



MPC ORCHESTRAL PRO EDITION

INSTALLATION & USER GUIDE

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Installation

For the most up-to-date, step-by-step installation instructions for your MPC/Force, please refer to our comprehensive set of installation guides on our web site:

<https://www.mpc-samples.com/support/expansions>

Compatibility

MPC Orchestral was built for any modern MPC or Force running **MPC 2.13 or greater**.

Requirements are as follows:

Any modern standalone MPC running MPC 2.13+
MPC Software / MPC Beats 2.13+
Akai Force 3.3+

What's Inside?

'MPC Orchestral Pro Edition' is a virtual 'chamber orchestra' inside your MPC, with the following multisampled orchestral instruments inside:

- **Brass** - French Horn, Tuba, Trumpet, Trumbone
- **Strings** – Cello Section, Contrabass, Harp, Viola section, Violin (solo & section)
- **Woodwind** – Flute, Alto Flute, Bass Flute, Clarinet, Bass Clarinet, Bassoon, Oboe, Piccolo, Ocarina
- **Melodic Percussion** – Bells, Celesta, Marimba, Vibraphone, Xylophone
- **Keys** – Harpsicord, Orchestral Piano
- **Drums & Percussion** – including bass drums, snares, cymbals, clave, conga, cowbell, gong, shakers, maracas, sleighbell, tambourine, tenor drums, triangle, vibraslap and agogo.

Many instruments are included with multiple articulations such as sustain, staccato, pizzicato and tremolo, with a total of 51 unique programs included.

Each instrument is pre-mapped chromatically for you so you can just load it and play; there's no need for any configuration or tweaking, simply listen to the instrument previews in the browser, load your chosen instrument into your project and start playing chords, riffs and melodies on your pads or an attached keyboard.

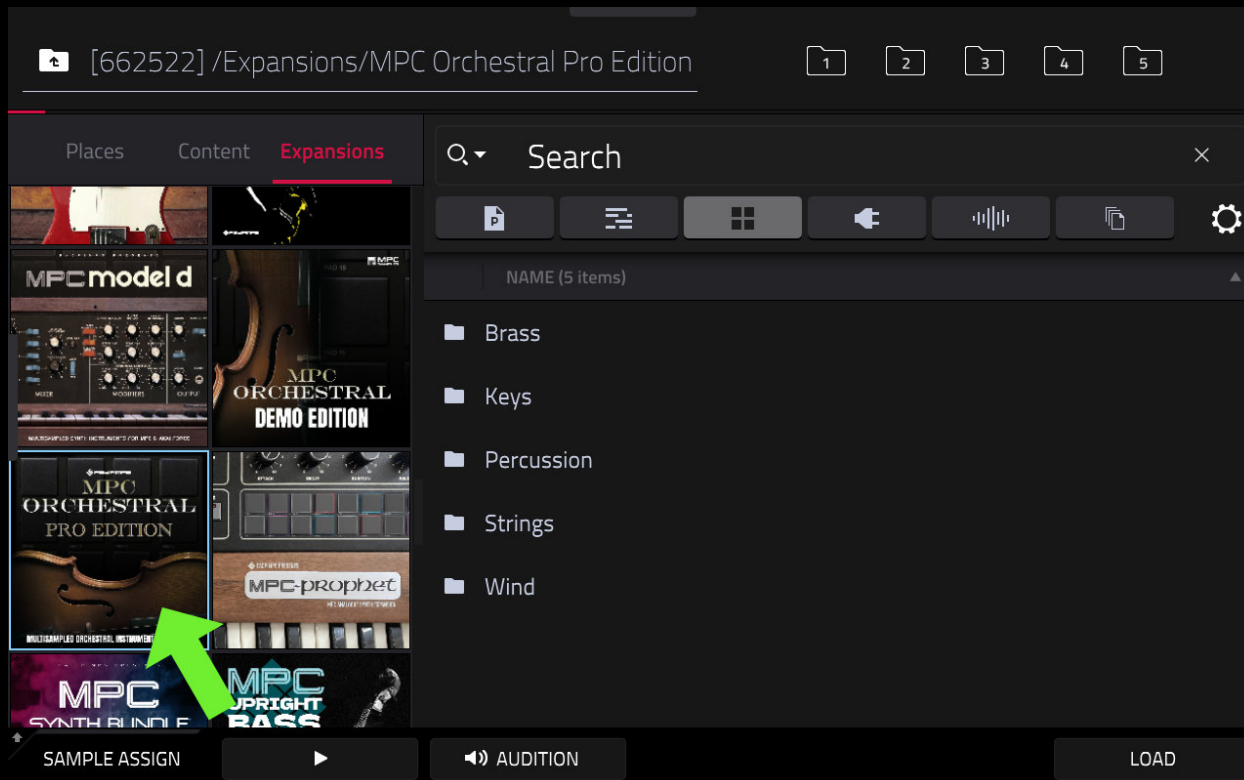
All instruments are 100% compatible with PAD PERFORM ('Notes Mode'), and can of course be played with an attached MIDI keyboard.

All instruments are also fully editable via TRACK EDIT so if you wish, you can tweak the FX, filters, envelopes, portamento and LFOs as per your specific requirements.

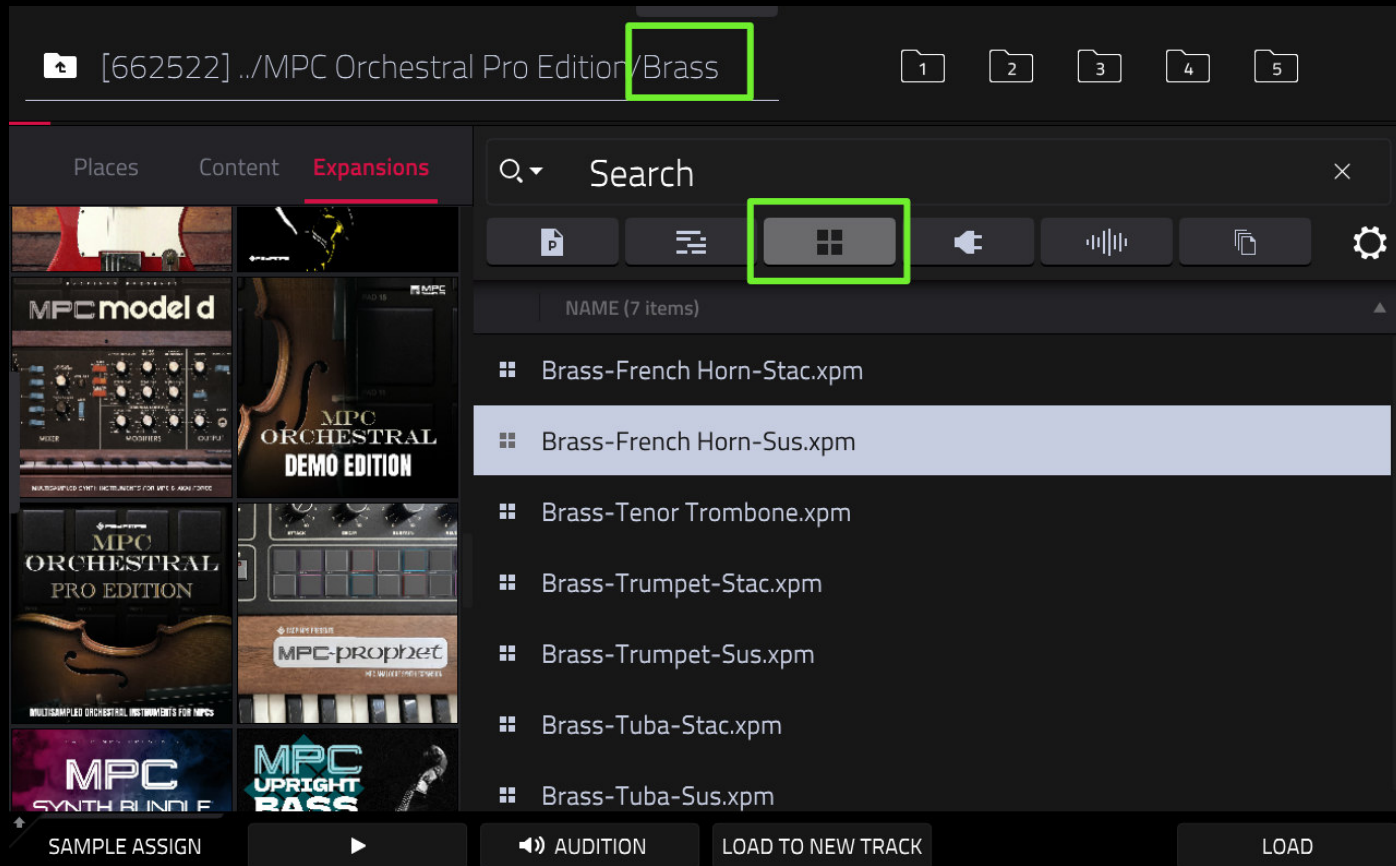
More details on playing and editing the instruments can be found later in this guide.

Standalone MPC / Force

After [installation](#), go to 'MENU > BROWSER > Expansions', tap on the 'MPC **Orchestral**' thumbnail and select the 'Program' filter to view the instrument groups:



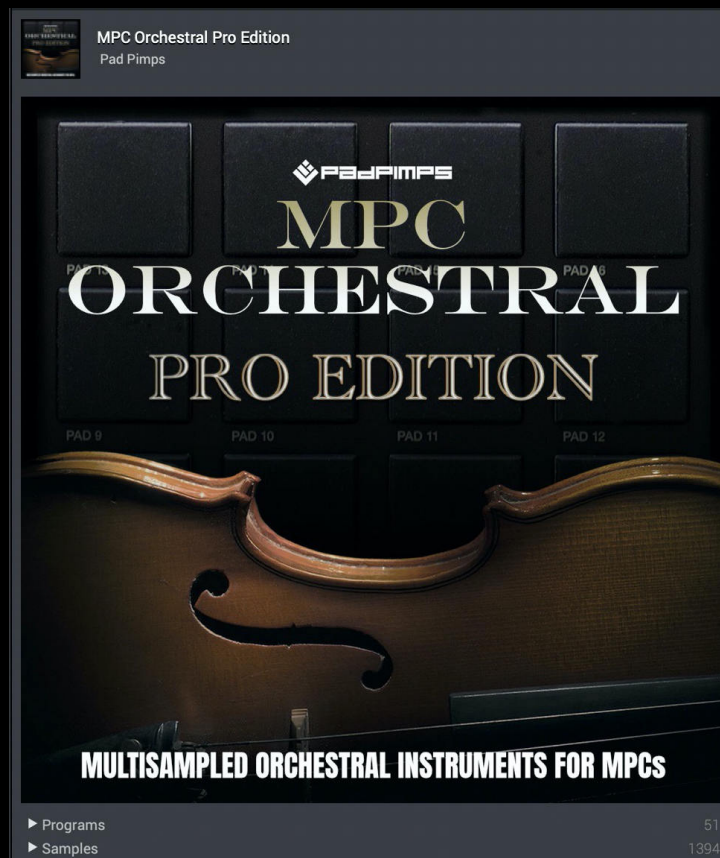
Double tap a folder to view the available instruments in this group:



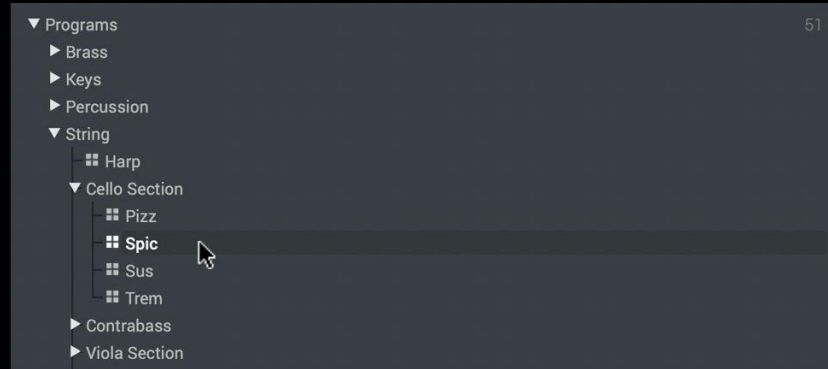
Single tap an instrument to hear a preview (requires '**AUDITION >AUTO**').
To load an instrument, either double tap the XPM file or single tap and press **LOAD**.
All instruments will be loaded to a '**KEYGROUP**' type track in your current sequence, except for the '**Orchestral Drum Kit**' which requires a **DRUM** type track.

MPC Software / MPC Beats

After [installation](#), click on the 'MPC Orchestral' thumbnail:



Expand the '**Programs**' group to reveal all the instruments; expand each instrument group to display the available articulations:



Single click any patch to hear its program preview - this requires 'Autoplay' enabled:



Double click a program to load it to the current sequence. Alternatively, drag the program directly into your project. Instruments must be assigned to a '**KEYGROUP**' type track while Orchestral Drum Kit must be assigned to a **DRUM** track.

Playing Tips

We've mapped all keygroup programs to match the natural pitch range of each individual instrument, **and as such the available note ranges and octave positioning will vary depending on the type of instrument selected.**

The MPC pads in a standard keygroup program are hard coded to their MIDI note pitches with the note ranges of acoustic instruments typically starting **in bank B** or **C**. However some higher registered instruments, such as the Xylophone begin in bank D.

The Orchestral Drum Kit is a DRUM program so is set up differently, with sounds covering pad banks A and B, with **kicks in red**, **snare in blue**, **cymbals in yellow** and **percussion in purple**.

We have incorporated a number of velocity sensitive features in the programs, with velocity sensitive filter and attack, and many instruments feature round

robins and multiple dynamic levels – to take full advantage of these features, we recommend that **FULL LEVEL** is set to 'off'.

Adding Vibrato

With many of the 'sustain' instruments you can use a keyboard **modulation wheel** to add subtle 'vibrato' to sustained notes, giving more feel and expressiveness. If you don't have a controller with a mod wheel but are running MPC3, hold down the [**Q-LINK**] button and select **MIDI** mode; now **Q2** can mimic the modulation wheel

Q-LINKS [Close]

Volume	Pan	Snd Control 5	Snd Control 6	Snd Control 7	Snd Control 8
Send 1	Send 2	0	0	0	0
Send 3	Send 4	Snd Control 1	Snd Control 2	Snd Control 3	Snd Control 4
Project 1	Project 2	0	0	0	0
Track	Track FX Rack	Wind-Flute-Sus (Pan)	Expression	Soft Ped On/Off	Sustain On/Off
Pad Scene	Pad Parameter	C	0	0	0
MIDI	Screen	Pitchbend	Modulation	Breath	Volume
		-8192	0	0	127

Q-LINK EDIT

Q-LINKS STATUS

Articulations

Most instruments are provided with multiple articulations that cover a number of playing styles. By combining these articulations over multiple sequencer tracks it is possible to create incredibly realistic orchestral performances. The following types of articulations are available for various instruments:

- **Sustain ('Sus')** – this is the default articulation for all instruments and consists of a note played consistently for several seconds. Pads are set to 'note on' so you control the length.
- **Staccato ('Stac')** – this is when a note is played in a short but sharp manner. These notes are only brief but provide a unique timbre compared to simply playing a short 'sustain' articulation. Used with woodwinds and brass.
- **Spiccato ('Spic')** – this is similar to staccato but is used with string instruments and involves a short 'bouncing' attack of the bow on the strings.
- **Pizzicato ('Pizz')** – this is when a string instrument is plucked with the fingers, rather than bowed.
- **Tremolo ('Trem')** – this is a succession of rapid alternating bow movements on a stringed instrument.

If no articulation is listed then that instrument is only available with standard 'sustain' notes.

Sustain Samples

All 'sustain' programs feature samples each recorded for several seconds, which for brass and wind instruments represents the natural note length achievable in a single breath.

For stringed instruments, a single 'bowed' note would only last the time it takes to move the bow across the string, approximately 1 - 2 seconds, so to provide longer sustain samples for the strings, the violinist/cellist performs a 'natural' string sustain where the bow direction is quickly changed every second or so. While the change of bow direction is audible, this reflects the method the musician would use while playing a sustained note in an actual musical performance.

For melodic percussion (e.g. Xylophone), the notes are configured in a one-shot manner and hence play for the entirety of their natural decay.

Further Resources

To learn more about creating your own MPC programs, sequences, sounds and expansions, please refer to MPC-Tutor's range of **MPC tutorial** books at:

<https://www.mpc-samples.com/section.php/8/0/mpc-tutorials-courses/>

MPC Orchestral is part of our growing range of memory-optimised multisampled MPC instruments – check out our entire range here, with loads of acoustic keys, pianos, drum kits, bass, synths & much, much more:

<https://www.mpc-samples.com/section.php/73/0/mpc-instruments/>

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