

Legendary Trombone: Trombone - Articulation List

	Articulation Group	Description
Standard	Sus	Sustained notes. Four dynamics (FF, F, MF, MP).
	Vib	Vibrato sustains. Three dynamics (F, MF, MP).
	Stac	Staccato. Three dynamics (Bite, FF, MF). Comes with 1, 2, and 4 alternating samples. Round robin uses pitch shifting to multiply the number of alternating samples by 3. Light versions of staccato provide single note non-alternating samples. Bite samples are bright and very short staccatos, while the FF and MF staccatos are slightly longer.
	Legato	Fairly short duration samples with very little attack. Can be used with SIPS to produce a very convincing slurred legato effect between moderate to fast moving passages.
Effects	Jazzy	Variations include: <i>Harry James</i> (heavy vibrato that turns into a little shake) and <i>Turn</i> (Short jazzy articulation with a heavy vibrato at the end of the note).
	Falls Rough	Variations include: <i>Short (Umph)</i> , and <i>Long</i> .
	Falls Smooth	Variations include: <i>Light, Short, Long, and Very Long</i> .
	Rise Rough	Short rip up to final note.
	Rise Smooth	Variations include: <i>Short, Long, Very Long, and octave</i> .
	Bends	Variations include: <i>Bend</i> (short bend down and then back up to note), <i>Bend Long</i> (longer version of the Bend articulation), and <i>Bend Down</i> (bend down to note without bending back up).
	Grace Notes	Half step grace note up to final pitch.
	Slur Up	Variations include: <i>Short</i> (quick slur up to the final note), <i>Normal</i> (slightly longer slur up to the final note), and <i>Up Down</i> (slur up to a fairly short note and then a slur down on the release).
	Shakes	Variations include: <i>Tight</i> (standard tight shake - typically a minor 3rd), <i>Loose</i> (delayed shake with slower timing), and <i>Rip</i> (very jazzy tight shake with an up-down rip at the end).
	Maynard	Variations include: <i>Short</i> (quick up down rip at the end of a short note), <i>Long</i> (exaggerated longer up-down rip at the end of a short note). Note, various standalone rip patches are provided with different sustain durations before the rip begins.
	Doit	Variations include: <i>Normal</i> (quick octave slur up), <i>Long</i> (exaggerated slow octave slur up), <i>Flair</i> (short slight slur up), and <i>Reverse</i> (octave slur down to final note).
	Mordent	Variations include: <i>Whole</i> (whole step up and then back down to note) and <i>Twiddle</i> (very quick and rough half step up and down to note).
	Scale	Variations include: <i>Up</i> (4-note chromatic scale up to final note), <i>Down</i> (4-note chromatic scale down to final note), and <i>Up Down</i> (7-note chromatic scale up and down to final note - can be thought of as a scale up followed by a scale down). Note that the accent is on the final note.
	Swells	Various length swells with a harsh attack followed by a crescendo.
	Crescendos	Various length with minimal attack followed by a crescendo.
	Flutter Crescendos	Various length flutter tongue with minimal attack followed by a crescendo.
	Flutter Tongue	Variations include: <i>Flutter Tongue, Slur Up, and Short and Long</i> flutter tongue swells.
Attack	Variations include: <i>Flat</i> (lipped flat attack), <i>Up Down</i> (rough lip-slurred up down attack), <i>Scoop Up</i> (rough lip-slurred up attack followed by a rough release).	
Releases	Basic Release Triggers	Release triggers include: <i>Normal</i> (normal release) and <i>Rough</i> (rough fall off note).
	Maynard Release Triggers	Release triggers include: <i>Short and Long</i> up down rips.
	Shake Release Triggers	Release triggers include: <i>Short, Tight, Harry James, Turn, Loose, and Rip</i> .
	Doit Release Triggers	Release triggers include: <i>Normal, Long, and Flair</i> .
	Falls Rough Release Triggers	Release triggers include: <i>Short (Umph)</i> and <i>Long</i> .
	Falls Smooth Release Triggers	Release triggers include: <i>Light, Short, Long, and Very Long</i> .