A P O L L O
C I N E M A T I C   G U I T A R S

QUICK START GUIDE

Apollo: Cinematic Guitars includes five main categories: Swells, Pads, Ambient Designer, Phrase Builder, and Instruments. Each category showcases unique features for simplified sound design, allowing the user to create the exact guitar-based sound they need. The following is a quick start guide for basic introduction:

Throughout Apollo:
- **Blue** = Off, **Yellow** = On, **White** = Selected
- The Mod Wheel enables and controls a Low Pass filter

SWELLS provides the user with their choice of well over a hundred unique patches, each with various options of triggering chromatically sampled notes, major chords (high and low iterations, and high and low iterations of minor chords). In the "Chords and Notes" folder, transition between chords and notes by clicking the yellow tab above the Swell Speed knob. Click the icon (*i*) located on the bottom right-hand side for mapping specifics, click anywhere on the image to return to the main controls. *Refer to ADSR and LFO explanation at the end of this document for further functionality.*

- Refer to the official PDF manual for further details on Swells.

The **PADS** patch includes two pad engines for easy sound design. Click the tab above each engine to load a pad from a desired folder. Click the left and right arrows to cycle through pads in your chosen folder. Select MOD to engage modulation. ENV is engaged by default with preset ADSR settings. Click M or S to mute or solo the selected pad. By default, PAN is selected, and turning the knob will change the pan settings of your selected pad. Clicking the PAN text will switch the control to TUNE, which changes the function of the knob below to affect the tune settings of your selected pad. Click the EDIT button to reveal MOD and ENV controls. *Refer to ADSR and LFO explanation at the end of this document for function explanation.* Clicking BACK will bring back the main PADS control interface setting. Additionally, open the Preset Patches folder in the Apollo library for access to the preset patches.

- Refer to the official PDF manual for further details on Pads.

The **AMBIENT DESIGNER** is a revolutionary approach to guitar-based ambient sound design. There are six basic groups: Red, Yellow, Green, Blue, Cyan, and White. Each group has a set of sounds loaded, which can be triggered by simply pressing a note on the keyboard. Click the LATCH switch to engage Latch Mode, which allows for the basic foundation of sound design within Ambient Designer. Press a key to trigger a sound which will latch and continue to loop (illuminating an indicator light below that sound's group). Press

the same key again to disengage the looping sound. With this feature, you can trigger as many sounds as possible within the six groups (click the icon (*i*) located on the bottom right-hand side for deeper explanation, or click anywhere on image to return to the main controls). Click the colored tab above each group to load the unique sample groups. Click EDIT to bring up the mixer page which gives deeper mixing control for each triggered sound. The triggered keys in that particular group will be illuminated by an indicator light on that channel. On the mixer page, the user can click the REV button to reverse the sound of each channel. Use each channel's fade and pan controls for further customization. Click BACK to return to the main Ambient Designer page.

- Refer to the official PDF manual for further details on Ambient Designer.

The **PHRASE BUILDER** category is a simple approach to providing a user with pre-recorded, tempo-synced phrases with the ability to create custom performances. The benefit of this approach is to give a composer or producer the freedom and confidence of creating a loop-style performance, without be confined by the limits of a predefined loop. Load a patch from the category, trigger a group on the keyboard, and each triggered sample in the group will transition melodically. A unique performance can be created by altering the order of the samples triggered within a group. As the user plays the different groups mapped on the keyboard, the text in the tab above the fader and Pan/Tune knobs will change. When engaged, MIDI SELECT automatically switches between groups mapped on the keyboard, indicated by the changing of the text in the yellow tab of the group controls. When MIDI SELECT is engaged, the group which is being triggered is the group that all edit controls will affect. GLOBAL FX, when switched on, allows for FX to be added to all of the groups. Switching GLOBAL FX off will allow FX to only be added to the selected group, displayed in the tab to the right.

- Refer to the official PDF manual for further details on Phrase Builder.

The **INSTRUMENTS** category consists of basic, multi-sampled instruments intended for simplified use. Each instrument includes up to three velocity layers and five round-robins for the creation of simple lead-based phrases and arpeggiation.

- Refer to the official PDF manual for further details on Instruments.

*ADSR and LFO for Swells and Pads:

When displayed, basic ADSR controls apply to the four knobs on the left-hand side of the GUI. Control the attack of each swell with the SWELL SPEED knob. When the LFO is engaged, specify the waveform by clicking the yellow tab above the switch (or back button). Click the PAN/VOLUME button to choose your desired modulation pattern. There are two options for controlling the frequency of modulation with the FREQ knob: click the TEMPO SYNC button to engage tempo-synced modulation (yellow), or frequency-based modulation (blue). When in tempo-sync mode, the FREQ knob affects the frequency based on 16th notes. At "1.0 16th", the sound is modulating in 16th notes, at "2.0 16th", the sound is modulating in 8th notes, "3.0 16th" dotted 8th notes, "4.0 16th" quarter notes, and so on.