

# Spitfire Eric Whitacre Choir for Dorico

## What's included

- This very important read me file
- Eric Whitacre Choir.dorico\_pt – the playback template.

You need to have already installed Dorico 3.5.12 (or later) and Eric Whitacre Choir v1.2.3 (or later)

## Playback Template

First, import the playback template (Eric Whitacre Choir.dorico\_pt) by dragging and dropping the file on to the Dorico hub.

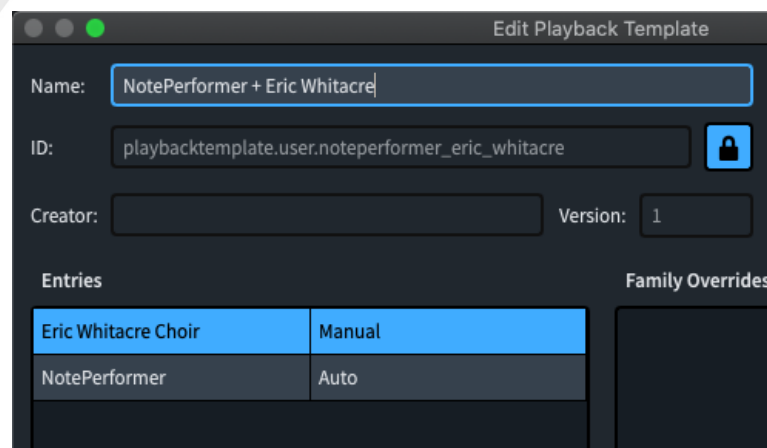
Alternatively, open any Dorico project and use **Play > Playback Template...** and then the **Import...** button.

In any of your Dorico projects you can now use the Eric Whitacre sounds by applying the playback template from the **Play > Playback Template...** dialog – but that will only load sounds for singers, not any other instruments, so keep reading...

## Using with other libraries

As this playback template only contains information for Dorico players who are singers, you might want to create a custom set up using the Eric Whitacre choir for singers and the Dorico default HSSE+HSO, NotePerformer or other library for other instruments. To set this up, import the .dorico\_pt playback template and then in Play mode go to the **Play > Playback Template...** menu. Either choose an existing template as a starting point and at the bottom of the dialog press the **Duplicate** button, or press the **Add Playback Template** option to make a new template.

Give it a suitable name, click on the **Add Manual** button and add the **Eric Whitacre Choir** endpoint from the list. Add any other libraries as necessary using the **Add Manual** or **Add Automatic** buttons and use the arrow buttons to sort the order, remembering that Dorico starts from the top of the list and works down when assigning instruments to libraries.



In the example above, the Eric Whitacre Choir entry only contains information about singers (so no Family or Instrument Overrides are needed), and will be used first only for players who are singers. NotePerformer will then be used for all other instruments.

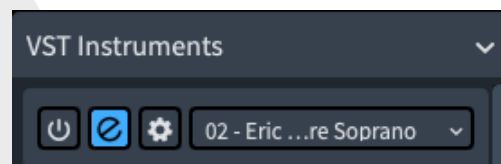
Once you've created your Playback Template you can choose it and use the **Apply and Close** button to have Dorico re-load the sounds on any project using the libraries you've chosen.

If you wish you can make this your default playback template by going to **Preferences > Play** and choosing your template from the dropdown list.

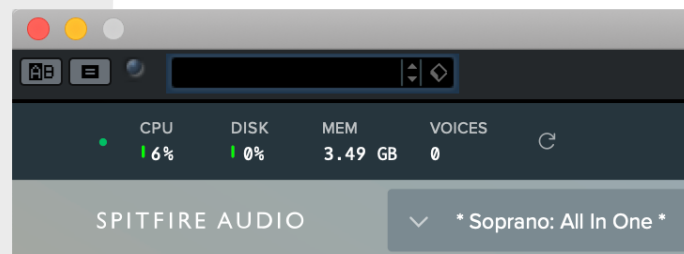
## Loading Instruments

When you load the Dorico template or apply the playback template to an existing file the patches and expression/percussion maps will be loaded automatically for each instrument. Depending on the specifications of your computer this may take a while.

You can see if all the samples have loaded by going to Play mode and click on the 'e' for one of the Eric Whitacre instances to open the interface.



Once the 'Mem' value (top left corner) has stopped getting larger, all samples for all the slots are loaded.



The samples will load in the background so you will be able to use Dorico in the meantime, but you may find that it takes some seconds for the slots to load and a minute or so before the samples have all loaded and you can then hear them.

## How the sounds are mapped

Due to the instrument ranges in the library, the Soprano, Alto, Tenor and Bass instruments in Dorico have been matched to their equivalent e.g. **Soprano: All in One** patches and use key switches to change techniques as required. Treble has also been assigned to the Soprano patch. *NB: There may be differences between the Dorico note ranges (dark red or bright red notes) and what is available in each voice patch.*

The individual singer patches use a monophonic legato (e.g. for slurred notes). If you need chords or have more than one voice then either untick the 'enabled' option for the legato technique in the expression map, or consider loading the **Tutti: All in One** patch and **Eric Whitacre Choir All** expression map instead.

All other Dorico singers (Baritone, Contralto, Countertenor, Lead, Mezzo-soprano, Voice) have been assigned to the **Tutti: All In One** patch to reduce issues with notes not sounding or not being available in the patch.  
*NB: The tutti patch doesn't have any legato techniques.*

## Technique Details

The techniques available in the **All in One** patches are the same for Soprano, Alto, Tenor and Bass.

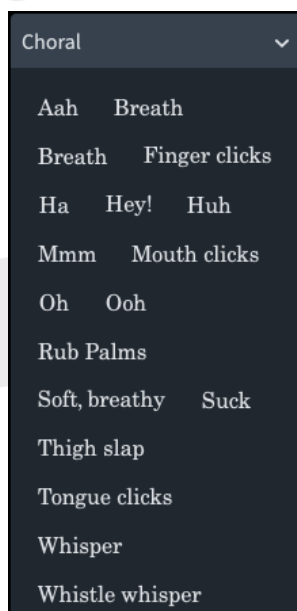
The default (natural) technique is Long Aah, with Short Aah and Legato Aah switching as needed. If you would prefer Mmm, Ooh, Oh, or 'Soft breathy' simply add the playing technique that you can find in the playing techniques panel, or by using the **Shift-P** popover and type e.g. **mmm**. The technique will then apply from that point onwards. You can edit how the playing technique displays without upsetting the playback, or you can hide the playing technique on the score/parts using the **Properties panel** and the **hidden** toggle.

Lyrics do not affect playback, so adding e.g. Mmm as a lyric will have no effect on playback.

*NB: The Dynamic Swell, Nanana, Episodic and Pitch Clash techniques have **not** been mapped as you are more likely to e.g. write the notes and dynamics for the specific clash/chord in Dorico rather than the pre-made options and the speed is not currently controllable from Dorico.*

## Sound FX – Eric's Funtime

Eric's Funtime FX have also been mapped.

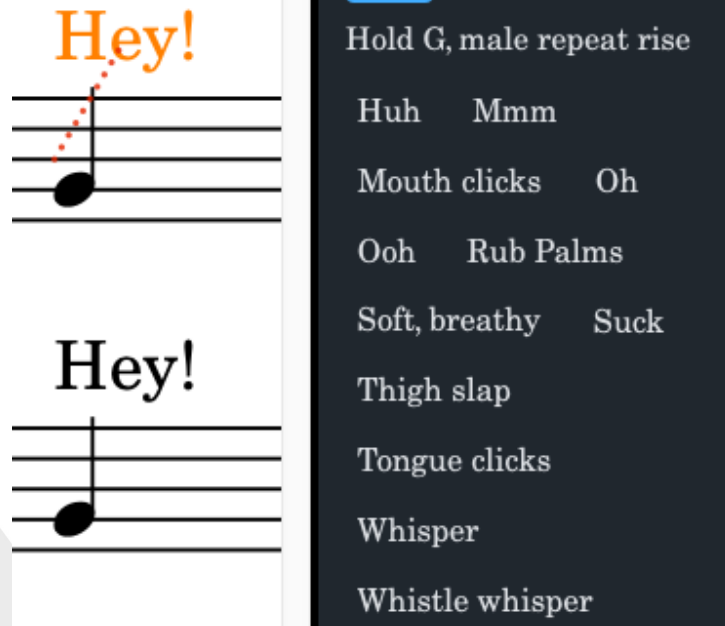


### Please note that not all effects are available for all singers!

Alto and Bass have a full complement of FX, while Tenor is missing Palm rub and Soprano only has Hey!, Huh, two Breath options and Whisper.

For the FX long and short (breath noises, hey, huh) etc you can use the playing techniques that are included when you load the playback template.

The pitch of the note doesn't matter as the playing technique will send the correct key switch and the correct note to play each technique. Although if you notate a note that is in the range of the FX you will also hear that note/effect and need to use the **Suppress Playback** option in the **Properties Panel** when the note is selected.



The image shows two musical staves. The top staff has a single note on a high line with the word 'Hey!' written above it in orange. A dotted line connects the word to the notehead. The bottom staff has a single note on a lower line with the word 'Hey!' written above it in black. To the right of these staves is a dark grey rectangular box with a blue header containing the word 'Hey!'. Below the header is a list of playing techniques in white text:

- Hold G, male repeat rise
- Huh Mmm
- Mouth clicks Oh
- Ooh Rub Palms
- Soft, breathy Suck
- Thigh slap
- Tongue clicks
- Whisper
- Whistle whisper

In the example above, the notated note has no effect on playback as it's out of the range of the FX in that patch. (The notehead could optionally be changed to a cross- or other type of notehead.) Adding the **Hey!** playing technique adds the correct key switches for both the patch change and the effect.

These effects have been set up as **Attribute** playing techniques so they only apply to the note they are attached to. If you want them to apply from that point onwards for a passage you could also edit them in **Play > Playback Techniques** and change their **Articulation type** to **Direction**. You will then need to apply a 'nat' or similar playing technique to turn those FX off.

For techniques that play over a period of time you can also select a range of notes and then add one technique – you'll see the circular drag handles at the start and end of the range over which the technique will apply – although the notes themselves will have no effect on the speed of the effect.



The image shows a musical staff with four eighth notes. Above the first and last notes are orange circular drag handles. The text 'Tongue clicks' is written in orange above the staff, with a dotted line connecting it to the first drag handle.

## Divisi

If you use the Dorico divisi feature you will have started with a section player. You can then enable independent voice playback and Dorico will add more slots for playback as required.

For more information please read the Dorico online help for [Enabling independent voice playback](#) or watch part of this [Discover Dorico live stream](#) for an example.

## Issues or Errors

If you find any issues with the Dorico template or playback template or would like to suggest changes or tweaks to it, please email [discoverdorico@steinberg.de](mailto:discoverdorico@steinberg.de)

## FAQs and Troubleshooting

### Instrument Ranges

The Dorico instrument ranges (red notes) may not match the available pitches in each patch. If you need extra notes outside the available range you could try the Tutti: All In One patch instead – don't forget to also choose the correct expression map too.

### Legato

For patches that have a legato key switch Dorico will switch automatically to it for slurred notes.

The legato patches are designed by Spitfire Audio to be monophonic. If you are using multiple notes/voices on one staff you will therefore only hear one note each time. In Dorico, either use separate solo players in **Setup** mode and then the **Condensing** feature for the score layout, or edit the expression map(s) (see [Turning some keyswitches off](#)).

### Volume dynamics & balance

Dynamics have been set in the expression maps to be controlled by both CC1 and a secondary dynamic of CC11. If you want to adjust the balance of dynamics between techniques you can select each technique in the expression map and adjust the Min and Max settings between 1 and 127 e.g. if a key switch for a technique is sometimes too quiet set the Min to a higher value such as 30. If a key switch is too loud, set the Max to a lower value.

The FX such as Ha and Hey! Are controlled by note velocity with the max 127 set in the expression map.

There are also other options for controlling dynamics of individual instruments such as using their dynamics or controller lanes in **Play** mode or the faders in the Dorico mixer.

## Turning some keyswitches off

If one or more keyswitches aren't suitable in one of your projects you can disable them in the expression map. In Dorico go to **Play > Expression Maps**, select the Expression Map that you want to edit and then select the switch e.g. Legato and then on the right-hand side untick the **Enabled** box.

