

Fantastic
VOYAGE
PORTABLE COSMIC STUDIO

Set work folder



Fantastic
VOYAGE

Navigators' Manual v1.2

COSMIC TRIP A



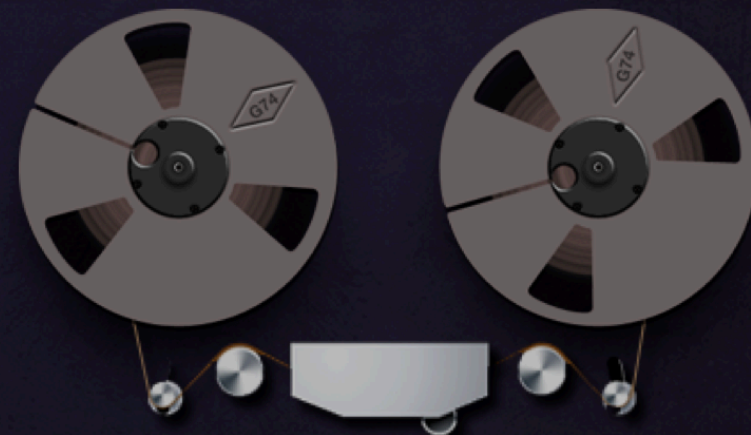
GLITCH B



FILTER C



TAPE DELAY D



ARM TRACKS



TAPE CONTROLS



RANDOM



DOUBLE LFO



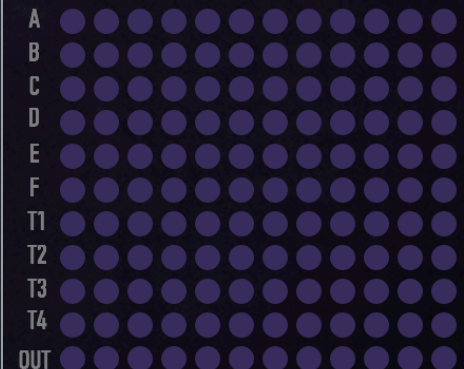
REVERB E



LOOPER F



IN A A2 B C D E F T1 T2 T3 T4



Introduction

Fantastic Voyage is a multieffect virtual stompbox with integrated looper and a 4 (stereo) tracks recorder.

It's designed to process and store any external sound, like guitars, microphones, synthesizers. It hasn't internal generators.

The software, like Gleetchlab and Berna, is designed with a modular approach. With the matrix you can connect the various sections of the software in any way you want. This means that there isn't a fixed signal path and the possibilities of signal processing and re-processing, are immense.

Fantastic Voyage it's perfect for live performance, as well as a portable studio that does not require any other software to run.

Fantastic Voyage is not a plugin. It's a standalone software, but if you want to use it with your DAW, you can connect the software to and from your DAW with any virtual driver, such as Blackhole (free) or Loopback (commercial but has more options).

The idea of Fantastic Voyage came while thinking at the old Tascam tape Portastudios.

In my early experiments in the 90s I've loved the machine, so I've decided to create a personal updated version of a portable 4 track recorder which includes a palette of effects which I think are useful to create ambient and experimental tunes.

Please read carefully this manual.

This software was created during the Italian lockdown.

Wherever you are, I wish you many hours of fun with Fantastic Voyage.

Please stay safe and keep the music going on!

Giorgio

Milano, March 25th, 2020.

Authorize your copy

In demo mode the software will work for 8 minutes.

To authorize your copy follow carefully these instructions.

Go to www.giorgiosancristoforo.net/softwares and buy the software with Paypal.

The price is only 14.99€

After 24/48hrs you will receive a mail from softwares@giorgiosancristoforo.net (set this address as safe in your email account, in order to receive mails from this address and not marked as spam!). The mail will be sent to your email account that you use with PayPal.

To unlock your software press REGISTER YOUR COPY in the top menu, at the far right of the window.

A window will open.

First input your PayPal email, then the serial, as is with spaces.

Email is case sensitive.

When the software is successfully authorized you will see: SOFTWARE AUTHORIZED in the window.

AUTHORIZATION PROCESS (please read carefully)

Step 1) Go to www.giorgiosancristoforo.net and pay for the software with Paypal

Step 2) In 24/48 hrs you will receive an email with your serial number (changes my apply during holydays)

Step 3) Enter your email address
(the one you have used for your papyal transaction)

Enter Email

Step 4) Enter your serial number (to paste press CTRL + CLICK > Paste)

Enter Serial Number

SOFTWARE IN DEMO MODE
In DEMO mode this software will quit after 8 minutes

0 min8 min

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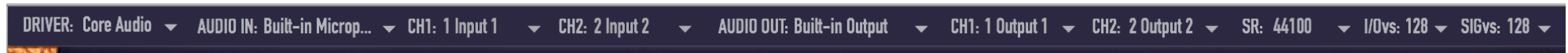
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Enter Serial Number

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In DEMO mode this software will quit after 8 minutes

0 min8 min

Settings



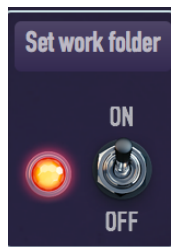
In the top bar menu you will find your audio interface settings.
Select your audio interface I/O, sample rate, I/O vector size and Signal vector size.

NOTE: V1.0 will work fine at 44.100.

Other sample rates are not suggested at this time as some modules of the software will not work as expected. This will be likely fixed in the next update.

I/O vector size and Signal vector size set the size of the audio vectors used from and to your audio interface, and inside the software.
To reduce latency lower these vectors. If you have clicks and pops, try to rise these values. Optimum values depend by your computer, but in generale 128 samples for both is a good compromise.

Set the work folder!!!!!!



On the top, just at the right of the Fantastic Voyage logo you will find the ON/OFF DAC/ADC switch and a button called Set Work Folder.
After pressing this button you will be able to select a folder on your computer where the software will store (or load) your recorder files and the master bounce.

The files will be named: Ch1.aif, Ch2.aif, Ch3.aif, Ch4.aif and Master. They will be 24bit Aif files.

Remember that if you don't rename the files, these will be overwritten if you record again the sound using the same folder.

YOU MUST SET THE WORK FOLDER AT EACH SESSION!

The Input Channel



At the top you will see the controls of the input channel of Fantastic Voyage.

You can process stereo or mono signals. If you signal is mono, press the button MONO at the side of the Input Volume control.

The signal from your audio interface goes straight to a VST plugin host. This was included primarily for guitarist so they can use any amp simulation they want, like AmpliTube®, BIAS Amp®, Kuassa Matchlock®, Softube Amp Room® and others...

To load the plugin press LOAD, to access the plugin interface press OPEN.

Bear in mind that this is just a way to use the VST host. You can load any efx VST you want.

It's now possible to load also a VSTi instrument and use your MIDI keyboard to control it.

Just at the top of the buttons you will find a small dropdown menu and there you can choose your MIDI keyboard to send midi notes to the VSTi.

After the plugin the signals are passed into a handy semi-parametric EQ, to adjust your instrument tone in case of need.

The Matrix

Just like Gleetchlab and Berna, Fantastic Voyage uses a matrix to connect the modules. More or less in the same fashion of the good old VCS3 Synth.

All the modules are named with a letter on the main panel:

A: The Cosmic Trip module

B: The Glitch Module

C: The filter Module

D: The Tape Echo Module

E: The Reverb Module

F: The Looper module

Input channel is marked as IN

Master audio out as OUT

T1 to T4 are the 4 stereo channels of the recorder.

The use of the matrix is very simple and straightforward.

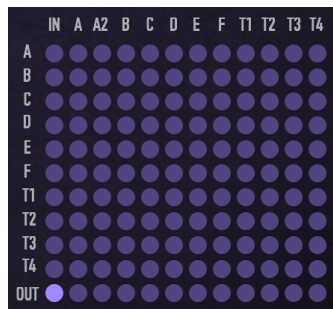
At the top you have the modules' output (note Cosmic Trip has 2 outs A1 and A2), and at the right you have the modules input.

To connect a module simply click on one of the dots, crossing the desired output with the desired input.

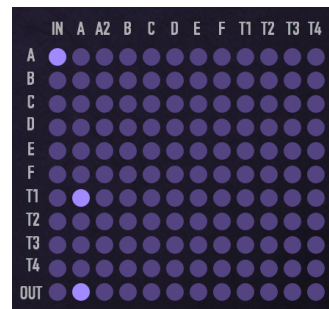
NOTE: To listen to sound you must connect at least one signal to the MASTER output (OUT). The MASTER OUT is in the INs because it's the input of your soundcard output...

Beware that the it is possible to crete audio feedbacks if you connect something in loop. This can create huge noises and it's dangerous for your speakers and ears. Use the matrix wisely.

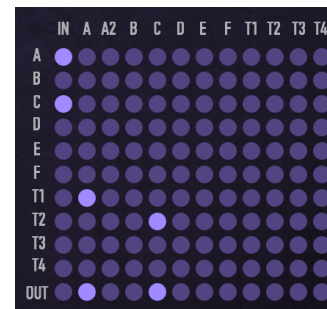
I will give here a few examples of connections to get acquainted with the matrix paradigm.



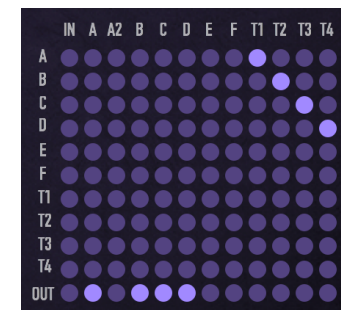
Input channel goes straight to master Out.



Input channel goes to Cosmic Trip and this is routed to Tape 1 and Master Out.



Input channel goes to Cosmic Trip and Filter. Cosmic goes to Tape 1 and Master Out. Filter to Tape 2 and Master Out



Tape 1 goes to Cosmic, Cosmic out goes to Master out
Tape 2 goes to Glitch and this goes to Master Out and so on.

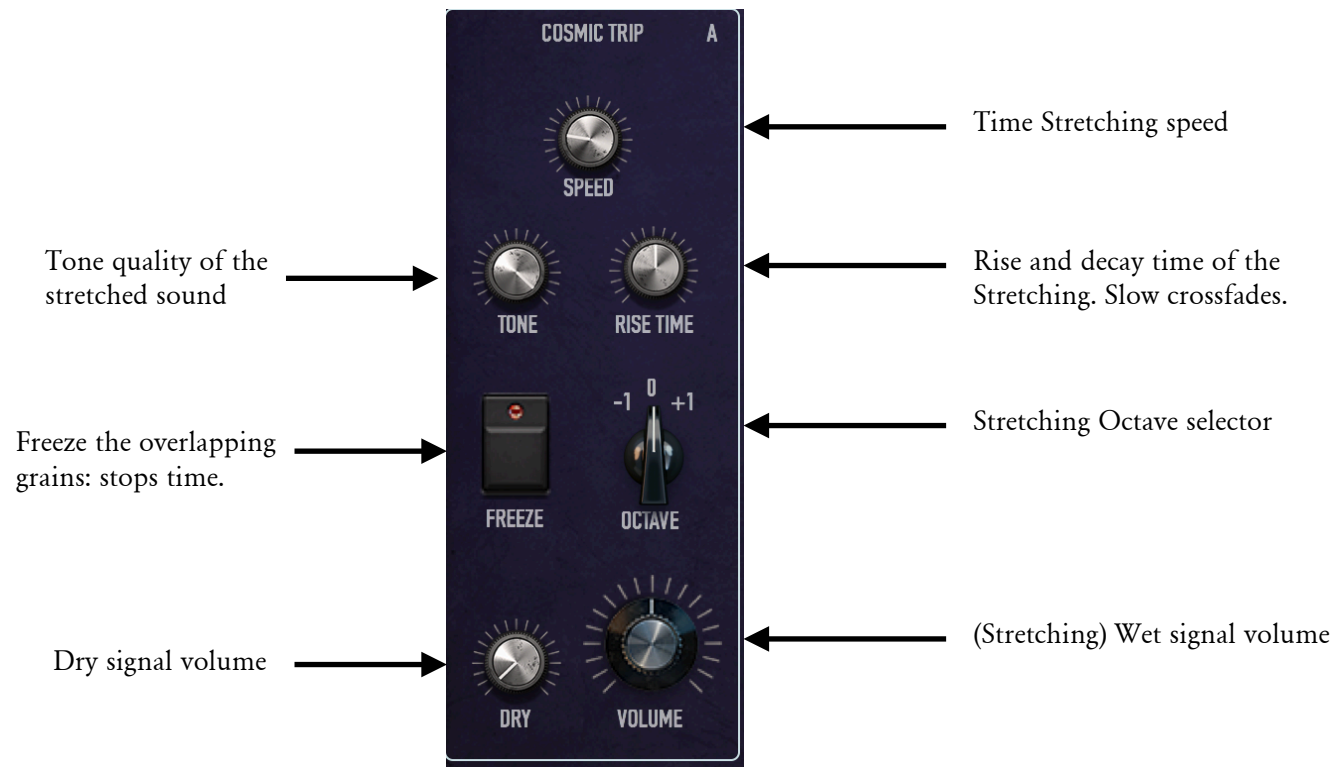
The matrix works also as a crossfader.
Each channel has a 5seconds IN/OUT time.

Cosmic Trip (A on the Matrix)

The Cosmic Trip module is a realtime granular time stretcher and time freezer.

With this module simple guitar chord can be transformed into a fantastic ambient pad.

The module is divided into two internal section. The first will granulate the sound creating 30 overlapping sounds (OUT A2), the second section stretch the sound of the overlapping grains (OUT A1)



Glitch (B on the Matrix)

The Glitch module is a realtime glitch effect. It will create random breaks and repetitions (stuttering) of the sound.

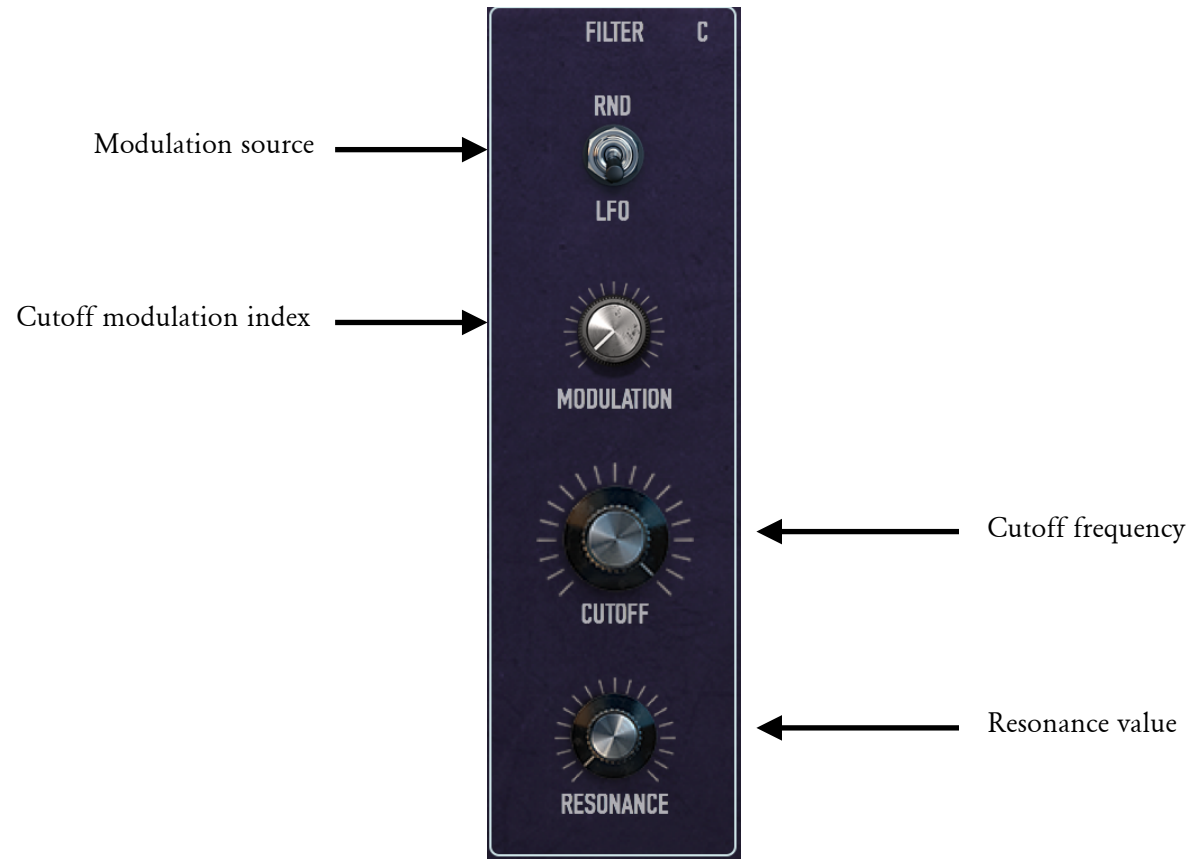
The module uses two rates of probability. The first set the chances of a glitch, the second set the chances of a change of the glitch lenght.



Filter

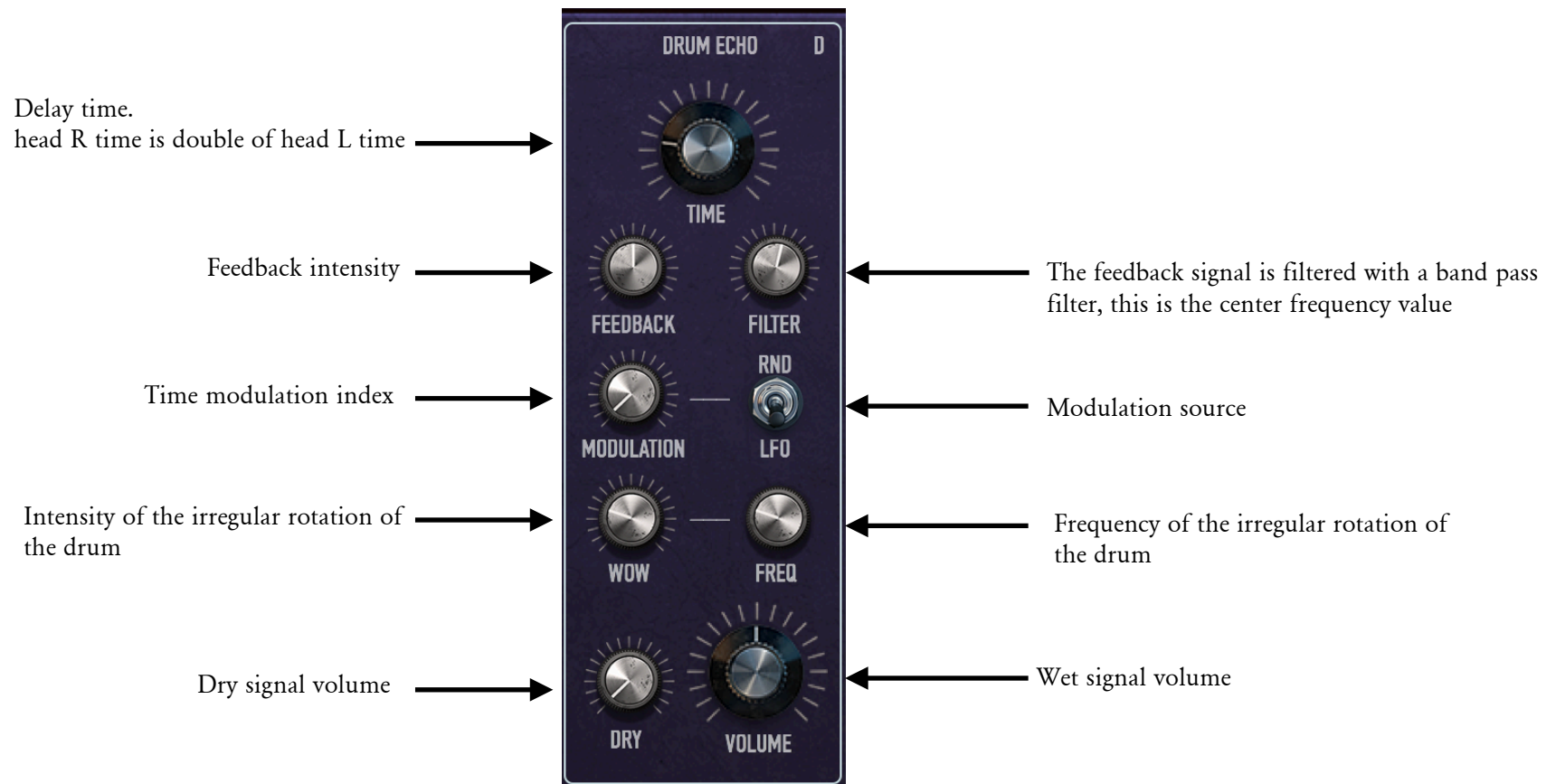
(C on the Matrix)

The filter module is a 24 dB/Oct Low Pass filter.



Drum Echo (D on the Matrix)

This module is a simulation of a drum echo unit with two heads. NOTE: this has nothing to do with drum/percussion modules, but rather it's a simulation of echo units such as the famous Echorec Binson®.



Reverb (E on the Matrix)

This module is a spacey reverb with extra long RT60 time value.



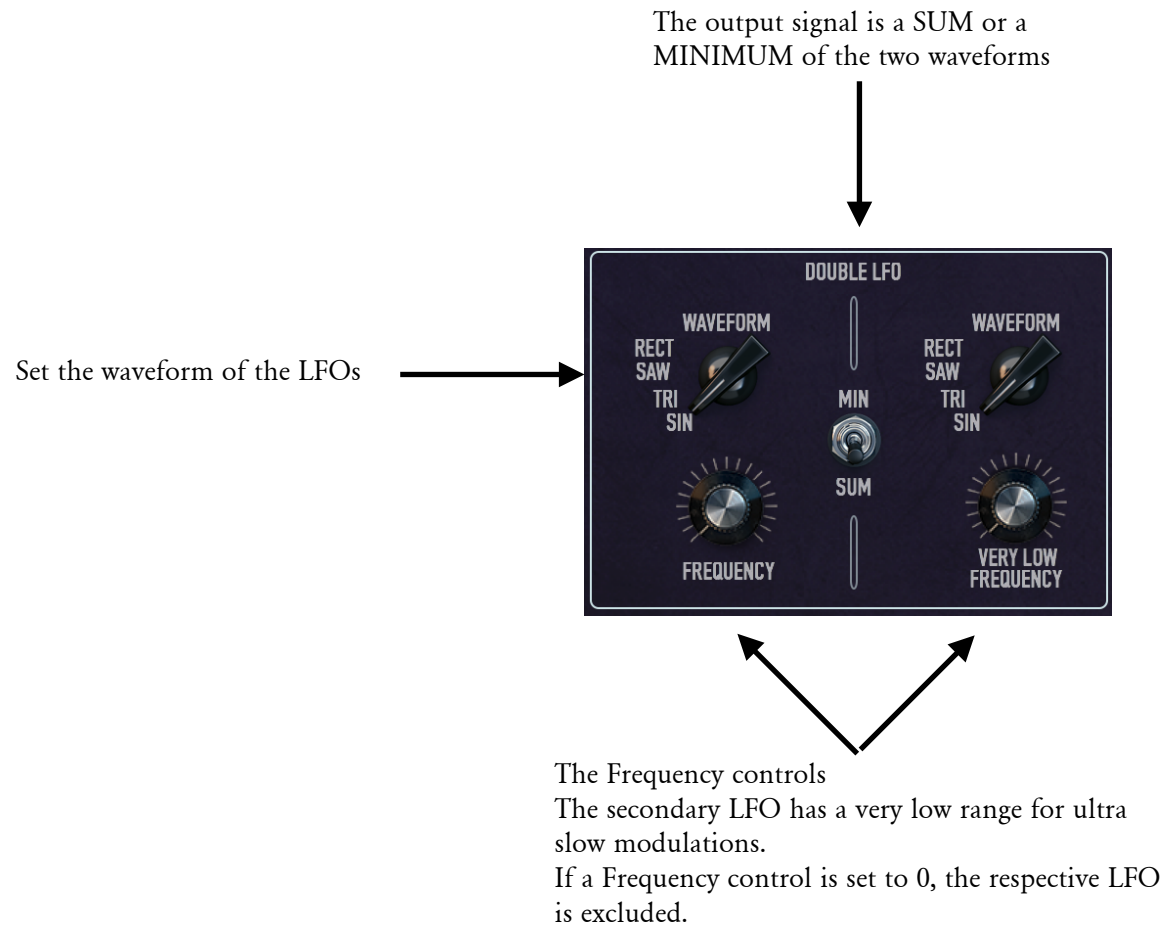
Random

Fantastic Voyage has one random generator to modulate the the FILTER and the ECHO time.



Double LFO

This LFO is made with 2 oscillators (but one single output) and can be used to modulate the ECHO Time and the Cutoff Frequency of the FILTER



Looper (F on the Matrix)

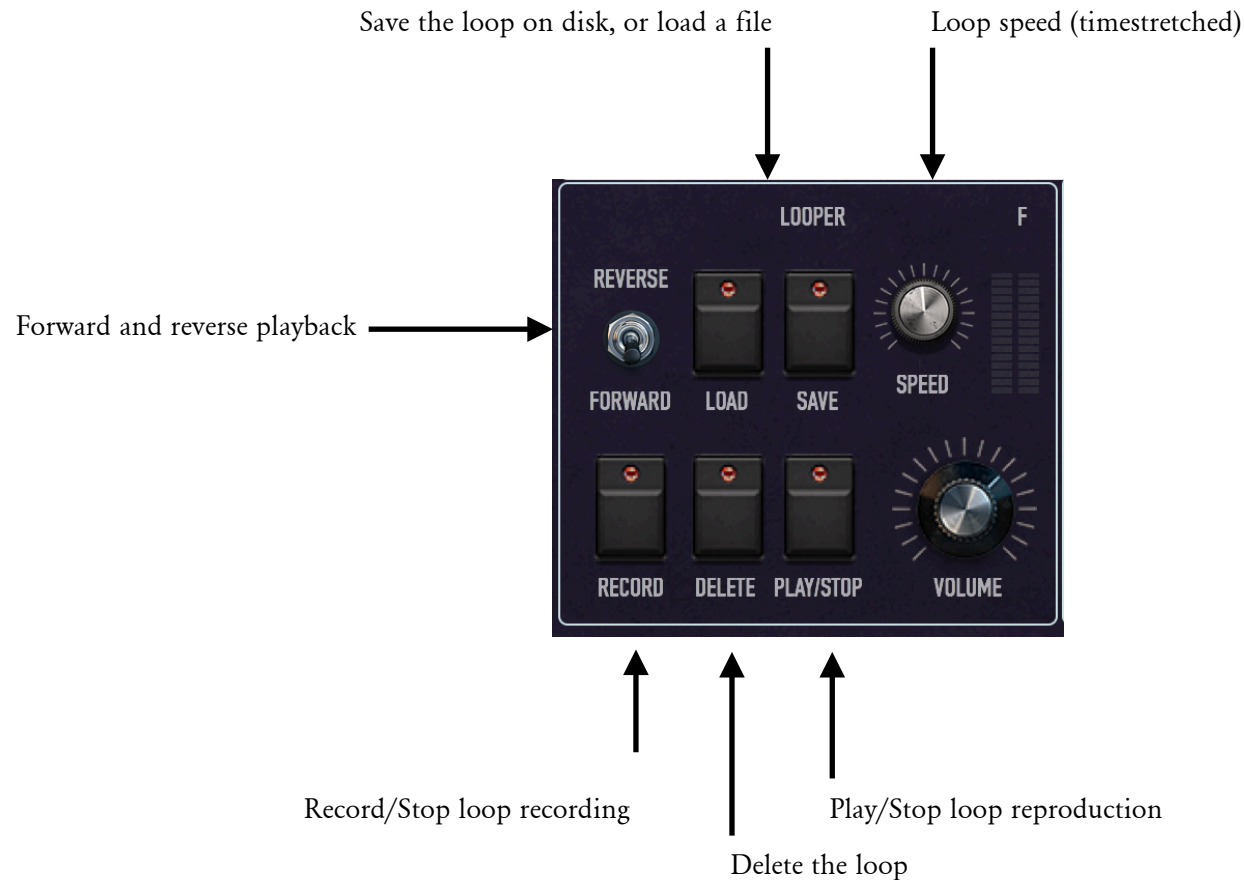
This is a simple stereo looper.

The maximum time is 4 minutes. **NOTE: This is not an overlapping looper.**

Press record to start and stop recording. After recording the loop will immediately play.

External aif files can be loaded in the looper. Loops can be saved on disk. (if an external file is loaded, the loop time equals the file duration)

NOTE: Loops are not saved in the preset, you have to manually load a file if you want it in the looper.



Audio Recorder (T1, T2, T3, T4 on the Matrix)

At the center of Fantastic Voyage there is a 4 (stereo) track recorder.

It works exactly as a normal recorder, but because it is digital, it is possible to bounce 3 tracks on a single one, as many times you want, without losing quality. Also it is possible to bounce all the 4 tracks to a Master track on your hard disk and load it back in the recorder as one of the tracks (to do that you must rename it (Ch1.aif, or Ch2.aif, or Ch3.aif or Ch4.aif)

Whenever you use Fantastic Voyage you will need to set a work folder (see *Set the Work Folder*). The recorderd tracks and the master track (bounced) will be found there. You don't need to reload the tracks in your recorder in order to play them back in a new session. Simply select the same work folder and the recorder is ready to play them, but beware, ***if you arm a track you will delete the corresponding file*** (ch1.aif, or ch2.aif, or ch3.aif or ch4.aif). The Recorder has a 4 channel mixer. When a track is armed the corresponding fader will set the input volume



The mixer has faders from left to right for T1, T2, T3, T4.

Once you have recorded one or more tracks, you can route the sound of each track with the matrix for further processing (Outputs T1, T2, T3, T4)

There is no tape rewind. Once you start the tape, it will record or play from the beginning. Punch in is not possible at this time.

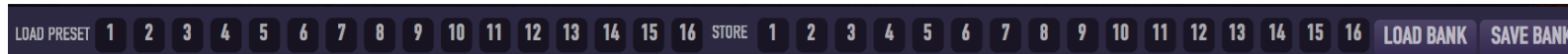
SAVING AND LOADING PRESETS

In the lower bar menu you will find the presets section.

To store a preset press any number after the word STORE

To recall a preset press any number after the words LOAD PRESET

You can load and save your presets banks with the buttons at the right.



MIDI AND KEYBOARD MAPPING

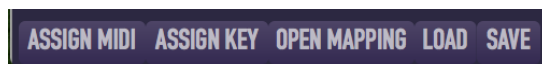
In the lower menu you will find buttons to assign MIDI CC and computer keys to the Fantastic Voyage interface (and to save and load your mappings)

To map a potentiometer or fader click ASSIGN MIDI, select with the mouse the control you wish to map, and simply move your controller pot or fader in order to map it. To map a key from your computer keyboard (buttons) click Assign Key, select the button you wish to map and press a key on your keyboard.

By default all the faders are not ready for mapping, BUT you can ENABLE mapping for them with mouse right click “enable for mapping” and proceed as stated above.

NOTE: TO EXIT MAPPING PRESS “ESC” on your keyboard.

Remember to save your mapping on a file with “SAVE”



USING THE MOUSE OR TRACKPAD:

Remember that you can use a potentiometer with high precision using SHIFT+mouse click and drag.

HAVE FUN!