## THIS MANUAL IS UNDER CONSTRUCTION.

IT MAY BE OF USE TO TESTERS.

CONTACT MARC TO SUGGEST SECTIONS TO ADD



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# System Requirements

ILok USB protection

#### MAC

ORION makes heavy use of powerful features in the latest Apple Silicon computers and more recent OSX versions. We always strive to support the oldest systems possible, but there is no escaping the fact that ORION needs a lot of power and speed to churn through thousands of sounds as fast as it does.

OSX 13.0 - Ventura Silicon Mac (M-Series) RAM - as much as possible Disk - SSD library drive is highly recommended for faster ingest.

#### PC

Windows support is planned, but unfortunately tends to lag behind Mac.

## Introduction

ORION is a standalone desktop application designed for fast retrieval of sounds from within the user's own library. It is designed primarily for Sound FX and foley, but can also be used for music or crowd.

ORION uses AI sound analysis to categorise every file in your library. The database that is built from this analysis can then be searched in various ways, including sonic similarity, linguistic similarity, meaning, and of course the standard text similarity.

These varied search methods allow the user to embark on a journey through their library that standard text searching does not allow.

# Quick Start

ORION has been designed to allow immediate experimentation whilst the library ingest is in progress. This means that a matter of moments after dropping your library into the app, you will be able to start poking around with the sounds without having to wait hours.

Drop your library onto the app.

The app will block while it makes an initial assessment of the layout of the dropped folder structure. Once this is complete, the left column will populate with placeholders for all the files in your library. These can be seen in dark grey here:

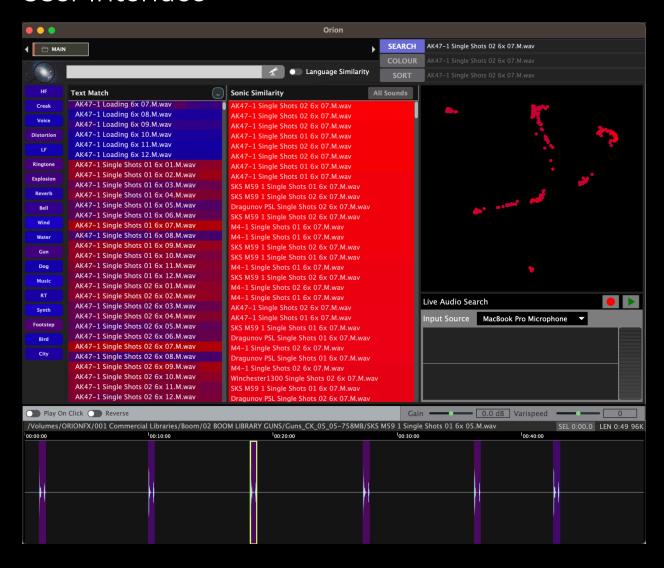
```
AK47-1 Single Shots 01 6x 09.M.wav
AK47-1 Single Shots 01 6x 10.M.wav
AK47-1 Single Shots 01 6x 11.M.wav
AK47-1 Single Shots 01 6x 12.M.wav
AK47-1 Single Shots 02 6x 01.M.wav
AK47-1 Single Shots 02 6x 02.M.wav x
AK47-1 Single Shots 02 6x 03.M.wav x
AK47-1 Single Shots 02 6x 04.M.wav x
AK47-1 Single Shots 02 6x 04.M.wav x
AK47-1 Single Shots 02 6x 05.M.wav x
```

As the ingest progresses, these greyed out files will get ingested, chunked and analysed in various ways. The coloured box to the left of the name indicates the file is queued for AI sonic analysis. The yellow X to the right indicates the file is queued for text analysis. Once a file is fully ingested it will appear as white on grey background as shown in the first 3 files above.

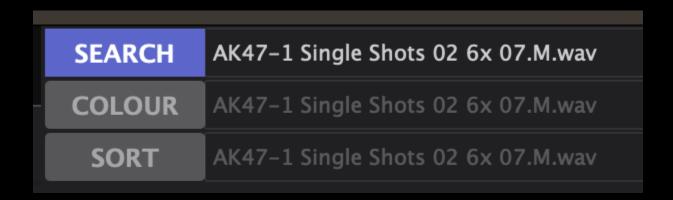
Command-Option click on one of the sounds in this list to search for other sounds that SOUND LIKE this sound. ORION uses a complex chunking algorithm to break up

audio files by transient and by sonic difference. These chunks are then shown in the middle column (Sonic Similarity) in response to search queries.

## User Interface



# "3-Finger Click"



The various search methods possible in ORION mean require a degree of careful control to get the most out of. The app allows you to Search, Colour, and Sort the results if you wish to.

To access any combination of these modifiers use the 3 modifier keys as follows:

Search = Command Colour = Option Sort = Control

The boxes shown in the screenshot above will light up to remind you which modifier keys are currently active (pressed down). These active modifiers will apply to whatever you next click on.

#### Search

When an item is clicked with Search active, the middle column in the app ('Sonic Similarity'), will be populated with a result list of sound clips that sound the most similar to the clicked item.

### Colour

When the Colour mode is active, the results that are currently in the Similarity list will be coloured by similarity to the clicked item.

### Sort

When SORT mode is active, the items in the list will be sorted by similarity to the clicked sound. Sort is assumed during SEARCH mode, but it is possible using SORT by itself to show results matching one sound, sorted by similarity to another sound. For example, SEARCH for windy sounds by SEARCH-clicking (Command) on a wind sound, and then SORT by rumbliness by SORT-clicking (Control) on a rumble sound.