



Electri6ity Realism Guide

By default, Electri6ity has been setup for live playing. This means that some of the typical guitar noises – which add a lot of realism – aren't very audible by default. Due to the vast differences between keyboard and stringed instruments, tweaking settings can make a big difference in the quality of the rendered results.

When playing a key on a piano, you hear the note's tone as soon as you press the key. On a guitar, things are a little different. A guitarist might, for example, touch the string with a plectrum, which is audible as a small "click" before actually plucking the string. Depending on the tempo a guitarist is playing, the time between the 'click' and the tone may vary and it's not unusual that the actual tone is delayed 50ms after you hear the picking noise. A latency of 50ms or more isn't suitable for live playing, so that's the reason it's helpful to tweak the settings after recording a MIDI track before you'll do the final mixdown.

The picking noise is only one example we picked out to show you the difference between keyboard instrument and an electric guitar. On the following page we want to give you some tips on how to make Electri6ity sound very realistic with just a few tweaks. You'll find out that these steps are almost always the same, so as soon as you understand what to tweak, you won't have to spend much time thinking about them anymore – you'll be able to quickly tweak Electri6ity according to the tempo and style of the playing you want to emulate.

For a more detailed description of each parameter, please consult the Electri6ity manual.

Electri6ity Realism | Suggested Setup | Final Rendering

1) Enabling Sympathetic Resonance allows open strings to resonate.

The 1.1 update also introduces body simulation. Just turn it on to see how it sounds. It especially adds realism to the the L4, 335, and Rickenbacker!



2) Add more sloppiness and add a short delay between picking noise and tone

The delay between picking noise (Pre-Pick Noise Wait) is the most important parameter for realism! Set the value depending on the speed your are playing. Lower values for faster speeds, higher values for slower speeds.



3) Add more timing variation (humanization) if you have quantized MIDI or if you do double tracking



4) Make sure each mode (POLY, SOLO, LEGATO) has the same latency



- 5) Play some notes to make sure the latency is updated, then after that determine the total latency on the Performance Page and use the MIDI delay compensation of your sequencer (this example shows Cubase).



Electri6ity Realism | Suggested Setup | Metal / Hard Rock Rhythm Guitar

Many metal or hard rock guitar riffs contain fast staccato muted power chords. By default Electri6ity, is setup to sound realistic in a wide range of genres, so you need to tweak some settings to get a realistic metal or hard rock rhythm guitar. An important step is changing the strumming tone to horizontal picking, which has a more consistent sound than the vertical picking/strumming samples (but the latter sounds better if played clean or at low gain however).

Another important step is to turn on the Pre-Amp (Settings Page | Pre-Amp) which is available in all DI Instruments. Play a little with the Pre-Amp Settings to get the desired tone.