

Vaelyra Stryn

User Guide

Resonant String & Pluck Synth



Uryan Audio

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This guide documents the streamlined single-page Vaelyra Stryn instrument. It explains every visible control, the relationship between Exciter, Stryn Core and String, and practical ways to create playable resonant sounds quickly.

1. Introduction and 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 selectors with musical macros, integrated effects, preset controls 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.

Core fact	Vaelyra Stryn
Interface	One focused Main page
Main sound concept	Exciter + Stryn Core body + String behavior
Large selectors	Exciter, Stryn Core and String
Main macros	Tone, Body, Damp, Width, Space, Air and Warmth
Enhancement controls	Glow, Chorus, Ensemble, Dimension, Reverb and Glass
Creative actions	Inspire and Evolve
Performance utilities	Hold, Sustain and four performance modes
Preset tools	Category, preset browser, previous/next, favourite, Save and Load

What the free version is designed for

- Fast preset-based inspiration without opening deep editing pages.
- Playable plucks, bells, resonant bodies, string-like tones and hybrid digital-acoustic instruments.
- Broad musical shaping through large selectors and carefully chosen macros.
- Quick width, ambience and enhancement through integrated effects.
- Lower setup time when a sound needs to work immediately in a track.

Free and X workflow

Version	Workflow
Vaelyra Stryn	One-page performance instrument with the essential core selectors, macros, effects and preset tools.
Vaelyra Stryn X	Extended edition with detailed Exciter, Body, String, Motion, FX, Matrix and Presets pages.

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. Turn the Exciter selector to choose the attack or excitation family.
- 4. Turn Stryn Core to choose the main resonant body character.
- 5. Turn String to choose the string or overtone behavior.
- 6. Use Tone, Body and Damp to establish the core timbre.
- 7. Use Width, Space, Air and Warmth to place the sound in the mix.
- 8. Add Glow, Chorus, Ensemble, Dimension, Reverb or Glass only when they improve the sound.
- 9. Use Optimal or a Saver mode if the project becomes heavy.
- 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, warm, damped or spacious is it?	Main macro row
How wide and polished is the finished sound?	Enhancement controls and effect switches
How do I find another starting point?	Preset browser, Inspire or Evolve

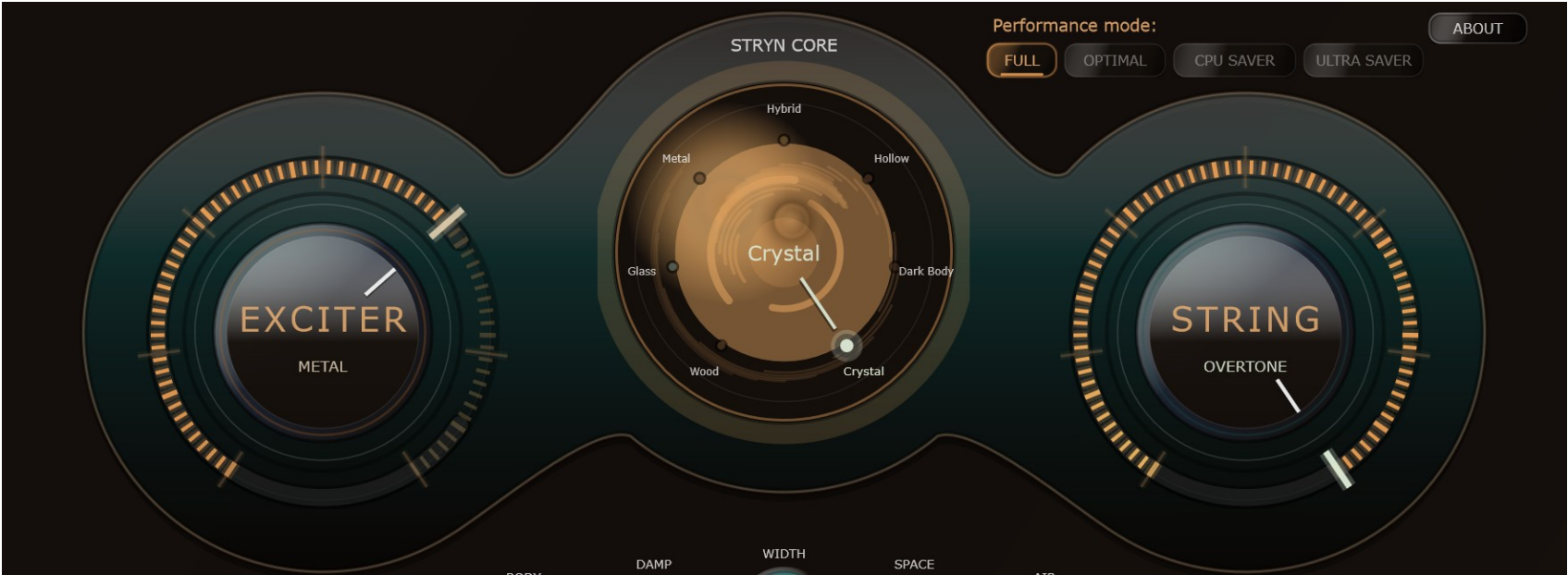
Start with the three large selectors. They define the instrument identity. Use the smaller controls only after the Exciter-Body-String relationship already sounds musical.

3. Interface overview



Vaelyra Stryn - complete single-page performance interface

4. Three core selectors



Exciter, Stryn Core, String and the performance-mode area

Exciter

The left selector chooses the excitation family: the action or material-like character that starts the vibration. The supplied screenshot shows Metal. Changing Exciter can make the same body and string feel softer, harder, sharper, heavier or more percussive.

Stryn Core

The center selector chooses the main resonant body character. The visible positions are Hybrid, Hollow, Dark Body, Crystal, Wood, Glass and Metal. The supplied screenshot shows Crystal.

Body type	General direction
Hybrid	Blended digital-acoustic character.
Hollow	Cavity-like, enclosed or chambered resonance.
Dark Body	Darker, heavier and less exposed body response.
Crystal	Clear, bright and precise resonant character.
Wood	Rounded, organic and naturally resonant direction.
Glass	Hard, bright and plate-like resonance.
Metal	Dense, sharp and metallic resonant energy.

String

The right selector chooses the main string or resonance behavior. The supplied screenshot shows Overtone. This selector changes how the vibration develops after the attack and how strongly upper partials, damping or string-like character are emphasized.

A useful workflow is to choose the Body first, then the Exciter, then the String response. Another valid method is to start from the attack you want and build the resonant body around it.

5. Main macro controls



Main tonal, spatial and enhancement controls

Control	Musical role
Tone	Broad tonal balance of the patch. Use it before making the sound brighter with Air or Glass.
Body	Overall resonant-body presence and weight.
Damp	Absorbs energy, shortens resonance and usually darkens the response.
Width	Controls broad stereo width.
Space	Controls the overall sense of distance and ambience.
Air	Adds high-frequency openness and breath.
Warmth	Adds a fuller and warmer tonal emphasis.

Recommended adjustment order

- 1. Set Tone for the basic brightness.
- 2. Use Body and Damp together to determine weight and decay.
- 3. Set Width according to the role of the sound in the arrangement.
- 4. Use Space for distance, then Air for openness.
- 5. Add Warmth last if the sound needs more fullness.

These are high-level performance macros. A single macro can influence several internal parts of the instrument, so use them by ear as musical controls rather than as laboratory measurements.

6. How the core controls interact

Exciter, body and string are one system

The three large selectors and the main macros should be treated as one connected instrument. The same Metal exciter can produce a short bright click, a glass bell, a hollow knock or a dark resonant bass depending on Stryn Core, String, Body and Damp.

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 Body + lower Damp	Longer and more obvious resonant character.
More Air + Glass	Brighter, more exposed upper detail.
More Warmth + Wood or Dark Body	Fuller and less brittle tonal balance.
More Width + Chorus/Ensemble/Dimension	Larger stereo image, but potentially less focus.
More Space + Reverb	Greater depth and tail, but potentially less rhythmic clarity.

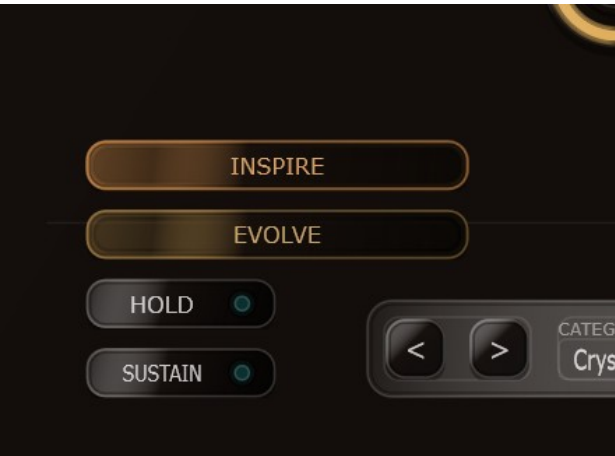
Avoid solving every problem with effects

- If the sound is too bright, reduce Tone, Air or Glass before adding more Reverb.
- If the sound rings too long, increase Damp before lowering the final output.
- If the sound lacks weight, raise Body or Warmth before increasing effect Mix.
- If the sound is unfocused, reduce Width and modulation effects before changing the preset.
- If the attack is wrong, choose another Exciter rather than trying to hide it with ambience.

Musical control ranges

Small changes are often enough. Large macro movements are useful for deliberate transformations, but the most natural results usually come from moderate Body, Damp, Width and effect settings.

7. Inspire, Evolve, Hold and Sustain



Creative and performance 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.
Hold	Keeps played material active for hands-free auditioning and sound shaping.
Sustain	Extends the sustained response while enabled, depending on the loaded sound and envelope behavior.

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.

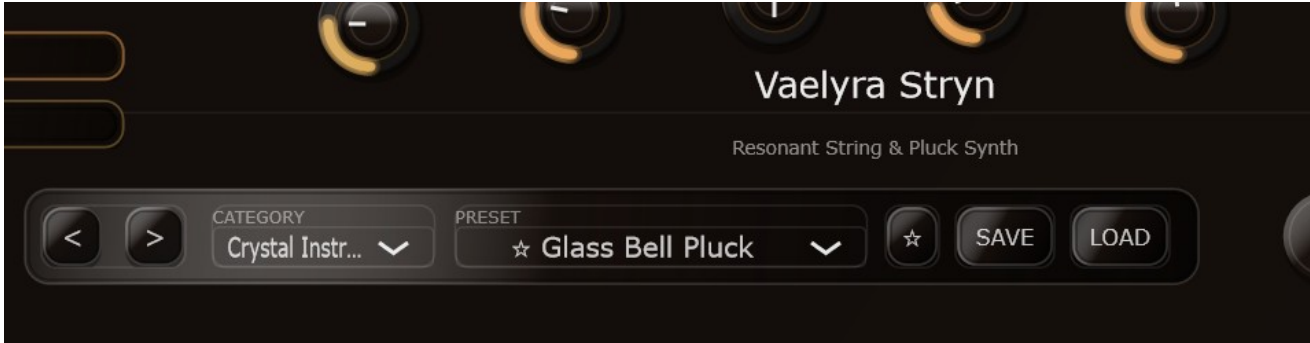
When to use Evolve

- 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 and Load 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. The supplied screenshot shows Glass Bell Pluck.
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.

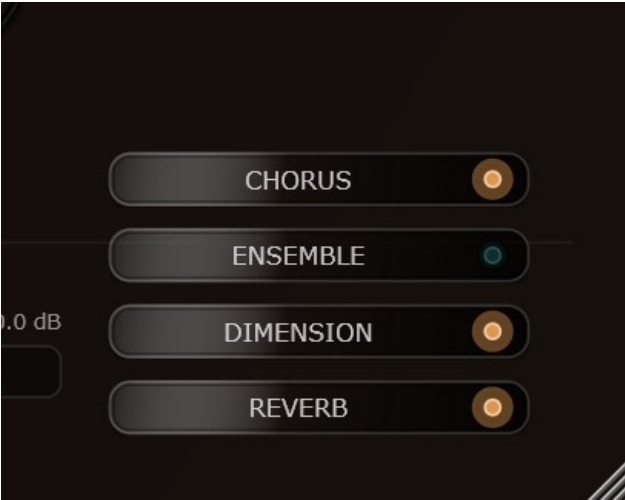
Recommended preset workflow

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.

Output level

Use Output for final level matching, not for fixing a 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 controls and module switches

Control	Best use
Glow	Adds a warmer resonant bloom and finishing presence.
Chorus	Adds classic modulation movement and soft widening.
Ensemble	Adds richer multi-voice width and a more animated character.
Dimension	Adds polished micro-delay width without needing an obvious chorus sound.
Reverb	Adds spatial tail, room impression and cinematic depth.
Glass	Adds bright resonant detail and glass-like enhancement.

Effect switches

The right-side Chorus, Ensemble, Dimension and Reverb switches enable or disable the corresponding effect modules while preserving their control positions. Use them for direct before/after comparison.

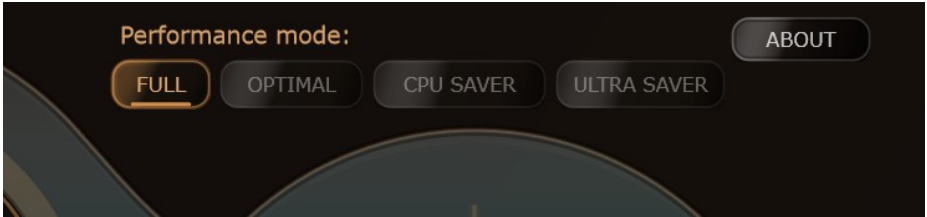
Practical effect order

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 for external space after the internal resonance is correct.
5. Use Glow and Glass as finishing layers, not as substitutes for a good core sound.

Keeping the mix focused

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

10. Performance modes and CPU behavior



Performance modes and About control

Vaelyra Stryn provides four performance modes. The supplied screenshot shows Full active. 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 1 - crystal bell pluck

1. Choose Crystal or Glass in Stryn Core.
2. Select a harder, brighter Exciter such as the shown Metal state.
3. Use Overtone or another bright String behavior.
4. Set moderate Body, lower Damp and controlled Air.
5. Add a small Glass amount and short Reverb.
6. Keep Width moderate so the attack remains precise.

Workflow 2 - warm wooden pluck

1. Choose Wood in Stryn Core.
2. Use a softer Exciter direction.
3. Raise Warmth and Body moderately.
4. Increase Damp until the tail becomes controlled.
5. Use little Glass and moderate Air.
6. Add a small Chorus or Dimension amount for width.

Workflow 3 - dark resonant bass

1. Choose Dark Body or Hollow.
2. Use a heavier Exciter character.
3. Increase Body and Warmth, but keep Air and Glass low.
4. Use enough Damp to keep the low end focused.
5. Reduce Width and modulation effects.
6. Use short Reverb or no Reverb for rhythmic bass parts.

Workflow 4 - cinematic resonant texture

1. Choose Hybrid, Hollow or Crystal as the body foundation.
2. Use a contrasting Exciter to create an unusual attack.
3. Increase Space, Width and Air gradually.
4. Add Ensemble or Dimension, then Reverb.
5. Use Glow and Glass for finishing detail.
6. Enable Hold or Sustain while shaping long textures.

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, Air and overtone 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 and Space 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 Hold and Sustain while editing

- Hold is useful for hands-free macro and effect adjustment.
- Sustain is useful for checking the decay and spatial character.
- Disable them before judging tight rhythmic behavior.
- 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, Body, Damp, Width, Space, Air, Warmth and the enhancement amounts. Use slow, purposeful automation rather than moving every control at once.

13. Troubleshooting

The sound is too bright or brittle

- Reduce Tone, Air and Glass.
- Choose a darker Stryn Core body.
- Increase Damp slightly.
- Reduce Chorus or Dimension if the upper stereo detail is harsh.
- Use less Reverb if the tail exaggerates brightness.

The sound is too dull or short

- Increase Tone or Air carefully.
- Reduce Damp.
- Raise Body if the resonance is too weak.
- Choose Crystal, Glass or Metal for a brighter body direction.
- Add a small Glow or Glass amount after the core sound is corrected.

The sound is too wide or unfocused

- Reduce Width.
- Disable Chorus, Ensemble or Dimension one at a time.
- Reduce Reverb and Space.
- Use fewer simultaneous width effects.
- Check the sound in mono or near-mono if it must remain central.

The sound is too boomy

- Reduce Body and Warmth.
- Increase Damp.
- Choose a less hollow body type.
- Reduce Reverb.
- Use a shorter, more focused preset for low-register parts.

The plugin is too CPU-heavy

- Switch from Full to Optimal.
- Use CPU Saver or Ultra Saver when needed.
- Shorten sustained playing and avoid unnecessary overlapping tails.
- 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. Use Evolve when a related variation is preferred, and Inspire when a new direction is wanted.

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 / Body / Damp	Shapes the central tonal and resonant balance.
Width / Space / Air / Warmth	Places the sound in the stereo field and tonal space.
Glow / Chorus / Ensemble / Dimension / Reverb / Glass	Adds finishing movement, width, space and enhancement.
Output	Sets the final plugin level.

Fast corrective guide

Problem	First controls to try
Too bright	Tone, Air, Glass, Damp
Too dark	Tone, Air, Stryn Core
Too long	Damp, Reverb, Space
Too short	Damp, Body, Reverb
Too wide	Width, Chorus, Ensemble, Dimension
Too thin	Body, Warmth, Stryn Core
Too boomy	Body, Warmth, Damp, Reverb
Too CPU-heavy	Performance mode and effect switches

Suggested learning order

1. Browse presets.
2. Learn the three large selectors.
3. Learn Tone, Body and Damp.
4. Learn Width, Space, Air and Warmth.
5. Add effects selectively.
6. Use Inspire and Evolve after saving good sounds.
7. Choose the appropriate performance mode for the project.

Final note

Vaelyra Stryn 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 restrained macro changes and effects that support the instrument instead of hiding it.