

Arturia Pigments 3

€199

Chris Hughes explores the next evolution of the powerhouse soft synth from Arturia

CONTACT WHO: Arturia **WEB:** arturia.com **KEY FEATURES** New harmonic oscillator engine, utility engine, 64 new wave tables, 4 new effects, Jup-8 low pass filter, enhanced routing, 200+ presets and more! Update is free for existing Pigments owners.





In 2018, when Arturia first introduced Pigments, they had harnessed 20 years of experience crafting virtual analogue softsynths to create a 21st century synth. Combining authentic VA synthesis with wavetable synthesis birthed Pigments. Now Pigments has reached version 3: with some both cutting edge and old school upgrades.

The first major upgrade is the brand new harmonic engine. This is a powerful additive synth engine that allows up to 512 partials. It comes with a filtering tool that can combine two complex shapes to manipulate the partials in unique ways.

The filtering tool lets you control the depth, morph between spectrums, and slide through sections of the partials that get affected by the filtering. You can create impressive results very fast with this setup.

You also have control over the stereo imaging of the partials. You can pan Odd and Even partials, apply randomness, or have an LFO periodic sweep transpire. You can also adjust the tilt of the partials, allowing for more bass or highs to shine through.

Keep in mind that all of this can have Pigments' signature modulation routings, allowing you to create wild and complex sounds. The harmonic engine really confirms Pigments' pedigree as a top-tier sound design tool, alongside the existing Analog, Wavetable, and Sample engines.

Speaking of Wavetables, 3.0 brings in a generous 64 new wavetables, expanding the sonic potential for creative sound design.

Rounding out the sound engines, Arturia added a Utility Engine with Pigments 3.0 that gives you two noise sources and a basic oscillator. The oscillator lets you add in a fundamental easily without having to take up one of the sound engines.

The two noise engines have a lot more flexibility behind them than just pure noise. Each source can choose from atmospheric, digital, hardware, natural, texture, and transient-based noise sources. You can loop sources, or have them as a one-shot. You can even tune and filter the noise. Essentially they're dedicated samplers, without having to take up an entire sample engine.

The new Jup-8 low-pass filter is a nice addition for emulating authentic analogue sounds. You can also split filter 1 and 2 independently; when split, the filters can be routed into separate effects chains to simulate multi-timbral patch creation.

Four new effects have made it in, starting with the Jun-6 Chorus. They've also added a pitch-shifting delay, great paired with the harmonic engine. The BL-20 flanger is nice as well. And finally, a multi-band compressor has been added.

If programming isn't your thing, 3.0 has 200 new preset sounds that really showcase the updated modules.

If you're looking for bell-like sounds, sci-fi landscapes, or harmonic rich textures, Pigments 3.0 is for you.

Arturia also added a bunch of tutorials inside Pigments, so if you're looking to get started in synthesis, Pigments 3.0 is a great starting point.

It's not all roses. The CPU usage on Pigments is fairly intense. Loading up a harmonically rich patch and playing a few chords will make modern machines reach 30-40% CPU usage immediately. So you won't be loading multiple instances of Pigments, freely, without using some track freezing or bouncing to audio.

Honestly, that's to be expected as more complex audio simulations are created in the software realm.

The best news: this update is free! So if you already own Pigments, you've got an amazing new sound engine waiting for you. **FM**

FM VERDICT

9.0

With 3.0, Pigments has become an absolute powerhouse of software synthesis, capable of just about anything

THE PROS & CONS



Fantastic harmonic engine

New effects, 200 presets, 64 new wavetables, incredible modulation possibilities

Free update!



CPU usage is very high. Multiple instances will bring most machines to their knees