

Metasynth is a truly amazing and paradigm-breaking program. It is also a complex program. To truly master its complexity, one needs a good understanding of music theory, basic physics, psycho-acoustics, signal processing, synthesis theory, and a good working understanding of the conventions and tools of modern graphic design. Thorough study of these disciplines can be a daunting task, and few have mastered them all. Fortunately, Architecture Volume One does an excellent job of presenting a vast and well-organized library of presets and resources that make mastery of Metasynth infinitely easier by taking much of the "low-level" grunt work out of the process. Our goal here is to make Metasynth more accessible to the casual user, as well as infinitely expand its possibilities for those professionals who want to dig deeper.

For beginners or anyone who gets a headache from the aforementioned subjects, Architecture Volume One offers thousands of completed presets, filters, and instruments which can be used as-is for instantly amazing results. All we ask is that you mention this product on your next hit record. We have on ours!

Intermediate-level users can greatly increase their understanding of Metasynth by studying Architecture Volume One's well-organized presets. Simple modification of these presets is not only possible, but also encouraged and extremely easy. Examples range from simply changing the tempo or reference pitch of a preset to fit a current project, to changing the tuning scale or instrument for more drastic results. Of course graphic edits are also possible and made much easier by beginning with content that has already been professionally designed for a particular purpose.

For the more advanced Metasynth veterans, this product also provides immense libraries of low-level resources, many of which were used to create the more complex resources found elsewhere in this product. These low-level resources include things such as our vast custom tuning library, a huge cataloged and sorted 2048-point 64bit wavetable library, and a category of Filter presets we call "Primitives". The Primitives library consists of simple geometric shapes, gradients, textures, rhythms, displacement maps, etc. which can be used directly as simple filters themselves, or even more importantly, can be combined with one another to quickly create complex, mathematically-based Image Filter and Image Synth content. Our "Primitives" are designed to either tile perfectly without forcing artificial X/Y symmetry, or are scaled and cropped perfectly to encapsulate one iteration of the given form. In other-words, they are perfectly rhythmic, and have musically meaningful frequency organization. The entire Primitives collection was furthermore created at the maximum possible image size, thus providing perfectly smooth gradients and diagonal lines.

All said and done, we have gone to the edge, come back again, and left a trail of bread-crumbs for anyone who wishes to follow. We have completely geeked-out for months, years even, spending our time doing things like writing Visual Basic Scripts to batch create custom scales in Excel, reading signal processing and mathematics books, learning how to Script and Automate Adobe Photoshop (pre-OSX.4), mastering other third party graphics tools, converting and designing Wave-Tables from scratch at the single-sample level using Sound Forge on WinXP (with help from our custom utility application), developing sampler transposition tricks to support multiple sample rates, practicing our boolean logic skills, and many other things which are so out-there that we won't even mention them for fear of scaring you, and certainly your girlfriend, away.

We have done all of this so you can concentrate on doing what you do best: making music. We hope that you use the fruits of our labor to further this pursuit. We certainly do every day we are in the studio. We leave it up to you to decide just how deep you want to go. We have given you an all-access pass ranging from simple click-and-pick Zen exploration of completed presets, to full fledged Geekdom. We hope you enjoy the journey as much as we do, and always remember, the process is the art.

-Andrew Souter

Galbanum Production Division, 2006

Many thanks to my family, friends, and peers for all your support and help throughout the years. You know who you are. Thanks also to those of you who had doubts, for your doubts only augment my certainty. You also know who you are.

Thanks to Eric Wenger for his continued genius both in pathos and logos.

Thanks to Edward Spiegel and the beta team for tolerating my obsessive fervor for this product and fielding a myriad of questions, suggestions, rants, and raves.

Thanks to William Georges for his impeccable design of the packaging of this product.

ARCHITECTURE VOLUME ONE IS A VAST COLLECTION OF RESOURCES DESIGNED TO HELP ALL METASYNTH USERS INFINITELY EXPAND THEIR CREATIVITY AND PRODUCTIVITY.

