

CROW HILL - VENOM - USER MANUAL



VENOM

A CROW HILL PRESENTATION IN ASSOCIATION WITH JOSEPH HOLIDAY AKA SNAKES OF RUSSIA

VENOM STARRING SNAKES OF RUSSIA ADDITIONAL RECORDING DAVID REICHARDT AT SEAHORSE SOUND LEAD DEVELOPER KIERAN GREIG NETWORK HEAD SIMON FYFE

DESIGN AND OPERATIONS DOT ALLISON CUSTOMER EXPERIENCE DAVID SCOBIE TECH STACK STEPHEN TALLAMY 2ND UNIT ROBBIE CRAWFORD CONTENT DIRECTOR JACK ROSAM CONTENT PRODUCTION ANNA O'DONNELLY

ART DIRECTION AND GUI DESIGN CHRISTIAN HENSON DEVELOPED BY CALLUM MINUTI GOOLD PRODUCED BY JOSEPH HOLIDAY AKA SNAKES OF RUSSIA

WELCOME

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*"Average band with a great drummer sounds great,
great band with an average drummer sounds average."*

Buddy Rich

The Crow Hill Company thanks you for your purchase. Designed by professional composers with the sonic connoisseur in mind.

We're a small team and have worked hard to make everything as intuitive as possible. Our hope is this user manual can offer further help to best explain how to install and use our plugin.

In order to help you make music, your music, we have taken time to make this affectionate user manual get the best out of your purchase.

However if you find yourself still stuck with anything we have a great set of FAQ and videos at:

thecrowhillcompany.com/faqs

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WELCOME

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"For the recording of my last LP I experimented with reamping drums and synths through loudspeakers and bass and guitar cabinets with incredible results...there is just something special added by capturing an otherwise dry and direct signal through an amp, capturing the room...it imparts such character on the sound. So when Crow Hill approached me for this library, I knew I immediately wanted to explore this idea further.

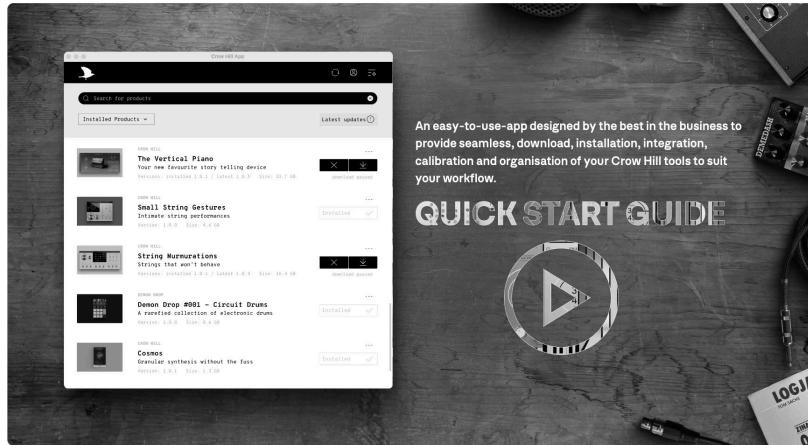
Because I am a firm believer in limitations, I chose to only use 100% analog sources to create the initial patches...these included a Moog Model D, Korg MS20, Roland Juno 106 and SH101, Soma Lyra 8 and Pulsar 23, DSI OB6, the analog voices in the Elektron Syntakt and Analog Rytm and various eurorack oscillators including a Makenoise DPO, SSF Entity Ultra Perc, and a Erica Synth Fusion VCO. These were sometimes blended with acoustic drum recordings and foley.

From there the patches were processed through various analog effects units including the Overstayer Modular Channel, Elektron Analog Heat, OTO Boum, Dynacord VRS23, pedals including the Earthquaker Devices Life Pedal, ProCo Rat, and EHX Big Muff. I then took all my source recordings to Seahorse Sound in downtown Los Angeles where we reamped them through multiple signal paths...PA speakers and an SVT 8x10 bass cab mic'd both close and far, as well as an EMT 240 Gold Foil Plate reverb and an AKG BX20 spring reverb, and then ultimately these were all recorded to tape."

Joseph Holiday aka Snakes Of Russia - 2025

INSTALLATION

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Installation of Crow Hill products couldn't be easier courtesy of our dedicated installer app.

Make sure you have this downloaded as you will require this to install Glass Strings.

We've also prepared a simple overview of how the app works but also a suite of quick installation guides specific to your choice of DAW.

Everything you'll need is located here:

thecrowhillcompany.com/crow-hill-app

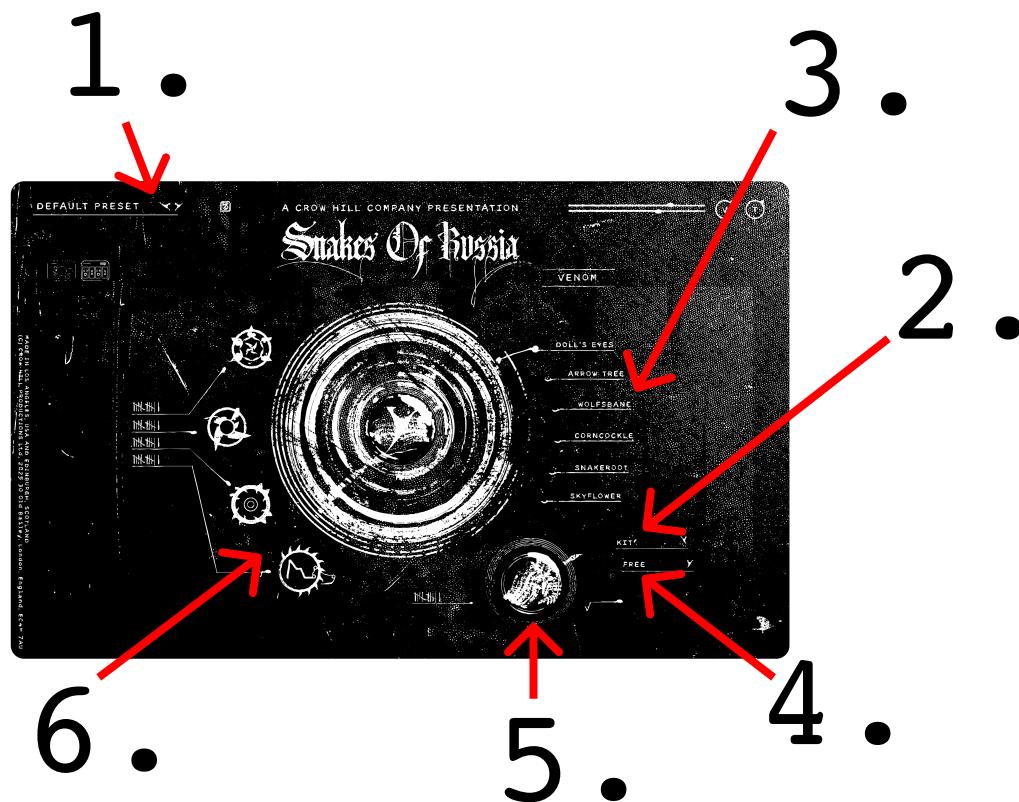
QUICK START - PRESETS, KITS & POISONS

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Unlike many sample based libraries, Venom doesn't simply mix signals, add layers and modulate signals. Which is why we're steering clear from terms like "morph" or "warp". Instead we equate this all-new way of working to "poisoning". As each process applied will have an adverse effect on the 'nervous system' of the breaks, beats & rhythm parts you're creating. Rhythms will appear to subdivide and multiply into different degrees of complexity due to the pushing and pulling of the different signals, chains and paths.

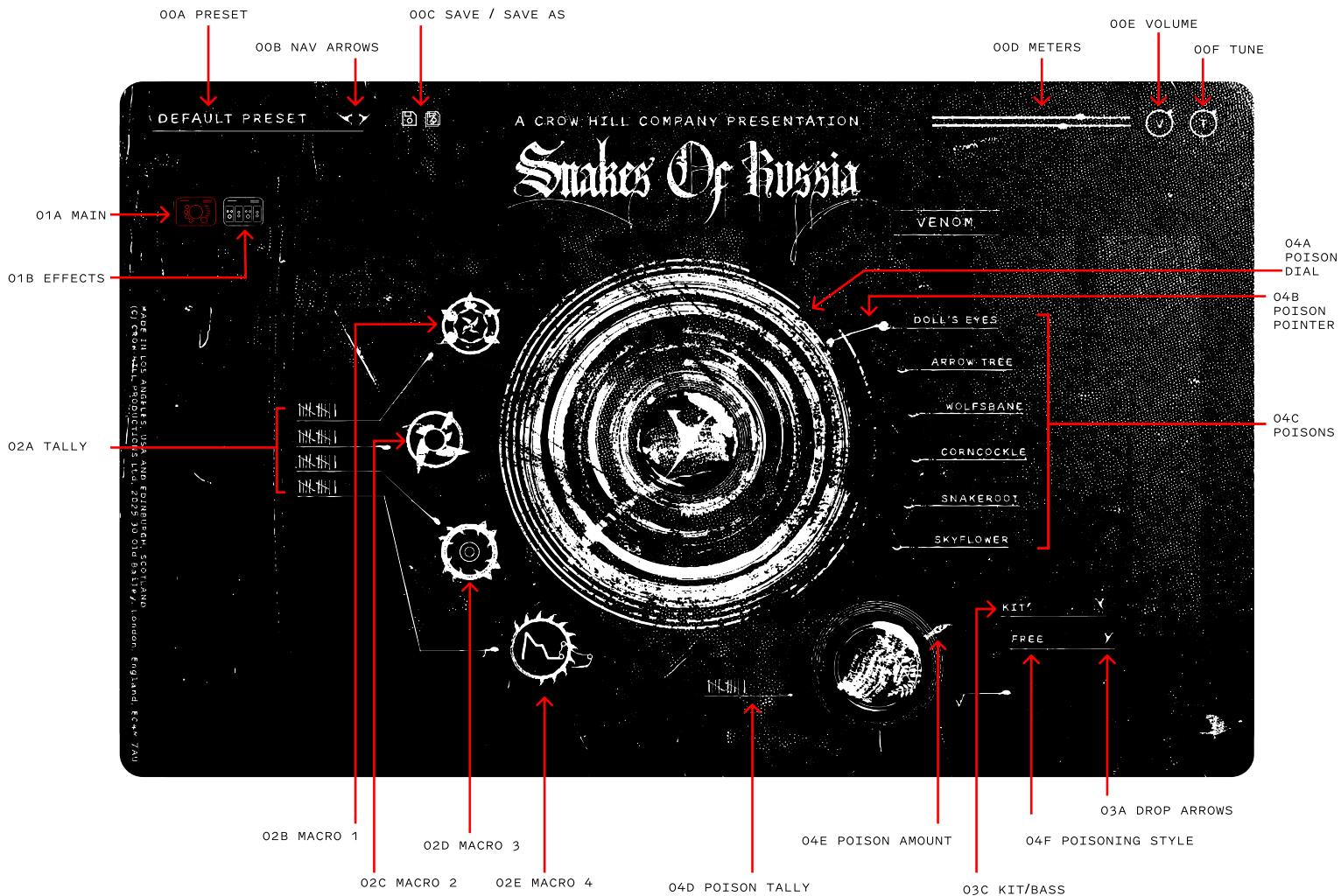
To get you started let's quickly look at the main operational screen before you delve deeper into the inner workings of this devilish new tool.



- 1. SELECT PRESET** - Presets are ready-made factory programs where a kit, or bass and all the poisoning, macro and effects are stored. You can save your own presets using the floppy icons (00C overleaf)
- 2. SELECT KIT/BASS** - Open the dropdown menu here and scroll to any of the 66 kits and basses.
- 3. SELECT POISON** - Poisons are alternate signal paths of your selected kit/bass running in parallel with the original sample set (see pg 09 for info on these different poisons).
- 4. SELECT POISON ANIMATION** - From "FREE" to triplet, this dropdown determines how the poison is applied to your choice of kit or bass.
- 5. POISON AMOUNT** - This adjusts the amount of poison is added to your signal before being passed to the macros.
- 6. PLAY WITH MACROS** - Not to be confused with effect controls. Macros control specially curated effect chains. See pg overleaf for what these do. We haven't labelled them in the hope that you will let your knobs and ears do the work.

THE “MAIN” PANEL

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00 MASTER CONTROLS

00A PRESET - DISPLAYS/SELECTS CURRENT PRESET
 00B NAVIGATION ARROWS - ADVANCES TO NEXT PRESET
 00C SAVE/SAVE AS - SAVE YOUR CHANGES
 00D METERS - ALWAYS IN THE RED
 00E VOLUME - ADJUST MASTER VOLUME
 00F TUNE - MASTER TUNES WHOLE PLUGIN

01 SCREENS

01A MAIN - TOGGLES TO MAIN SCREEN (PICTURED)
 01B EFFECTS - TOGGLES TO EFFECTS SCREEN (OVERLEAF)

02 MACROS

02A TALLY - DISPLAYS/CONTROLS MACRO LEVELS
 02B MACRO 1 - 24DB BI-DIRECTIONAL FILTER.
 02C MACRO 2 - MAIN PAGE WAVESHAPE DISTORTION CONTROL
 02D MACRO 3 - MAIN PAGE OVERALL COMPRESSION
 02E MACRO 4 - VOLUME ENVELOPE OF INSTRUMENT

03 KIT & POISON CONTROL

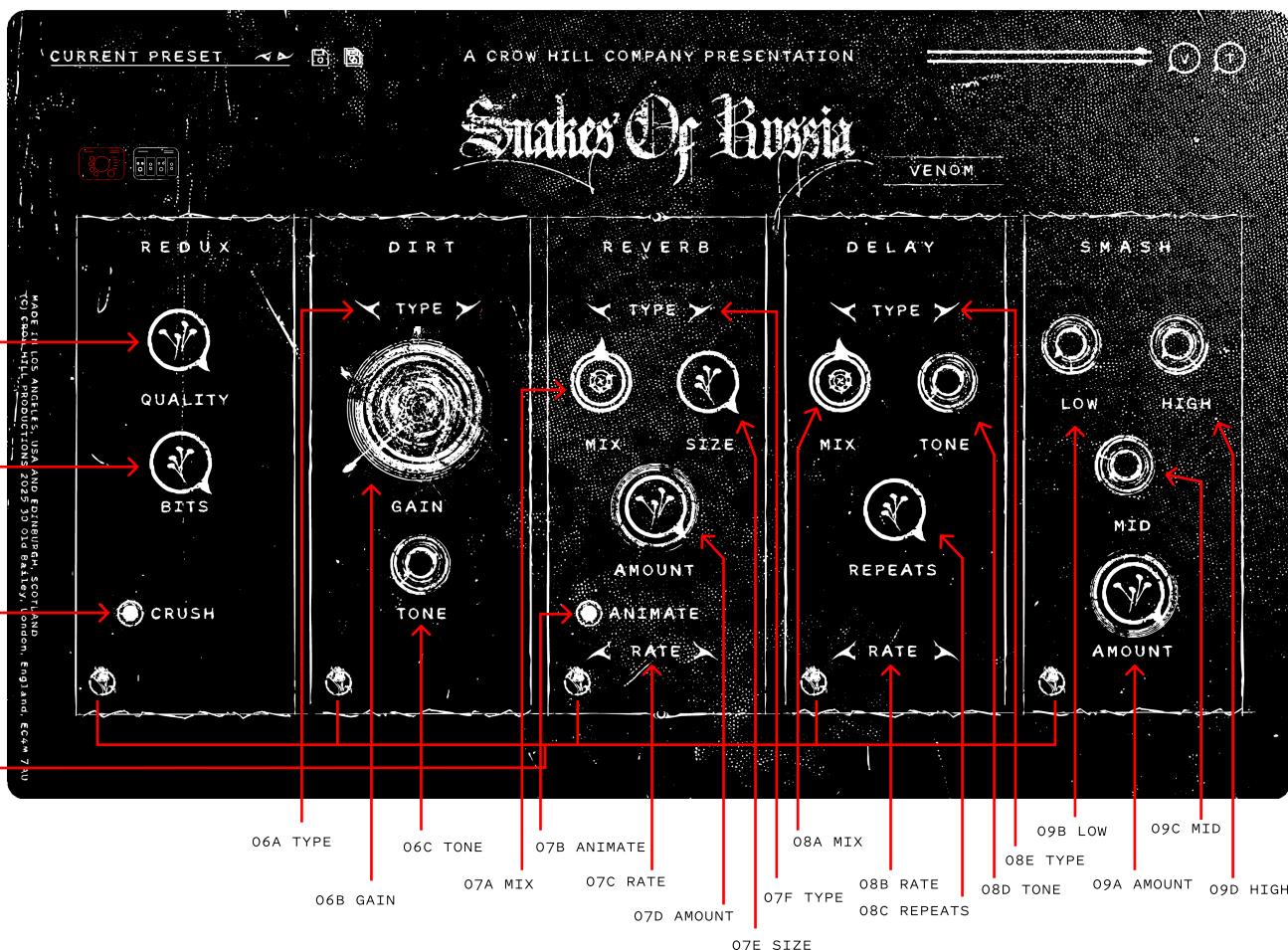
03A DROP ARROWS - BRINGS DROPDOWNS FOR THE FOLLOWING TWO FUNCTIONS
 03B KIT - SELECTS/DISPLAYS CURRENT KIT OR BASS

04 POISON

04A POISON DIAL - ADVANCES THROUGH THE 6 UNIQUE SIGNAL POISONS
 04B POISON POINTER - DISPLAYS CURRENT POISON
 04C POISONS - LIST OF POISONS (SEE PAGE XXX FOR GUIDE)
 04D POISON TALLY - DISPLAYS/CONTROLS POISON AMOUNT
 04E POISON AMOUNT - CONTROLS POISON AMOUNT
 04F POISONING ANIMATION - DROPODOWN TO SELECT POISONING STYLE

THE “EFFECTS” PANEL

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000 MASTER CONTROL PTII

00G BYPASS' - BYPASSES/ENABLES EFFECTS MODULES

005 REDUX - LO-FI BITCRUSHER

05A QUALITY - ADJUSTS QUALITY OF THE EFFECT (ANTI CLOCKWISE LOWERS)
 05B BITS - ADJUSTS NUMBERS OF BITS (ANTI CLOCKWISE = LOWER BIT RATE)
 05C CRUSH - ADDS JITTER TO THE SETTING (SMOOHS THE BITS A BIT)

006 DIRT

06A TYPE - TOGGLS BETWEEN DIRT TYPES
 06B GAIN - ADJUSTS AMOUNT OF DIRT
 06C TONE - ADJUSTS A FILTER APPLIED TO THE DIRT BOX

007 REVERB

07A MIX - DRY > WET CONTROL
 07B ANIMATE - ENABLS A DEDICATED LFO FOR THE REVERB UNIT
 07C RATE - ADJUSTS LFO RATE
 07D AMOUNT - ADJUSTS AMOUNT OF EFFECT
 07E SIZE - ADJUSTS DECAY TIME OF REVERB
 07F TYPE - TOGGLS BETWEEN TYPES OF ROOMS/VERBS

008 DELAY

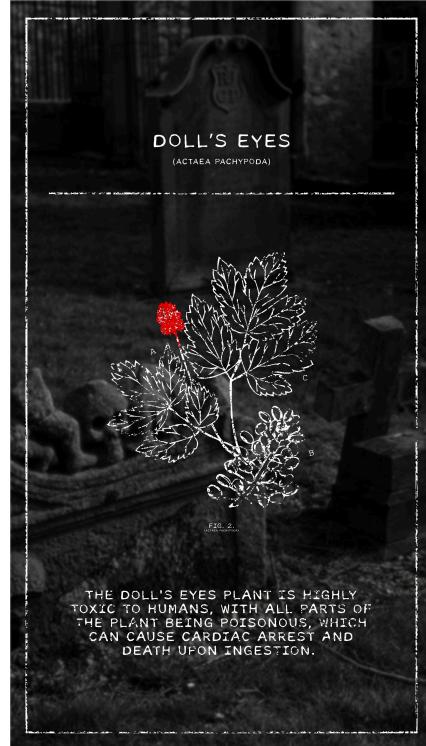
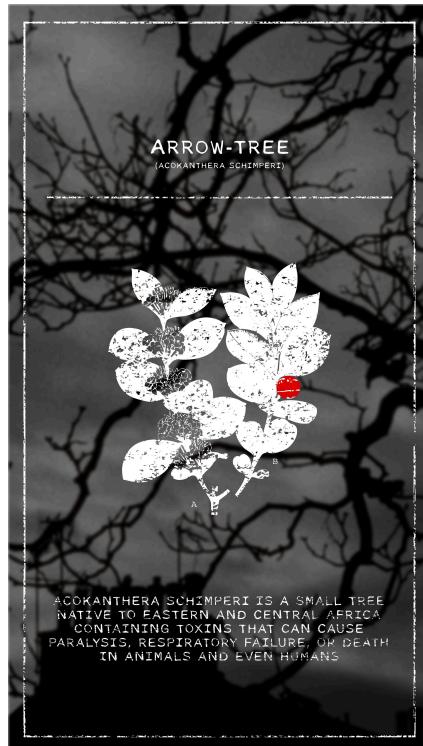
08A MIX - ADJUST AMOUNT OF DELAY COMPARED TO DRY SIG.
 08B RATE - ADJUSTS THE SUBDIVISIONS SYNCING TO YOUR DAW
 08C REPEATS - INCREASE/DECREASE NUMBER OF REGENS
 08D TONE - ADJUST FILTER ON DELAY MODULE
 08E TYPE - TOGGLS BETWEEN DELAY PATTERNS/TYPES

009 SMASH - RIDICULOUS MULTIBAND COMPRESSOR/LIMITER

09A AMOUNT - AMOUNT OF SQUASH
 09B LOW - CONTROLS COMPRESSION OF LO FREQUENCIES
 09C MID - CONTROLS COMPRESSION OF MID FREQUENCIES
 09D HIGH - CONTROLS COMPRESSION OF HIGH FREQUENCIES

POISONS

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DOLL'S EYES

CRUSHED TAPE. The best way to get tapey-ness out of tape is to use the damaged stuff.

ARROW TREE

AMPLIFIED. Through some beasts at Seahorse Sound in Los Angeles.

WOLFSBANE

INTIMATE SPACE. Real rooms duplicate the signal through early reflections. Not just reverb. Resonation.

CORNCOCKLE

DISTANT ROOM. Re-amped into the intimate space, but then mic'd from a distance for increased decay.

SNAKEROOT

VINTAGE PLATE. Trad reverberation via devices at Seahorse.

SKYFLOWER

RUSTED SPRING. Does what it says on the tin. Oxidise your signal with this poison.

TROUBLESHOOTING

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I Can't Hear Anything!

As much as we all love John Cage, we are sure you want to hear your instrument. Included in each instrument are a few utilities that can be used to diagnose some likely causes.

Each plug-in has a combination of ways to control the overall volume.

- Ensure Expression (CC11) is at its maximum value.
- If included, check that the mixer controls are not set to -Infinity or muted (m).
- Check that your Master Output Volume is not set to its minimum value (-Infinity).

This can be quickly checked by looking at the Volume Meter, which should be moving while sound is passing through your instrument.

Still no luck?

If you have tried the above and still hear nothing, the onscreen MIDI keyboard can be directly played by Left-Clicking a piano key in the user interface.

If you can now hear the instrument then the issue is likely the connection between your MIDI keyboard and your workstation's associated track.

Ensure there are no loose connections, triple-check your MIDI input settings, and remember to arm your track.

Help! My Plug-In's interface is entirely blank.

Don't worry. Looks can be deceiving, this means the plug-in is unable to locate the audio (.blob) files.

Ensure your external drives are connected and restart your digital audio workstation (D.A.W.).

Unable to locate your .blob files, lost track of where you installed them, or had the misfortune of misplacing a drive? Simply open the plug-in and be guided on re-connecting the missing files, getting you up and running in no time.

How Do I Relocate My Instruments Audio Files?

The simplest way to relocate your instrument's audio files (.blob) is to open your new virtual instrument plug-in in your D.A.W of choice. You will be automatically prompted and guided on how to re-connect the missing files. The new location will also be saved internally, so next time the instrument will know exactly where to look.

APPENDIX – CREDITS

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VENOM wouldn't be possible if it wasn't for the efforts of these amazing, talented and generous individuals.

Producer: Joseph Holiday
Head Developer: Callum Minuti-Goold

Additional Recording: David Reichardt
at Seahorse Sound

Developer: Kieran Greig

Tech Stack: Stephen Tallamy
CX Head: David Scobie
Live Production: Allan Glen
Network Head: Simon Fyffe
Design & Operations: Dot Allison
Video Assets: Robbie Crawford
Content Director: Jack Rosam
Content Producer: Anna O'Donnelly
Art Direction & GUI Design: Christian Henson

The whole team would like to thank Joseph for this amazing opportunity. But most of all to those of you who continue to support the Crow Hill project.

APPENDIX - EULA

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