


# Scoring Synths

 Muse Sounds Edition

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The **Scoring Synths - Muse Sounds Edition** is crafted exclusively for the Muse Sounds engine: derived from the AudioOllie library “Scoring Synths” and carefully optimised for playback from notation.

Scoring Synths is an extensive collection of ‘worldized’ analogue synths. Recorded at Oceanway studios to create a core set of synth tones designed to blend perfectly with the modern orchestra.

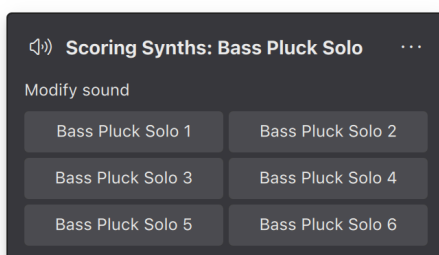
## Instruments Included

Bass Pluck	Stabs
Bass Pluck Solo	Sub
Bass Solo	Swells
Bass Synth	Synth Plucks
Drums	Taps
Kick Drums	Tonal Percussion
Pads	
SFX	

## Accessing Presets in MuseScore

Accessing the sounds within Scoring Synths is a two-step process:

1. The instrument is selected on the **MuseScore Studio Mixer**.
2. Presets are selected assigning **Staff text** to a note on the staff. By default, the first preset for each instrument is used when no preset is selected. Clicking on the Staff text speaker icon above the staff will open the Presets menu. From there, you can select the desired preset. If there are more than eight presets available, you may need to scroll to see all options.




Scoring Synths makes extensive use of presets. For example, the Bass Pluck Solo has six variations that are listed as presets. Be sure to explore them all!

## Playback Details

The sound design nature of Scoring Synths lends itself to exploration. The best way to get the most out of this library is to explore the instruments and their presets. Some sounds may lend themselves to repeated notes or melodies while other sounds may require longer durations. Experimentation is encouraged and key to using the library!

Many of the pads and sustaining sounds change and morph with crescendos and decrescendos.

Scoring Synths was designed to be layered with traditional orchestral instruments. For example, try doubling your bass part with the Scoring Synths and other traditional orchestral bass instruments.

 **Tip:** Layering several presets by adding multiple staves with Scoring Synths instruments assigned is a great way to create complex textures.

## 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.

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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!