

Modified Litomysl Organ Version (V3)

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http://www.nightbloomingjazzmen.com/NBJ_Organ_Software.html



This is a modified version of the popular Hauptwerk organ from the church in [Litomysl](#), Czech Republic – a major Hauptwerk sampling project from Jiri Zurek. Because it provides a large four-manual neo-baroque concert organ at a moderate price, this sample set is one of the best-selling of all Hauptwerk organs.

I purchased the "dry" version of the Litomysl organ for my own use. However, I wanted to make further modifications to the Litomysl design so I decided to create a completely new Hauptwerk organ using the samples provided with the Litomysl set. My goal was to create a full-specification neo-baroque 3-manual instrument that would be suitable for recording. I was not in any way trying to duplicate the original instrument. Rather, I used the sampled ranks to form a different specification that was more useful for my own needs. I have made this organ available for free to other Hauptwerk users who have a valid license for the Lito- mysl instrument.

This version is made to use the excellent "Version 2" wet samples, which have multiple releases.

The specifications of my Modified 3-manual Litomysl organ are:

Pedal		Positiv (Exp)		Hauptwerk		Schwelwerk (Exp)	
16'	Subbass Clausus	8'	Copula Major	16'	Bourdon	16'	Contra Salicional
16'	Contra Viola	8'	Salicional	8'	Principal	8'	Geigenprinzipal
16'	Hourdon (HW)	4'	Prestant	8'	Konzertflöte	8'	Lieblich Gedackt
16'	Contra Salicional	4'	Copula Minor	8'	Gamba	8'	Aeoline
10 2/3'	Quint Bass	2'	Oktave	8'	Gemshorn	8'	Voix Celeste
8'	Oktave	1 1/3'	Quinte	4'	Oktave	4'	Principal
8'	Rohrgedackt		Sesquialtera I-III	4'	Traversflöte	4'	Blockflöte
8'	Cello		Akuta IV	2 2/3'	Quinte	4'	Gemshorn
4'	Superoktav	8'	Tromp Real (unexp)	2'	Oktave	2 2/3'	Nazard
4'	Nachthorn	8'	Holz Krumhorn		Gross Mixtur V	2'	Waldflöte
	Mixtur V		Tremulant		Klein Mixtu IV	1 3/5'	Terz
32'	Tromp Imperial	16'	Positiv to Positiv	16'	Tromp Magna (SW)		Scharf V
16'	Pasaune		Positiv Unison Off	8'	Tromp Real (Pos)	16'	Tromp Magna
8'	Bombarde	4'	Positiv to Positiv	8'	Enge Trompette (SW)	8'	Enge Trompette
4'	Oboe (SW)	16'	SW to Positiv	16'	SW to HW	8'	Oboe
8'	HW to Pedal	8'	SW to Positiv	8'	SW to HW	8'	Vox Humana
8'	SW to Pedal	4'	SW to Positiv	4'	SW to HW	4'	Tromp Charamant
4'	SW to Pedal			16'	Positiv to HW		Tremulant
8'	Positiv to Pedal			8'	Positiv to HW	16'	SW to SW
				4'	Positiv to HW	8'	SW Unison Off
						4'	SW to SW

I removed the Bombardewerk division, placed the 32' reed in the pedal, the 8' reed in the Positive (voiced as a chamade), and the 16' and 4' reeds in the Schwelwerk. I moved the 8' reed from the Hauptwerk to the Schwelwerk and revoiced all the Scwelwerk reeds to work as a convincing ensemble. I revoiced the Positiv Krummhorn to make it more of a solo voice that can be used to boost the ensemble.

I disgarded the "Great Cornet" since I could not see any use for it. I also got rid of the key and stop noise samples to save memory and make the organ run more smoothly. This is, of course, a matter of taste. I was not trying to recreate the sound of the original organ but rather I was trying to create a good performance and recording instrument for my own use.

There were not enough reeds to give the Hauptwerk an independent chorus so I provided borrowing from the Positiv and Schelwerk to substitute here.

I "deepened" the Schwelwerk box to give it more expression. I also added a swell box for the Positiv. I left the Tromp Real out of the box as expected for a chamade rank.

I added a second borrowed stop from the Hw to the Pedal - the 16' Bourdon - to provide some variety.

I created a 4' Blockflöte in the Swelwerk to complete the cornet. The first octave comes from the existing 2' flute and the remainder from the 8' flute.

Finally, I added a more complete compliment of couplers and general revoicing to bring everything in what, to me at least, seams like a proper balance.

My screens all fit on a 15" 1024 x 768 pixel display. I had to create rectangular "stop buttons" to make the console view fit and still provide large enough stop controls for good real-time performance control on the touchscreen. Here are the Console, Stop, and Crescendo Screens:



