

Arturia PC MAC minimoog V 2.0 £177



An updated emulation of the world's most important synth, but will the new features come at the expense of simplicity?

> One of the things that made the original Moog Minimoog hardware synth so much fun to use was how easy it was to program, and Arturia nailed that same simplicity with the initial versions of their cross-platform minimoog V plug-in. Any added features would necessarily complicate the original's elegant approach, but an acceptable solution was presented in the form of minimoog V's 'hidden' control panel. With 2.0, the panel's LFO, arpeggiator, mod matrix and effects (chorus and delay) are joined by the new Motion Recorder and Vocal Filter, which, along with the Sound Map (see boxout), are the most significant additions.

Motion control

The Motion Recorder is Arturia's fresh take on automation, but instead of being performed in the host, the Motion Recorder integrates it directly into the patch design process.

Essentially, it allows you to select up to four different parameters and record or draw in automation that is triggered upon each note-on command. It's a simple and intuitive process.

Your automation moves can be edited in a pop-up graphic display, and playback may be quantised to a grid and looped. There is an Amount knob for determining exactly how much automation should be applied to the target parameter and control is also provided over playback speed. With 29 destinations from which to choose, there is a lot of potential here, and we found it to be thoroughly inspiring, working especially well for deep, evolving pads.

The new Vocal Filter is just to the right of the Motion Recorder. It has knobs offering control over the dry/wet mix, Q and a dedicated LFO, but more novel is the X/Y graph area with five nodes, each representing one vowel sound. A red circle with an adjustable circumference represents the path of the LFO, which causes the filter to shift from one vowel to another. The vowels can be dragged around the grid for



an endless variety of vocalisations. And just like the Motion Recorder, this is very intuitive and a ton of fun.

Not all of the new goodies are concealed - there's now a front panel switch to disconnect keyboard control from Oscillator 2, which can give rise to some excellent effects (experienced Minimoog users will know that this function has historically been available to the instrument's third oscillator only).

There will, undoubtedly, be naysayers who decry the instrument's sonic authenticity, but we compared it to a vintage Minimoog Model D and the Arturia is quite close, with the exception of the envelopes, which didn't respond exactly like the particular unit we tried. If we had one real gripe, it'd be that some of the legending is still difficult to read on certain screens. Nevertheless, this is a terrific synthesiser that offers much of what earned the original Minimoog such reverence, not to mention some corking additional features. **cm**

Contact via website
Web www.arturia.com
Info Upgrade is free for v1 owners



System requirements

PC 2GHz dual-core CPU, 512MB RAM, Windows 2000/XP/Vista

Mac 2GHz dual-core CPU, 512MB RAM, Mac OS X 10.4

Test system

Mac 2.16GHz iMac, 2GB RAM, Mac OS X 10.4.11, Cubase 4, Live 8, Logic Studio 8

Alternatively

GForce Minimonsta Melohman cm91 >> 9/10 >> £140

Unique take on the Minimoog, with a wild filter and Melohman controls

IK Multimedia Samplemoog N/A >> N/A >> £196

SampleTank-based ROMpler with numerous sampled Moog synths

Verdict

For Still sounds fantastic!
Motion Recorder brings life to patches
Vocal Filter is intuitive and easy to use
Sound Map can lead to new sounds
A free update for existing users

Against Some legending hard to read
Envelopes don't quite match Minimoog

With this carefully considered update, Arturia are giving you three extra reasons to check out this great synth emulation

9/10

Map of the stars

You wouldn't think that browsing patches would be exciting. However, Arturia have taken a giant leap beyond the conventional patch browser paradigm with their stellar Sound Map. Like other non-traditional minimoog V functions, the Sound Map stays behind the scenes until you need it. Once called into action, it shows up in a separate window that resembles a star chart, with stored patches represented as coloured dots, triangles, squares and the like,

depending on their associated category. They can also be displayed as a list. Calling up a patch is as easy as clicking around the map until you find something you like. You can filter by category and zoom in/out.

The most intriguing feature is that you can save a patch as one of four snapshots, which are displayed in a Compass window. Using the latter, you can then morph between any of the snapshots, creating new sounds along the way. This is very cool stuff!