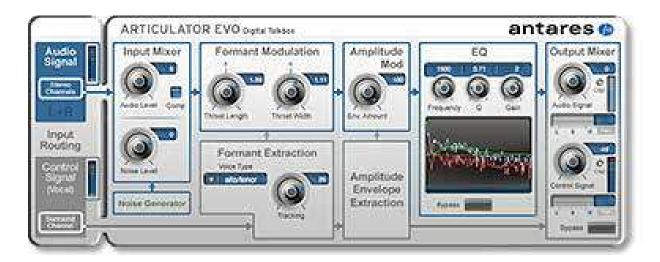# 10: ARTICULATOR Evo

DIGITAL TALK BOX

A modern-day version of the venerable talk box, ARTICULATOR Evo lets you extract the formant and amplitude information from a vocal (or other dynamic source) and apply it to any other audio track or to a built-in broadband noise generator. Perfect for talking guitars, singing synths, whispering voices, and a wide range of special effects.

So what's going on here?

ARTICULATOR Evo is unique among the AVOX 4 plug-ins in a number of basic ways:

First, it requires two different audio sources, what we call the Audio Signal and the Control Signal (more about those in a bit).

Second, while every other AVOX 4 plug-in is designed to process and affect a vocal track, ARTICULATOR Evo is designed to use a vocal track to control the processing of a second track, ideally a track with broadband harmonic content like a rich synth patch, a processed guitar, or the built-in noise generator (but typically not another vocal track).

Finally, because different hosts offer different (or no) capabilities for routing multiple tracks to a single plug-in, the version of ARTICULATOR Evo for each plug-in format features a unique Input Routing subsection that is designed for the specific capabilities of that format.

SIGNAL SELECTION

As mentioned above, ARTICULATOR Evo requires two audio sources (although the built-in Noise Generator can serve as one of them). They are:

THE CONTROL SIGNAL: This signal serves as the source of the formant and amplitude information that will be applied to the Audio Signal. A good Control Signal will have a lot of variation in both loudness and resonant harmonic content. A voice, whether singing, speaking, or just making weird rhythmic vocal noises makes an ideal Control Signal.

The Control Signal will always be mono.

THE AUDIO SIGNAL: This is the signal that the Control Signal's formant and amplitude information is applied to. A good Audio Signal will be rich in harmonic content and sustained in nature. Examples include synth pads and patches rich in overtones, distortion-rich guitar sounds, or even entire instrumental mixes. The built-in Noise Generator also makes a good Audio Signal, but its character will pretty much always be in the nature of whispering. (It can also be mixed with an external Audio Signal.)

The Audio Signal can be mono or stereo, depending on the capabilities of your particular host.

SIGNAL ROUTING

Since few current plug-ins need to make use of two independent audio signals, some ingenuity is required to use ARTICULATOR Evo in some hosts.

The easiest way to route the required signals is through the use of a sidechain input. In this scenario, you simply instantiate ARTICULATOR Evo on the Audio Signal's track and route the Control Signal through the sidechain input.

Unfortunately, not all hosts currently support sidechain routing. If yours doesn't, you will have to use one of the alternative methods outlined in the Input Routing section below.

THE ARTICULATOR EVO CONFIGURATION GUIDE

While the general Input Routing instructions below serve as a good basic overview, we've also developed a PDF guide that includes detailed configuration instructions, complete with screen shots, for a variety of popular hosts. If you bought a boxed copy of AVOX 4, you'll find the guide on your DVD. If you downloaded it from our web site, it is included in the installer and will be found in the Antares directory with the other AVOX 4 documentation.

Since hosts change with dismaying regularity, we will be regularly updating the guide to reflect the latest versions. You can always download the most up-to-date edition at:

http://www.antarestech.com/support/

Controls

INPUT ROUTING SECTION

As mentioned above, the RTAS, VST and Audio Units versions of ARTICULATOR Evo each include an Input Routing section unique to each format's capabilities. In the case of RTAS and VST, these sections are simply informational in nature, providing an indication of what's going where. In the case of Audio Units, the Input Routing section includes controls that let you select the routing that is supported by your particular host. Details below.

AAX AND RTAS   Since Pro Tools™ supports sidechain routing, setting up the AXX or RTAS versions is quite straightforward. Simply select the Audio Signal by instantiating ARTICULATOR Evo on the desired mono or stereo audio track and then assign the Control Signal via the sidechain input.

The RTAS/AAX Input Routing section includes a red "LED" that lights to confirm that the sidechain input has been enabled in Pro Tools.

VST   The version of VST that is most commonly in use at the time this is being written (and is used by ARTICULATOR Evo) does not support sidechain input. Consequently, the methods for getting both signals into the VST version of ARTICULATOR Evo vary depending on what kind of track it's instantiated on.

The Input Routing section will change to reflect each of the three possible options:

INSTANTIATION ON A MONO TRACK: In this configuration, instantiate ARTICULATOR Evo on the track of the Control Signal. ARTICULATOR Evo's

internal Noise Generator functions as the Audio Signal. (This is useful primarily for whispering and modulated noise effects.)

INSTANTIATION ON A STEREO TRACK: In this configuration, ARTICULATOR Evo treats the right channel of the stereo track as the Control Signal and the left channel of the track as the Audio Signal.

As is probably obvious, this will usually require that you create the stereo track by combining (via whatever method your DAW provides) the two independent tracks you wish to use as Control Signal and Audio Signal (being careful to ensure that they are hard panned to the appropriate channels).

In this configuration, the Audio Signal is limited to being mono (although it can be combined with the Noise Generator in Stereo Noise mode).

INSTANTIATION ON A 3 CHANNEL FX BUS: In this configuration, ARTICULATOR Evo treats the surround channel of the FX bus as the Control Signal and the left and right stereo channels as the Audio Signal.

Again, this will require that you create the FX bus channels by combining the independent tracks you wish to use as Control Signal and Audio Signal (again being careful to ensure that they are hard panned to the appropriate channels).

This is the most flexible of the three options, in that it allows you to process a stereo Audio Signal.

AUDIO UNITS   Some Audio Units hosts support sidechain input and some don't. Consequently, the Input Routing section for the AU version provides controls that allow you to set up ARTICULATOR Evo to take advantage of whichever capabilities your host provides.

The Input Routing section will change to reflect each of the two possible options:

INSTANTIATION ON A MONO TRACK: In this configuration, you can select either the sidechain input or the audio track itself as the Control Signal. If our host supports sidechain input, you will typically always select it as the Control Signal. If your host does not offer sidechain input, select Audio Track.

Depending on your choice, the resulting Audio Signal source will appear in the Audio Signal display as follows:

· If you select SIDECHAIN, the Audio Source will be the audio track that ARTICULATOR Evo is instantiated on.
· If you select AUDIO TRACK, ARTICULATOR Evo's internal Noise Generator functions as the Audio Signal. (This is useful primarily for whispering and modulated noise effects.)

INSTANTIATION ON A STEREO TRACK: In this configuration, you can select either the sidechain input or the left channel of the audio track or the right channel of the audio track as the Control Signal. If our host supports sidechain input, you will typically always select it as the Control Signal. If your host does not offer sidechain input, select either the left or right channel of the audio track.