# Nythera Corda

## Ensemble Strings Synth


# User Guide

Version 1.0.1 release documentation for the updated main interface, performance modes, sound controls, presets and practical workflows.

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# 1. Introduction

Nythera Corda is an ensemble strings synthesizer designed around a fast, musical main page. Instead of imitating a traditional orchestral library, it focuses on a wide, cinematic, digital-acoustic string character: playable, atmospheric, expressive and slightly otherworldly.

The instrument is built around three large selector orbs, a set of performance macros, onboard ensemble and space effects, preset management, and four performance modes for balancing sound quality and CPU use.

Important CPU note: Nythera Corda can use many internal layers, stereo movement, ensemble processing, reverb and shimmer. On older computers, dense chords, long release tails and multiple active effects may increase CPU load. Use the Performance mode buttons to choose the right balance for your system.

## Quick start

- Load Nythera Corda in your DAW or plugin host and select a preset from the preset browser.

- Start in OPTIMAL mode. Use CPU SAVER or ULTRA SAVER if your system struggles, or FULL when you want the most detailed sound.

- Choose an Ensemble Core character with the center orb, then shape the performance with Gesture and Field.

- Use the upper macro row for tone and motion, then use the lower ADSR row for the note envelope.

- Enable or disable Chorus, Ensemble, Dimension and Reverb from the right-side buttons as needed.

- Use Output and the output meter to set a healthy level without clipping your channel.

# 2. Main interface overview


The version 1.0.1 interface is centered on one main performance page. The top section contains the three main selector orbs and performance mode buttons. The lower section contains tone and motion macros, ADSR controls, preset tools, global buttons, effect toggles and output control.

| Area | What it does |
|---|---|
| Gesture orb | Selects the performance gesture and movement character. Visible positions include Tremolo, Pulse, Swell, Strike, Hybrid, Sustain and Bow. The current screenshot shows HYBRID as the active gesture. |
| Ensemble Core orb | Selects the main ensemble/body character. Visible positions include Grand, Divisi, Spectral, Otherworld, Solo Seed, Chamber and Section. The current screenshot shows Section as the active core. |
| Field orb | Selects the spatial/field character of the sound. Visible positions include Halo, Orbit, Void, Infinite, Narrow, Section and Wide. The current screenshot shows HALO as the active field. |
| Upper macro row | Shapes Dynamics, Density, Spread, Tension, Brightness, Air and Chorus. These controls are meant for fast musical sound shaping. |
| Lower macro row | Starts with the ADSR envelope controls: Attack, Decay, Sustain and Release. Reverb and Shimmer follow the envelope controls. |
| Preset strip | Browse, load, save and mark presets. Category and preset selectors are placed in the lower center. |
| Global buttons | Reset, Panic, Inspire and Evolve support fast creative work and safe live use. Hold and Sustain buttons were removed in the 1.0.1 update. |
| FX toggles | Switch Chorus, Ensemble, Dimension and Reverb processing on or off quickly. |
| Output | Controls final output level and shows the current output meter. |

# 3. The three main orbs

The three large orbs are the heart of Nythera Corda. They are designed for musical decisions rather than technical menu diving. Each orb represents a major dimension of the sound.

In the 1.0.1 update, the side orbs use the same selector-style workflow as the center orb. The active position is selected from clear ring points around the orb, making the behavior closer to a multi-position selector than a normal continuous knob.

## Gesture

Gesture changes how the sound enters, moves and feels under the fingers. It can shift the instrument from calmer, swelling behavior into a more animated performance shape. Use it first when the sound needs a different playing feel.

## Ensemble Core

Ensemble Core is the central identity selector. It changes the main string ensemble character and should usually be treated as the first major sound-design choice. The visible ring labels suggest different ensemble approaches, from larger and more formal characters to more spectral or otherworldly colors.

## Field

Field shapes the environment around the ensemble. It affects the perceived space, halo, width and atmosphere of the sound. Use it when the core tone is right, but the placement or surrounding aura needs to change.

## Suggested orb workflow

- First choose Ensemble Core for the main identity.

- Then set Gesture for how the sound moves and responds.

- Finally adjust Field to place the sound in the mix and give it the right space.

- After the orbs are set, use the upper row for tone and movement, then use the ADSR row for playing response.

# 4. Performance modes

The four Performance mode buttons let you adapt Nythera Corda to different computers, projects and live situations. The modes are global quality/efficiency profiles for the instrument.

| Mode | Recommended use |
|---|---|
| FULL | Use when you want the richest behavior and your system has enough headroom. Best for rendering, final production and detailed preset design. |
| OPTIMAL | Balanced default mode. Recommended for normal composing, preset browsing and most production work. |
| CPU SAVER | Use when CPU load becomes high, especially with dense chords, long releases, multiple effects or older computers. |
| ULTRA SAVER | Most efficient mode. Useful for live sessions, older systems, large projects or when many plugin instances are running. |

Changing performance mode may slightly change detail, movement, density or effect behavior. This is intentional: the modes are designed to preserve musical usefulness while giving you practical CPU control.

## Practical CPU tips

- Use OPTIMAL as the normal starting point.
- If the project meter rises, reduce Release, Reverb or Shimmer before lowering the mode.
- For very large arrangements, freeze or bounce tracks once the part is final.
- For live use, test your heaviest patches in advance and keep a little CPU headroom.

# 5. Main sound controls

The lower half of the interface provides direct access to the most important shaping controls. They are meant to be used like musical macros: fast, broad and useful while composing.

In the 1.0.1 update, the lower knob row now starts with the ADSR envelope controls. This gives the free version a more practical playing layout while keeping the main tone-shaping controls immediately available above it.

| Control | Use it for |
|---|---|
| Dynamics | Controls how strongly the sound reacts and how much performance contrast it has. |
| Density | Changes the perceived thickness and layered ensemble weight. |
| Spread | Adjusts stereo width and distribution. |
| Tension | Adds or relaxes intensity in the string character. |
| Brightness | Shapes the upper tone and presence. |
| Air | Adds openness and high-frequency space. |
| Chorus | Adds subtle movement and widening from the upper macro row. |
| Attack | Shapes the beginning of the note. |
| Decay | Controls how the note falls from the initial attack toward the sustain level. |
| Sustain | Sets the held level of the amplitude envelope while a note is pressed. |
| Release | Controls how long the sound fades after notes are released. |
| Reverb | Adds room, hall or atmospheric tail level. |
| Shimmer | Adds a brighter, elevated halo to the space effect. |

## Effect toggles

The right-side buttons enable or disable Chorus, Ensemble, Dimension and Reverb. Use them to quickly simplify a patch, reduce CPU, or compare the dry core character against the processed version.

# 6. Presets and creative buttons

## Preset browser

The preset strip contains previous/next buttons, a category selector, the current preset selector, a favorite button, and Save/Load buttons. Use the category selector for faster browsing when the preset library grows, and save your own sounds when a patch becomes useful in a project.

## Inspire

Inspire creates a new musically guided sound from the current instrument system. Use it when you want a fresh starting point quickly. It is designed for creative exploration, not for technical parameter editing.

## Evolve

Evolve is useful when the current sound is close, but you want a related variation. It is typically better than starting from zero when you already like the mood of the patch.

## Reset and Panic

Reset returns the instrument to its default starting state. Panic is a safety button for live and studio use: press it when notes, tails or internal states need to be cleared immediately.

## Removed Hold and Sustain buttons

The previous separate Hold and Sustain buttons are no longer part of the 1.0.1 main interface. For envelope behavior, use the ADSR controls in the lower knob row instead. Panic and Reset remain available as dedicated safety and workflow buttons.

## Output

The Output knob and meter control the final level of the plugin. If the sound is too quiet, raise Output gradually. If the meter or your DAW channel clips, lower Output, Reverb, Shimmer or Density.

# 7. Practical workflows

## Create a wide cinematic string bed

- Start with an ensemble-style preset.
- Choose a broad Ensemble Core character such as Grand or a similarly wide core setting.
- Increase Density and Spread, then add Dimension and Reverb.
- Use a softer Attack and a longer Release for a smooth bed.
- Use Shimmer lightly so the top end stays musical.

## Create a clearer playable string part

- Lower Density and Release so notes stay defined.
- Set Attack, Decay and Sustain so the phrase reacts naturally to your playing.
- Use less Reverb and Shimmer.
- Keep Brightness and Air balanced so the part cuts through without becoming harsh.
- Use OPTIMAL or CPU SAVER if the part is played with many voices.

## Create an otherworldly texture

- Choose a more unusual Ensemble Core or Field setting.
- Use higher Spread, Dimension and Field character for a wider image.
- Add Reverb and a small amount of Shimmer.
- Use longer Release and sparse notes to create evolving textures without relying on separate Hold or Sustain buttons.

## Mixing tips

- For dense arrangements, reduce low-mid buildup by lowering Density or Reverb amount.
- For brighter mixes, use Air carefully and control Shimmer so it does not dominate the top end.
- For leads or exposed parts, reduce excessive width and keep the center image stable.
- For background beds, longer Release and larger Field settings can help the sound sit behind the main instruments.

# 8. Troubleshooting

| Problem | What to try |
| --- | --- |
| High CPU load | Switch from FULL to OPTIMAL, CPU SAVER or ULTRA SAVER. Reduce Release, Reverb, Shimmer and Density. Freeze or bounce heavy parts. |
| Sound is too quiet | Raise Output gradually and check the preset level. Also check your DAW track volume and MIDI velocity. |
| Sound clips or distorts | Lower Output first. Then reduce Density, Reverb or Shimmer if the patch has a lot of internal buildup. |
| Notes or tails keep ringing | Press Panic. Then reduce Release, Reverb or Shimmer if the patch is too long for the part. |
| Envelope feels wrong | Adjust Attack, Decay, Sustain and Release in the lower knob row. For short playable parts, keep Release shorter. |
| Preset feels too wide | Lower Spread or Dimension, or turn Dimension off from the right-side FX toggles. |
| Patch disappears in the mix | Increase Brightness or Air carefully, reduce excessive Reverb, and check Output level. |

## Good default approach

For most projects, start in OPTIMAL mode, browse presets, adjust the three orbs, then use the upper macro row and the ADSR row to make the patch fit the track. Treat Nythera Corda as a playable instrument first and a sound-design system second.

## Nythera Corda - User Guide


This guide describes the version 1.0.1 interface shown in the included product image.