

Operation Manual

Verve

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Verve

Verve is a felt piano with a beautiful and warm sound, enabling you to tell a new story with every single key you play.

The samples for Verve were recorded in the Yamaha Studios in LA. Two microphone systems were used: a close microphone system and a room microphone system. You can blend between the two systems using the **Distance** control. For each key and for the piano noises, 12 different velocities were recorded. The **Texture** page allows you to add an additional texture layer, to shape the sound character and to create your own very unique sounds. And finally, the **Effects** page lets you add a delay effect to the piano layer and the texture layer and apply a reverb effect to both.

Main Page

On the main page, you find the most important controls for shaping the tone of the instrument.



Distance

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

- All the way to the left, you only hear the close and direct sound.
- If the control is in the center position, you get a mix of the close and room signals.
- The more you turn the control to the right, the more the close sound disappears and the room microphones become prominent.

Balance

Blends between the piano and the texture layer.

- All the way to the left, you hear the piano layer.

- If the control is in the center position, you get a balanced mix of the piano and texture layers.
- All the way to the right, you hear the texture layer.

Variation

Lets you add more liveliness to the sound.

NOTE

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

Contour

Determines the amount of filtering of the sound.

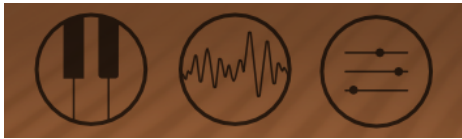
- Turn the control to the left for a darker sound and to the right for a brighter sound.

NOTE

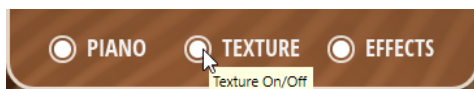
The effect of this parameter varies with the selected texture presets.

Page Buttons

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



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



RELATED LINKS

[Piano Page](#) on page 6

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Piano Page

The parameters on this page affect the overall sound of the felt piano, allowing you to add more character to the sound. You can add typical piano noises, such as the pedal noise, for example, and set up their level.



Distance

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

- All the way to the left, you only hear the close and direct sound.
- If the control is in the center position, you get a mix of the close and room signals.
- The more you turn the control to the right, the more the close sound disappears and the room microphones become prominent.

Color

Adjusts the brightness of the piano sound.

- If you turn the control to the left, the sound gets warmer and darker, if you turn it to the right, the sound gets brighter and more focused on the high frequencies.

Compression

Adds compression to the sound.

- All the way to the left, the compressor lets the attack through and makes the transient sound even harder.
- If the control is in the center position, no compression is applied.
- All the way to the right, the transient is compressed heavily, making the piano sound softer and more sustaining.

Resonance Level

Lets you adjust the sustain resonance level.

- To activate/deactivate the sustain resonance, click the **On/Off** button.

Release Level

Lets you adjust the level of the natural release samples that are triggered when a piano key is released.

- To activate/deactivate the release sound, click the **On/Off** button.

Reverb Send

Lets you adjust the level of the piano sound that is sent into the reverb effect.

Attack Noise

Lets you adjust the level of the attack noise, to get a more pronounced “felt” sound.

- To activate/deactivate the attack noise, click the **On/Off** button.

Key Noise

Lets you adjust the level of the mechanical noise of the hammer leaving the string.

- To activate/deactivate the key noise, click the **On/Off** button.

Pedal Noise

Lets you adjust the level of the pedal noise that is triggered by pressing down the sustain pedal.

- To activate/deactivate the pedal noise, click the **On/Off** button.

Texture Page

On this page, you can add and shape the texture layer of the sound. This layer consists of a synth preset for which you can make further settings.



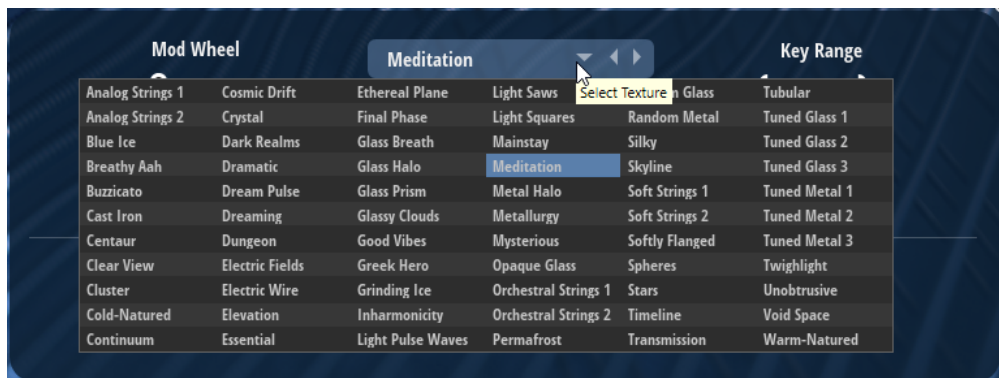
Mod Wheel

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

- All the way to the left, the modulation wheel does not affect the texture level.
- All the way to the right, the level is controlled entirely by the modulation wheel.

Select Texture

Allows you to select a texture preset. Verve comes with a large number of presets with different types. Try out a few to get a feeling of how they work and which 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 maximum piano range, from A-1 to C7.

Color

Adjusts the brightness of the texture sound.

- Turn the control to the left for a warmer and darker sound and to the right for a brighter sound that is more focused on the high frequencies.

Variation

Lets you add more liveliness to the sound.

NOTE

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

Contour

Determines the amount of filtering of the sound.

- Turn the control to the left for a darker sound and to the right for a brighter sound.

NOTE

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

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 piano layer and for the texture layer, to create the perfect room

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



Delay (Piano/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

Activate **Sync** 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. At a setting of 0 %, you hear only one echo. At a setting of 100 %, the echoes repeat endlessly.

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 listener.

Time

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

Mix

Sets the ratio between the dry and the wet signal.