. Use CPU Saver or Ultra Saver. Disable unused effects. Freeze or bounce completed parts.
Inspire or Evolve replaced a sound I liked	Generated changes affect the active sound. Save important versions before generating a new idea.

14. Appendix - quick reference

Signal concept

Stage	Role
Exciter	Creates the initial attack or excitation character.
Stryn Core	Defines the main resonant body or material direction.
String	Defines the vibration, overtone and string-like response.
Tone / Damp / Resonance	Shapes the central tonal, decay and resonant-body balance.
Overtone / Excite / Motion / Warmth	Adds harmonic richness, attack character, movement and tonal warmth.
Attack / Decay / Sustain / Release	Shapes playability and envelope behavior.
Ensemble / Reverb	Adds width, animation and space from the lower macro row.
Chorus / Ensemble / Dimension / Reverb switches	Enable or disable the built-in effects directly.
Output	Sets the final plugin level.

Fast corrective guide

Problem	First controls to try
Too bright	Tone, Damp, Overtone, Stryn Core
Too dark	Tone, Resonance, Overtone, Stryn Core
Too long	Damp, Release, Reverb
Too short	Damp, Release, Resonance
Too static	Motion, Ensemble, Dimension
Too soft attack	Excite, Attack, Exciter
Too thin	Resonance, Warmth, Stryn Core
Too boomy	Resonance, Warmth, Damp, Reverb
Too CPU-heavy	Performance mode and effect switches

Suggested learning order

1. Browse presets.
2. Learn the three large selector orbs.
3. Learn Tone, Damp and Resonance.
4. Learn Overtone, Excite, Motion and Warmth.
5. Use ADSR to shape playability.
6. Add Ensemble, Reverb and effect switches selectively.
7. Use Inspire and Evolve after saving good sounds.
8. Choose the appropriate performance mode for the project.

Final note: Vaelyra Stryn 1.0.1 is designed to deliver useful resonant instruments quickly. The strongest results usually come from a clear relationship between Exciter, Stryn Core and String, followed by audible macro changes and effects that support the instrument instead of hiding it.