

Operation Manual

Tales

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# Table of Contents

<b>4</b>	<b>Tales</b>
4	Main Page
6	Guitar Page
7	Texture Page
8	Effects Page

# Tales

Tales is a concert nylon guitar with four beautiful articulations that, combined with one of 66 texture layers, allow for a wide variety of inspiring and story-telling sounds.

This hand-built guitar was recorded with open tuned strings for every pitch, to obtain an authentic long sustaining sound for each note. This approach also made it possible to record the guitar with an extended range of pitches, giving you a lot of flexibility to craft your musical ideas. In addition to the sounds, a variety of textures are available, allowing you to blend in additional sound colors.

On the **Guitar** page, you can choose from four articulations and set them up to your liking. The **Texture** page allows you to add an additional texture layer to shape the sound. Finally, the **Effects** page offers a delay effect that can be applied individually to the guitar layer and the texture layer and a reverb effect that can be applied to both layers.

## Main Page

On the main page, you can find the most important controls.



### Distance

Blends between the close and the room microphone systems that were used for recording.

- With the control set all the way to the left, you only hear the close and direct sound.
- With the control in the center position, you get a mix of the close and the room signals.

- The farther you turn the control to the right, the weaker the close sound and the more prominent the room microphones.

### Balance

Blends between the guitar and the texture layer.

- With the control set all the way to the left, you hear the guitar layer.
- With the control in the center position, you get a balanced mix of the guitar and texture layers.
- With the control set all the way to the right, you hear the texture layer.

### Variation

Allows you to add more liveliness to the sound.

#### NOTE

The effect of this parameter varies with the selected texture presets.

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### Contour

Determines the amount of filtering of the sound.

- The farther you turn the control to the left, the darker the sound. The farther you turn the control to the right, the brighter the sound.

#### NOTE

The effect of this parameter varies with the selected texture presets.

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## Page Buttons

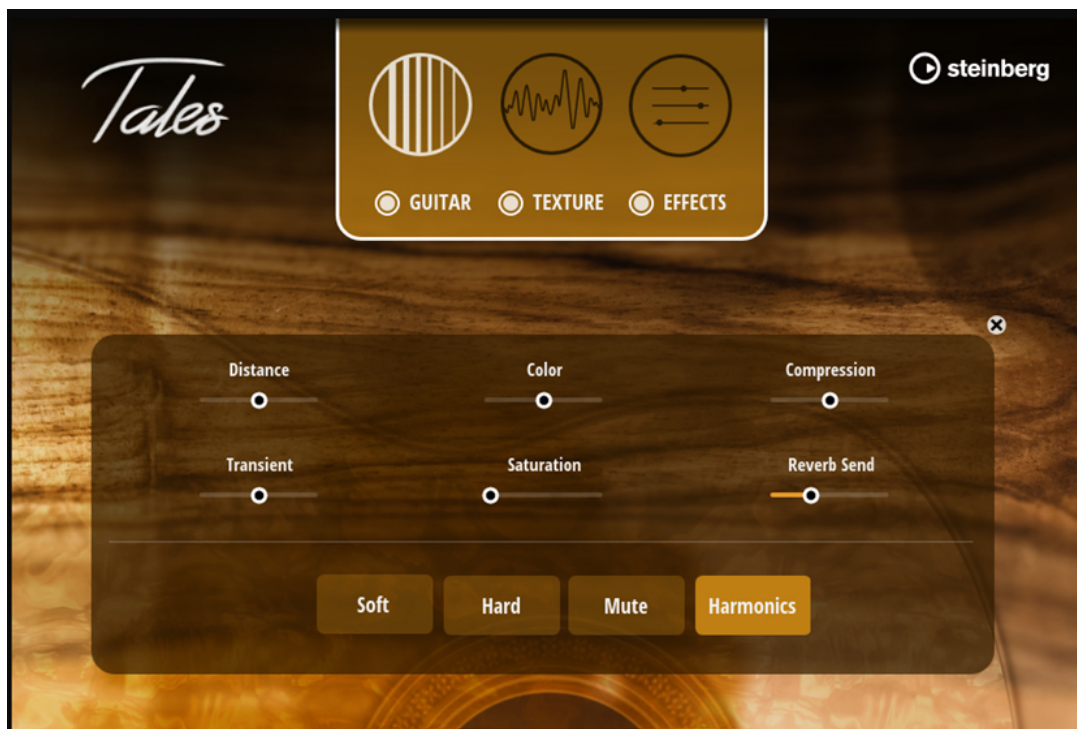
With the buttons at the top of the main page, you can navigate between the different pages of the instrument: **Guitar**, **Texture**, and **Effects**.



The buttons below the page buttons activate/deactivate the pages. This is useful to compare the sound with and without effects, for example, or to listen only to the texture or guitar components, to fine-tune your settings.



## Guitar Page



### Distance

Blends between the close and the room microphone systems that were used for recording.

- With the control set all the way to the left, you only hear the close and direct sound.
- With the control in the center position, you get a mix of the close and the room signals.
- The farther you turn the control to the right, the weaker the close sound and the more prominent the room microphones.

### Color

Adjusts the brightness of the guitar sound.

- The farther you turn the control to the left, the warmer and darker the sound. The farther you turn the control to the right, the brighter and more focused on the high frequencies the sound.

### Compression

Adds compression to the sound.

- With the control set all the way to the left, the compressor lets the attack through, which results in a harder transient sound.
- With the control in the center position, no compression is applied.
- With the control set all the way to the right, the transient is compressed heavily, making the guitar sound softer and more sustaining.

### Transient

Allows you to reduce or increase the level of the pluck noise in the attack phase.

### Saturation

Allows you to add a saturation effect to enrich the sonic part of the guitar samples with additional harmonics.

### Reverb Send

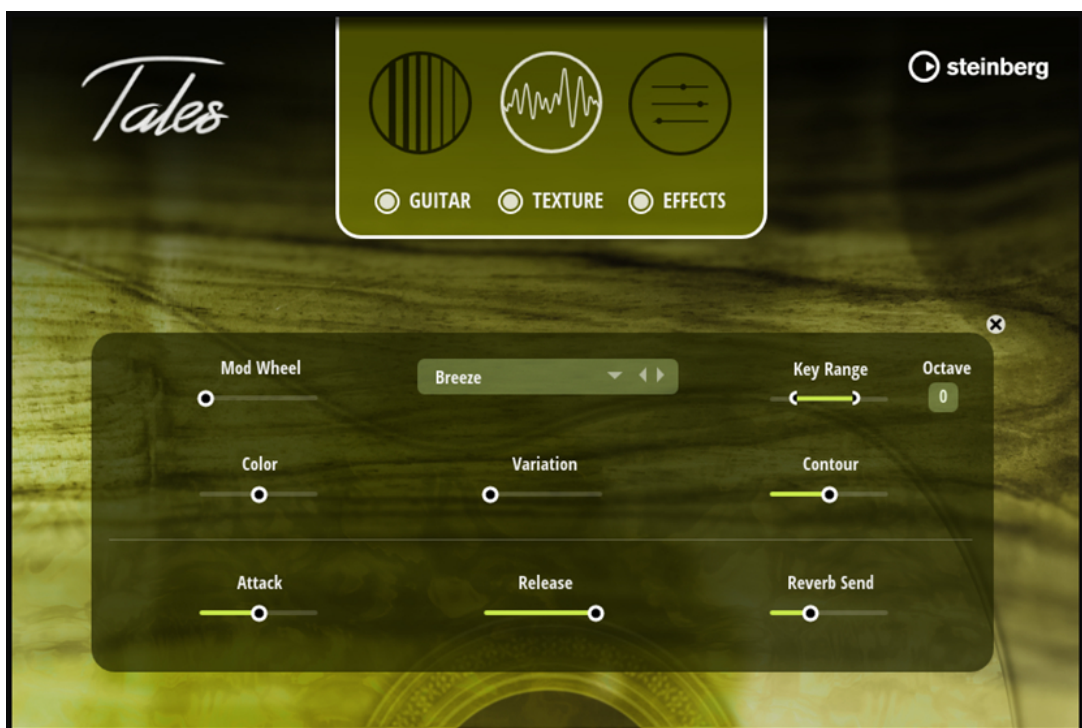
Allows you to adjust the level of the guitar sound that is sent to the reverb effect.

### Articulations

With the four controls at the bottom, you can select one of the four available articulations: **Soft**, **Hard**, **Mute**, or **Harmonics**.

## Texture Page

On this page, you can add and shape the texture layer of the sound.



### Mod Wheel

Allows you to control the level of the texture layer using the modulation wheel.

- With the control set all the way to the left, the modulation wheel does not affect the texture level.
- With the control set all the way to the right, the level is controlled entirely by the modulation wheel.

### Select Texture

Allows you to select a texture preset. Tales comes with numerous presets of different types. We recommend that you try out some of them to get a sense of their impact and of the sounds they allow you to create.

### Key Range

Allows you to set the key range for the texture layer. The maximum range corresponds to the range of the guitar part, from C1 to C6.

### **Color**

Adjusts the brightness of the texture sound.

- The farther you turn the control to the left, the warmer and darker the sound. The farther you turn the control to the right, the brighter and more focused on the high frequencies the sound.

### **Variation**

Allows you to add more liveliness to the sound.

#### **NOTE**

The effect of this parameter varies with the selected texture presets.

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### **Contour**

Determines the amount of filtering of the sound.

- The farther you turn the control to the left, the darker the sound. The farther you turn the control to the right, the brighter the sound.

#### **NOTE**

The effect of this parameter varies with the selected texture presets.

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### **Attack**

Adjusts the attack time of the texture sound.

### **Release**

Adjusts the release time of the texture sound.

### **Reverb Send**

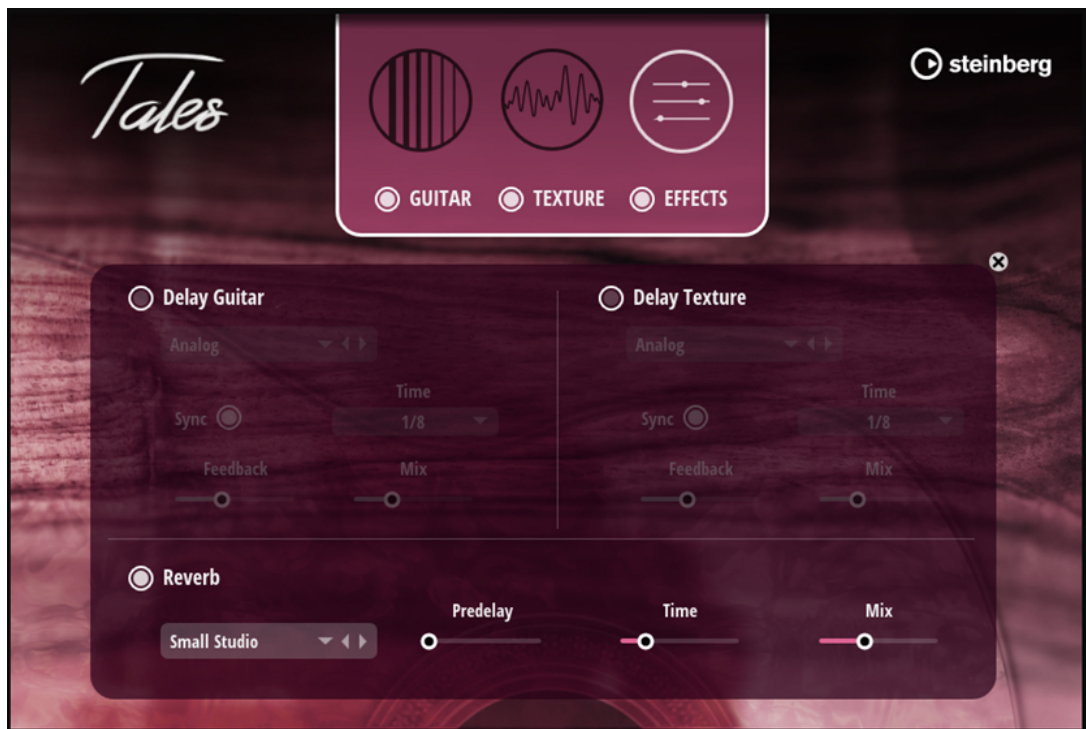
Determines the level of the texture sound that is sent to the reverb effect.

## **Effects Page**

This page allows you to add a delay and a reverb effect to your sound. The delay effect is available separately for the guitar layer and for the texture layer, to create the perfect room



effects for the different sounds. Finally, you can add a reverb effect to both layers, that is, to the overall sound of the instrument.



## Delay (Guitar/Texture)

This effect produces delays with adjustable time and feedback.

### On/Off

Activates/Deactivates the effect.

### Select Type

Allows you to select a delay preset.

### Sync

Allows you to synchronize the delay time to the host tempo. If **Sync** is activated, the time is set as a note value.

### NOTE

The maximum delay time is 5000 ms. If the note length exceeds this value, it is automatically shortened.

### Time

Sets the overall time for the left and right delay in milliseconds.

### Feedback

Sets the overall amount of feedback for the left and right delay. Feedback means the output of the delay is fed back to its input. Set to 0%, you hear only one echo. With a setting of 100%, the echoes are continuously repeated.

### Mix

Sets the ratio between the dry and the wet signal.

## **Reverb**

### **Select Type**

Allows you to select a reverb preset.

### **Predelay**

Determines how much time passes before the reverb is applied. This allows you to simulate larger rooms by increasing the time it takes for the first reflections to reach the audience.

### **Time**

Controls the overall reverb time of the tail. The higher this value, the longer the decay of the reverb. At a setting of 100%, the reverb time is infinitely long.

### **Mix**

Sets the ratio between the dry and the wet signal.