

VSTi to SF2 (Extreme Sampler Converter)

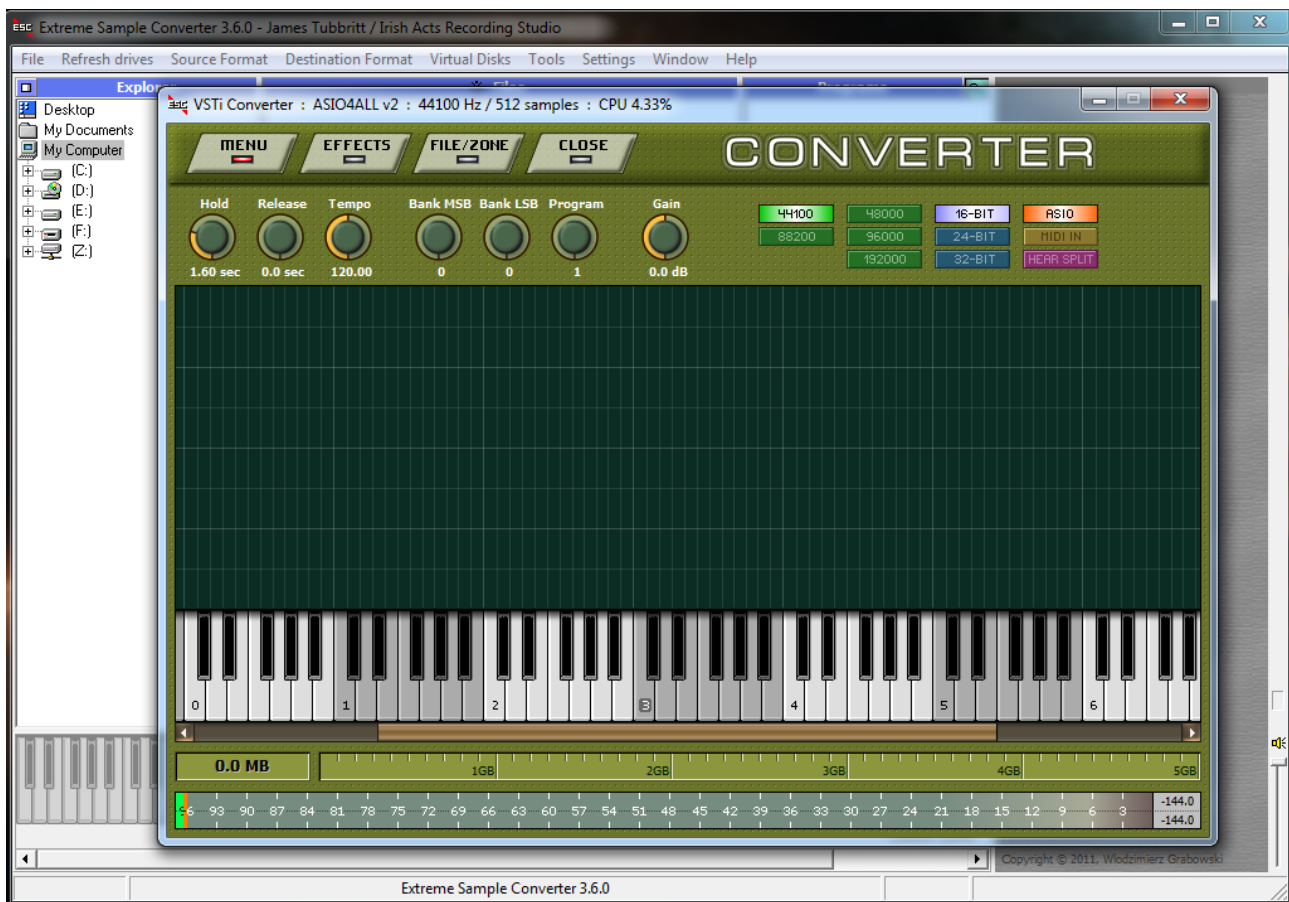
by James Tubbritt – <http://www.irishacts.com> aka Sharp <http://www.korgforums.com>

The purpose of this tutorial is to explain how to convert a sound in a VSTi into a SF2 file using Extreme Sample Converter and to introduce as much automation as possible to sampling and looping all the sounds.

Step 01: Launch Extreme Sample Converter.

Step 02 Click on “Source Format” from the menu.

Step 03: Click on “VSTi Converter”. You should now see the following screen.



Step 04: Select the “MENU” button.

Step 05: Select “VST Load” and select the DLL file of the VSTi you wish to sample. Alternatively you can also select the option “VST Instrument” following by the VSTi you wish to sample if you have your VST Paths populated into Extreme Sample Converter.

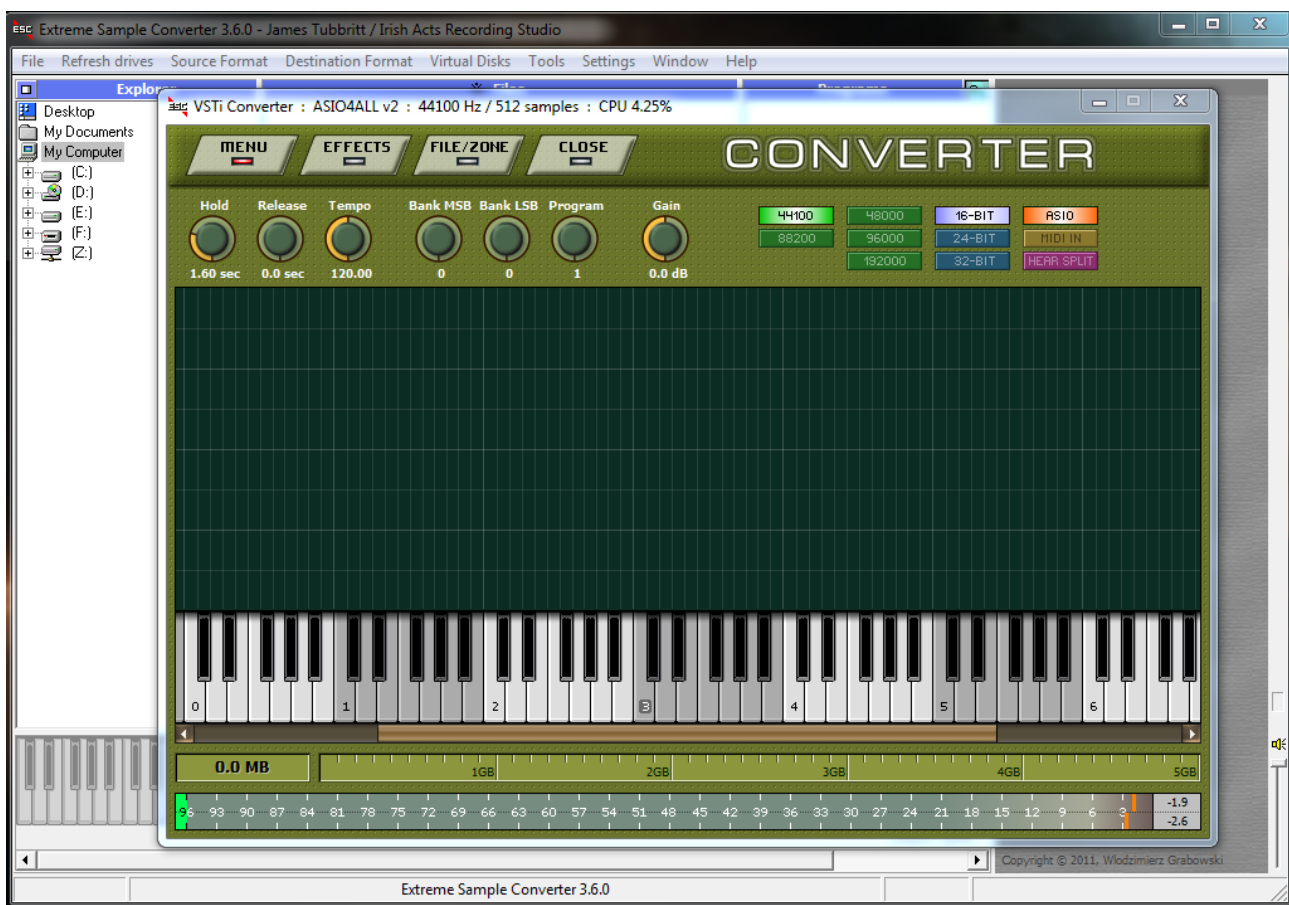
For the purpose of this tutorial, I will be using Sonic Projects OPX Pro II. At this stage you should now see your VST displayed on the screen.



Step 06: Select the sound you wish to sample from your VSTi.

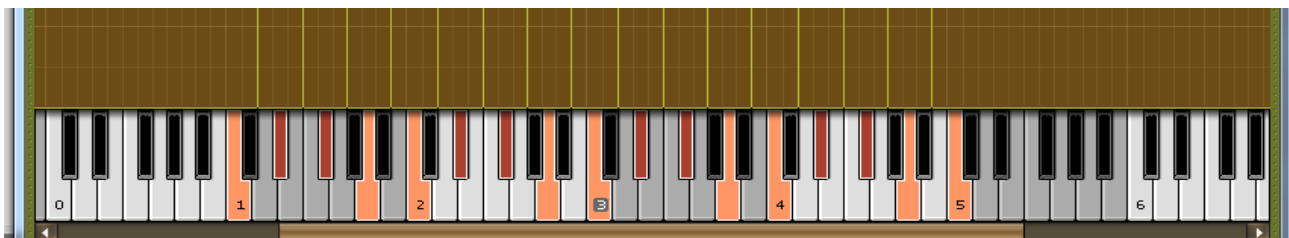


Step 7: We need to now select the notes that we wish to sample, so move the VST out of your view until you see the following window.



Step 8: We now need to select the actual notes. I recommend using the following key map (see image below) because it's efficient as far as memory usage goes, and from a technical point on stretching samples it's a very good compromise. If you not the note selected and the range it's stretched up and down from the root, it is ever stretched more than 1 semi tone in either direction. So click on the the virtual keyboard until your display matches the one in the following image.

Please also note that if you wish to expend the range of the keymap to capture a more octaves than I'm doing in this tutorial. The notes are C, D#, F# and A for every octave.



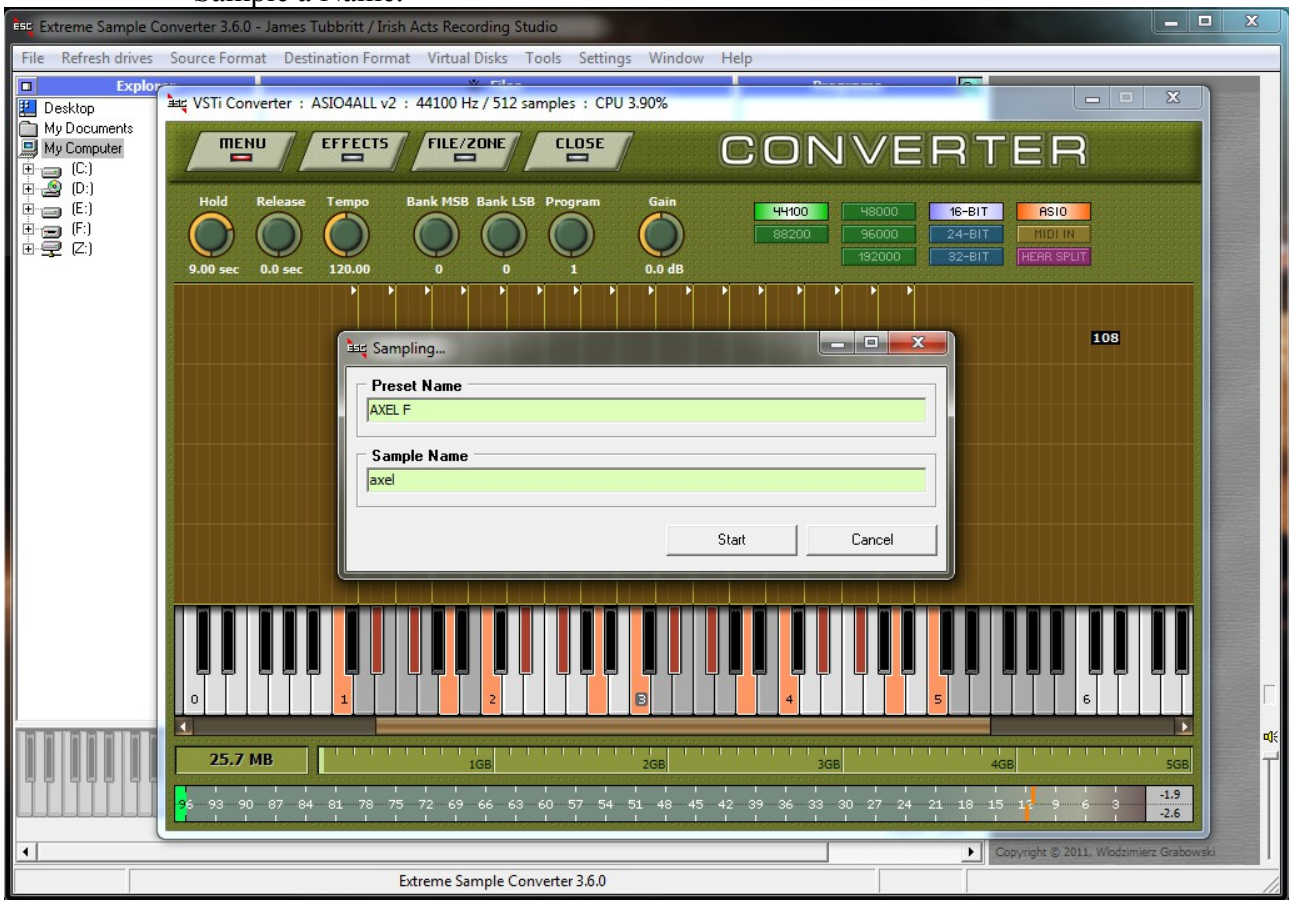
Step 9: Now that you have your notes selected, we need to set the sample length timer. You may choose to use a different setting depending on your VST or the sound your sampling, but generally speaking, the following settings will work for most sounds that are continuous when played, even ones that evolve and morph. So please enter in the following settings into all 3 knobs.



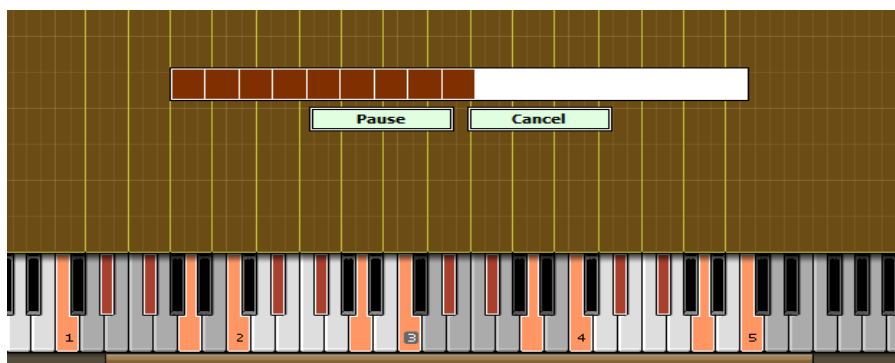
Step 10: We are ready to start sampling, so press the “MENU” button.

Step 11: Select “Sampling”.

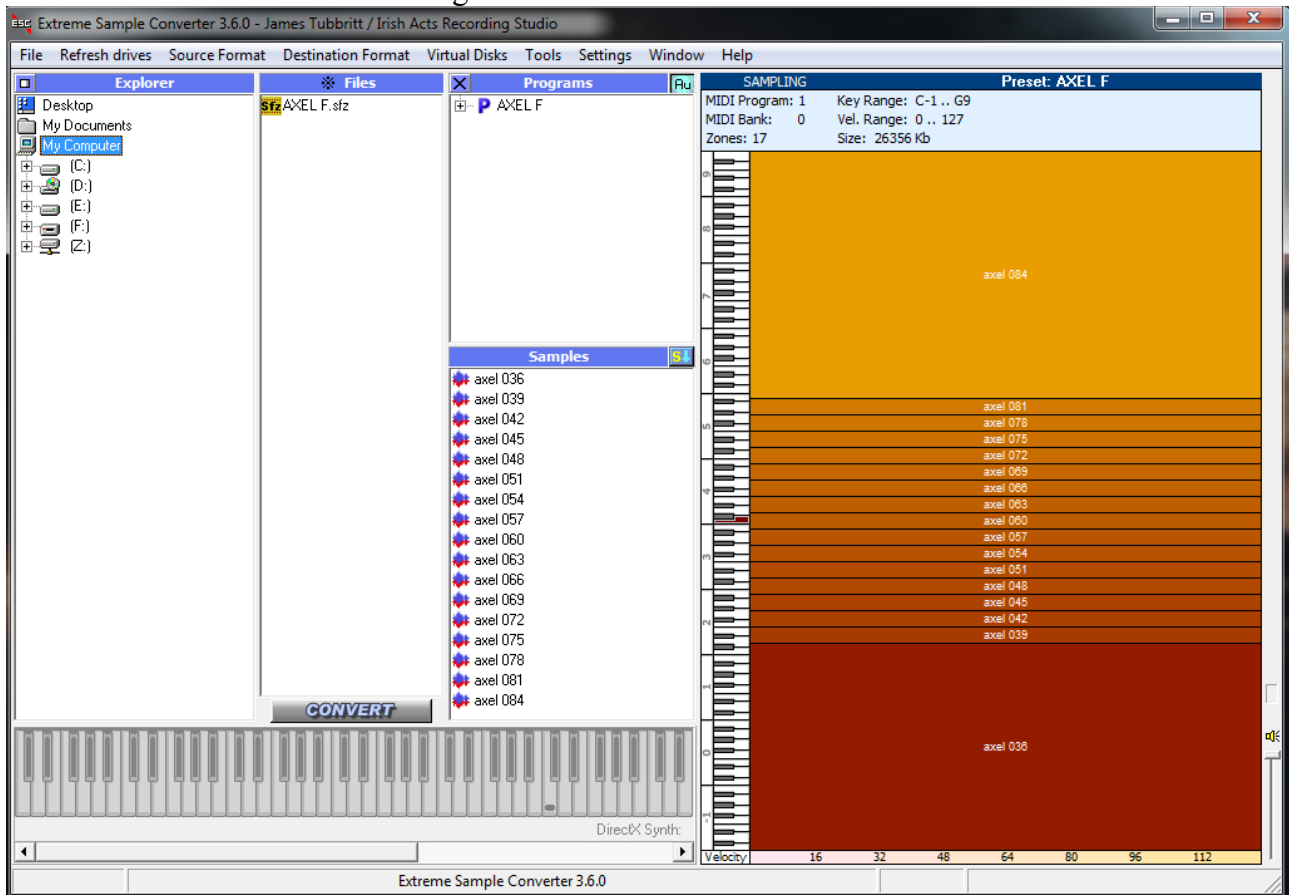
Step 12: You should now be at the following screen. Please give your Program and your Sample a Name.



Step 13: Press “Start” to start the automated sampling process. You will see a the following p rogress bar as the sampling proceeds.



Step 14: Sampling is now complete. You can close the Sampling window and go back to the following screen now.



We now need to enter in some settings into Extreme Sample Converter that will fully automate the process of looping the samples for us. If you stick to the sample length time I showed you in Step 9, then you will only ever have to set the following settings once.

If you change the sample length, you will have to recalculate for different settings. In other for you to know what to recalculate to, I will explain the following.

1 second of audio at 44.1KHz is 44100 samples. If you sample at a higher rate, the same rules apply. For example, 1 second of audio at 48KHz is 48100 samples, and 1 second of audio at 96KHz is 96100 samples. As you can see, the KHz rate is multiplied by 1000 every time.

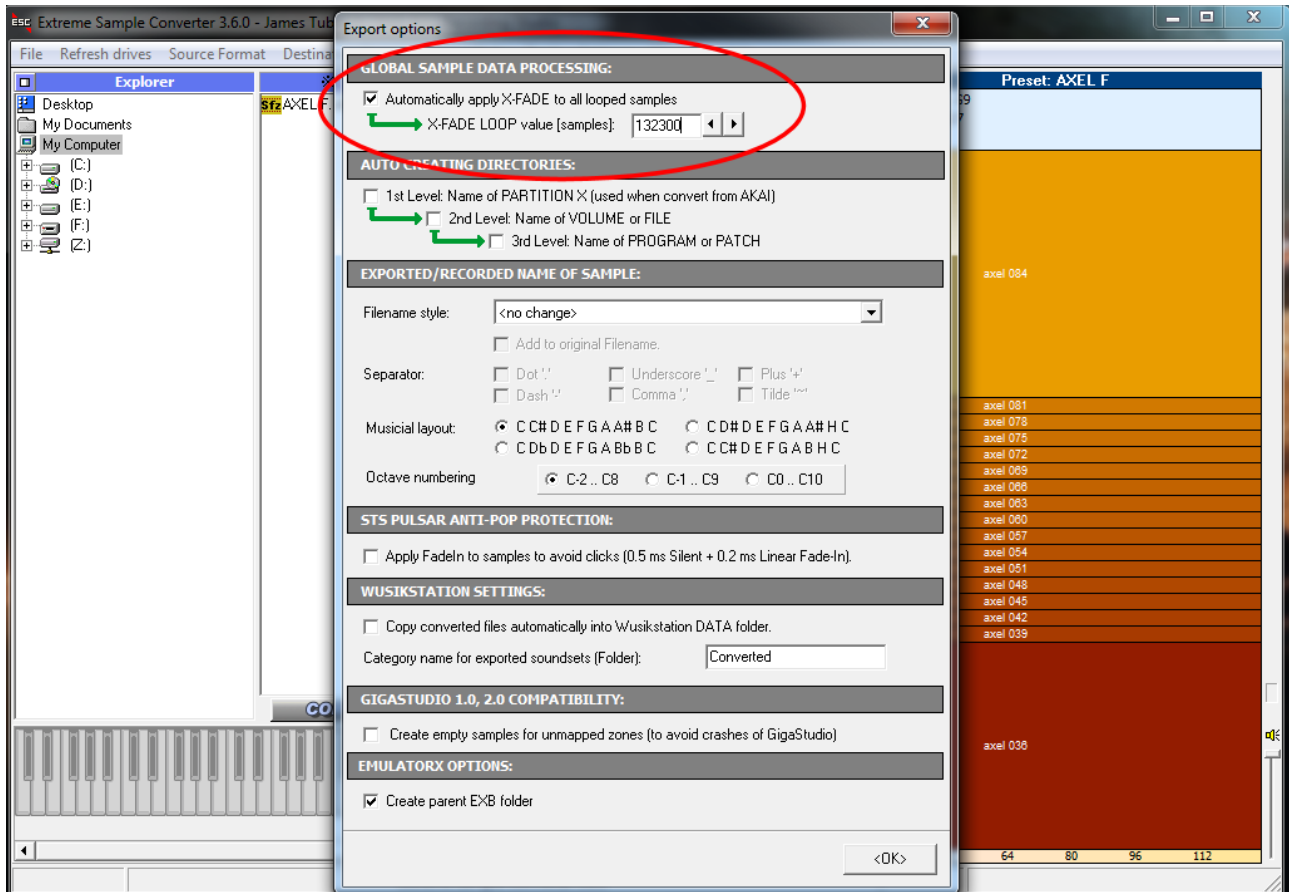
So, bearing in mind that the samples we created are all 9 seconds long, and that we need to loop them and apply a cross fade so ensure there's no popping, I recommend having 3 seconds of audio untouched at the beginning of the sound. So 0 to 3 seconds is untouched, and 6 to 9 is where we will place the loop. However, we will also use a cross fade to ensure we get a fully automated loop, so we will have our cross fade in the range of 4 to 6 seconds of our 9 seconds of sample length.

To accomplish this.....

Step 15: Select "Settings" from the menu.

Step 16: Select “Export”

Step 17 : Set the “Global Sample Data Process” I've circled in Red to exactly what you see in the following image. Note that the value of 132300 is me setting a loop length of 3 seconds. 44.1KHz times 1000 = 132300 samples

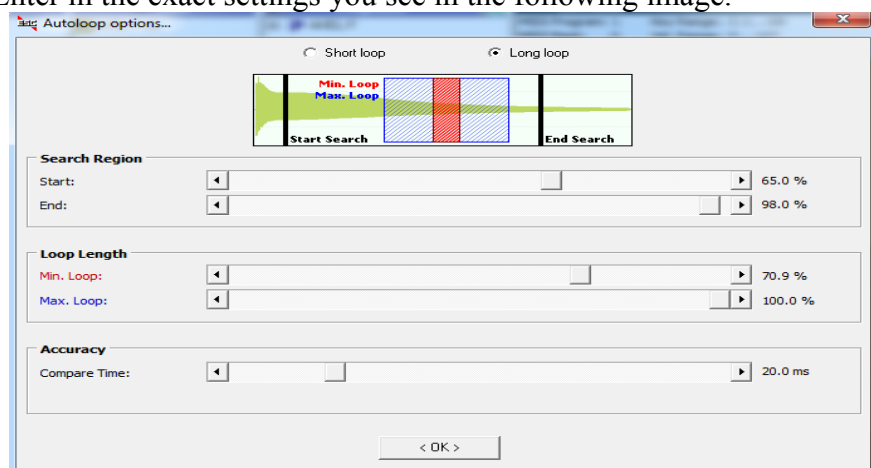


Step 18: Press OK to save your settings.

Step 19: Select “Settings” from the menu.

Step 20: Select “Auto Loop” from the menu.

Step 21: Enter in the exact settings you see in the following image.

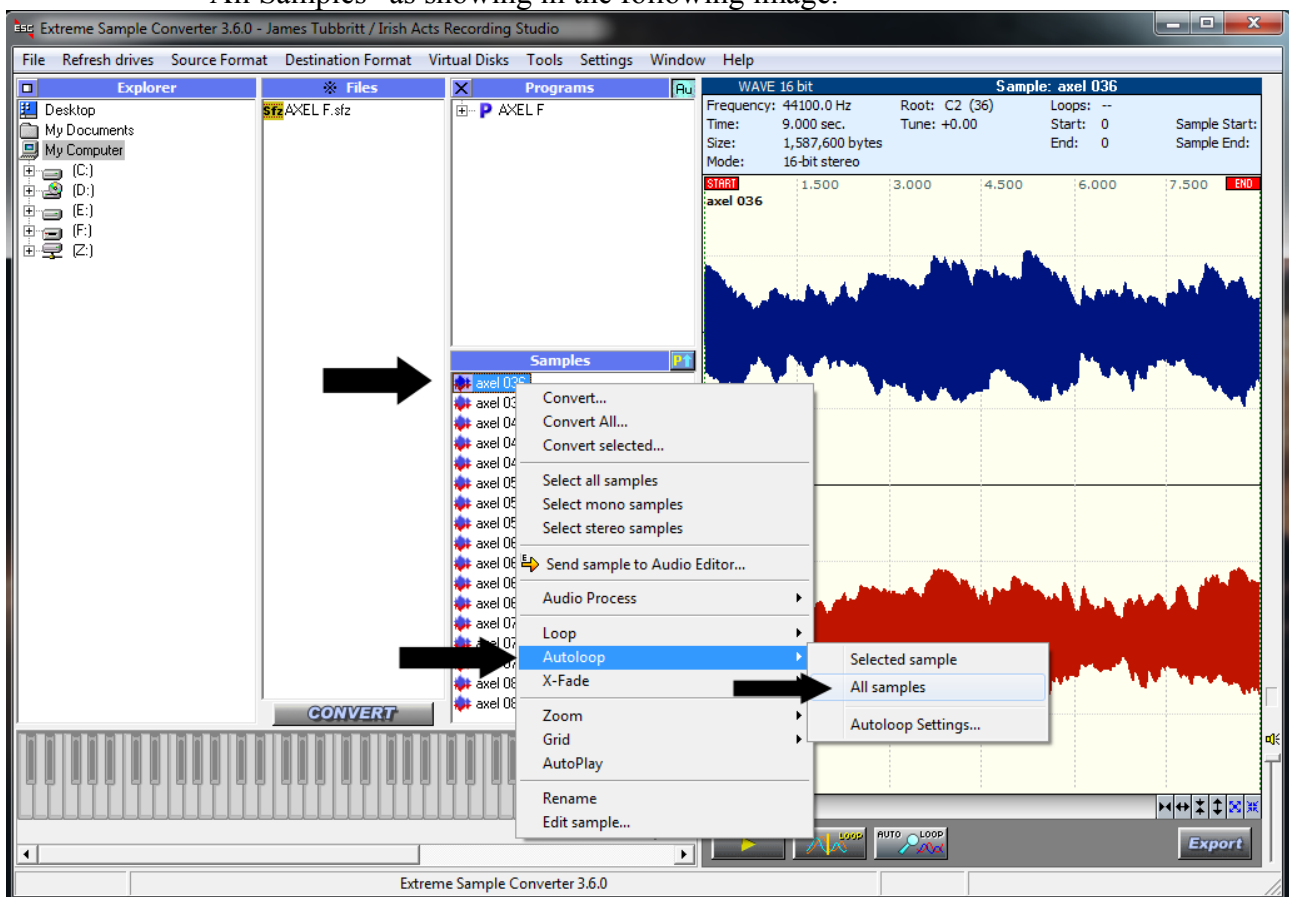


Please note that 0% means the start of the wave file, and 100% means the end of the wave file. So the values set tell the software where you would like your loop points, and so it will scan for the best suitable points within that region.

Step 22: Press OK to exit back to the main screen.

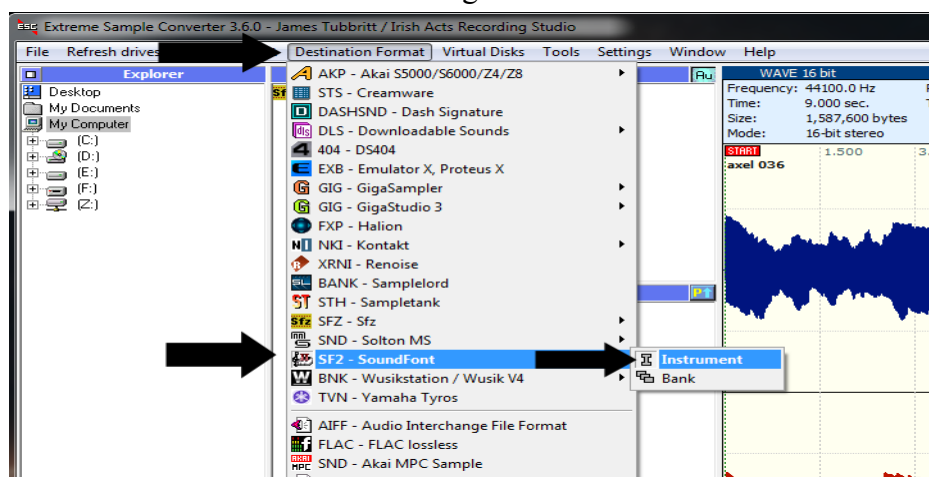
It's time to now set the automation going.

Step 23: Select your first sample, right click on it, and select the option “Auto loop” and then “All Samples” as showing in the following image.

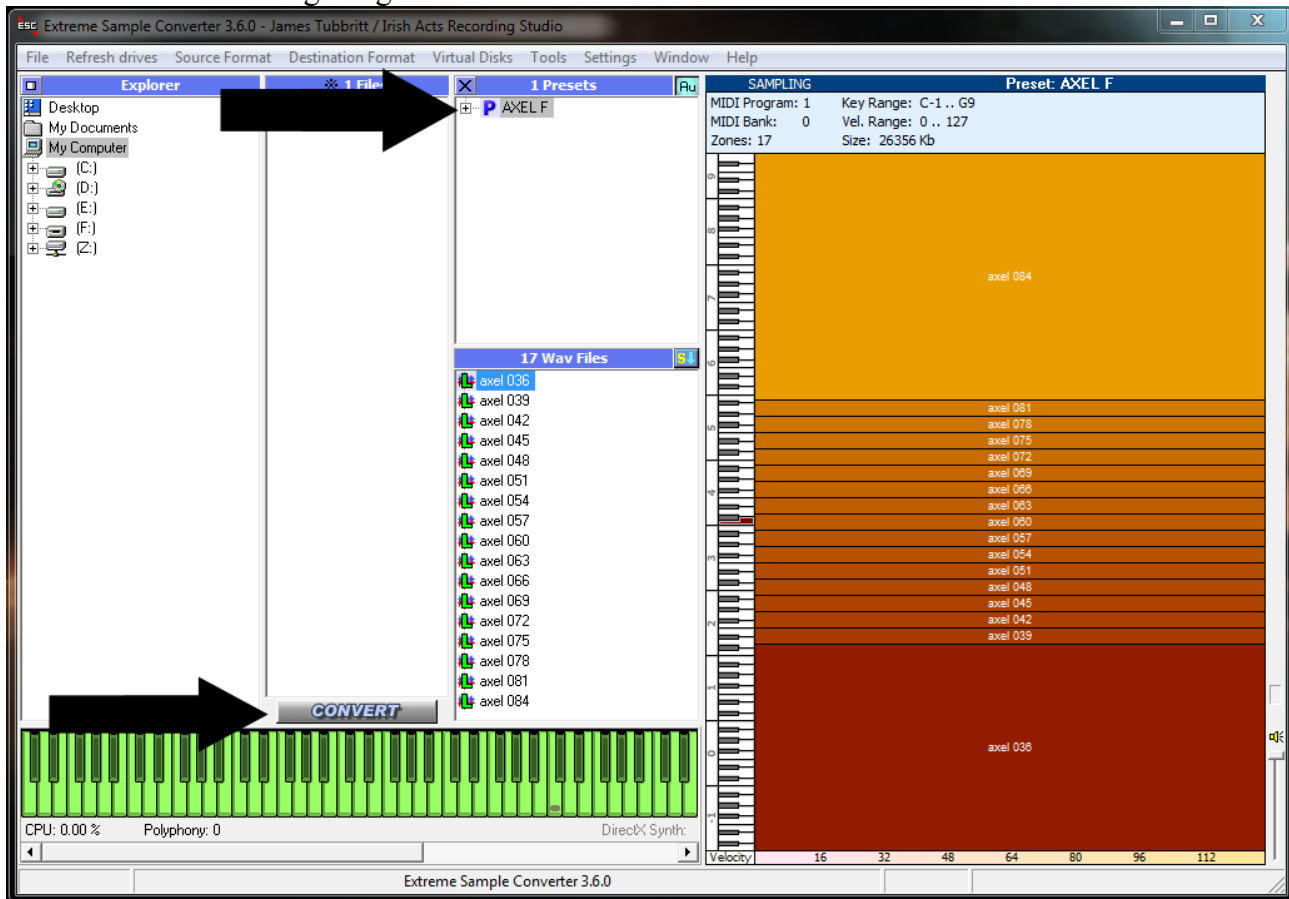


Your samples are now all looped.

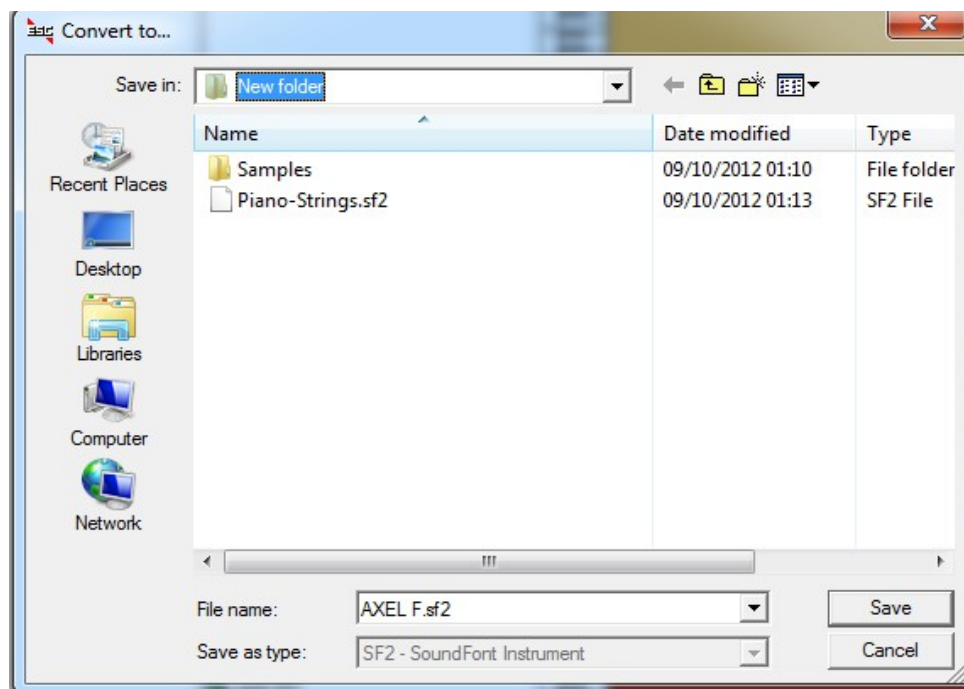
Step 24: Select “Destination Format”, followed by “SF2 – SoundFont”, followed by “Instrument” as shown in the image below.



Step 25: Click on your new Program sound, and then press “Convert” as shown in the following image.



Step 26: Select where you wish to save your new SF2 file.



Success, you have now completed the task.