

KROTOS

# SIMPLE CONCEPT

MANUAL

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## 1. Simple Concept

Simple Concept is a simple software synthesiser from Krotos.



Simple Concept takes a simplified approach to performing with a soft synth, powered by three simple but powerful macro controls, and our unique 'Tweak It' customisation system to create a new and exciting workflow.

The plugin aims to be engaging and quick to produce satisfying results, no matter what your experience of synthesis. Like all Krotos products, it also aims to be a performative audio product, focusing on live performance, shaping and interaction.

The plugin is a VSTi/AUi/AAX instrument and is supported on most major DAWs, including Ableton Live, FL Studio, Logic Pro X, Pro Tools, Nuendo, Cubase, Reaper and Studio One.

If you have any issues or questions, please contact [support@krotosaudio.com](mailto:support@krotosaudio.com)



VST is a registered trademark of Steinberg Media Technologies GmbH

## 2. Adding the plugin to your session

Once you have run the installer, you should find the plugin in your host's plugin list. The installer will automatically take care of placing the relevant plugins in the correct location. However, you can choose custom locations for VST and VST3 for Windows if you prefer to use a custom plugin folder. Please make sure your DAW is setup to scan for this folder, and you may need to rescan your plugin folder to get started, if Simple Concept does not appear immediately.

The plugin will appear in your plugin list as 'Simple Concept'.

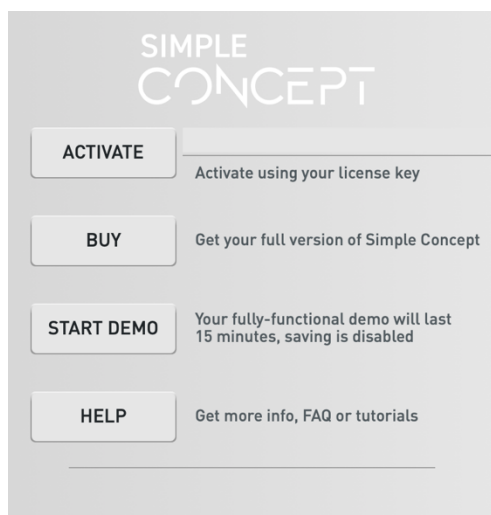
## 3. Copy Protection

The plugin uses Krotos' own system for copy protection. When you open the plugin for the first time, you will see this screen. From here you can choose how you would like to move forward, either starting a demo, activating using a license key, or getting more information by clicking on 'Help' or 'Buy'.

## 4. Activating the plugin

You only need your license key to activate a full license for the software, which would have been emailed to you when you completed your purchase. Enter this in the space to the right of the 'Activate' button, and then hit this button. There will be a slight pause, then the plugin will be ready to use.

Your license allows you two activations of Simple Concept, on to different machines.

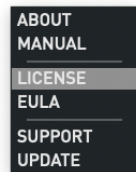


To start a demo, simply choose the 'Start Demo' option from the screen that appears when you open the plugin. This will start your 15 minute, fully-functional demo. During this period, saving is disabled, and after 15 minutes you will no longer be able to generate sound using the plugin. You will see 'Demo' appear in the top bar of the plugin during this 15 minute period. When your demo period is up, you can delete the plugin and add it again to start a new 15 minute period.



If at any time you want to check your license key, or deactivate the plugin, you can do so using the Menu from the top bar of the plugin

To deactivate, click on the 'Deactivate' button in this window. This is helpful if you have run out of activations and need to activate on a new machine. Choose 'Yes' in the confirmation window to confirm the deactivation.



## 5. Getting Started with Concept

Play a note on your MIDI keyboard or send in midi information from your DAW to here a sound from the plugin.

NOTE – Simple Concept does not support midi assign from within the plugin at this stage. To control any parameters within the plugin, you will need to access and assign them using your DAW's midi system. E.g in Live, hit 'Configure' on the plugin in the audio plugins section, and move a control in the Simple Concept UI. This will be exposed to Live's midi and automation system, and can be assigned to any midi controller using CTRL-M (on Windows) and CMD-M on OS X.

## 6. Presets

To get started, we recommend you choose a preset. Simply click on the preset name at the top of the plugin window (which will display 'Default') or select 'Load', and choose a preset from the 'Factory Presets' sub menu. Use the left and right arrows to scroll through presets, and use 'Save' and 'Save As' to save presets.



Clicking on the name of a preset will produce a dropdown menu showing the different preset categories in Simple Concept. Hovering over any of these categories (e.g. Bases, Pads etc) will open another slide containing the names of presets. Click any of one these to choose that preset.

Simple Concept contains a category of presets called '**Audio Input**'. These use the plugin's unique 'Audio Input' modulator to quickly connect other elements of your track into your synth settings and modulate them quickly and easily.

*Macros for these presets will include one dedicated to the gain of the incoming signal (usually called 'Pre-gain') which is powerful way of adjusting and performing these presets.*

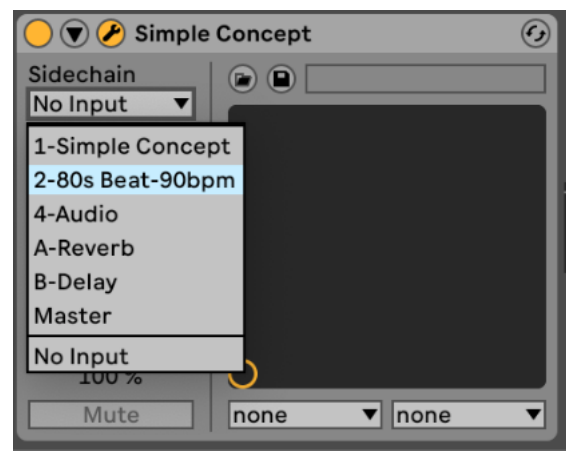
To send an audio signal into the plugin to make the most of these presets, follow the instructions below.

***Depending on your DAW, the setup and function of this feature will be different or limited. See below for more details.***

***Although you can feed audio into Simple Concept, this is only used as a modulation source, and cannot be used as a traditional audio input, or fed into the filter or FX at this time.***

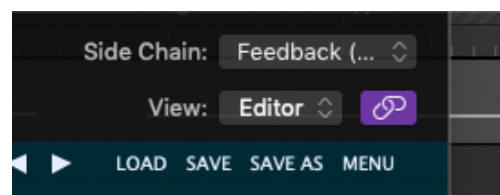
**NOTE - This feature is currently not supported in Studio One or FL Studio.**

**In Ableton Live**, open the sidechain menu by clicking on the 'down arrow' button in the top of the plugin window in Live's bottom panel. Now select the track which you would like to use as the audio source from the dropdown menu. Make sure you have audio on this track, or you have armed the live mic input. Set the gain and mix values as you like, and play some audio on this track. In Simple Concept, open one of the 'Audio Input' presets, press play in Ableton and feed some audio into the sidechain.



**In Logic Pro X**, add audio to another track. In Simple Concept, activate the sidechain in the top-right hand corner of the plugin, and select the name of the track you wish to control the audio input modulator, and click the 'chain' icon, which will change to a purple colour (see below).

Add an Audio Input modulator in Simple Concept, and select 'Sidechain 1' in the dropdown on the right of the modulator. You should now see signal coming into the modulator.



If you do not see the 'chain' icon in your plugin window, you will need to activate it using Logic's preferences. To do this, go to Preferences > Advanced Tools > and check 'Show Advanced Tools'.

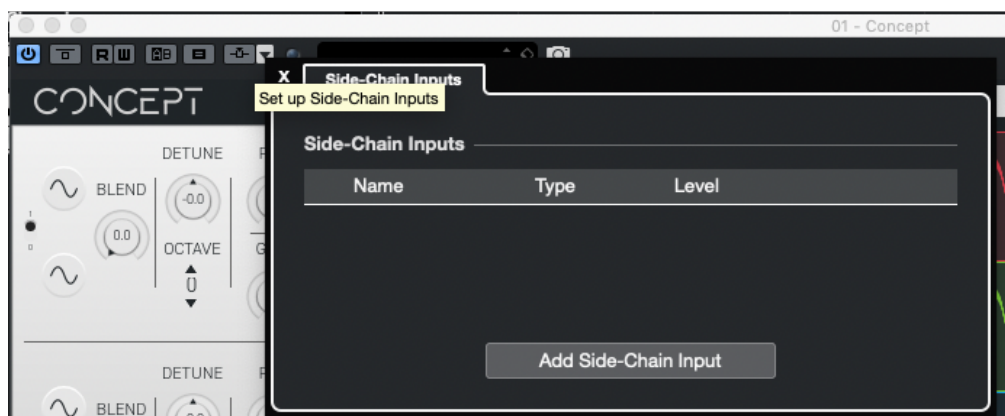
**In Pro Tools**, add audio to an audio track. Send the output of this track to a bus 1-2. In the input section of the instrument track containing the Simple Concept plugin, choose the bus you have routed to (it should be set to Bus 1-2)

Add an Audio Input modulator in Simple Concept, and select 'Sidechain 1' in the dropdown on the right of the modulator. You should now see signal coming into the modulator.

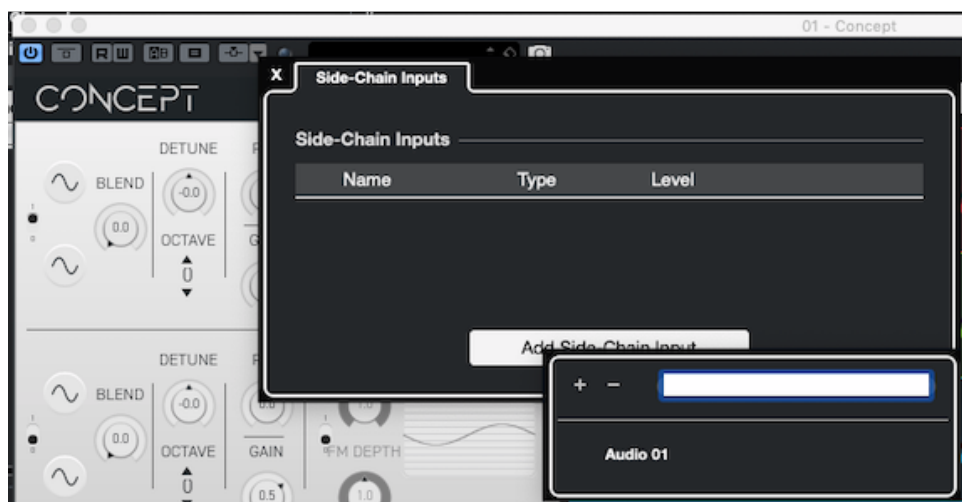
**In Cubase and Nuendo**, create an Audio Track and add some audio to use as a modulation source. Create an instrument track with Simple Concept VST (AU plugins in Cubase and Nuendo cannot use this feature).

Click the dropdown next to the side chain button (arrow down). Click Add Side-Chain Input.

Please note the following screenshots use our Concept plugin, but the process is the same for Simple Concept.



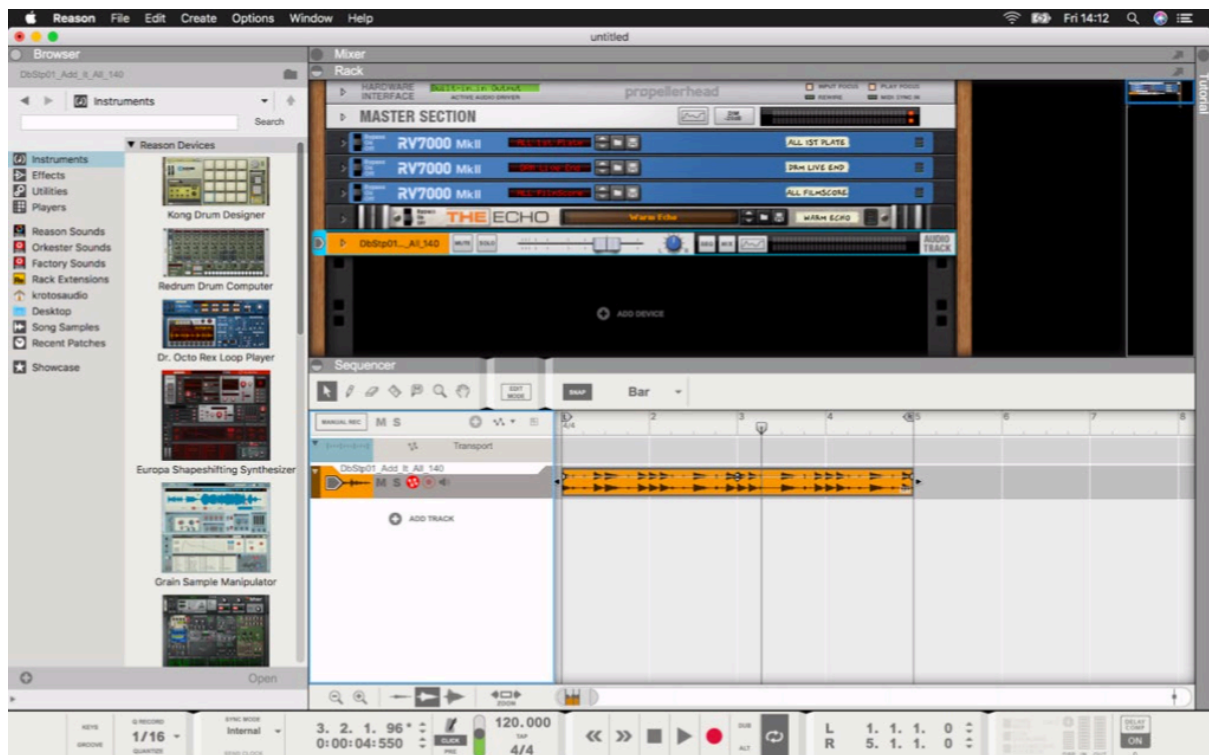
Select Audio Track, then Enable Side-chain by clicking the toggle. Select Sidechain2 in the Audio Input Mod (sidechain 1 will not receive audio by default)



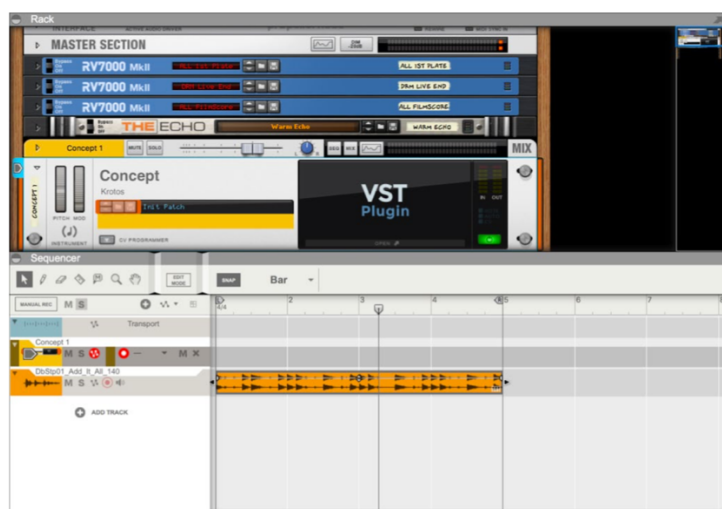
## In Reason 10 or above

Add a source for the audio input: This can be either an audio file, instrument or live input.

Now add the Simple Concept plugin.



Press Tab to access the back of the Rack.



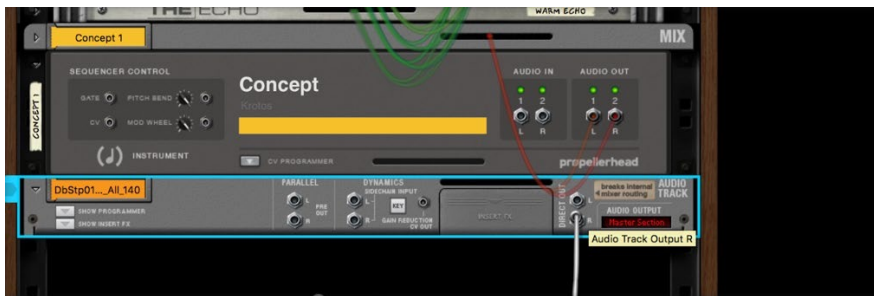
Expand the routing section on the source. Do this by clicking the arrow next to the instrument/track name (on the left).





Click and hold the mouse while hovering above either PARALLEL or DIRECT OUT.

This depends on whether you want to keep the original signal or not. Parallel will not affect the track while direct out will route the audio straight to Concept, therefore you will not be able to hear it.



Connect the desired source track to the AUDIO IN L (1)

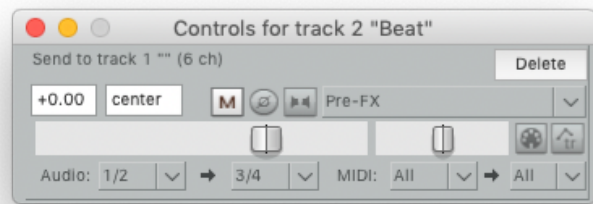
Concept accepts one mono connection in Reason. Please make sure you've connected the source to the LEFT audio input.



**NOTE - This feature is currently not supported in Studio One or FL Studio.**

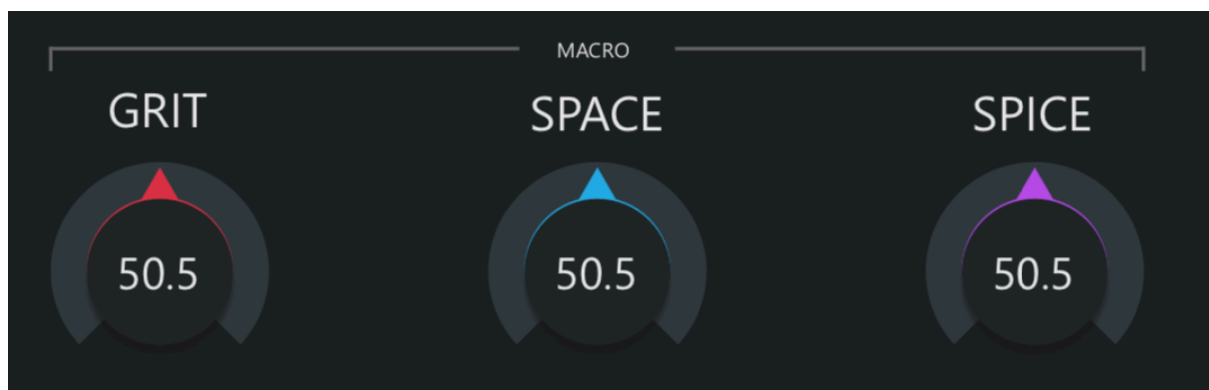
**In Reaper,** add audio to another track. Click and drag the 'route' button in the audio track to the track containing Simple Concept.

Set the audio channels to 3/4 for the destination track (As above) and set to 'Pre-FX' (as above). This will also you to send the audio from your track into Simple Concept without you hearing this audio in your session. To test the output, turn down the fader on your audio track, so the audio signal only is sent to Simple Concept, and not to the master. Add an Audio Input modulator in Simple Concept and select 'Sidechain 1' in the dropdown on the right of the modulator. You should now see signal coming into the modulator.



## 7. Macros

The macros are at the core of Simple Concept. These three controls each influence a number of parameters under the hood of the plugin, carefully configured by our sound designers for maximum performability. This allows you to have delicate control over a set of behaviour without having to dive through banks of controls.



Each preset in Simple Concept makes use of all three macros. Depending on which set of parameters a macro is controlling, a different name will appear. This may be very straightforward, like 'Filter', or more abstract, like 'Grit' or 'Spice'. The best way to get to grips with these controls is to explore them whilst playing and find the sweet spots in each control which inspire you.

Each Macro is also given a colour for quick reference. Please note that these colours do not directly relate to the colours used in Concept's modulation system.

**NOTE** – You cannot change the assignment of behaviour, or names of the macros in this version of the plugin.

## 8. ADSR



Simple Concept includes a classic ADSR envelope to shape the output of the synth. This can be controlled with the individual dials for Attack, Decay, Sustain and Release.

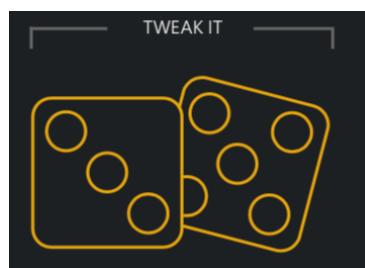
## 9. Tweak It

Tweak It is a 'controllable customisation system'. This allows you to add variation to your settings within certain ranges, for certain parameters, which have been pre-configured inside each preset in Simple Concept. Rather than completely randomise a patch, you can choose to randomise parts of it, by certain amounts, to throw in some surprises or shake up a preset you already like.

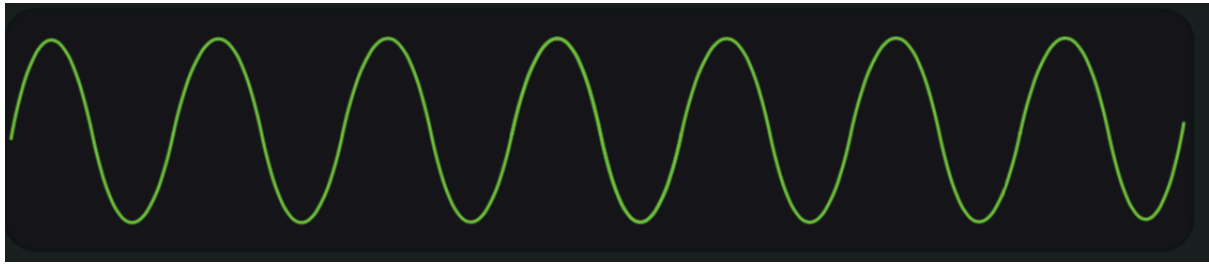
All Simple Concept Factory Presets are set up to use Tweak It by default, with preconfigured amounts linked to the Tweak It system for specific parameters. You can use this system to create quick variations of Factory Presets to produce something more personal or different or use it to spice up any of your own designs, or as a way to finding new inspiration.

Clicking on Tweak it will trigger a brief animation to show you have tweaked your preset.

NOTE – Tweak it affects parameters that are 'under the hood' of the plugin UI. Don't worry if you don't see any parameters change on the screen, you will hear the difference to the preset as parameters change, hidden from view. In the main version of Concept, all Tweak It controls and parameters are available to the user.



## 10. Oscilloscope



The oscilloscope is a simple, but effective way of visualising the sound being produced by the plugin. It will always display the master output of the plugin and will change in 'height' based on the volume of the signal produced from the plugin (quieter notes or settings will be 'shorter' than louder ones). If you do not see anything displayed the oscilloscope, it is a sign that the plugin is not generating sound.

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An internet connection is required at the time of activation.

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6. 2.1.6 where you are acting as a business, to supervise and control use of the Software and ensure that the Software is used by your employees and representatives in accordance with the terms of this Licence;
7. 2.1.7 to include our copyright notice on all entire and partial copies you make of the Software on any medium; and
8. 2.1.8 not to provide, distribute or otherwise make available the Software in whole or in part (including but not limited to individual sound effects or samples, program listings, object and source program listings, object code and source code), in any form to any person without prior written consent from us; and
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2. 4.1.2 that the Documents correctly describe the operation of the Software in all material respects,

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2. 4.2 If, within the Warranty Period, you notify us in writing of any defect or fault in the Software as a result of which it fails to perform substantially in accordance with the Documents, we will, at our sole option, either repair or replace the Software, provided that you make available all the information that may be necessary to help us to remedy the defect or fault, including sufficient information to enable us to recreate the defect or fault.

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4.3.2 if the defect or fault in the Software results from you having used the Software in contravention of the terms of this Licence.

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3. 5.3.3 loss of anticipated savings;

4. 5.3.4 loss or corruption of data or information;

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