

AARON VENTURE INFINITE BRASS

Patch Notes – v1.5 + IB Expansion 03 (September 30, 2020)

*Added three **CIMBASSI***

Global

- ∞ Fixed a bug where notes were incorrectly transposing if Neighbour RR and Legato Bypass were enabled at the same time
- ∞ Ensemble sound improvements
- ∞ Studio re-done with a livelier ambience (luckily, I own the place so experimenting is easy)
- ∞ Mozarteum and Bersa Hall mics re-mixed—a bit more ambience without sacrificing clarity
- ∞ Playable Vibrato improved
- ∞ Pitch Bend range increased to 3 semitones (the technology is finally there!)

Horns

- ∞ Mixed Mic slider default mapping set to CC 25, as it should be (oops)
- ∞ Close mics for the Soloist position are now more intimate and direct
- ∞ Legato improvements
- ∞ Straight mute improved (a bit brighter)

Trumpets

- ∞ Sharper attacks at *fff*
- ∞ Improved Mozarteum stereo imaging (as a result of the aforementioned re-mix)
- ∞ Tone adjustments (for a beefier sound)

Trombones

- ∞ Dynamic curve adjustments (clearer *mf*)
- ∞ Legato improvements
- ∞ Glide range extended to augmented fourth (three additional semitones)
- ∞ Tone improvements for contrabass trombones
- ∞ Wider stereo image on Mozarteum Close mics
- ∞ Fixed pre-delay on Bersa Hall Ambient mics
- ∞ Straight, Cup and Harmon mutes improved (a bit brighter)

Tubas

- ∞ Fixed a bug for the tuba family where soft attack stopped if a legato note was played while it was executing and no changes were made to the Dynamics slider (CC1) during the event (tubas are weird like that)

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Patch Notes – v1.4 + IB Expansion 02 (April 02, 2020)

*Added a **PICCOLO TRUMPET**, all-new **SPACES**, new **EUPHONIUMS** and reworked **TRUMPETS***

Global

- ∞ Fixed a bug where some controls would reset to their default setting after disabling and re-enabling Kontakt
- ∞ Fixed a bug that caused the instrument to produce no sound if Mixed Mic was turned on while Spot or Main mics were soloed (faulty logic)
- ∞ Fixed a bug which caused the dynamics to sometimes glitch to the maximum value for a moment when playing a legato note of specific velocity during a soft attack with vibrato (yeah...)
- ∞ Progressive Vibrato Rate switch added – enabling this switch will allow the script to create a non-linear progressive ramp-up of the vibrato rate with every note change
- ∞ Vibrato fade-in adjusted (more accurate note attacks while playing molto vib)
- ∞ Dynamics now affect the amount of vibrato being applied (lower intensity on lower dynamics)
- ∞ Attack, release and legato pitch behavior adjusted across the board (no more squeaky-clean releases)
- ∞ Mixed Mic GUI reworked – 5 different mixes now display fader positions (clarity and aesthetics)
- ∞ Added the Humanization switch which randomizes note timings, velocities and legato duration
- ∞ Attack Time at highest value now enters velocity mode, where note velocity determines the attack time
- ∞ Added the Attack Accuracy knob which determines pitch accuracy on attacks (for ensembler ensembles)
- ∞ Glide Depth knob deprecated except for trombones, where it's renamed to "Glide" and inverted
- ∞ Character Menu deprecated (a relic of the past)
- ∞ HQ switch – uses higher-quality filters at the price of an increased CPU hit
- ∞ Legato Minimum – you can now set the minimum allowed legato velocity (if you want to avoid long ones)
- ∞ Removed sample start pre-load to reduce RAM usage (for a smaller footprint than a Google Chrome tab)

Spaces

- ∞ New spaces recorded using newly developed techniques: Studio, Bersa Hall, Mozarteum (replacing old ones)
- ∞ Added a space selection GUI
- ∞ Added a position selection GUI
- ∞ CLOSE mics instead of SPOT mics (spots were just too much in-your-face and dry)

Horns

- ∞ Chorus effect deprecated
- ∞ Tone, legato and dynamic curve adjustments
- ∞ Pedal tones' pitch and dynamics behavior improved

Trumpets

- ∞ All new trumpets (replacing the old ones)

Trombones, Tubas, Bass Trumpets

- ∞ Tone, legato and dynamic curve adjustments
- ∞ New straight mute for tubas



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Patch Notes – v1.3.1 (June 30, 2019)

Global

- ∞ Notable breath fluctuation improvements for all instruments

Horns

- ∞ Soft attack curve adjusted

Trombones

- ∞ Spot mic panning fixed for R and L positions (oops)
- ∞ Dynamics curve between *mf* and *ff* adjusted

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Patch Notes – v1.3 + IB Expansion 01 (June 25, 2019)

Added 2 BASS TRUMPETS and 2 EUPHONIUMS

Global

- ∞ Noise models reworked and improved for all instruments
- ∞ Spot mics remixed (Medium Hall, Studio)—more centered instead of super-wide
- ∞ Medium Hall Bass RT adjusted (less low-mid buildup for a clearer sound)
- ∞ Character slider—a remappable slider (default CC32) which lets you select between Character profiles using a controller (or expression maps), much like the Room slider
- ∞ Added a new character profile: Dark
- ∞ Vibrato improvements
- ∞ Crescendo Range and Crescendo Time renamed to Attack Range and Attack time (for clarity)
- ∞ Truly *Infinite*—all instruments now play endlessly, to infinity and beyond

Horns

- ∞ Range extended by two semitones (up to high G)
- ∞ Minor improvements to pitch behavior during attacks and legato transitions between *pp* and *f*
- ∞ Slightly smoother dynamics curve between *mp* and *mf*

Trumpets

- ∞ Attacks improved—a more natural sound, with very soft *pp* attacks now possible
- ∞ Breath fluctuation improvements
- ∞ Legato improvements
- ∞ Trills improved—better response when playing trills in *ff*

Trombones, Bass Trombones, Contrabass Trombones

- ∞ Tone adjustments for the *ff* layer—more rounded and less brittle
- ∞ Improvements to attacks (more prominent and “brassy”)
- ∞ Breath fluctuation improvements



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Patch Notes – v1.2 (January 17, 2019)

*Fully reworked **HORNS***

Global

- ∞ Character profiles— pick a Natural, Clear, Full or Modern sound
- ∞ Glide Depth—dial in the amount of dynamics “dip” during glide transitions
- ∞ Pitch bend range increased to a semitone

Horns

- ∞ Reworked from the ground up
 - Tone adjustments across the entire range
 - Pitch behavior adjustments during release
 - Adjustments to embouchure resonance on attack
 - Better unisons even when copy-pasting MIDI/playing all horns at once
 - Easier to play and more natural-sounding attacks

Trumpets, Trombones, Tubas

- ∞ Tone adjustments across the entire range
- ∞ Pitch behavior adjustments during release
- ∞ Attack adjustments



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Patch Notes – v1.1 (December 20, 2018)

Global

- ∞ Processing of samples scaled back—less modwheel input required for a more natural sound
- ∞ Pitch fluctuation adjustments for all instruments (better-sounding unisons)
- ∞ Project vision moved away from having different "colors" on different positions — re-balanced all of the IRs towards a consistent tone of each instrument family across all positions/spaces (room resonances remain untouched)
- ∞ Added the Playable Vibrato switch for each instrument (the "Play" icon next to the Vibrato Intensity slider)—switching it off will prevent you from playing vibrato right on the modwheel, and prevent the script from making predictions as to whether you're attempting to play vibrato based on the modwheel pattern, as well as causing minor pitch changes on fast movements
- ∞ Dynamic Range slider extended, and maintaining roughly the same volume across all dynamics is now possible

Trombones

- ∞ Minor adjustments to attack strength based on velocity (a bit easier to play softer attacks)
- ∞ Breath fluctuation adjustments in the lower octaves - more natural sound
- ∞ Fixed imaging on Spot mics for positions R 1 - R 6 in the Scoring Stage

Tubas

- ∞ IR Mic Positions Re-Mixed - a more roomy sound on Main and Ambient mics
- ∞ Breath fluctuation adjustments in the lower octaves (more natural sound)

Trumpets

- ∞ Minor adjustments to the way attacks sound
- ∞ Breath fluctuation adjustments across the entire range

Horns

- ∞ Breath fluctuation adjustments across the entire range

A background image showing a close-up, slightly blurred view of brass instruments, likely trumpets and trombones, with their valves and tubing visible. The lighting is warm and golden, creating a sense of depth and texture.

AARON VENTURE INFINITE BRASS

Launch – v1.0 (November 27, 2018)

Infinite Brass launched with 4 spaces: (now deprecated and replaced)

- ∞ Large Hall
- ∞ Medium Hall
- ∞ Scoring Stage
- ∞ Studio

Infinite Brass launched with 21 instruments:

- ∞ 6 horns
- ∞ 4 trumpets
- ∞ 3 tenor trombones, 3 bass trombones, 3 contrabass trombones
- ∞ a tuba and a contrabass tuba