AARON VENTURE
INFINITE WOODWINDS

Patch Notes – v2.0 (October 9, 2020)

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*Added **2 SOPRANO SAXES** and fully reworked **ALL INSTRUMENTS** and **SPACES***

Global

- ∞ Fixed a bug that caused the instrument to produce no sound if Mixed Mic was enabled 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
- ∞ Mixed Mic 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 ensemblier ensembles)
- ∞ Character Menu deprecated (a relic of the past)
- ∞ Removed sample start pre-load to reduce RAM usage (for a smaller footprint than a Google Chrome tab)
- ∞ Playable Vibrato improved
- ∞ Pitch Bend range increased to 3 semitones

Spaces

- ∞ New spaces recorded using newly developed techniques (fully replacing the old spaces)
- ∞ 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)
- ∞ 3rd row is no longer available (a casualty of practicality)

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Patch Notes – v1.1 (August 17, 2019)

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*Added an **E-FLAT CLARINET***

Global

∞ Fixed a bug where certain parameters would reset to their default setting after disabling and re-enabling the Kontakt instance

∞ Fixed a bug where legato with a 70+ velocity while having Neighbour RR enabled would play a wrong note (semitone up/down) on some instruments

∞ 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 (molto vib now sounds better even if you don't change the rate that often)

∞ Vibrato fade-in adjusted for more accurate note attacks while playing molto vib

∞ Legato speed-per-velocity adjusted, making it easier to play slower transitions (however, using higher velocity notes (70+) for runs is now more important)

∞ Dynamics slider now affects the amount of vibrato being applied

Flutes, Piccolo Flute, Alto Flute, Bass Flute

∞ Tone improvements at *pp*

∞ Vibrato improvements,

∞ Noise models reworked

Oboes, Saxes

∞ Smoother response on low-velocity legato transitions

English Horn

∞ Noise adjustments

∞ Minor tone adjustments in the lower register

Clarinet 1, Clarinet 2

∞ Tone improvements

Bassoons, Contrabassoon

∞ Noise models reworked

∞ Smoother response on low-velocity legato transitions

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Launch– v1.0 (June 28, 2019)

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

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

Infinite Woodwinds launched with 26 instruments:

- ∞ 3 flutes, 1 piccolo flute, 1 alto flute, 1 bass flute
- ∞ 3 oboes, 1 English horn, 1 bass oboe
- ∞ 3 soprano clarinets, 1 bass clarinet, 1 contrabass clarinet
- ∞ 3 bassoons, 1 contrabassoon
- ∞ 2 alto saxes, 2 tenor saxes, 2 baritone saxes