


# Spitfire Symphony Woodwind

 Muse Sounds Edition

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The **Spitfire Symphony Woodwind - Muse Sounds Edition** is crafted exclusively for the Muse Sounds engine: derived from the Spitfire Audio flagship library "Spitfire Symphony Woodwinds," and carefully optimised for playback from notation.

This edition features a single mixed microphone position, capturing the ambience and reverberation of the beautiful AIR Lyndhurst Hall in London.

## Instruments Included

2 Bassoons	Clarinet in Bb
2 Clarinets	Contrabass Clarinet
2 Flutes	Contrabassoon
2 Oboes	Cor Anglais
Alto Flute	Flute
Bass Clarinet	Oboe
Bass Flute	Piccolo
Bassoon	

## Key Articulations (most instruments)

Advanced Legato: Ensures smooth, connected notes during regular playing

Fast Runs Mode: Triggered for notes played in quick succession

Staccato

Sustained vibrato and non-vibrato

Accent

Marcato

Tenuto

Trills: Minor and major 2nd

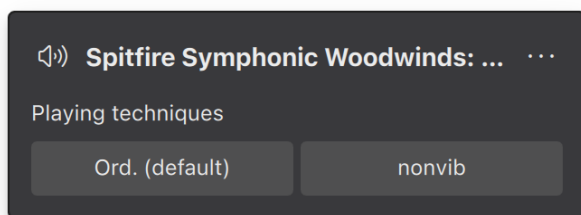
## Special Effects (on select instruments)

Flutter tonguing

Harmonics

Overblown

## Accessing Playing Techniques in MuseScore




Many of the playing techniques in MuseScore Studio are accessible through the **Staff Text** feature. To apply a playing technique, first select the starting note for the technique, then

assign Staff Text to it. Next, click on the speaker icon above the staff of the assigned note to open the Playing Techniques menu. From there, you can select the desired playing technique. If there are more than eight techniques available, you may need to scroll to see all options.

## Playback Details

By default, the woodwinds play back with legato. For phrases where individual notes are faster, the playback automatically switches to a special “Fast” mode mimicking real-life player techniques.

 **Tip:** For faster writing, consider using shorter, more defined samples, such as marcatos or staccatos. By writing "marcato" in the text, all notes until the next text instruction will play back using this articulation. You can optionally hide this text if you don't want it visible in the printed score. If you need additional speed or dexterity, give this a try!

The sustains are sampled in up to three dynamics, from pp to ff, and smoothly morph between them to produce realistic crescendos and decrescendos. For

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short notes, there are up to eight repetition samples, enhancing realism during repeated notes.

The flutter, half trill and whole trill articulations provide stylistic woodwind sounds to your score and are worth exploring. **Flutter tonguing** is accessible by adding unmeasured tremolo to a note.

## About Muse Sounds Editions

Muse Sounds Editions are exclusively created editions of sample libraries, designed to work with the Muse Sounds Engine, found inside MuseScore Studio and StaffPad.

These editions are derived from the same content, but are not compatible with Kontakt or VST versions of the same library.

The Muse Sounds concept is to distill the technical and sonic achievements of complex, vast sample libraries, which were often created to be triggered via complex MIDI programming, into a simple, musical and intuitive experience for composers who work with notation.

The Muse Sounds team is proud to work with prestigious sample developers, and to bring these beautiful sounding creations to life for the notated page.

Thank you for supporting Muse Sounds!