

HOW TO SET THINGS UP

WELCOME!

Thank you for using Art Conductor! This manual will get you started. We will show you how to install Art Conductor and navigate the thousands of templates you bought. Once you've read a few pages, it's super simple.

A second manual, "Art Conductor: Set Up Your Libraries," covers the specifics of individual libraries. You can find it in the Art Conductor folder you've already downloaded.

Ensure you read at least a few paragraphs about the libraries you use in your DAW template. This will save you a lot of time, as 90% of the support inquiries we receive are covered in the documentation. So, if you own a Spitfire library (and especially if you own a Spitfire library), dial up the relevant paragraph 😊

Please bookmark our online help: <https://www.babylonwaves.com/support/>

For those of you who prefer videos, please open the following links:

Logic tutorials:

https://www.youtube.com/playlist?list=PLRMxWWiuJcg_R0Wtqaqdrfmh5mEjMf-EO

Cubase tutorials:

<https://www.youtube.com/playlist?list=PLRMxWWiuJcg9mgJ769XxwnAbnt42c-LaN>

Digital Performer:

https://www.youtube.com/playlist?list=PLRMxWWiuJcg-7X7Fx5wG_G5_ktfIHc2W

Studio One:

<https://www.youtube.com/playlist?list=PLRMxWWiuJcg-Vb-Fdzp4tG9Lpd9w7fwlf>

Dorico:

<https://www.youtube.com/playlist?list=PLRMxWWiuJcg-rRHT7X72PiS0KoGZkPoTg>

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HOW TO SET UP ART CONDUCTOR IN LOGIC

INSTALLATION

Make sure you have downloaded all three parts:

- ✦ The Art Conductor archive
- ✦ The Snapshot archive
- ✦ The Presets archive

Before you can install the software, you'll need to unzip it. Please use macOS's onboard tools. This is important to note, as the sheer number of files in this archive can cause errors depending on your choice of unzipper app.

Unzipping the Art Conductor archive creates a new "Art Conductor Logic" folder containing all the content. Take this folder and copy it to the following location on your Mac:

[/Users/account name/Music/Audio Music Apps/Articulation Settings](#)

Suppose the "Articulation Settings" folder doesn't exist in your "Audio Music Apps" folder. In that case, you can make one of your own by creating a blank/new Articulation Set in

Logic and saving it. “account name” represents your user name. To load a set, click “Articulations...” in the Logic track parameters. However, I’m sure you’re already aware of this. You can put the Snapshot and Preset archives wherever you like.

UPDATE FROM AN EARLIER VERSION

A new version might contain bug fixes and improvements. It’s a good idea to review the Art Conductor change log to see which templates have been updated. You can safely replace an old version with a new version on your hard drive. However, this will not automatically replace the Art Conductor files on your projects. To update the template in your project, you’ll need to reload it.

■ Hint: Don’t replace a template in an ongoing project unless you have to.

OVERVIEW

In the following chapters, you will find details on how to get the best out of Art Conductor. Here are some video recommendations for those just starting to use Articulation Sets. On our Art Conductor Logic Playlist, you can find everything from installation help to specific setup guides for several sample players.

ART CONDUCTOR Video Tutorials:

https://youtube.com/playlist?list=PLRMxWWiuJcg_R0Wtqaqdrfmh5mEjMf-EO

HOW EVERYTHING IS SET UP

Name	All articulations are in alphabetical order. This should help you find them faster
Remote	All key switches are in the natural order of the instrument from left to right or top to bottom, depending on the individual layout. Usually, the most important articulations are on the first slots in every instrument – this way, you have them on the first remote keys.
Short names	We've tried to balance two things: using the same names in every map (sometimes independently of the native names in the library), and also keeping the name of the library. I know that contradicts to a degree, and we spent a great deal of time finding the right balance.
FX Sets	There are so-called "FX Sets" which chronologically order the remote keys from C-2 onwards. We use these sets for instruments which don't really feature standard articulations, and would therefore waste an entire octave worth on non-assigned remote keys. FX Sets have the following sign at the end of the file name: ~

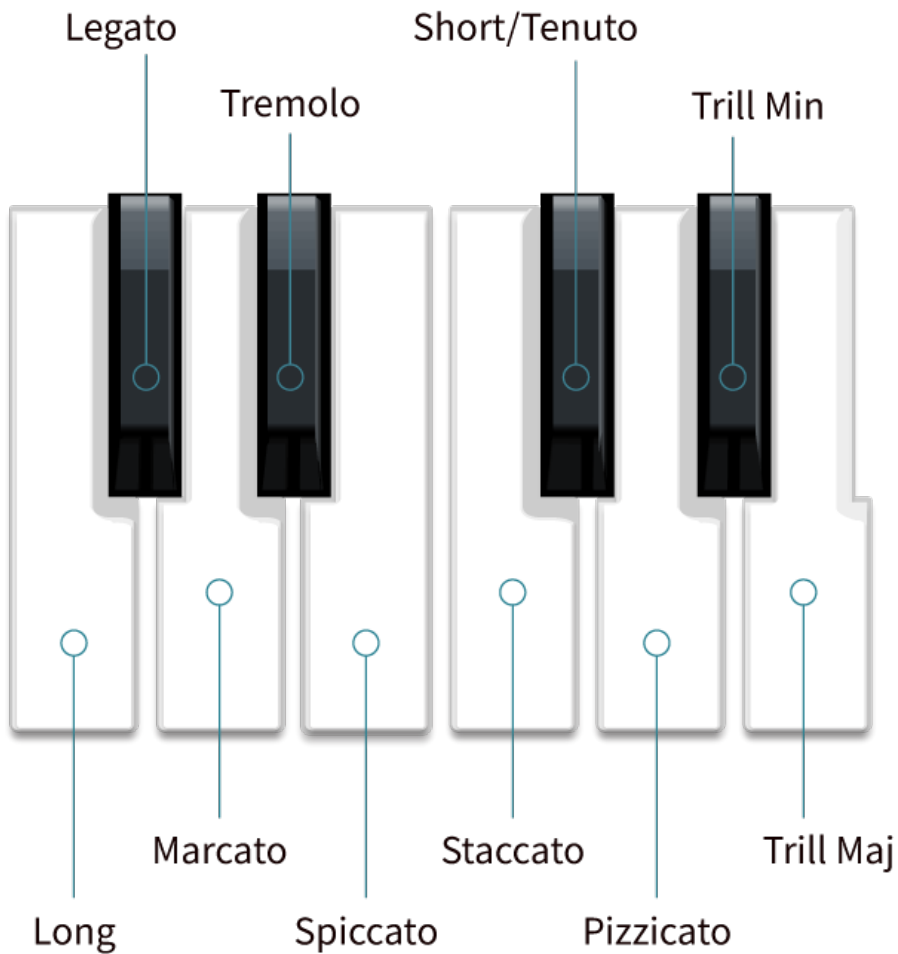
KEY SWITCHES

Art Conductor uses a unified key switch system. The essential switches are always on the same note, and as a result, you can remember them better and control libraries from different manufacturers much more effortlessly. They can be found in the lowest octave, starting at C-2.

We've recently started using PolyPressure MIDI events to control the remaining articulations. That's more convenient for you, and you won't switch the articulation by accident anymore when playing the instrument.

A couple of instruments do not follow this order, as they don't contain enough techniques that fall into the categories in the diagram above. The template names of these instruments end with a swung dash "~."

Another thing worth mentioning is that Logic has a MIDI channel setting in the



Articulation setup. So, if you have a second keyboard or another way to input key switches, use another channel. This will avoid any issues with large amounts on lower-octave key switches.

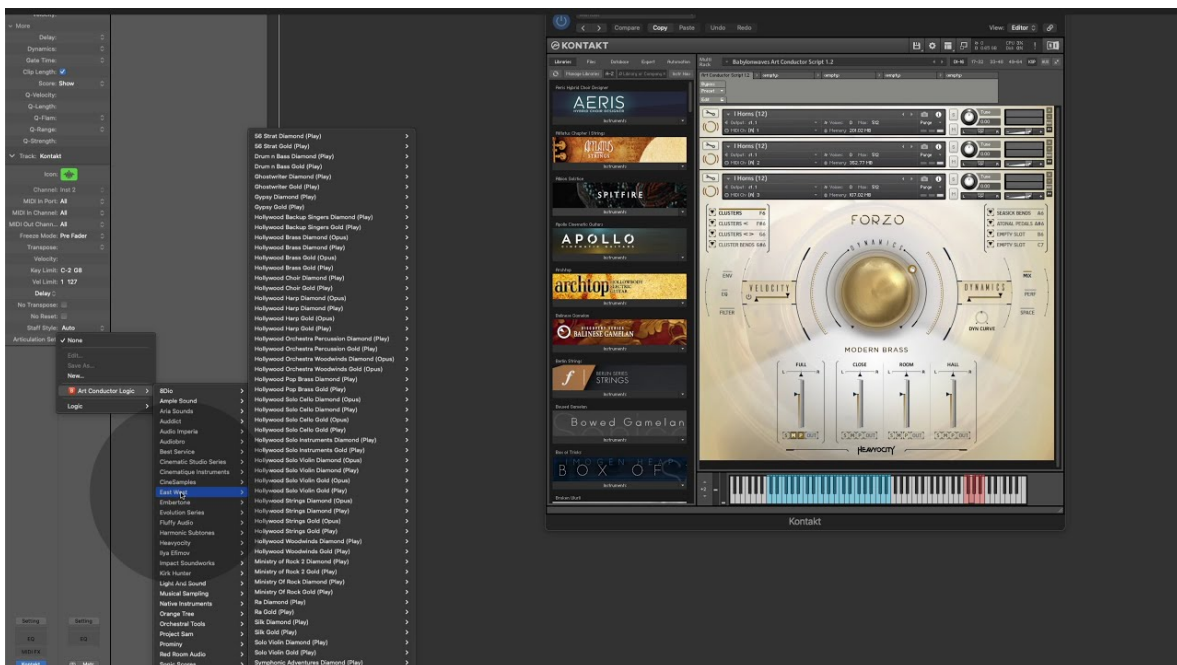
UNIVERSAL MATCHING

Universal Matching allows you to drag a MIDI region from one library to another, and, in theory, the articulation used will instantly match and work. Let me explain what, in theory, means: So far, we've done this exclusively for articulations we've defined as "the most important" ones: Sustain, Legato, Marcato, Tremolo, Spiccato, Staccato, Tenuto, Pizzicato, Trill Minor/Major.

This is because it's rare for two libraries to have the same articulations, and the above is a good representation of what's most likely available. In other words, there is no point in a "match fest" for more exotic arts.

SNAPSHOTS

In some cases, we need to adjust the configuration of a specific orchestral library. When this is required, we provide a Snapshot preset. To ensure correct operation, the Snapshot



Click on screenshot to watch a video on Snapshots

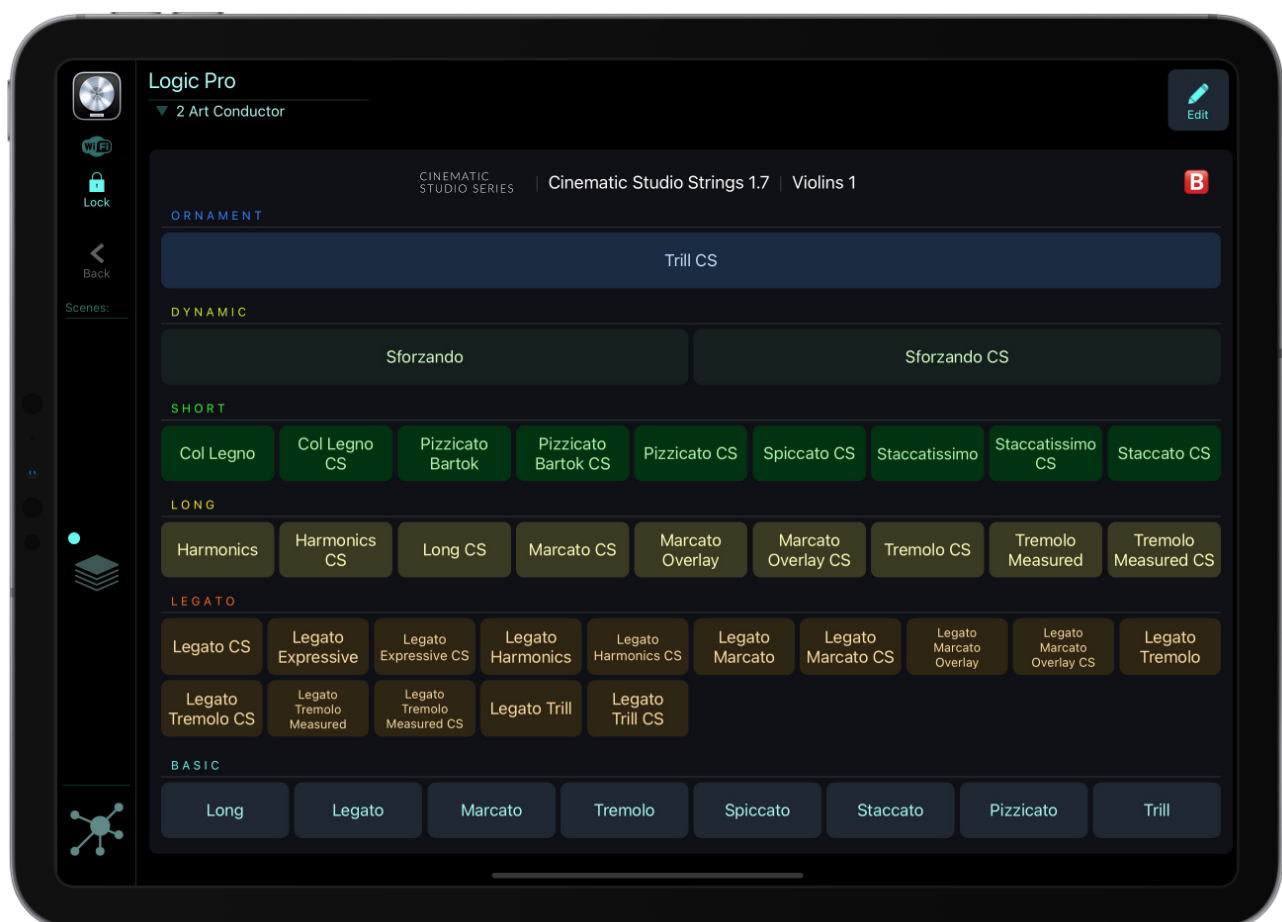
must be loaded alongside the corresponding Expression Map.

With a few exceptions, Snapshots are available for instruments running in **Kontakt**, **OPUS Player**, and **MUSIC Player**. You can identify Snapshot-based libraries by checking the Expression Map file name: if it ends with “-SL”, a Snapshot must be loaded as well.

You can find the Kontakt Snapshots in the "Snapshot Archive" and the rest in the "Preset Archive."

ARTICULATION REMOTE FOR LOGIC

Babylonwaves, MetaSystem, and Speakerfood have collaborated to bring a first-class articulation-switching experience to Apple Logic Pro.



By making our flagship products PlugSearch, MetaGrid Pro, and Art Conductor compatible, a new and intuitive workflow for dealing with articulations became possible.

A new Art Conductor object has been added to MetaGrid Pro. Once you add an Art Conductor articulation set to a track in Logic, MetaGrid immediately displays all articulations available. When switching to a different track, your iPad will automatically follow.

Categories and colour-coding conveniently group the displayed articulations. The most essential techniques are located on the bottom row for quick access.

You can select the specific articulation you wish to record on your iPad. You can also modify the articulation in the piano roll by pressing a single button.

Control and edit articulations from your iPad:

<https://www.babylonwaves.com/logic-remote>

Videos:

Intro Video: <https://youtu.be/rSV0IIJ4k9c>

Walkthrough Video: <https://youtu.be/UEwsORcOx2w>

Setup Video (watch this!): <https://youtu.be/QDXK4kiSTxI>

PlugSearch can update the articulation sets for you, and details can be found here:

<https://speakerfood.com/apps/help-center#hc-how-do-i-update-an-older-art-conductor-articulation-set-to-a-newer-version>

- Important – Up-to-date maps are required. Articulation Remote for Logic requires recent Articulation Maps—at least Art Conductor 9.2 or higher. If you have older maps in your Projects or Templates, you ^{will} need to update them.

HOW TO SET UP ART CONDUCTOR IN CUBASE 11-14 AND NUENDO

INSTALLATION

Make sure you have downloaded all three parts:

- ✦ The Art Conductor archive
- ✦ The Snapshot archive
- ✦ The Presets archive

You can store Expression Maps, Snapshots, and Preset archives wherever you like.

Before you can install the software, you'll need to unzip it. Please use macOS's onboard tools or, for instance, 7-Zip on Windows for this task. It is important to note that the sheer number of files in this archive can cause errors, depending on the unzipper app you choose.

Unzipping the Art Conductor archive creates an "Art Conductor Cubase Legacy" folder with all the content. To load a map, open the Expression Map editor in Cubase or Nuendo and press the *Load* button. In the past, many have asked where to install the maps,

since there is no default folder in Cubase. You can put them wherever you want. Also, as it turns out, there is no easy way to install many maps in one go.

UPDATE FROM AN EARLIER VERSION

A new version might contain bug fixes and improvements. It's a good idea to review the Art Conductor change log and check which templates have been updated. You can safely replace an old version with a new version on your hard drive. However, this will not automatically replace the Art Conductor files on your projects. To update the template in your project, you'll need to reload it.

- Don't replace a template in an ongoing project unless absolutely necessary.

OVERVIEW

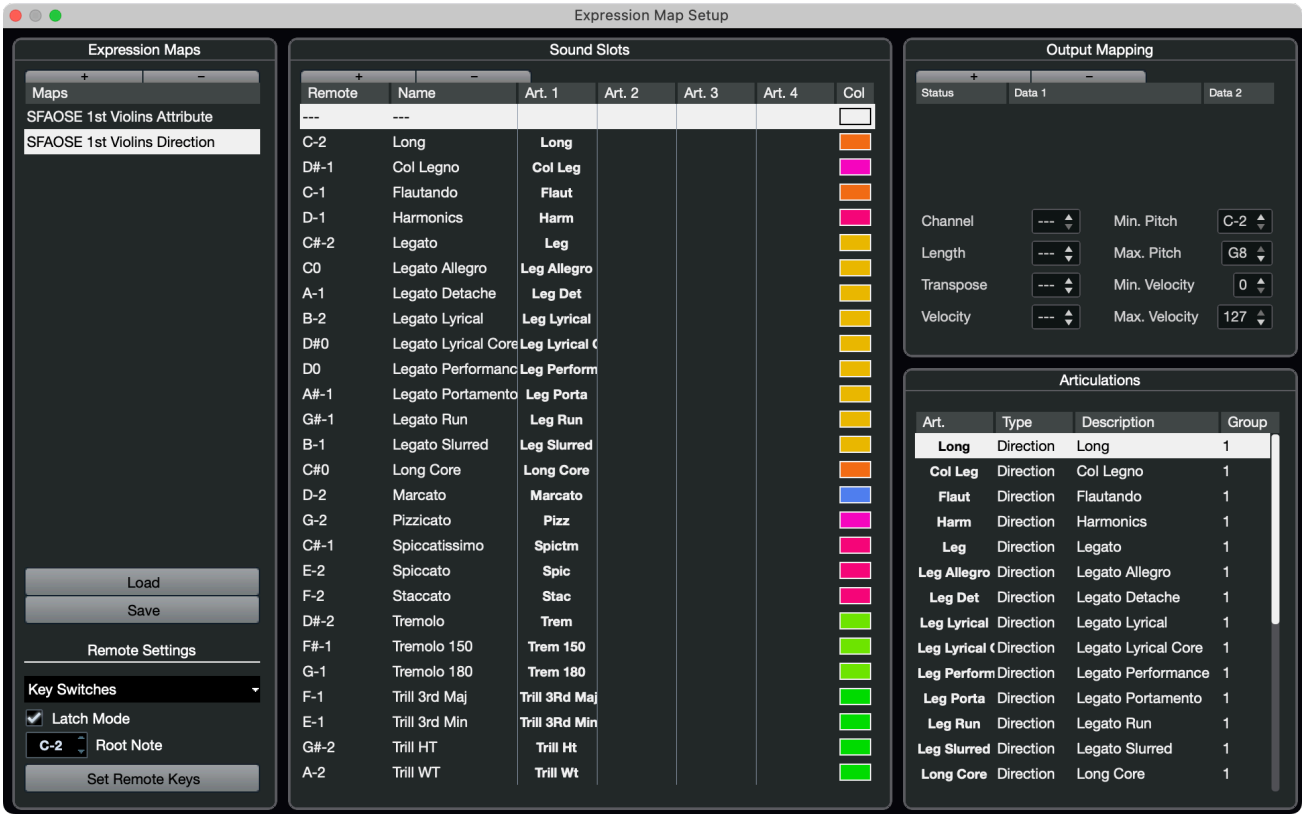
In the following chapters, you will find details on how to get the best out of Art Conductor. For those just starting to use Articulation Sets, here are a couple of video recommendations – they'll help you understand how Steinberg set up their Articulation templates in Cubase.

Art Conductor Video Tutorials:

<https://youtube.com/playlist?list=PLRMxWWiuJcg9mgJ769XxwnAbnt42c-LaN>

THE EXPRESSION MAP SETUP IN CUBASE/NUENDO

Here's a picture of how things might look when you open the EM setup in Cubase and load one of our maps:



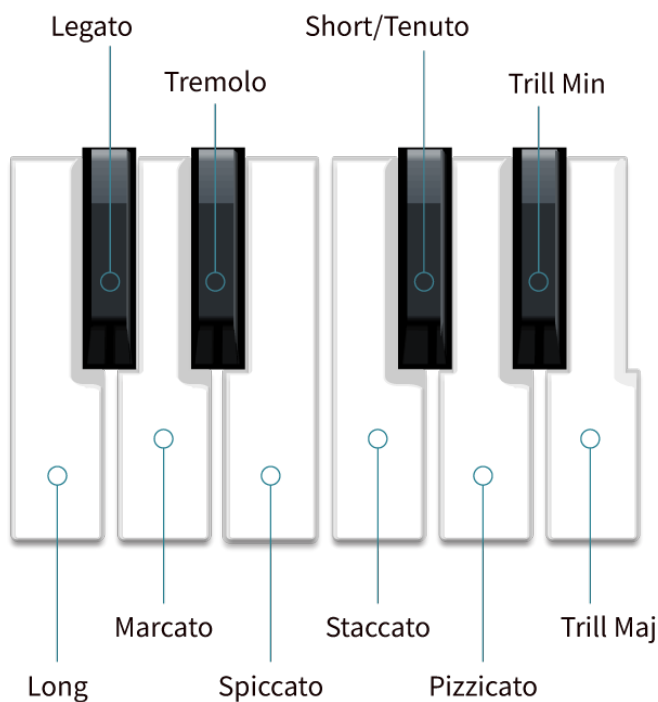
HOW EVERYTHING IS SET UP

Name	All expressions are in alphabetical order. This way you can find them faster.
Remote	All key switches are in the natural order of the instrument from left to right or top to bottom, depending on the individual layout. Usually, the most important articulations are on the first slots in every instrument. This way, you have them on the first remote keys. If you prefer to have your key switches in the same order as the names, simply click on "Set Remote Key" and reorder them accordingly.

Short names	We've tried to balance two things: using the same names in every map (sometimes independently of the native names in the library) and also keeping the name of the library. I know that contradicts to a degree, and we spent a great deal of time finding the right balance.
Colors	We use color-coding for the articulations. This way, for instance, all Legatos are orange, and all Longs (or Sustains) are red.
FX Sets	There are so-called "FX Sets" which order the remote keys chronologically from C-2 onwards. We use these sets for instruments which don't really feature standard articulations, and would therefore waste an entire octave on non-assigned remote keys. FX Sets have the following sign at the end of the file name: ~

KEY SWITCHES

Art Conductor uses a unified layout across all libraries for the most important remote key switches. These are arranged from the lowest octave, with the most frequently used



switches placed first, followed by less commonly used ones. If key switches overlap with an instrument's playable range, a small number are instead placed at the highest available notes.

A small number of instruments do not follow this layout because they lack enough techniques to fit the categories shown in the diagram above. These instruments can be identified by a tilde (~) at the end of their template names.

WHY IS THE FIRST KEY SWITCH EMPTY?

You might notice that in every articulation set, the first expression is “– –” which stands for empty. Choosing this articulation will choose no specific expression. Cubase switches to the first expression when you start recording. Of course, this might be an issue when you want to record with one particular expression. Using the empty first slot, you can choose an articulation in the instrument, record it, and then assign the correct expression to the notes you've recorded.

Alternatively, use the key switches to choose the articulation while recording.

DIRECTIONS AND ATTRIBUTE

You might have already noticed that every map comes in two variations: one labeled “D” for Direct at the end of the file name, and the other labeled “A” for Attribute. We've decided to supply you with both options because there are different ways of working with expression maps.

Ultimately, all that matters is that this library speeds up your workflow and lets you focus more on composing and less on the technicalities.

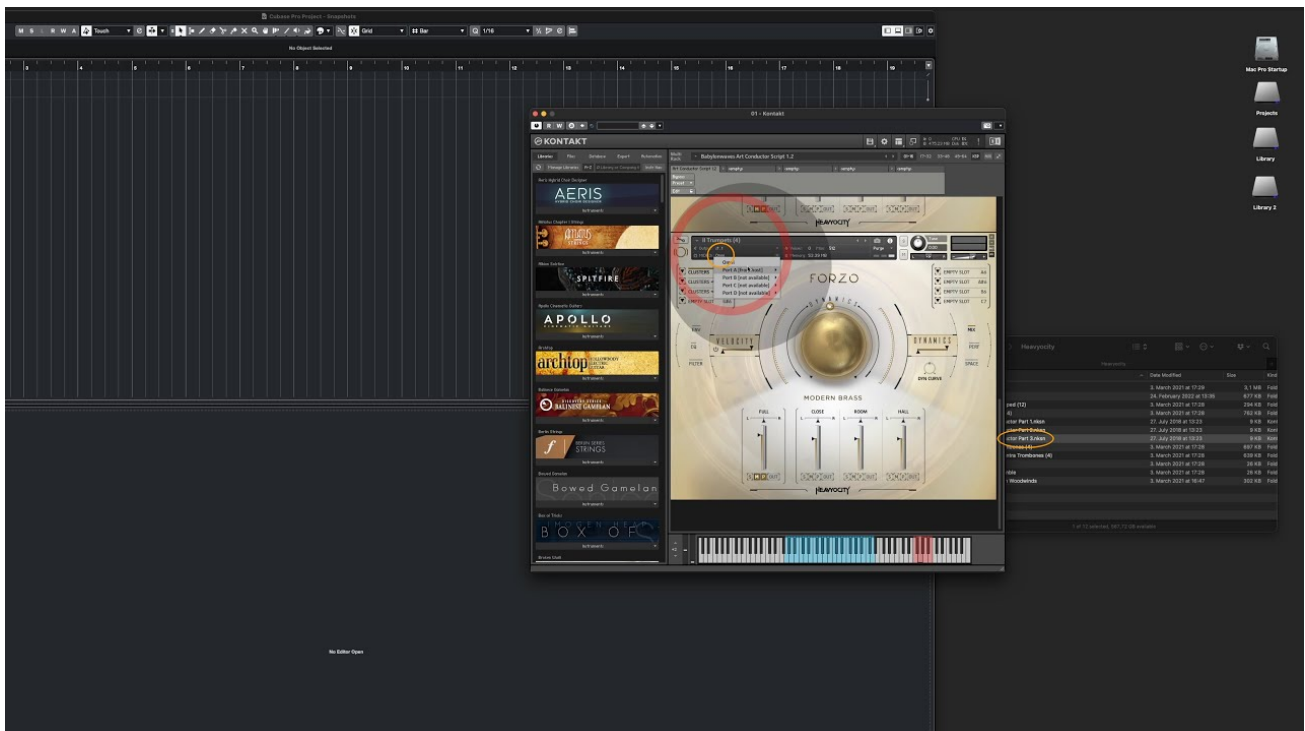
Details on Directions and Attributes can be found in the Cubase / Nuendo manuals.

SNAPSHOTS AND PRESETS

In some cases, we need to adjust the configuration of a specific orchestral library. When this is required, we provide a Snapshot preset. To ensure correct operation, the Snapshot must be loaded alongside the corresponding Expression Map.

With a few exceptions, Snapshots are available for instruments running in **Kontakt**, **OPUS Player**, and **MUSIC Player**. You can identify Snapshot-based libraries by checking the Expression Map file name: if it ends with “-SL”, a Snapshot must be loaded as well.

You can find the Kontakt Snapshots in the "Snapshot Archive" and the rest in the "Preset Archive".



[Click to watch a video on Snapshots](#)

HOW TO SET UP ART CONDUCTOR IN CUBASE 15

INSTALLATION

Make sure you have downloaded all three parts:

- ✦ The Art Conductor archive
- ✦ The Snapshot archive
- ✦ The Presets archive

Expression Maps, Snapshots, and Preset archives can be stored in any location you prefer.

Before installing the software, the archive must be unzipped. Please use the built-in macOS extraction tools or a reliable utility such as 7-Zip on Windows. Due to the large number of files in the archive, some unzipping applications may produce errors.

Unzipping the Art Conductor archive creates several folders. For Cubase 15, only the “**Art Conductor Cubase**” folder is relevant, as it contains the updated Cubase 15 Expression Maps. The “**Art Conductor Cubase Legacy**” folder is not required for Cubase 15 and may be safely deleted.

To load an Expression Map, open the Expression Map Editor in Cubase and click Load. Because Cubase does not provide a default installation folder for Expression Maps, they

can be stored anywhere on your system. You can load multiple maps simultaneously in Cubase 15.

UPDATE FROM AN EARLIER VERSION

A new version might contain bug fixes and improvements. It's a good idea to review the Art Conductor change log and check which templates have been updated. You can safely replace an old version with a new version on your hard drive. However, this will not automatically replace the Art Conductor files on your projects. To update the template in your project, you'll need to reload it.

- Don't replace a template in an ongoing project unless absolutely necessary.

OVERVIEW

In the following chapters, you will find details on how to get the best out of Art Conductor. For those just starting to use Articulation Sets, here are a couple of video recommendations – they'll help you understand how Steinberg set up their Articulation templates in Cubase.

Art Conductor Video Tutorials:

<https://youtube.com/playlist?list=PLRMxWWiuJcg9mgJ769XxwnAbnt42c-LaN>

Overview Video:

<https://youtu.be/62B5A4CEQg4>

Batch Edit Directions and Attributes:

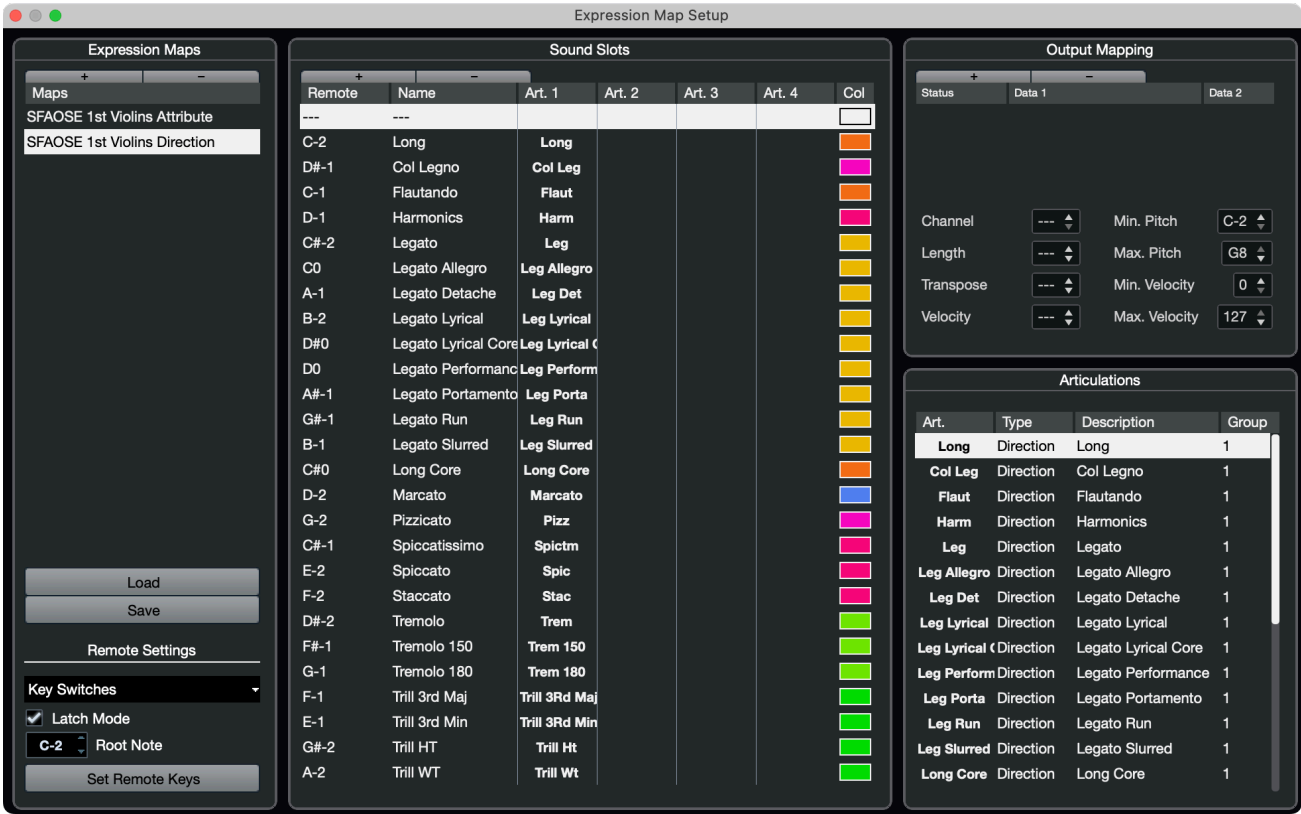
<https://youtu.be/9ZOqlywF6Co>

What's new in our Cubase 15 expression maps:

https://youtu.be/w_U6Lt5ptAs

THE EXPRESSION MAP SETUP IN CUBASE 15

Here's a picture of how things might look when you open the EM setup in Cubase and load one of our maps:



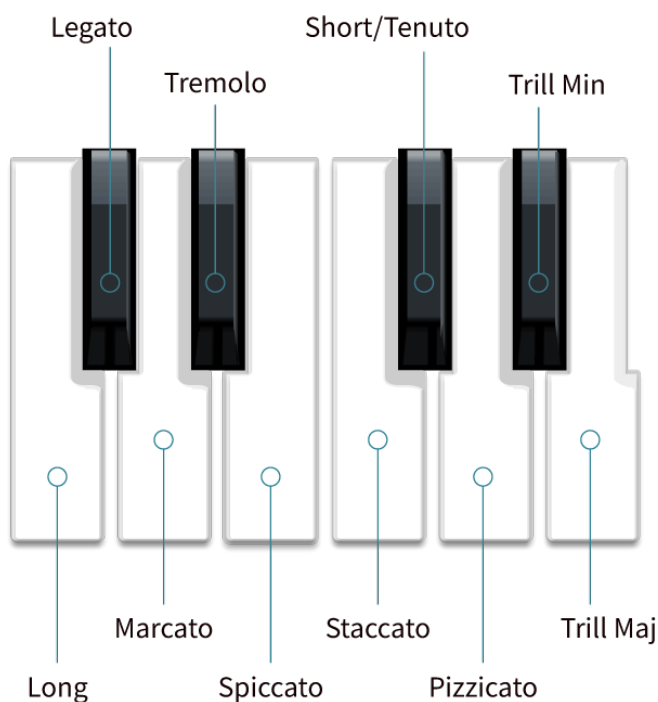
HOW EVERYTHING IS SET UP

Name	All expressions are in alphabetical order. This way you can find them faster.
Remote	All key switches are in the natural order of the instrument from left to right or top to bottom, depending on the individual layout. Usually, the most important articulations are on the first slots in every instrument. This way, you have them on the first remote keys. If you prefer to have your key switches in the same order as the names, simply click on "Set Remote Key" and reorder them accordingly.

Short names	We've tried to balance two things: using the same names in every map (sometimes independently of the native names in the library) and also keeping the name of the library. I know that contradicts to a degree, and we spent a great deal of time finding the right balance.
Colors	We use color-coding for the articulations. This way, for instance, all Legatos are orange, and all Longs (or Sustains) are red.
FX Sets	There are so-called "FX Sets" which order the remote keys chronologically from C-2 onwards. We use these sets for instruments which don't really feature standard articulations, and would therefore waste an entire octave on non-assigned remote keys. FX Sets have the following sign at the end of the file name: ~

KEY SWITCHES

Art Conductor uses a unified layout across all libraries for the most important remote key switches. These are arranged from the lowest octave, with the most frequently used



switches placed first, followed by less commonly used ones. If key switches overlap with an instrument's playable range, a small number are instead placed at the highest available notes.

A small number of instruments do not follow this layout because they lack enough techniques to fit the categories shown in the diagram above. These instruments can be identified by a tilde (~) at the end of their template names.

DEFAULT ARTICULATION

You may notice that one articulation is designated as the **Default** in most Expression Maps. Cubase automatically selects this technique when the map is loaded. Depending on the overall articulation set, the default is typically Long or Legato.

In addition, most maps include a **Natural** articulation. This serves as a fallback state and is used whenever no specific articulation is selected in the Key Editor or Score Editor.

DIRECTIONS AND ATTRIBUTE

Each Expression Map is provided in two versions: one ending in "D" for **Direct** and one ending in "A" for **Attribute**. Both options are included to accommodate different workflows and personal preferences when working with Expression Maps.

Starting with Cubase 15, Steinberg introduced a set of articulations that are intended to be used exclusively as either Attributes or Directions. We follow Steinberg's recommendations, which means that when you load a map, you may notice a small number of articulations assigned to a different type than you might expect.

If you prefer your maps to use only a single articulation type, you can easily change this. In the Articulations and Mutual Exclusive Groups section, select all articulations and toggle their type between Attribute and Direction.

Expression Map Setup

Select Track: SFAOSE 1st Violins Direction

Sound Slots

Name	Articulations	Trigger
Long (Default)	nat.	C-2
Col Legno	col legno	D#-1
Flautando	flautando	C-1
Harmonics	o	D-1
Legato	legato	C#-2
Legato Allegro	legato Allegro	C0
Legato Detache	legato detache	A-1
Legato Lyrical	legato Lyrical	B-2
Legato Lyrical Core	legato Lyrical Core	D#0
Legato Performance	legato Performance	D0
Legato Portamento	legato Portamento	A#-1
Legato Run	legato Run	G#-1
Legato Slurred	legato Slurred	B-1
Long Core	Core A	C#0
Marcato	pizz.	D-2
Pizzicato	pizz.	G-2
Spiccato	Spiccato	C#-1
Staccato	spicc.	E-2
Tremolo	Trill	F-2
Tremolo 150	Trill 150	D#-2
Tremolo 180	Trill 180	F#-1
Trill 3rd Maj	Trill 3Major	G-1

Output Mapping

Status	Data 1	Data 2
Note-On	D-2	127

MIDI Modifiers

Channel	Attack Comp.
Length	Separation
Transpose	Velocity
Min. C-2	Max. G8
Min. 0	Max. 127

Articulations & Mutual Exclusion Groups

Groups	Description	Display	Type	Playback Tech
Primary	Naturale	nat.	→	Natural
Secondary	Legato	legato	→	Legato
Others 1	Col Legno	col legno	→	Col legno battu
Intervals	Flautando	flautando	→	Flautando
Numbers	Marcato	A	→	Marcato
	Harmonics	o	→	Natural harmor
	Pizzicato	pizz.	→	Pizzicato
	Spiccato	Spiccato	→	spiccato
	Staccato	spicc.	→	Staccato
	Tremolo	Trill	→	Tremolo
	Trills	Trill	→	Trill
	Trill HT	Trill	→	Trill (half-step)
	Trill WT	Trill	→	Trill (whole step)

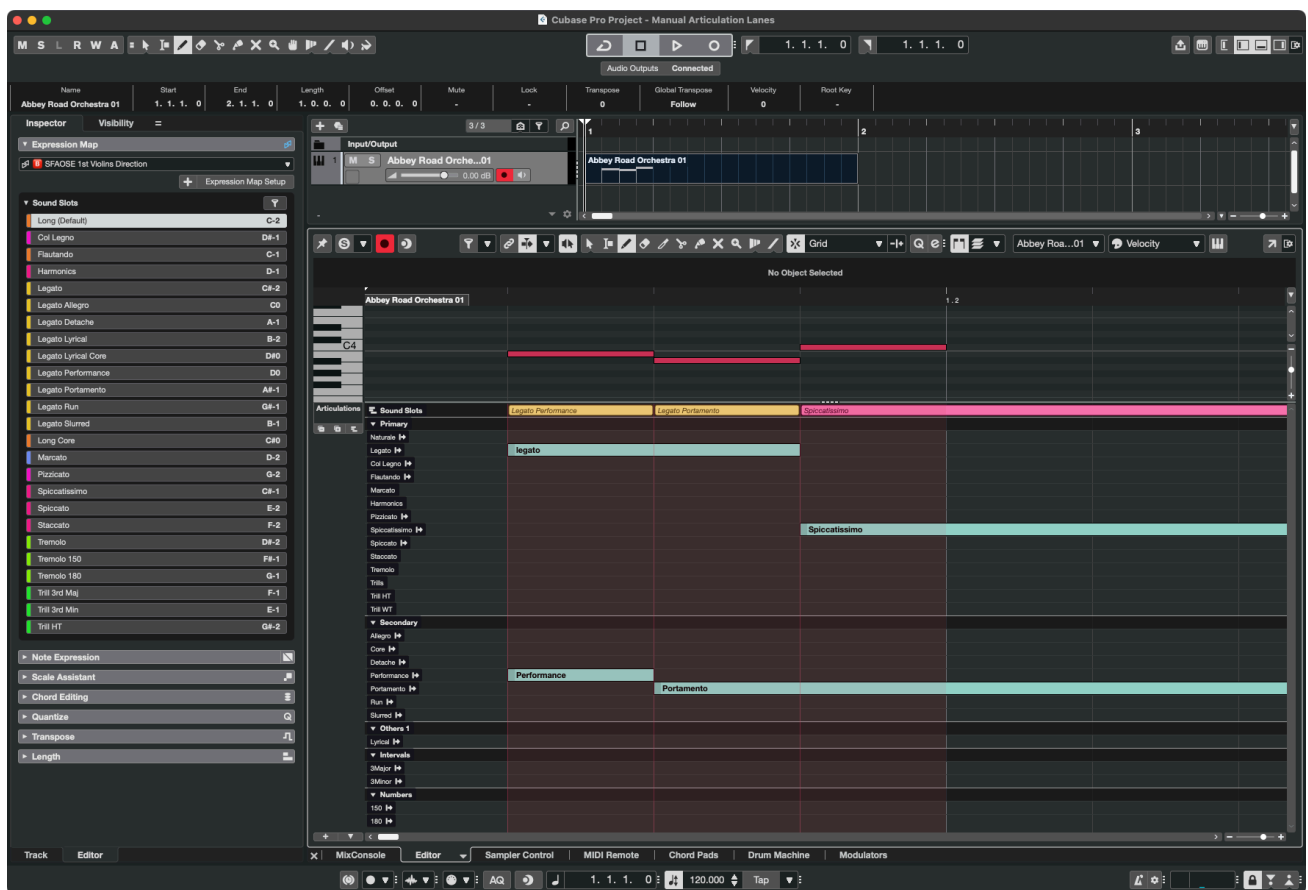
Batch Edit Directions and Attributes:

<https://youtu.be/9ZOqlywF6Co>

MUTUALLY EXCLUSIVE GROUPS

In Cubase 15, all articulations are organised into groups, and only one articulation from each group can be active at a time. As a result, most Expression Maps now contain multiple groups.

We've assigned articulations to these groups as logically as possible. In many cases, related articulations – such as *Spiccato* and *Staccato* – are placed within the same group. In a few unavoidable situations, however, closely related articulations may be distributed across separate groups.

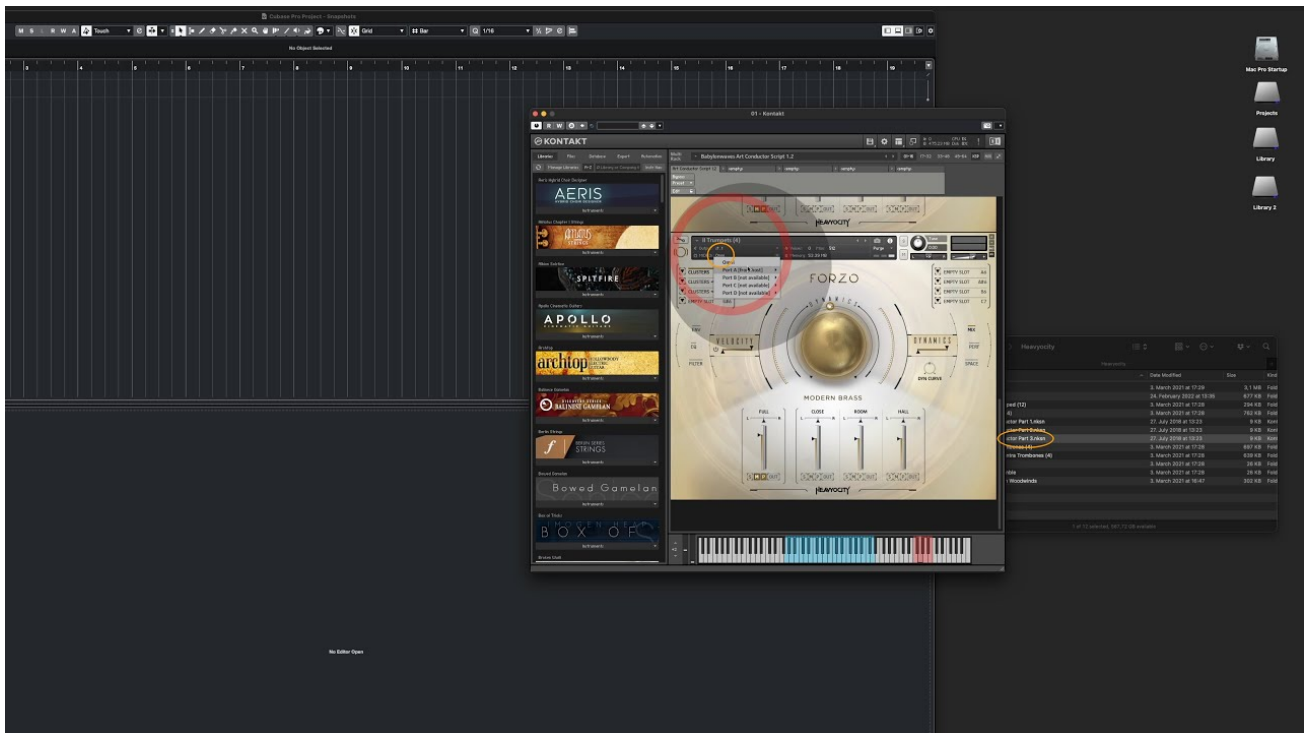


SNAPSHOTS AND PRESETS

In some cases, we need to adjust the configuration of a specific orchestral library. When this is required, we provide a Snapshot preset. To ensure correct operation, the Snapshot must be loaded alongside the corresponding Expression Map.

With a few exceptions, Snapshots are available for instruments running in **Kontakt**, **OPUS Player**, and **MUSIC Player**. You can identify Snapshot-based libraries by checking the Expression Map file name: if it ends with “-SL”, a Snapshot must be loaded as well.

You can find the Kontakt Snapshots in the "Snapshot Archive" and the rest in the "Preset Archive".



[Click to watch a video on Snapshots](#)

UNIVERSAL MATCHING

When using our Expression Maps, you can drag a MIDI region from one instrument to another, and any shared techniques will remain intact and functional. This allows articulations to transfer seamlessly between instruments without additional editing.

Universal Matching is available in Cubase 15 and requires our redesigned Expression Maps (Art Conductor 26 or later).


HOW TO SET UP ART CONDUCTOR IN STUDIO ONE

INSTALLATION

Make sure you have downloaded all three parts:

- ✦ The Art Conductor archive
- ✦ The Snapshot archive
- ✦ The Presets archive

Before you can install the software, you'll need to unzip it. For this task, please use macOS's onboard tools or, for instance, 7-Zip on Windows. It is important to note that the sheer number of files in this archive can cause errors, depending on the unzipper app you choose.

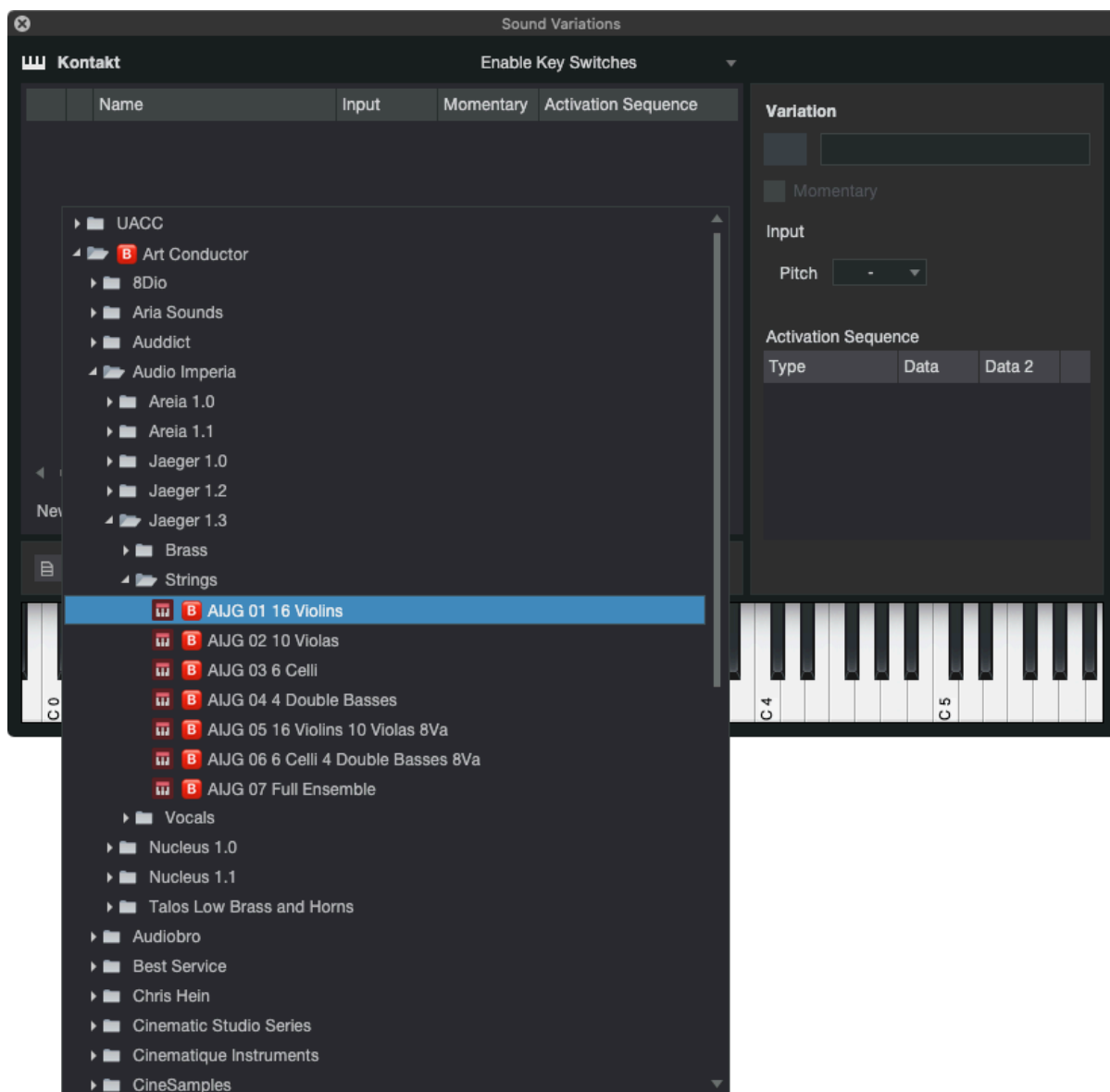
Unzipping the Art Conductor archive creates a sound set called " Art Conductor Studio One.soundset". It contains all the content. Double-click it to open it, and it will install automatically.

You can put the Snapshot and Preset archives wherever you like.

UPDATE FROM AN EARLIER VERSION

A new version might contain bug fixes and improvements. It's a good idea to review the Art Conductor change log to see which templates have been updated. You can safely replace an old version with a new version. To do so, double-click the newer version of the sound set. This will not automatically replace your projects' older Art Conductor Sound Variations. To update those, you need to reload them.

■ **Don't replace a Sound Variation in an ongoing project unless you have to.**



OVERVIEW

In the following Chapters, you will find details on how to get the best out of Art Conductor. This is all written, assuming you know how to work with Sound Variations. More information on this feature can be found in the Studio One manual.

Art Conductor Video Tutorials:

<https://youtube.com/playlist?list=PLRMxWWiuJcg-Vb-Fdzp4tG9Lpd9w7fw1f>

To start experimenting, open the Sound Variation editor in Studio One. You'll find the Art Conductor sound set you installed in there.

HOW EVERYTHING IS SET UP

Name	All articulations are in alphabetical order. This is to help you find them faster
Remote	All key switches are in the natural order of the instrument from left to right or top to bottom, depending on the individual layout. Usually, the most important articulations are on the first slots in every instrument. This way, you have them on the first remote keys.
Colors	We use color coding for the articulations. This way, for instance, all Longs (or Sustains) are red.
FX Sets	There are so called FX Sets which order the remote keys chronologically from C-2 onwards. We use these sets for instruments which don't really feature standard articulations and would therefore waste an entire octave on non-assigned remote keys. FX Sets have the following sign at the end of the file name: ~

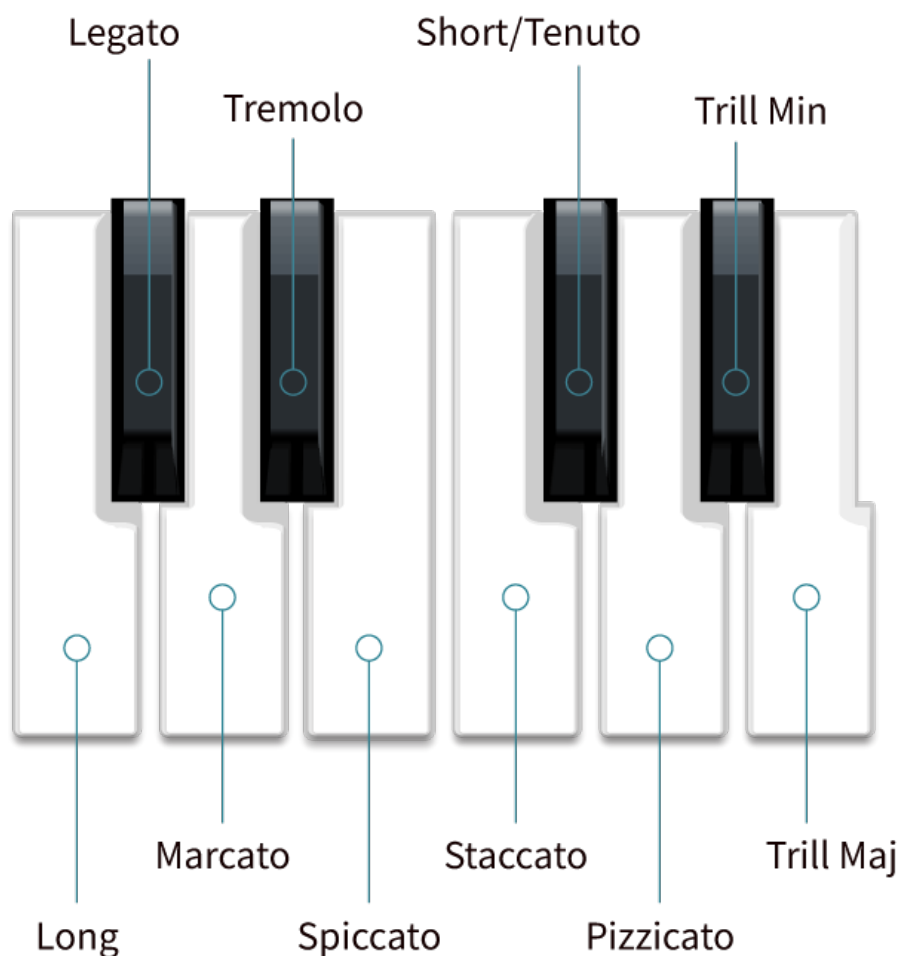
KEY SWITCHES

The key switches we use are identical to the trigger keys used in the output mapping of the Sound Variation. This means if (for instance) E0 is used to switch to “Tremolo” in a particular library, we also use E0 to make the Sound Variation switch to Tremolo. For Spitfire libraries, the key switches follow the natural order of the articulation within the instrument. See below for more details.

In addition, we’ve consolidated the most important key switches into the first octave, starting at C-2. This way, all libraries behave the same way regarding those changes.

A couple of instruments do not follow this order because they don’t contain enough techniques that fall into the categories in the diagram above. The template names of those instruments end with a swung dash: “~”

One thing should be mentioned, though: some libraries use key switches in the higher registers. Here’s the layout:



UNIVERSAL MATCHING

Universal Matching allows you to drag a MIDI region from one library to another, and, in theory, the articulation used will instantly work and match. Let me explain what, *in theory*, means: So far, we've done this exclusively for articulations we've defined as "the most important" ones:

Sustain, Legato, Marcato, Tremolo, Spiccato, Staccato, Tenuto, Pizzicato, Trill Minor/Major

This is because two libraries are rarely equipped with precisely the same articulations, and the above is a good representation of what's most likely available. In other words, there is no point in a "match fest" for more exotic arts.

Disclaimer: It will not work perfectly in every situation, but it works surprisingly well in many and will save you a ton of time. We found that composers often move a region to another library to see if it sounds or suits them better. You will undoubtedly have to adjust things, but Universal IDs will help you make an instant and informed decision.

SNAPSHOTS

In some cases, we need to adjust the configuration of a specific orchestral library. When this is required, we provide a Snapshot preset. To ensure correct operation, the Snapshot must be loaded alongside the corresponding Expression Map.

With a few exceptions, Snapshots are available for instruments running in **Kontakt**, **OPUS Player**, and **MUSIC Player**. You can identify Snapshot-based libraries by checking the Expression Map file name: if it ends with "**-SL**", a Snapshot must be loaded as well.

You can find the Kontakt Snapshots in the "Snapshot Archive" and the rest in the "Preset Archive."

About Snapshot presets:

<https://youtu.be/FC2zng9DKWk>

Note: In this video, we use a different DAW to explain this Kontakt-related feature. Details and step-by-step instructions on Snapshots are in the “Setup your Library” manual. Make sure you read them.

HOW TO SET UP ART CONDUCTOR IN CAKEWALK

INSTALLATION

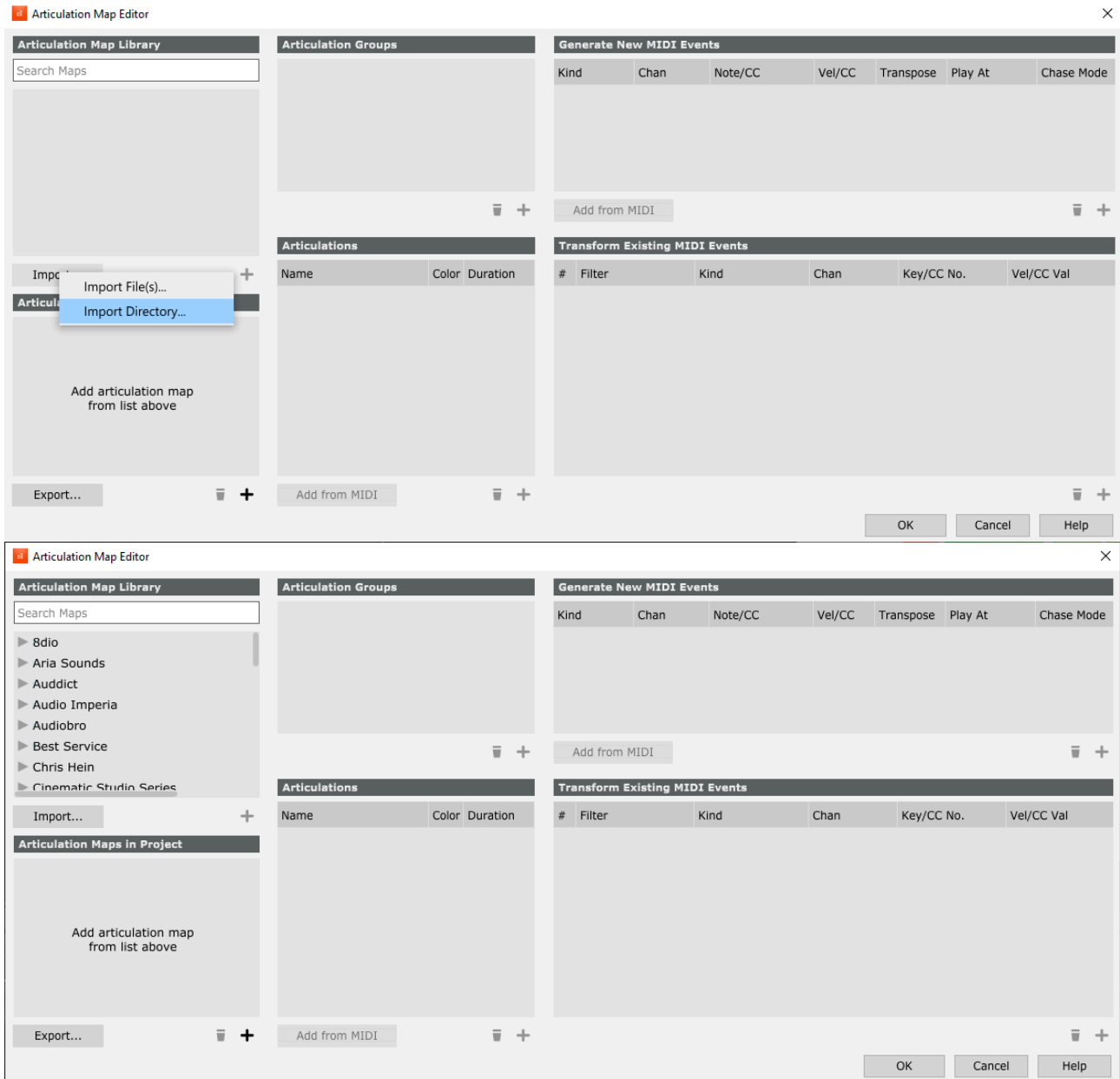
Make sure you have downloaded all three parts:

- ✦ The Art Conductor archive
- ✦ The Snapshot archive
- ✦ The Presets archive

Before you can install the software, you’ll need to unzip it. For this task, please use 7-Zip on Windows or any other tools that can handle big archives. It is important to note that the sheer number of files in this archive can cause errors, depending on the unzipper app you choose.

Unzipping the Art Conductor archive creates a folder called “Art Conductor Cakewalk” that contains all the content. Open Cakewalk, navigate to Articulation Map Editor, click Import -> Import Directory, and choose the entire folder above. Due to the number of files, the Import will take some time.

Once done, you’ll see all the folders and files imported to the Articulation directory of Cakewalk. You can put the Snapshot and Preset archives wherever you like.



From there, please refer to the Cakewalk manual to understand what you see and how to work with it. The remaining part deals with Art Conductor and some special libraries.

UPDATE FROM AN EARLIER VERSION

A new version might contain bug fixes and improvements. It's a good idea to review the Art Conductor change log to see which templates have been updated. You can safely replace an old version with a new version on your hard drive.

However, this will not automatically replace the Art Conductor files in your projects. You need to load the Articulation Maps again to update them.

■ Don't replace an Articulation Map in an ongoing project unless you have to.

OVERVIEW

In the following Chapters, you will find details on how to get the best out of Art Conductor. Here are some video recommendations for those just starting to use Articulation Sets. They'll help you understand how Bandlab configures its articulation management in Cakewalk.

Art Conductor Video Tutorials:

https://www.youtube.com/watch?v=qMXi2QK6_-Q

HOW EVERYTHING IS SET UP

All articulations are in alphabetical order. This will help you to find them faster. The articulations are color-coded. The idea is to group, for instance, short note articulations together to get a better overview.

We also make extensive use of groups in Cakewalk. A group is like a folder of individual Articulation Maps. This way, you can load a group and instantly access several maps belonging to the same library.

SNAPSHOTS

In some cases, we need to adjust the configuration of a specific orchestral library. When this is required, we provide a Snapshot preset. To ensure correct operation, the Snapshot must be loaded alongside the corresponding Expression Map.

With a few exceptions, Snapshots are available for instruments running in **Kontakt**, **OPUS Player**, and **MUSIC Player**. You can identify Snapshot-based libraries by checking the Expression Map file name: if it ends with “-SL”, a Snapshot must be loaded as well.

You can find the Kontakt Snapshots in the "Snapshot Archive" and the rest in the "Preset Archive."

About Snapshot presets:

https://youtu.be/qMXi2QK6_-Q

- In this video, we use a different DAW to explain this Kontakt-related feature. Details and step-by-step instructions on Snapshots can be found in the "Setup your Library" manual. Make sure you read them.

HOW TO SET UP ART CONDUCTOR IN DORICO

INSTALLATION

Make sure you have downloaded all three parts:

- ✦ The Art Conductor archive
- ✦ The Snapshot archive
- ✦ The Presets archive

Before you can install the software, you'll need to unzip it. For this task, please use 7-Zip on Windows or any other tools that can handle big archives. It is important to note that the sheer number of files in this archive can cause errors, depending on your choice of unzipper app.

Unzipping the Art Conductor archive creates a folder called "Art Conductor Dorico" that contains all the content. You can place the folder anywhere you like; in Dorico, you import maps individually. Put the Snapshot and Preset archives wherever you want; you'll need them later.

Art Conductor for Dorico Video Tutorials:

<https://www.youtube.com/playlist?list=PLRMxWWiuJcg-rRHT7X72PiS0KoGZkPoTg>

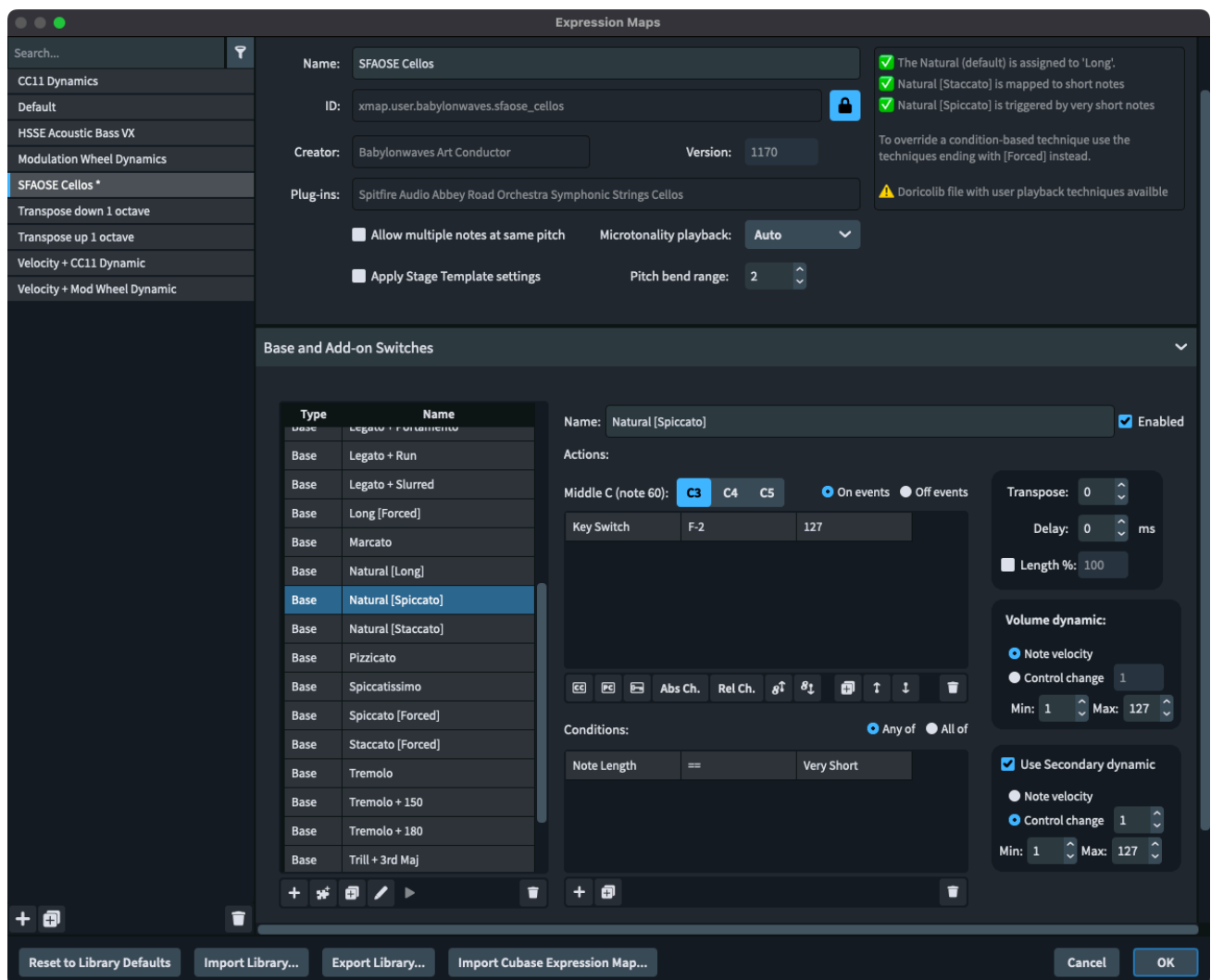
UPDATE FROM AN EARLIER VERSION

A new version might contain bug fixes and improvements. It's a good idea to review the Art Conductor change log to see which templates have been updated. You can safely replace an old version with a new version on your hard drive. However, this will not automatically replace the Art Conductor files in your projects. You need to load the Articulation Maps again to update them.

■ Don't replace Expression Maps in an ongoing project unless you have to.

LOADING EXPRESSION MAPS

To load an Expression Map, navigate to "Library > Expression Maps..." and click on "Import Library." Simple maps are fully supported by Dorico's built-in Playback Techniques.

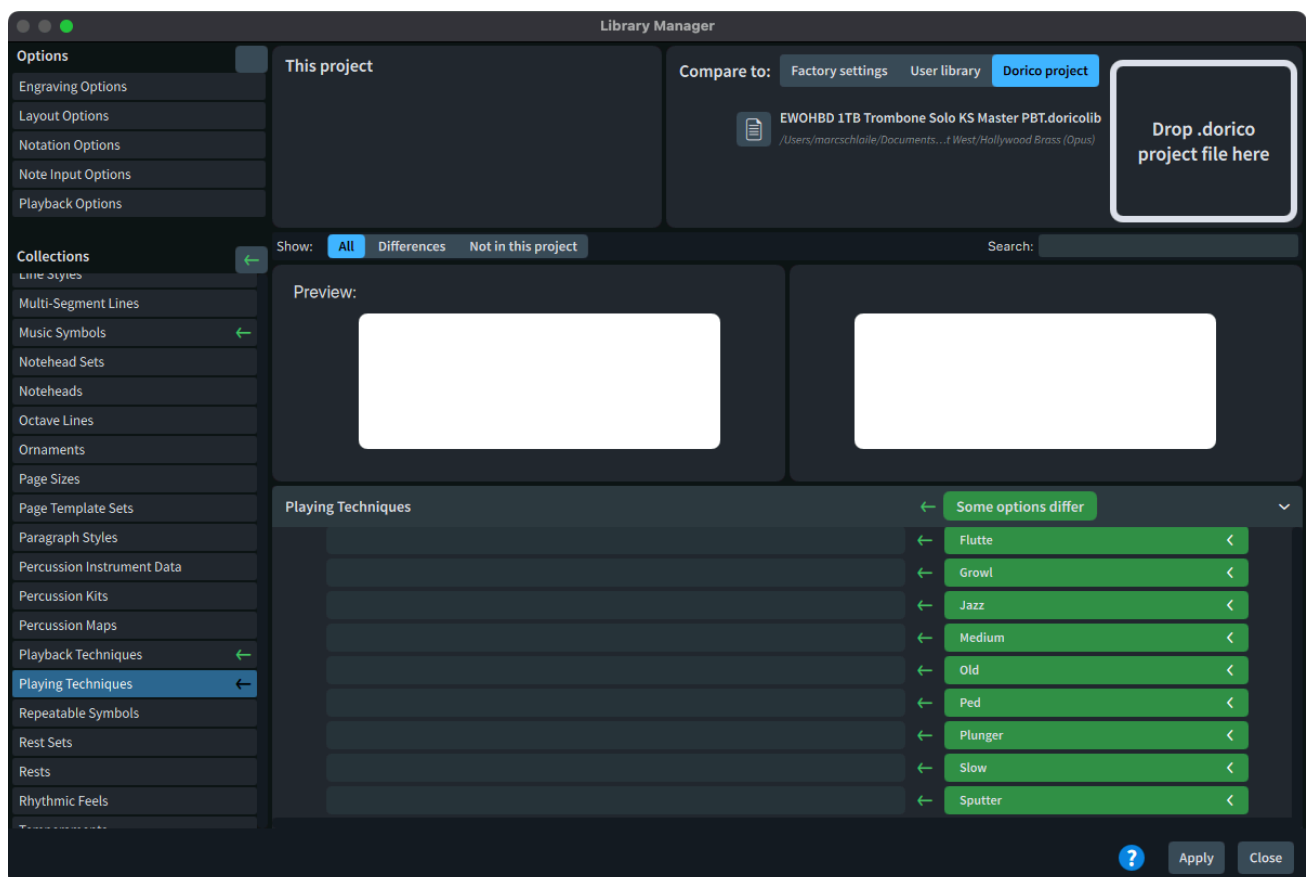


Once the maps become more complex, you can also load an entire library – details are available in the following paragraph. The Expression Map Data tab provides useful information such as the assignments for the Natural articulations and whether a library is available. The tab also indicates if you need to load snapshots.

LOADING DORICO LIBRARIES

More complex instruments may require both the corresponding Expression Map and specific user Playback Techniques, Playing Techniques, and other details. In such cases, you will usually find a Dorico library with a name ending in "PBT" alongside the expression map.

To load user Playback Techniques, go to "Library > Library Manager" and drag the file named "... PBT.doricolib" onto the "drop .dorico project file here" target area. Ensure the import status icon to the right of "Collections" is green. Then click "Apply." For more detailed instructions, refer to the Dorico manual.



- As a general rule, use the PBT library when you encounter one. Unless you want the bare bones Expression Map and have your specific reasons to integrate it yourself into your template.

WORKING WITH EXPRESSION MAPS

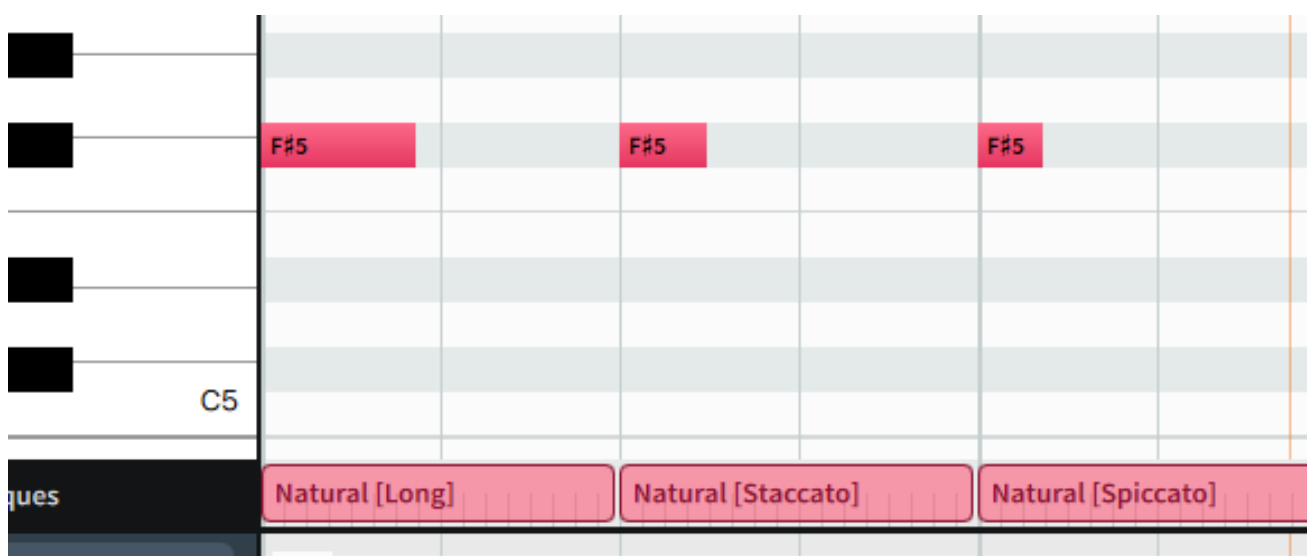
Art Conductor maps use conditions to guide Dorico in automatically selecting a Playback Technique appropriate for a melody. For instance, faster passages with shorter notes are played back using Staccato or Spiccato articulations, while longer notes are played with Sustain samples. These techniques begin with "Natural," followed by the articulation name in square brackets. To enable Dorico to make selections contextually, assign the Playback Technique "Natural" to a melody, and Dorico will handle the rest.

For those who prefer more manual control, our Expression Maps offer options to force Dorico to use a specific playback technique. For each available playback technique via conditional switching, there is a corresponding option with a name that ends in "Forced" in square brackets. For example, you can use "Spiccato [Forced]" to instruct Dorico to always play back a specific note with a Spiccato articulation.

The Expression Map comment field includes details about the conditions used. You can find it by navigating to "Library > Expression Maps..." and opening the "Expression Map Data" tab. This comment field will also inform you if you need to load user-defined Playback Techniques.

MORE ABOUT CONDITIONS

The expression maps guide Dorico in selecting a Playback Technique based on a note's written length. Consequently, what is considered "short" can vary depending on the



The diagram illustrates how Expression Maps are used to assign playback techniques based on note length. It shows a staff with notes and a corresponding Expression Map table below it.

Staff:

- Notes are represented by black rectangles on a staff.
- The first note is labeled **F#5**.
- The second note is labeled **C5**.

Expression Map Table:

Notes	Expression Map	
Natural [Long]	Natural [Staccato]	Natural [Spiccato]

tempo of your project. Understanding this is crucial, as you may need to adjust the conditions in our map if the default settings do not produce the desired results.

Natural [Long]	A bit less than a Quarter note or more (> 6/16)
Natural [Staccato]	Roughly an Eighth note (2/16 - 6/16)
Natural [Spiccato]	A bit less than a Eighth note (< 2/16)
Spiccatissimo and Staccatissimo	Same length as Spiccato. Art Conductor supports a total of 3 different durations.

SNAPSHOTS

In some cases, we need to adjust the configuration of a specific orchestral library. When this is required, we provide a Snapshot preset. To ensure correct operation, the Snapshot must be loaded alongside the corresponding Expression Map.

With a few exceptions, Snapshots are available for instruments running in **Kontakt**, **OPUS Player**, and **MUSIC Player**. You can identify Snapshot-based libraries by checking the Expression Map file name: if it ends with “**-SL**”, a Snapshot must be loaded as well.

You can find the Kontakt Snapshots in the "Snapshot Archive" and the rest in the "Preset Archive."

Snapshots Video Tutorial: <https://youtu.be/Z8QrVqx9IzE>

SCORE MARKING VS CONDITION-BASED PLAYING TECHNIQUES

When recording live MIDI notes in Dorico, users can encounter situations where two mechanisms—condition-based switching of Playing Techniques and automatic addition of score markings—might conflict.

For example, Dorico automatically adds Staccato markings when recording short notes live. Similarly, the expression map in Art Conductor switches to Staccato when notes undercut a certain length. This can result in seeing the Playing Technique labeled as "Natural [Staccato]" at times and "Staccato [Forced]" at others. It's essential to note that, although the sonic output remains consistent, the labeling can sometimes be confusing.

To avoid this confusion, you can disable the option "Add articulations to notes" in the Recording section of the Play page in Preferences. This will prevent Dorico from interpreting your live recordings and adding automatic markings.

- A huge thank you to Michael Ducharme for all his help in getting the Dorico version across the finish line!


HOW TO SET UP ART CONDUCTOR IN DIGITAL PERFORMER

INSTALLATION

Make sure you have downloaded all three parts:

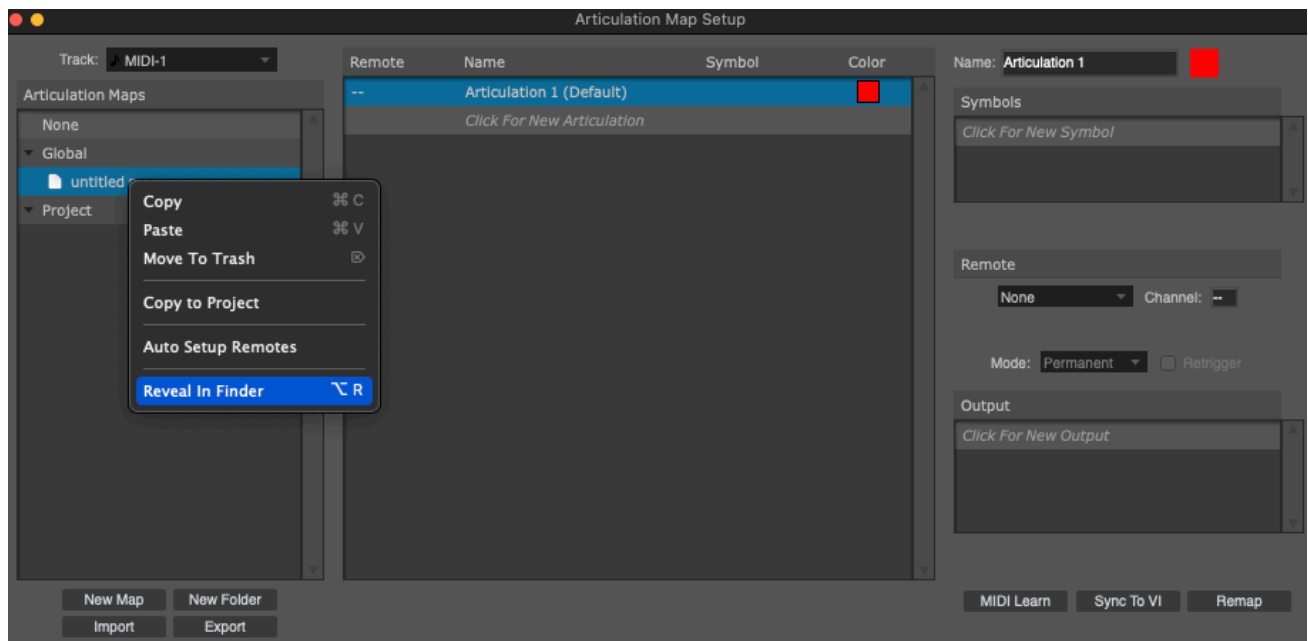
- ✦ The Art Conductor archive
- ✦ The Snapshot archive
- ✦ The Presets archive

Before you can install the software, you'll need to unzip it. For this task, please use macOS's onboard tools and, for instance, 7-Zip on Windows. It is important to note that the sheer number of files in this archive can cause errors, depending on your choice of unzipper app.

Unzipping the Art Conductor archive creates a folder called " Art Conductor Digital Performer" that contains all the content. Open Digital Performer and navigate to Projects > Articulation Map Setup. Use the "Import" button to load Articulation Maps into Digital Performer.

Power users can create a New Map by right-clicking the new entry in the “Global” folder and selecting “Reveal in Finder.” Then, they can copy the entire Art Conductor folder to this location. You can put the Snapshot and Preset archives wherever you like.

From there, please refer to the Digital Performer manual to understand what you see



and how to work with it. The remaining part deals with Art Conductor and some special libraries.

UPDATE FROM AN EARLIER VERSION

A new version might contain bug fixes and improvements. It’s a good idea to review the Art Conductor change log to see which templates have been updated. You can safely replace an old version with a new version on your hard drive. However, this will not automatically replace the Art Conductor files in your projects. To update the Articulation Maps in your project, you need to reload them.

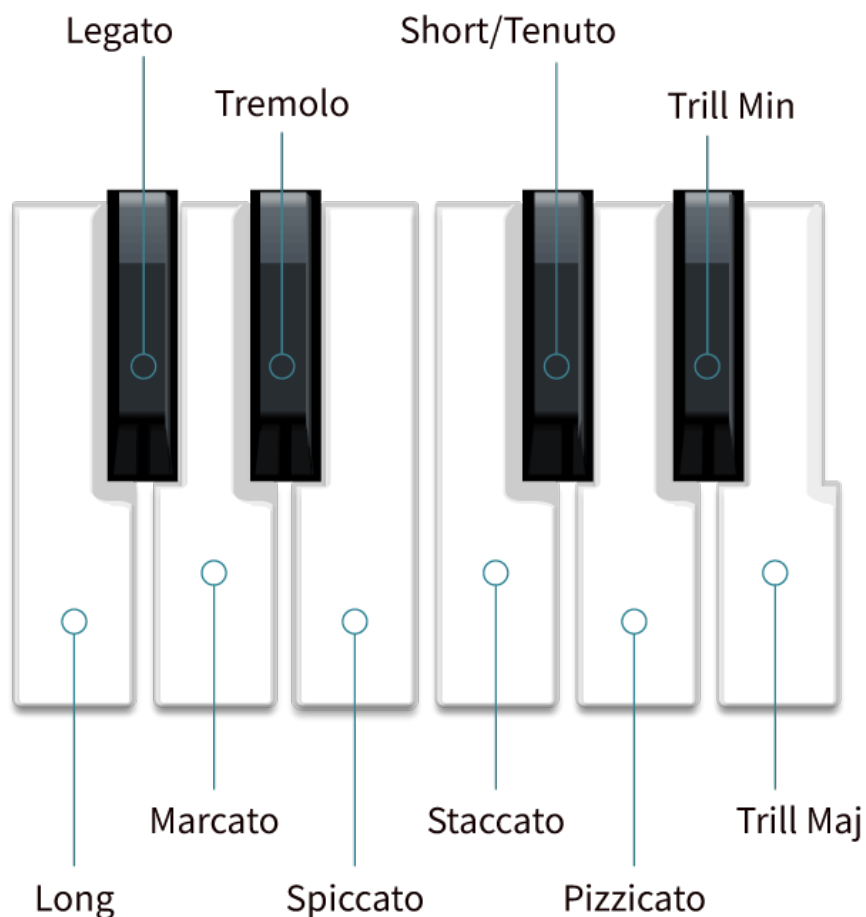
■ **Don’t replace an Articulation Map in an ongoing project unless you have to.**

OVERVIEW

In the following Chapters, you will find details on how to get the best out of Art Conductor. Here are some video recommendations for those just starting to use Articulation Sets. They'll help you understand how MOTU sets up its articulation management in Digital Performer.

Video Tutorials:

https://youtube.com/playlist?list=PLRMxWWiuJcg-7X7Fx5wG_G5_ktfIIHc2W



KEY SWITCHES

The key switches we use are identical to the trigger keys in the Articulation Map's output mapping. This means if (for instance) E0 is used to switch to "Tremolo" in a particular library, we also use E0 to make the articulation map switch to Tremolo. For Spitfire libraries, the key switches follow the natural order of the articulation within the instrument. See below for more details.

In addition to this, we've consolidated the most important key switches into the first octave, starting at C-2. This way, all libraries will behave uniformly with respect to these changes.

A couple of instruments do not follow this order. This is because they lack sufficient techniques in the categories shown in the diagram above. The name of the template of those instruments ends with a swung dash "~."

UNIVERSAL MATCHING

Universal Matching allows you to drag a MIDI region from one library to another, and, in theory, the articulation used will instantly work and match. Let me explain what, *in theory*, means: So far, we've done this for articulations we've defined as *the most important* ones:

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This is because it's rare for two libraries to have the same articulations, and the above is a good representation of what's most likely available. In other words, there is no point in a "match fest" for more exotic arts.

■ Disclaimer: Universal Matching may not work perfectly in every situation, but it surprisingly works well in many cases, saving you significant time. We found that composers often move a region to another library to see if it sounds or suits them better. You will undoubtedly need to adjust things, but Universal Matching will help you make an instant, informed decision.

HOW EVERYTHING IS SET UP

All articulations are in alphabetical order. This will help you to find them faster. The articulations are color-coded. The idea is to group, for instance, short note articulations together to get a better overview.

SNAPSHOTS

We have a special video on Snapshot presets. These are Native Instruments Kontakt Snapshots, which we use to provide a convenient way to load up special configurations of sample instruments. The Art Conductor library manual offers details.