TUNING ON CEVIO

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Hi I'm cryptid aka Cevioshooter9000, and with this document I'll try to make you understand how to tune on Cevio AI.
Please remember this tutorial isn't absolute and you can use Cevio the way you want.
This document is particularly centered on the tuning aspect of Cevio, so I won't oversee things such as: how to download a voicebank, how to change fonts and image of voicebanks on the editor, how to load a project file, etc…
This tutorial has been made with Cevio AI 9.1 version.

Any concerns about this document shall be discussed via e-mail: cryptida24@gmail.com (or on Discord private dms if you *happen to spot me*. I'm not giving it out).
My youtube: Here

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Table of contents:

Special thanks:
ouma (Cevioshooter8000)
ly (Cevioshooter7000)

BASICS

A quick look at the main tools and parameters.

MAIN TOOLS - From left to right

Selection tool: Aka ‘’The pointer’’. The user can adjust notes and generally click anything without changing the Pitch and other parameters (Alpha, Volume, Husky, etc…)

Collectively selection tool: The user can select multiple notes at once.

Draw tool: Aka ‘’The pencil’’. The user can tune free-hand on the Pitch, Alpha, Volume, Husky, Vibrato parameter.

Line tool: Same as above, but not free-hand. The user can tune by drawing perfect lines.

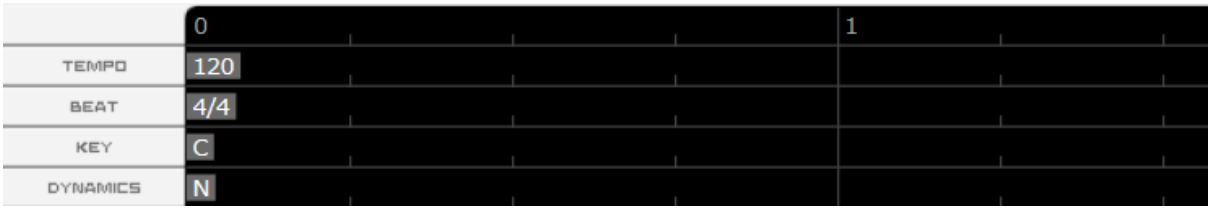
Eraser tool: It deletes notes and the user’s tuning edits.

Seconds: This parameter starts working whenever notes are being played. It’s indeed here to show seconds.

Tempo: You can set the song’s general tempo here.

Beat: You can set the song’s time signature here.

Quantize: You can set the notes’ quantize here. It’s useful to set it at 1/32 in case you need to change placement and length of the notes in a precise way.



Following these dark rows, the user can change the **tempo, beat, key and dynamics** through the project file/song by simply double clicking anywhere in its respective row with the Draw or Line tool.

TUNING PARAMETERS - From left to right

NOR: Aka ‘’Normal’’, it’s exactly what you see when you open Cevio. In this parameter, you can change note placement and length, tempo, beat, key, dynamics, and use Note properties by right clicking one or more notes.

TMG: Aka ‘’Timing’’. In this parameter, you can adjust the notes’ vowels and consonants timing easily by moving the vertical lines.

VOL: Aka ‘’Volume’’. Just as the title says, you can change the voicebank's volume with the Draw or Line tool.

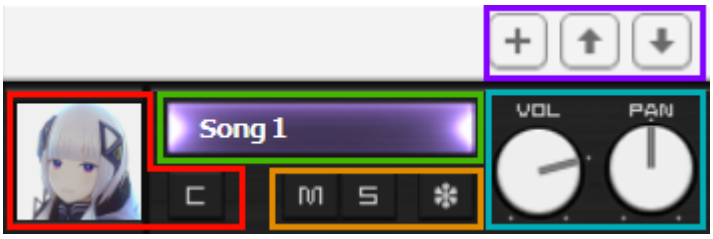
PIT: Aka ‘’Pitch’’. This is the main parameter you’ll be using for tuning.
The green lines represent the voicebank’s autopitch, which is the automatic tuning. The user’s tuning will be represented by orange lines.

VIB: Aka ‘’Vibrato’’. This parameter is ‘’split’’ in a sense, as you can set the vibrato’s Amplification and Frequencies separately.

ALP: Aka ‘’Alpha’’. It serves as a gender parameter.

HUS: Aka ‘’Husky’’. High huskiness makes the voicebank sound breathy/whispery/growly. Low huskiness makes the voicebank sound robotic/solid/on helium. It behaves differently between 1.0 and 2.0 voicebanks (Check ‘’difference between 1.0 and 2.0 voicebanks’’ on the next pages).

VOICEBANK TRACK



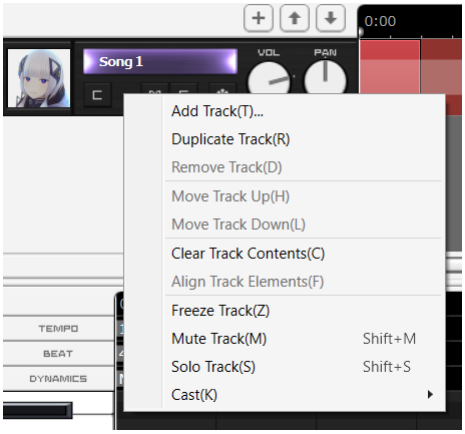
Red circle: Select your voicebank on the track you're selecting either by **clicking the voicebank's portrait or the button ''C''**.

Green circle: Change the track's name.

Orange circle: With **''M'', mute the track. With ''S'', you'll activate track solo**, in which all tracks except the one you're selecting will be muted. **With the snowflake button, you can freeze the track**. This is useful to avoid Cevio from slowing down or lagging/crashing, however, you can't edit the track unless you unfreeze it. If your computer is subject to that, try fully tuning the main track, freeze it, and tune the other tracks.

Blue circle: Edit the track vocals' volume with the ''VOL'' knob. Edit the track vocals' pan to right or left with the ''PAN'' knob.

Purple circle: With the **''+'' button, you can add a new track. With the ''↑'' and ''↓'' buttons, you can move the track up and down.**



If you right click on the track, you can get one more option: **Clear track contents (C), which deletes all the notes from the selected track.**

DIFFERENCE BETWEEN 1.0 AND 2.0 VOICEBANKS

Cevio and Voisona voicebanks started out with their 1.0 versions, but now, some of them started getting their 2.0 versions, such as Chis-a, Reml, Aisuu, Kirune, Myk-iv, Ci-Flower, IA, etc…

First of all, 1.0 and 2.0 voicebanks have a different vocoder, which is why they sound a bit different.

1.0 Voicebanks have the ‘’traditional Cevio sound” everyone knows, which is ‘’thick”, breathy and nasal-y.

2.0 Voicebanks sound similar, but they’re sharper and more realistic, yet still retain a bit of breathiness from 1.0 voicebanks, and are usually a bit more stable.

Some companies with older voicebanks pushed out 2.0 versions,
Some of them release new voicebanks with both 1.0 and 2.0 versions for users to choose (ex.: Laugh Diamond), while some others exclusively release 2.0 versions (ex.: Soyogi Soyogi).

Tuning 2.0 voicebanks isn’t much different, but it’s worth noting some things:

- The **Huskiness** parameter works differently for them: when you turn it up, it works like a ‘’growl’’ parameter, while 1.0 voicebanks usually turn breathier.
- Notebending is actually more possible with 2.0 voicebank.
- Their Falsettos are more noticeable.
- Dynamics might be more or less noticeable, but that depends on the voicebank. It’s usually the first one.

If you’re starting out with a voicebank and notice it’s equipped with both 1.0 and 2.0, you should try out both and see the differences between them, as each voicebank has its own quirks and uniqueness.
This is also because Cevio and Voisona voicebanks have their own unique models, and no pretrains.

GENERAL TUNING PARAMETERS

They're available on your right, and using them will automatically change the entire project. Some voicebanks have additional parameters that others don't. For example, Haru has a ''Rap'' parameter, and Sekai has an ''Emotional'' parameter. Meanwhile, Kafu's Alpha parameter is a bit ineffective but still works max to 0.515. That said, ALL voicebanks come with these 4 parameters:

Alpha: Turning it up will make the voicebank sound mature or masculine (it depends) and turning it down will make the voicebank sound more feminine or high pitched. (again, it depends).
Using this parameter will apply Alpha to the ENTIRE project, but you can still control it manually by selecting the ALP parameter.

Husky: Turning it up will make the voicebank sound breathier, to whispery or growly. Turning it down will make the voicebank sound a bit more solid, to robotic and ''helium-like''.
Using this parameter will apply Huskiness to the ENTIRE project, but you can still control it manually by selecting the HUS parameter.

Tune: This parameter can disable or enhance the voicebank's autopitch. All voicebanks have autopitch, as you can see by clicking the Pitch parameter; they're represented by green lines. **Turn the parameter up to disable autopitch, and turn the parameter down to enhance autopitch.**

Pitch: This parameter shifts the pitch of the voicebank for the entire project.

SHOW WAVEFORM AND DISABLE VIBRATO FOR THE ENTIRE TRACK

These two buttons show on the upper right by selecting any parameter that isn't NOR (Normal).

Show waveform: Click the button on the right to show waveform. (Might make Cevio slower).

Disable vibrato: Click the button on the left to disable the vibrato parameter.

PARAMETERS OVERLAY

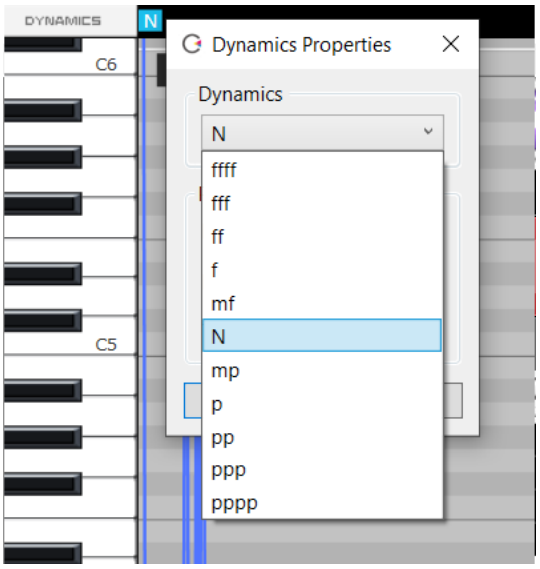
In case you wish to see the other parameters while using one, you can activate the overlay by clicking on the titles and NOT the circles.

Firstly, choose the parameter you wish to currently use by clicking on its circle. Let's say you want to use the Pitch parameter while having Alpha on overlay. Click the circle under ''PIT''.

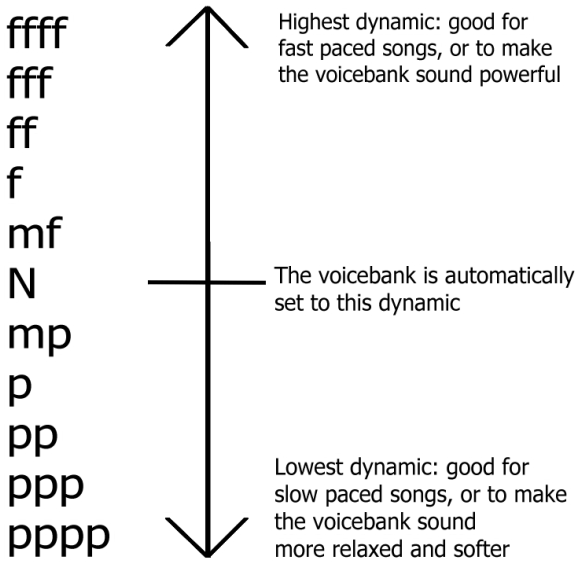
Now click the title ''ALP''. Not the circle, but the parameter's name. This is how you overlay parameters.

You can have all the parameters on overlay, not just one. I recommend turning Pitch on overlay when using the Vibrato (VIB) parameters to see the vibrato.

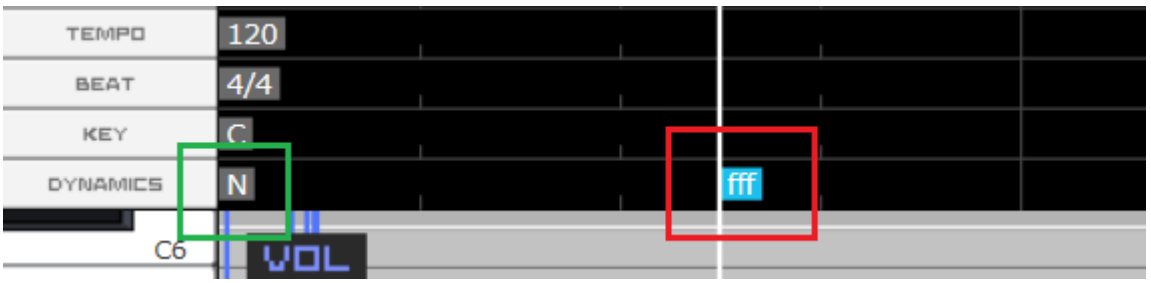
DYNAMICS PROPERTIES



Dynamics are very important and should be generally set before starting pitch tuning. There are 11 Dynamics in total, but all voicebanks are normally set to the dynamic ‘’N’’.



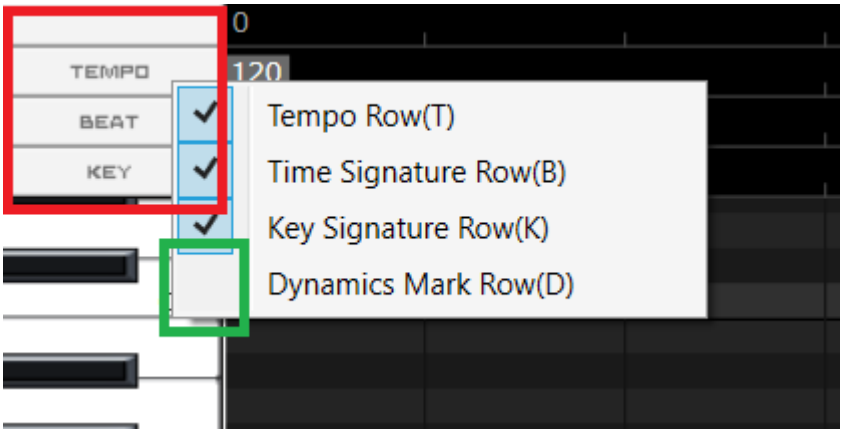
As pictured, the highest dynamic is ffff and the lowest dynamic is pppp.
N is in the middle. Anything from mf and up will make the voicebank gradually sound more powerful and louder, recommended for fast paced songs.
Anything from mp and lower will make the voicebank gradually sound more relaxed, a bit quieter and softer, recommended for slow paced songs.



You can set a dynamic for the entire track by going at the very beginning of it. You'll notice the letter ''N'' on the ''Dynamics'' row.
Select the Draw or Line tool, double click the ''N'' and choose a dynamic. (See the circled green dynamic in the picture).

However, you can change dynamics through the track as many times as you'd like. Simply double click on the same Dynamics dark row and pick your preferred dynamic. (See the red circled dynamic in the picture).

Changing dynamics will change the autopitch and influence the voicebank's sound and pitch. (You can view any changes by selecting the PIT parameter). Because of this, I prefer to set dynamics first and do pitch tuning after.



*If you got the Cevio AI editor before 2022/2023, the dynamics row might be toggled off. This is something only the older versions of the editor had.
Toggle the Dynamics row on by right clicking anywhere in the ''tempo, beat, key'' white parts next to its dark rows (red circle), then click on ''Dynamics Marks Row (D)'' (green circle). You can turn off and on any of these 4 rows anytime you want.

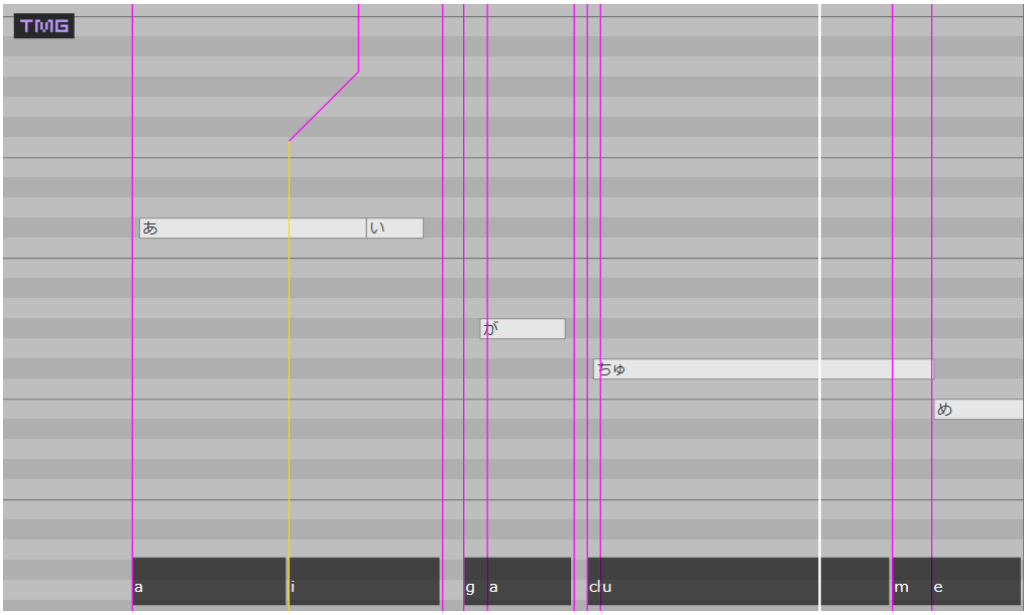
TUNING PARAMETERS

NORM (NORMAL)

This parameter is exactly what you'll see when opening Cevio.
It's still important as you can edit lyrics, adjust note placement and length, check lyrics and phonemes, use Note properties (More about Note properties on the next section) and set dynamics, key, beat, etc from the dark row (although that's possible to do even with other parameters…)

TMG (TIMING)

This parameter is made to adjust the notes' vowels and consonant length.
It's useful to make the voicebank sound more fluent and natural when needed, or for words in languages the voicebank doesn't support.
Check what vowel/consonant you're editing by looking on the letter row below the notes.



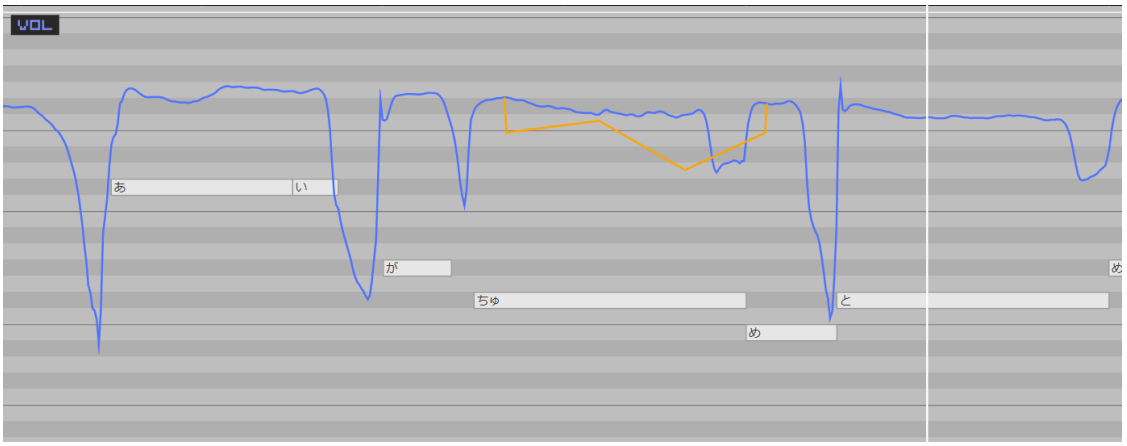
You'll see that all purple vertical lines correspond to every single vowel and consonant.

Drag the purple line to your right to make the vowel/consonant longer, on your left to make them shorter. Edits by the user will be highlighted by yellow (As shown in the image).

Be careful with consonants, don't drag them out too long unless really needed.

VOL (VOLUME)

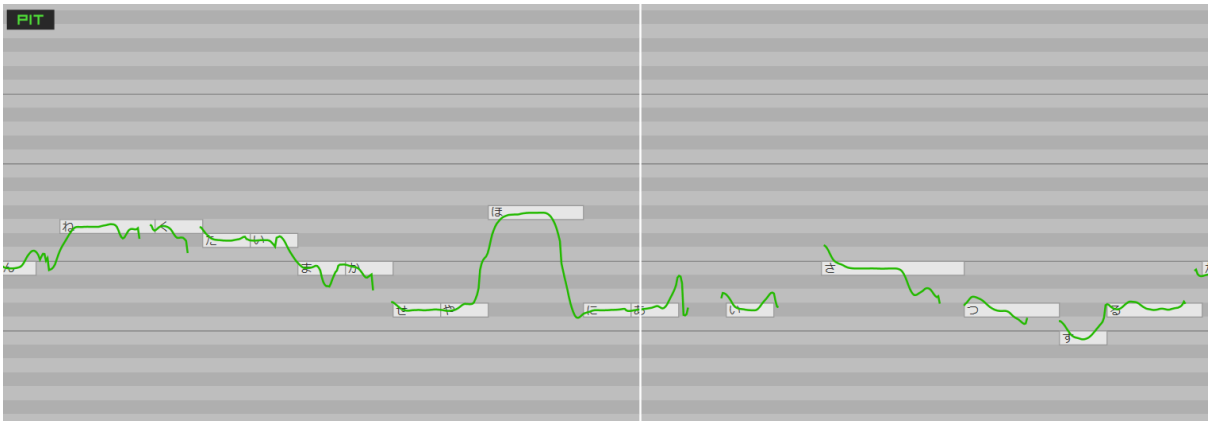
This parameter is made to check and adjust the voice's volume.



If the voice gets too quiet or too loud at certain parts, adjust the volume by using the Draw or Line tool. Any edit by the user will be highlighted with orange (as shown in the picture).
If you find the voicebank's breathing a bit excessive, you can also turn down the parts where the breath is more noticeable.
This parameter is a bit sensitive so don't overdo it, especially if you're trying to turn the volume up.

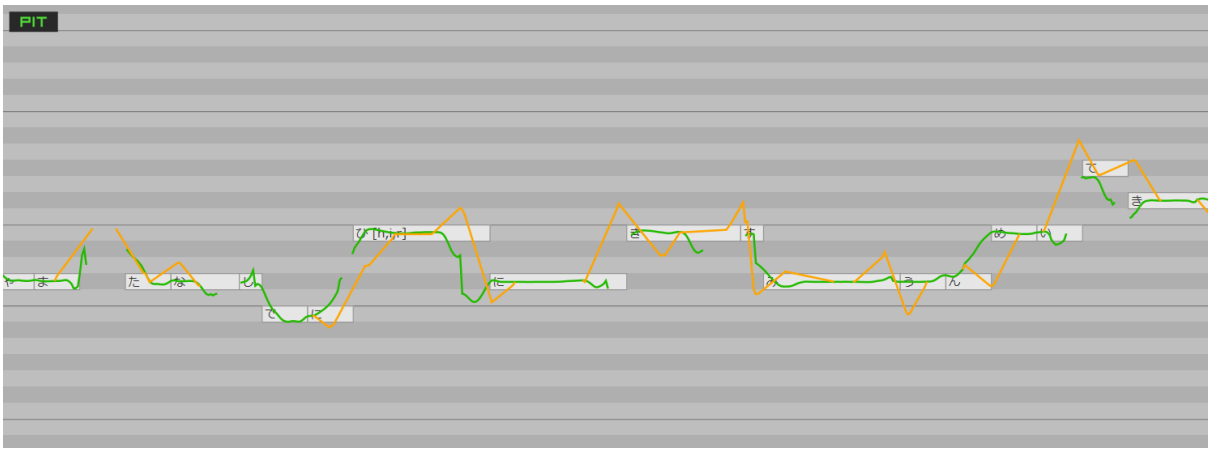
PIT (PITCH)

This parameter is crucial for tuning, because well it's the pitch parameter.
The green lines represent the autopitch, which can be disabled if you don't like it (see: ''General tuning parameters'' > ''Tune parameter''). Some users like to keep it on to use it as a light tuning base/guide.



Please understand that users shouldn't exclusively rely on autopitch: it's true that certain voicebanks have weird autopitch and it's not pleasant to hear, but you're here to either turn it down a bit or fix it.
Autopitch changes based on Dynamics and Attributes.
Therefore if you wish to use those while keeping autopitch on, set Dynamics and Attributes first and do pitch tuning after.

The user's pitch edits will be highlighted by orange
(As shown in the picture below).



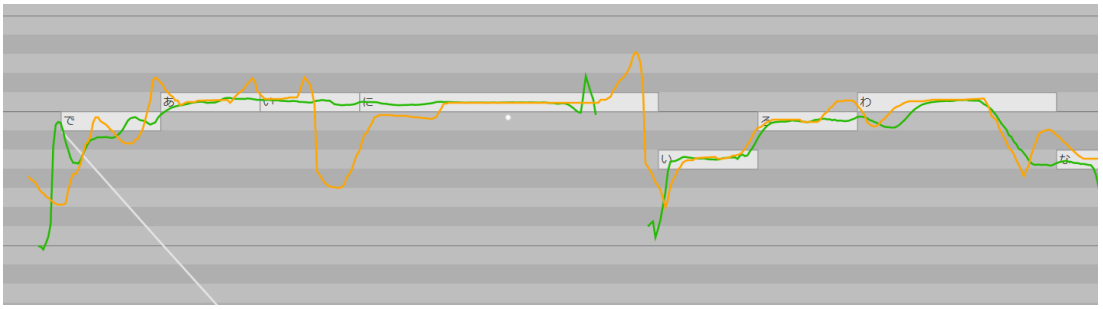
I advise you to use the Line tool first to make precise tuning, and eventually fix free-hand with the Draw tool secondly.

PITCH BENDS BETWEEN NOTES AND AT THE BEGINNING OF NOTES

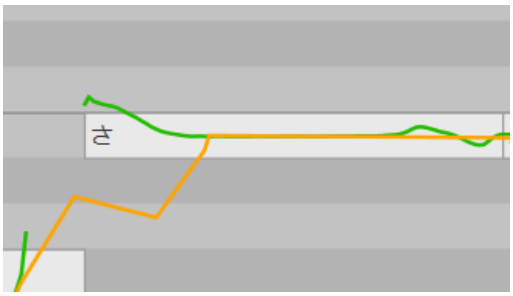
Using the Line tool, try to look at the voicebank's autopitch and see which pitch bends are best for it. You don't need to 100% imitate me, these are only for reference. Use the Pencil tool yourself as well. Most users usually tune with the line tool and then fix or re-tune with the pencil tool.

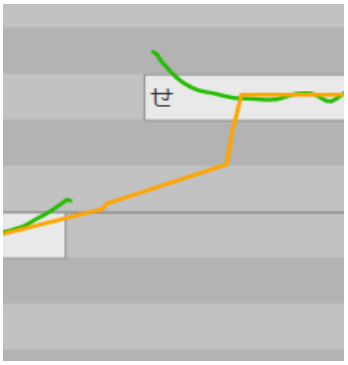
As always, remember you can turn off the autopitch by turning up the ''Tune'' parameter on your right.

Here's how one of my files look like with tuning done with the Line tool to Pencil tool:

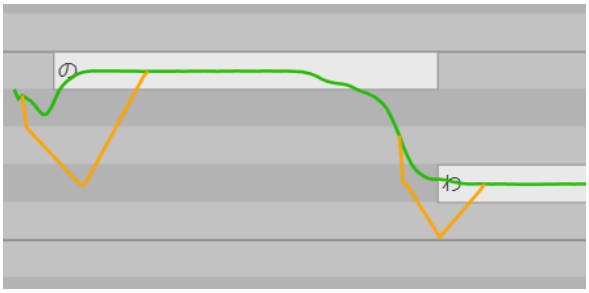


Square pitch bend

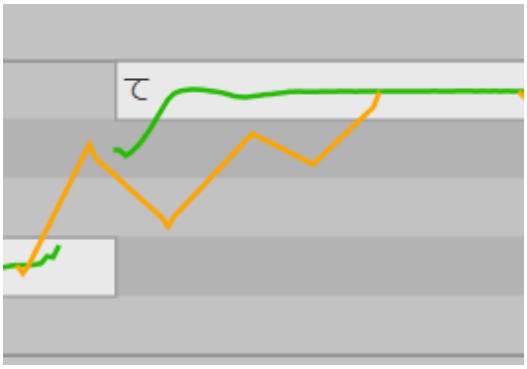




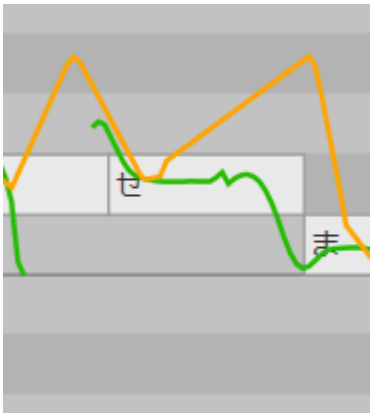
Triangular pitch bend



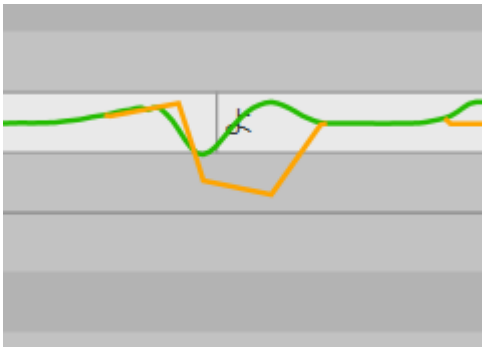
Thunderbolt/W pitch bend



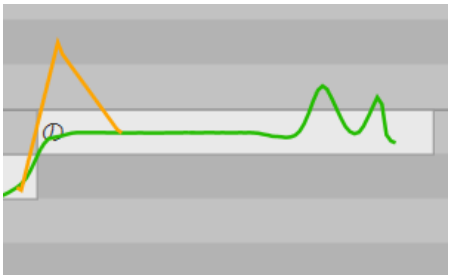
Inverted thunderbolt/M pitch bend



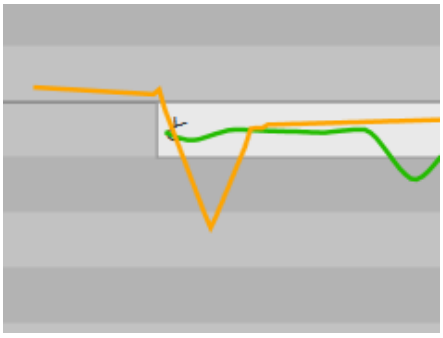
Step pitch bend (works even inverted)



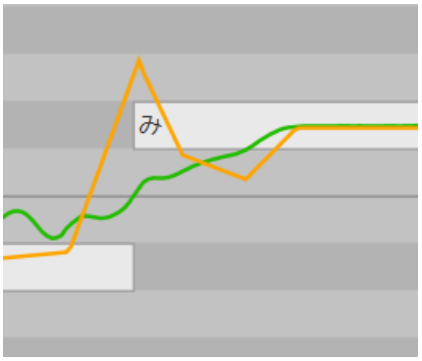
High dip



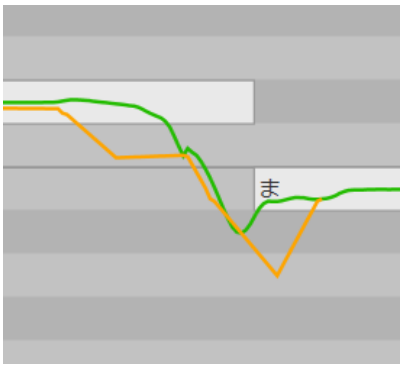
Low dip



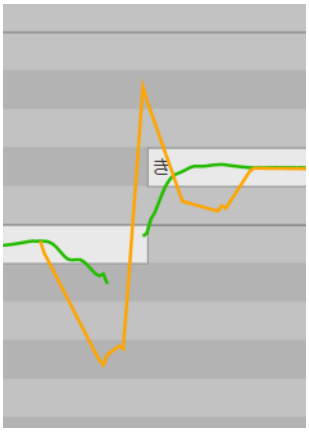
High dip + step pitch bend



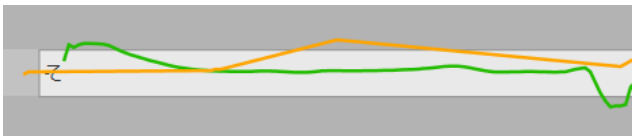
Slope pitch bend



Low dip + high dip + step pitch bend



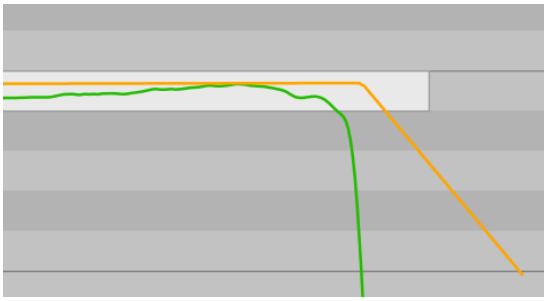
Slight pointy dip pitch bend



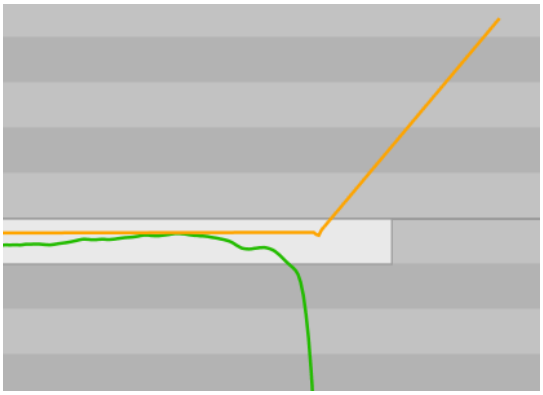
PITCH BENDS AT THE END OF THE NOTES

This usually isn't needed, but sometimes adding light pitch bends at the end of the note can add a bit of expressivity.

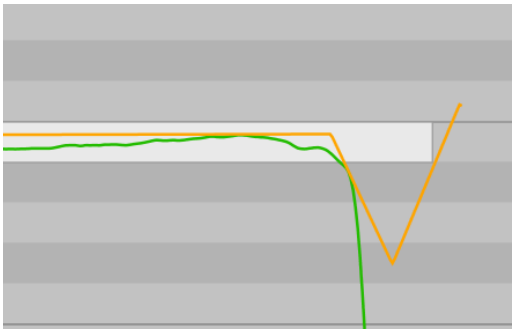
Low line pitch bend



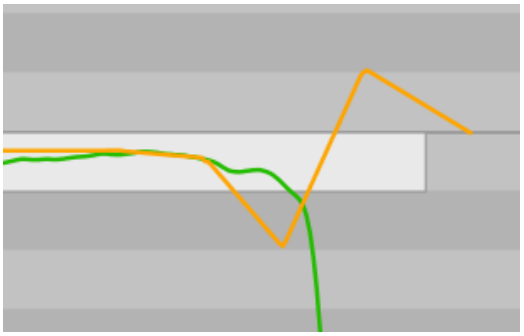
High line pitch bend



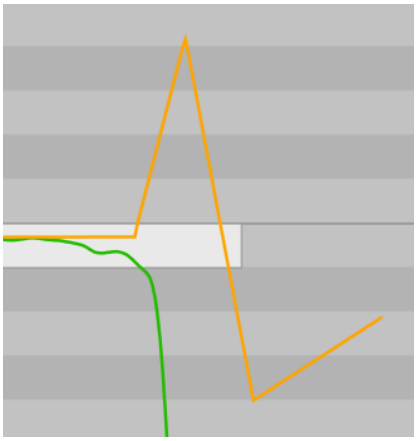
Low dip pitch bend



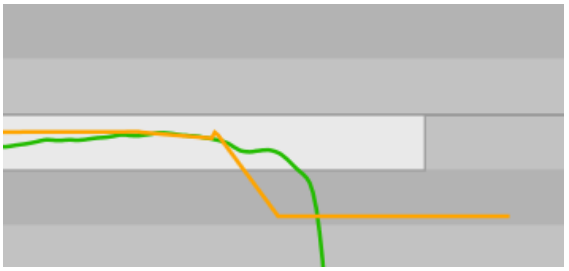
Low dip + high dip pitch bend



High dip + low dip pitch bend

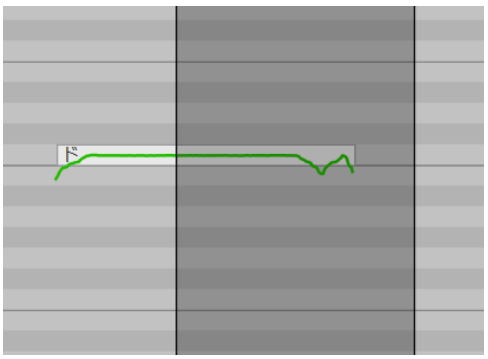


Step pitch bend

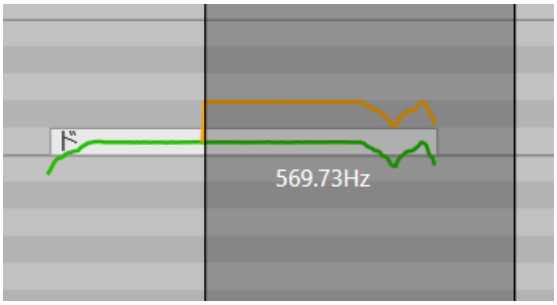


By the way, forget heavy note bending for 1.0 voicebanks. It can work for some notes, but if you plan on relaying for 80% on note bending, don’t. Note bending works better with 2.0 voicebanks, so check the voicebank’s version you’re using.

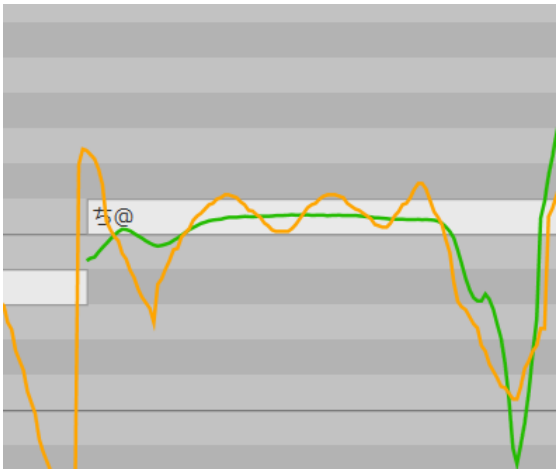
You can also shift up the pitch by using the Selection/Pointer tool > selecting the PIT parameter, and highlight the note like this:



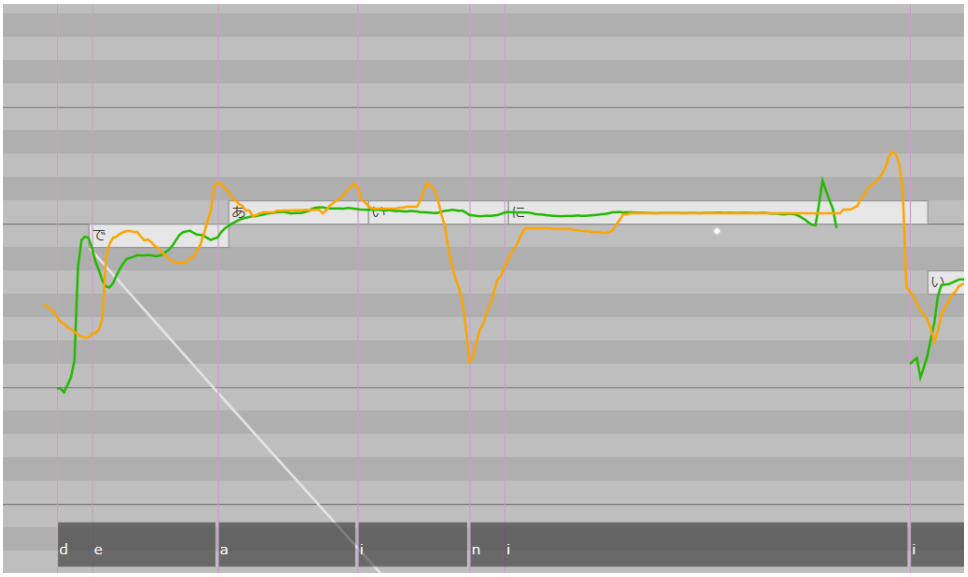
Then click on the green pitch line within the part you highlighted and raise it up as much as you want.



You can also try drawing vibratos with the pitch parameter.



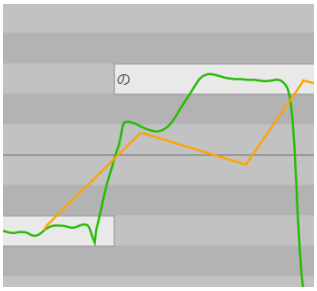
If you’re having trouble localizing where the consonants begin and end, go on the PIT parameter and then set the TMG parameter on overlay.



OTHER STUFF WORTH MENTIONING

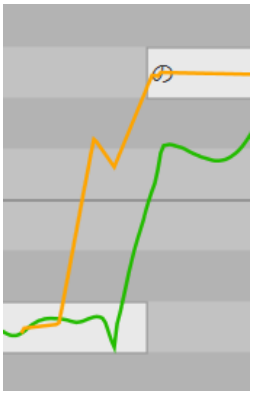
1) Unless the song you're covering (or if it's your original) has this type of tuning and you wish to replicate that, try to avoid drawing ‘’way too big pitches bends’’ or ‘’way too big small pitch bends’’.

EXAMPLE OF WAY TOO BIG PITCH BEND:



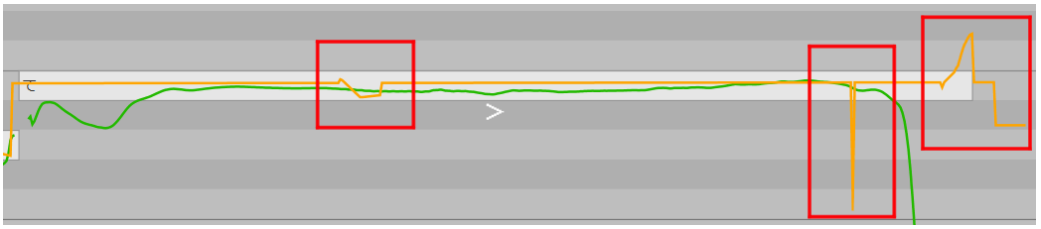
It could make the voicebank sound like it's singing in cursive or ‘’drunk’’.

EXAMPLE OF WAY TOO SMALL PITCH BEND:



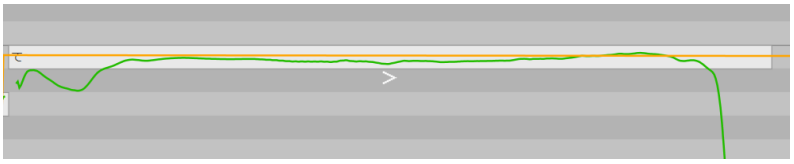
Small pitch bends like these are often ‘’too fast’’ for the voicebank to handle, and badly positioned. It risks making the voicebank sound glitchy and broken, but not in a nice and charming way.

2) Please look closely for any accidentally drawn pitch bends. Don't leave weird and abrupt pitch bends, because Cevio *will* render them as they are and they'll sound bad (Refer to the highlighted red parts in the picture).

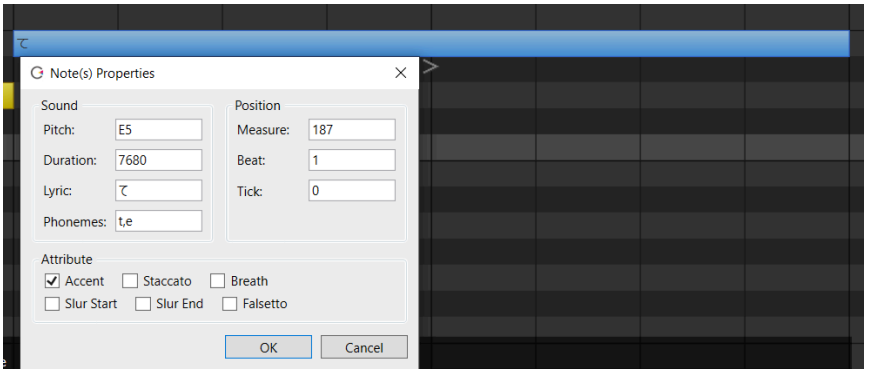


3) If the voicebank can't handle long notes that well (as in goes off pitch), try the following methods (not necessarily all of them at once):

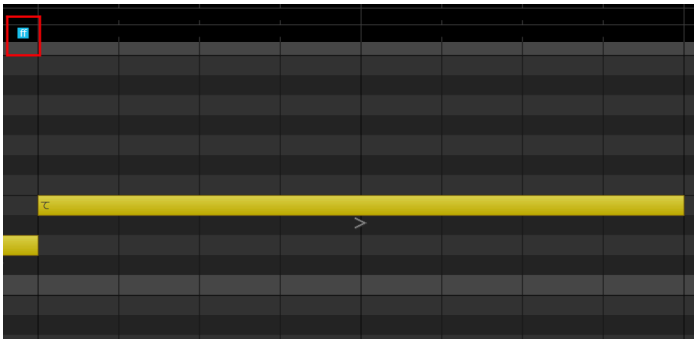
- Flatten the pitch manually.



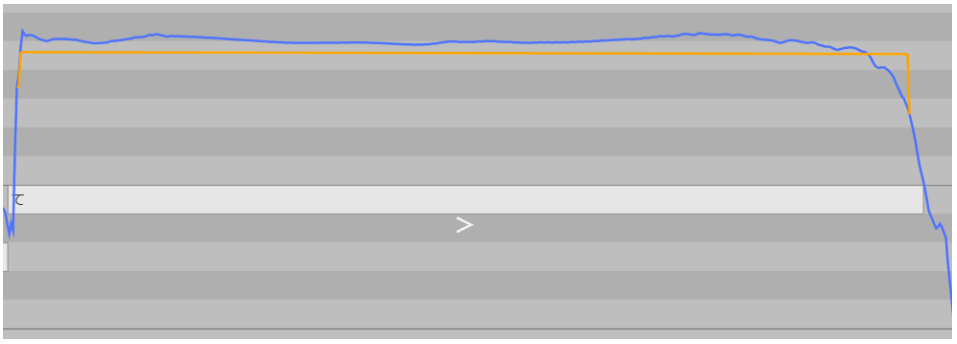
- Go to NOR, right click the note > Properties, tick on the Accent attribute.



- Use a dynamic from mf to ffff.

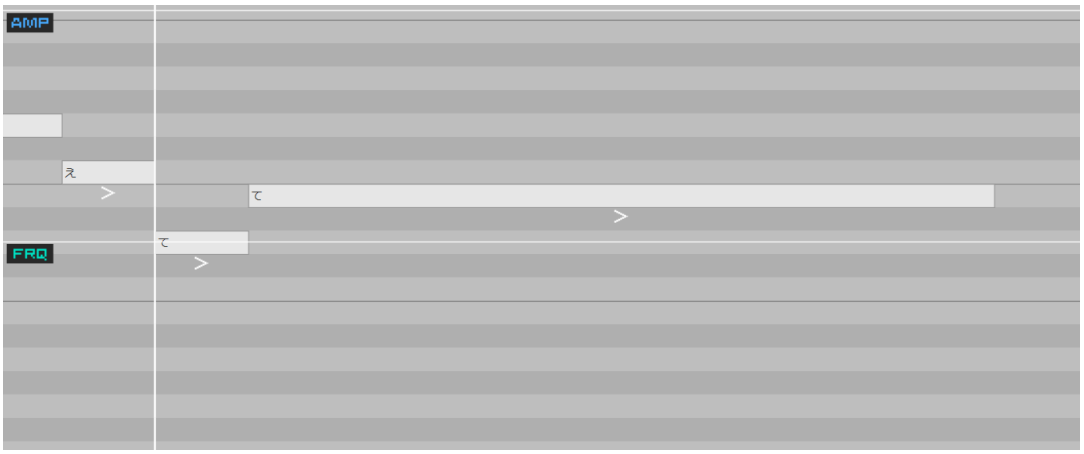


- Select the VOL parameter and carefully flatten the volume a bit.

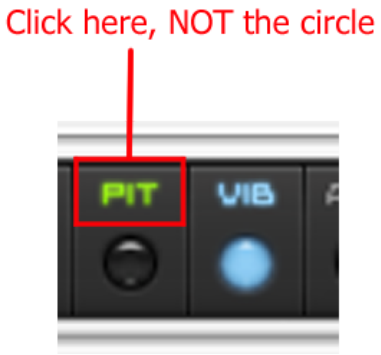


VIBRATO (VIB)

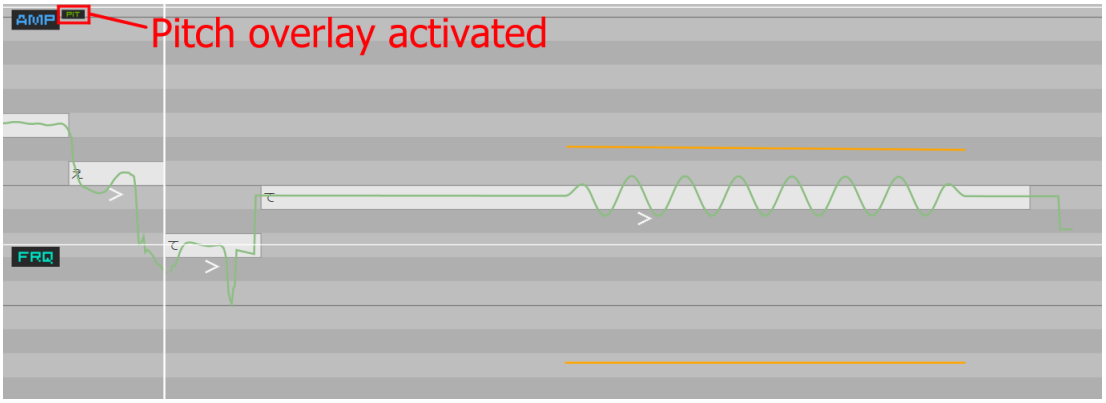
The Vibrato parameter is split in two sections: AMP and FRQ.



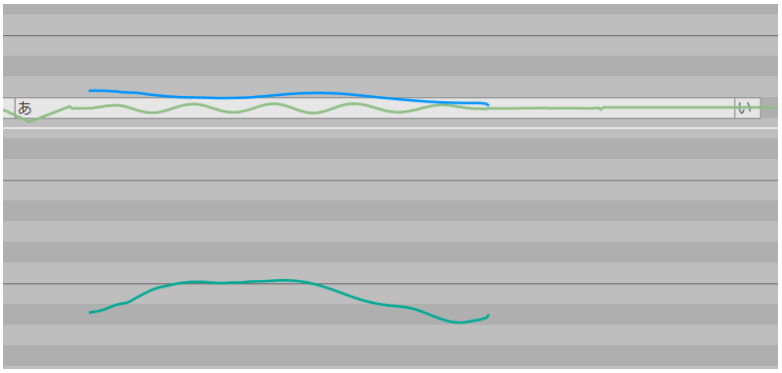
What you might notice is that even if you draw on the AMP and FRQ sections, no vibrato is visible. To turn the vibrato visible, click on ‘’PIT’’.
Not the circle, but literally the word ‘’PIT’’ itself.



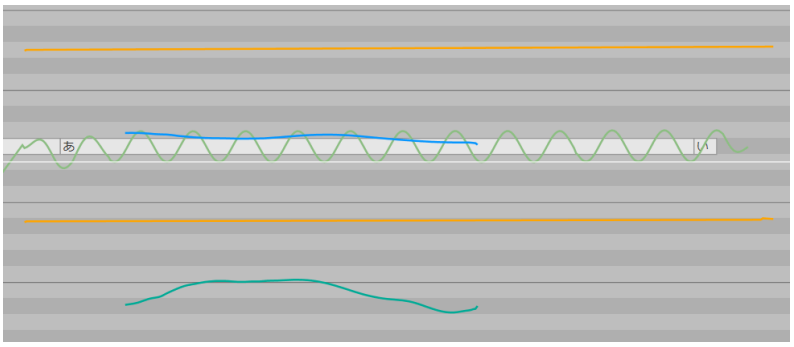
This will activate pitch overlay (See the light green pitch bends below) while using the vibrato parameter.
You can overlay as many parameters as you want.



You might also notice there are some blue and green lines. That’s the autopitch setting vibrato up. You can edit over it just like autopitch on the Pitch parameter (Your edits will be highlighted with an orange line).



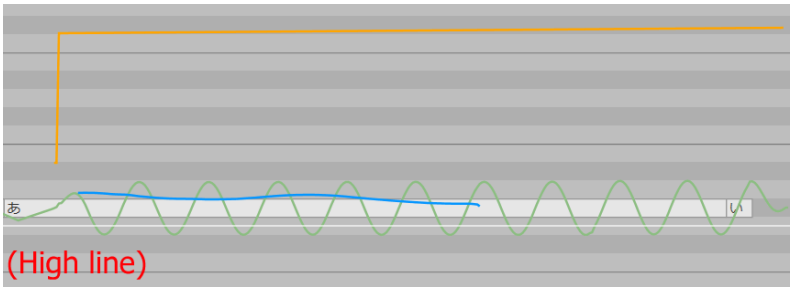
Now, let’s see how to set the vibrato up.
The user is required to draw a line on both parameters with the Line tool.



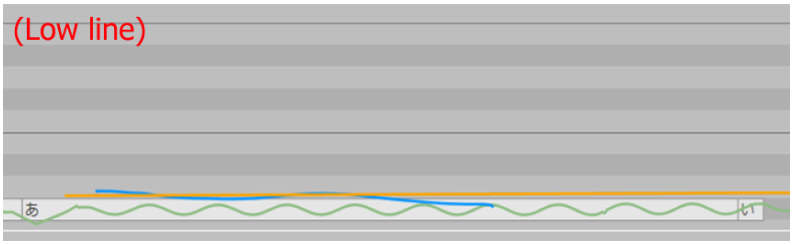
Of course, the user’s edits are removable with the Eraser tool.

AMP PARAMETER

It refers to the vibrato's Amplification.
Now observe how the light green line behaves when editing AMP.
Amplify the vibrato's waves by drawing an high line:

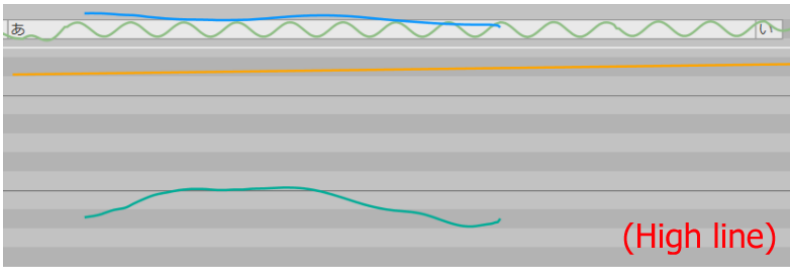


De-amplify the vibrato by drawing a low line:

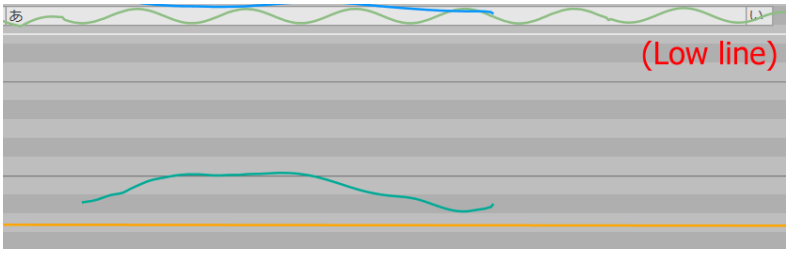


FRQ PARAMETER

It refers to the vibrato's Frequencies.
Now observe how the light green line behaves when editing FRQ.
Make the frequencies fast by drawing a high line:

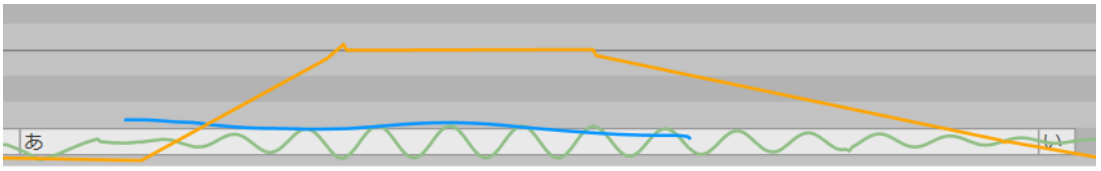


Make the frequencies slower by drawing a low line:

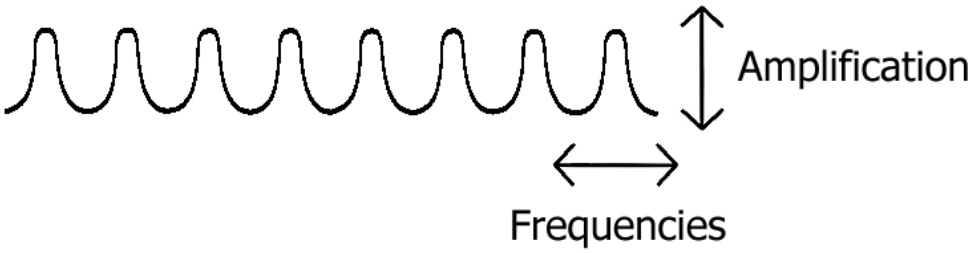


VIBRATO FADE IN AND FADE OUT

You can make the vibrato fade in and/or fade out by drawing a rising and dropping line on the AMP section:



Basically:



ALP (ALPHA)

The Alpha parameter serves as a gender parameter, although not all voicebanks sound more feminine or more masculine with it, but maybe more mature or younger.

That said, you can use the Alpha parameter through the general parameter (See: General tuning parameters) but it'll turn up/down for the entire track. Even if you do that, you can still edit it manually by clicking the ALP parameter.

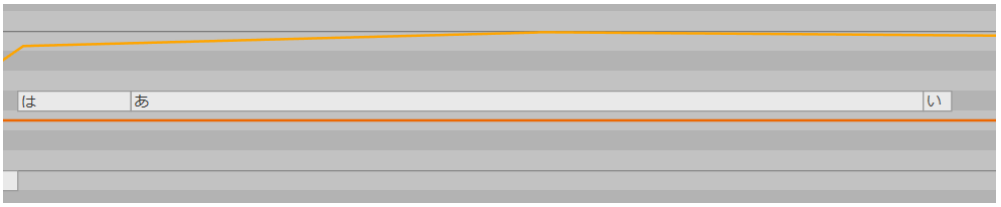
Tuning on Alpha is very direct, it works the same as any other parameter.

You'll notice an orange line in the middle, that's the voicebank's normal Alpha setting rate (+0.00). This line is useful to realize how high or low you're going with the Alpha tuning.

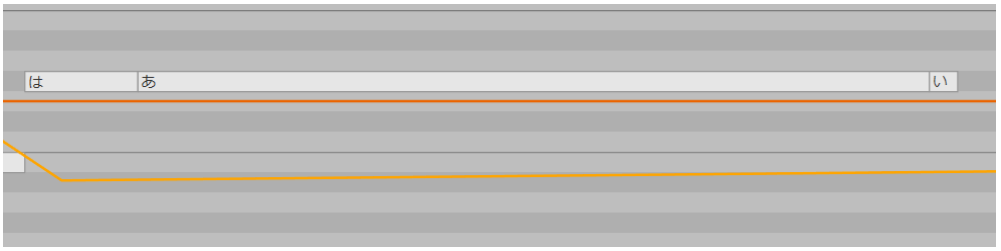
The highest the alpha can go is +1.00, and the lowest is -1.00.
Check the number when tuning, it'll appear next to your cursor.

All the user's edits will be highlighted by yellow.

Turn Alpha up to make the voicebank sound mature/masculine:



Turn Alpha down to make the voicebank sound younger/feminine:



I recommend slightly turning alpha down on notes that require power to make their range sound a bit brighter.

HUSKY (HUS)

This parameter serves to control the voicebank's breathiness. *Please go back to ''Basics" > ''Difference between 1.0 and 2.0 voicebanks" if you haven't read it yet, as there's more information on how this parameter works between the two versions.*

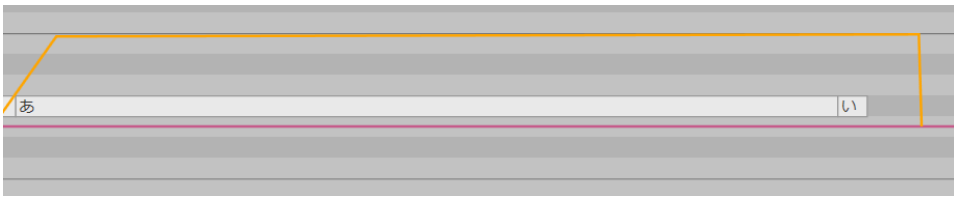
That said, you can use the Husky parameter through the general parameter (See: General tuning parameters) but it'll turn up/down for the entire track. Even if you do that, you can still edit it manually by clicking the HUS parameter.

You'll notice a pink line in the middle, that's the voicebank's normal Husky setting rate (+0.00). This line is useful to realize how high or low you're going with the Huskiness tuning.

The highest the Huskiness can go is +1.00, and the lowest is -1.00.
Check the number when tuning, it'll appear next to your cursor.

All the user's edits will be highlighted by yellow.

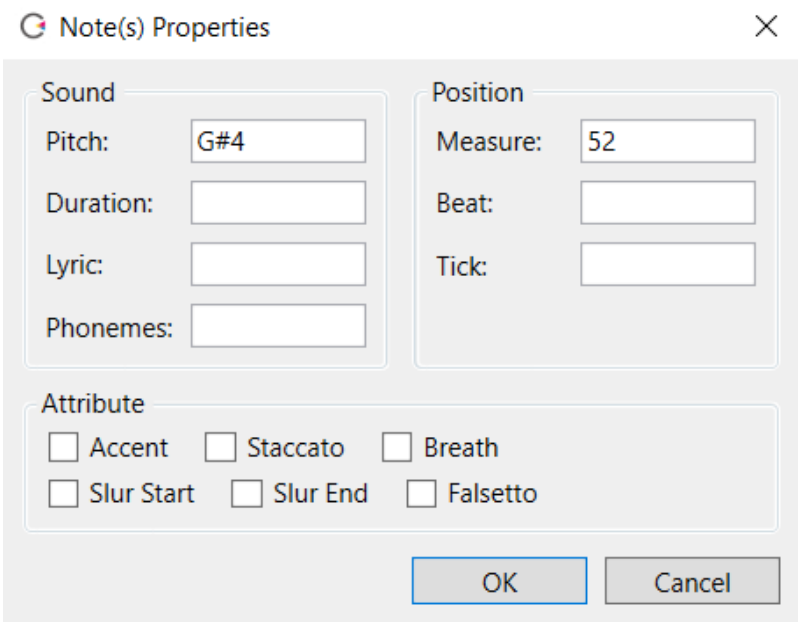
Turning it a bit up will make the voicebank sound more breathy, but turning it completely up will make it sound very whispery (It sounds growly for 2.0 voicebanks):



Turning it a bit down will make the voicebank sound more solid and less breathy, but turning it completely down will make it sound completely nasal and ''on helium'':

NOTE(S) PROPERTIES

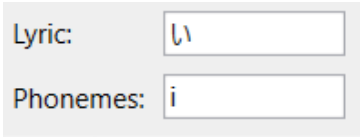
Note(s) properties can be opened by going on the NORM parameter and clicking on one note or selecting as many notes as you want, then right clicking on them > Properties.



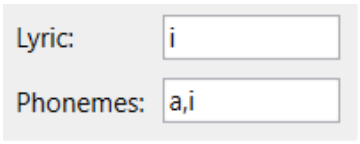
This is useful to check general note properties (pitch, beat, duration, etc…) the lyric, phoneme editing and picking Attributes.

PHONEME EDITING

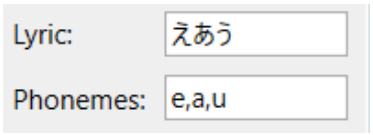
Keep in mind that Cevio will detect any lyric written in hiragana/katakana as Japanese, so the phoneme will detect it as Japanese:



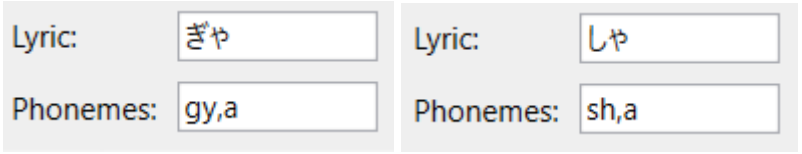
However, writing a lyric in romaji will make Cevio detect it as English, and Cevio will try to make the voicebank pronounce English, as you can see on ‘’Phoneme’’. (This does NOT mean the voicebank supports English):



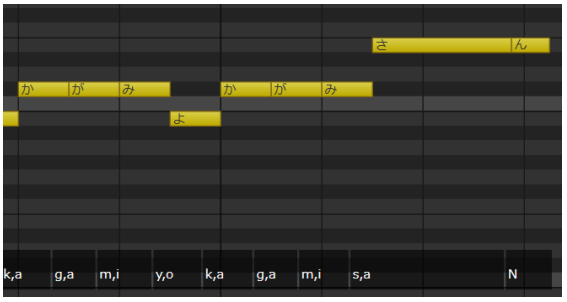
As you can see, Cevio detected ‘’i’’ the way an English speaker would pronounce it.
The phonemes are divided by commas (,) therefore you must type in by dividing each letter by commas.



However, palatal and palletized consonants must be typed together, and not divided:



You can view the phonemes below each note.



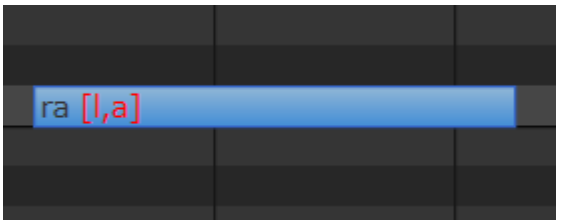
Refer to this table to type phonemes correctly:

Phoneme	Hiragana/Katakana	Example
a	あ	a
e	え	e
i	い	i
o	お	o
u	う	u
n N	な ね に の ぬ ん	n,a / n,e / n,i / n,o / n,u n
ny	にゃ にぇ にょ にゅ	ny,a / ny,e / ny,o ny,u
k	か け き こ く	k,a / k,e / k,i / k,o / k,u
ky	きゃ きぇ きょ きゅ	ky,a / ky,e / ky,o ky,u
g	が げ ぎ ご う	g,a / g,e / g,i / g,o / g,u
gy	ぎゃ ぎぇ ぎょ ぎゅ	gy,a / gy,e / gy,o gy,u
s	さ せ そ す	s,a / s,e / s,o / s,u
sh	しゃ しぇ し しょしゅ	sh,a / sh,e / sh,i / sh,o sh,u
sy	すぁ すぇ すぃ すぉ	sy,a / sy,e / sy,i sy,o
t	た て とぃ と とぅ	t,a / t,e / t,i / t,o t,u
ts	つぁ つぇ つぃ つぉ つ	ts,a / ts,e / ts,i ts,o / ts,u
ty	とゃ とぇ とょ とゅ	ty,a / ty,e / ty,o ty,u
ch	ちゃ ちぇ ち ちょちゅ	ch,a / ch,e / ch,i / ch,o ch,u

d	だ で どぃ ど どぅ	d,a / d,e / d,i / d,o d,u

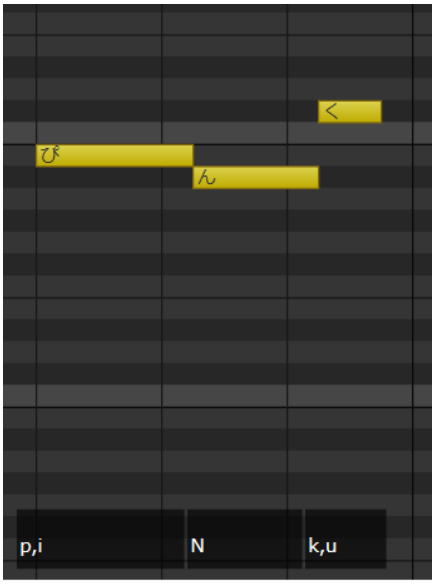
dy	でゃ でぇ でょ でゅ	dy,a / dy,e / dy,o dy,u
h	は へ ひ ほ ふ	h,a / h,e / h,i / h,o / h,u
hy	ひゃ ひぇ ひょ ひゅ	hy,a / hy,e / hy,o hy,u
f	ふぁ ふぇ ふぃ ふぉ ふ	f,a / f,e / f,i f,o / f,u
b	ば べ び ぼ ぶ	b,a / b,e / b,i / b,o / b,u
by	びゃ びぇ びょ びゅ	by,a / by,e / by,o by,u
p	ぱ ぺ ぴ ぽ ぷ	p,a / p,e / p,i / p,o / p,u
py	ぴゃ ぴぇ ぴょ ぴゅ	py,a / py,e / py,o py,u
m	ま め み も む	m,a / m,e / m,i / m,o m,u
my	みゃ みぇ みょ みゅ	my,a / my,e / my,o my,u
j	じ	j,i
jy	じゃ じぇ じょ じゅ	jy,a / jy,e / jy,o jy,u
r	ら れ り ろ る	r,a / r,e / r,i / r,o / r,u
ry	りゃ りぇ りょ りゅ	ry,a / ry,e / ry,o ry,u
w	わ うぇ うぃ を	w,a / w,e / w,i / w,o
v	ヴぁ ヴぇ ヴぃ ヴぉ ヴ	v,a / v,e / v,i v,o / v,u
z	ざ ぜ ずぃ ぞ ず	z,a / z,e / z,i / z,o z,u

Any unsupported phoneme will be highlighted with red, and the voicebank won’t make any sound:

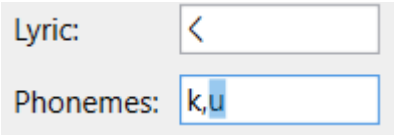


Unsupported phonemes for Japanese voicebanks are:
L (l,a / l,e / l,i / l,o / l,u) + (ly,a / ly,e / ly,i / ly,o / ly,u)
X (x,a / x,e / x,i / x,o / x,u) + (xy,a / xy,e / xy,i / xy,o / xy,u)
ZY (zy,a / zy,e / zy,i / zy,o / zy,u)

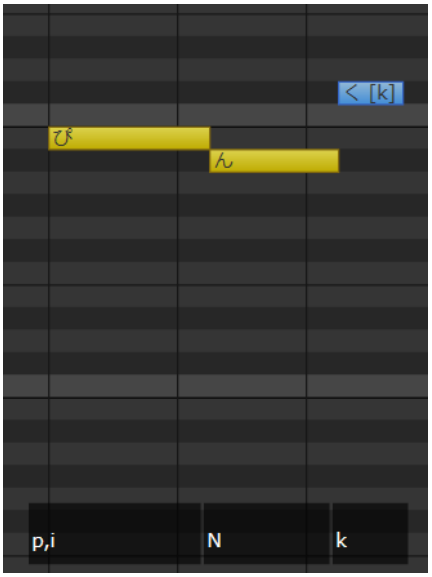
You can use phoneme editing to erase vowels and make devoiced notes. Devoiced notes are basically just consonants themselves with no vowel next to it. For example: -k, -m, -t, -ch, etc…
For example, let's try to make a voicebank pronounce ''pink'' in english (ぴんく or ピンク to be correct)



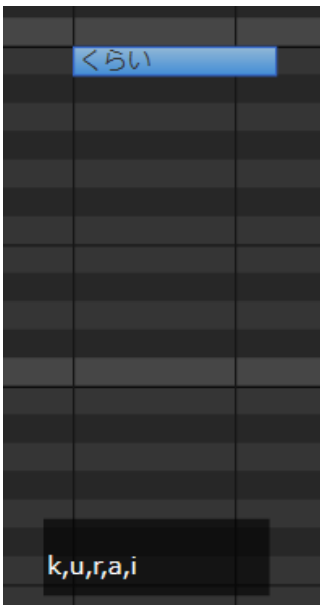
Of course the U vowel in ''ku'' is very audible. To remove it and thus make a devoiced note, right click on the ''ku'' note > Properties and delete the ''U''.



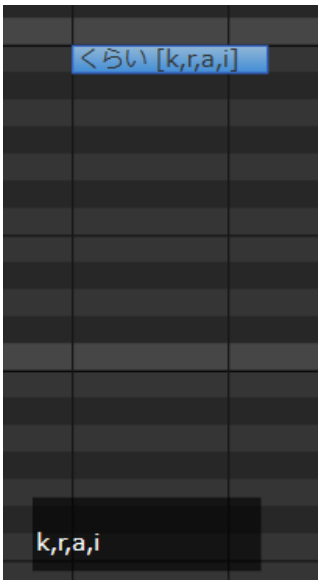
Now you'll see that Cevio detects the ''ku'' as a lyric but it's phoneme as ''k''.



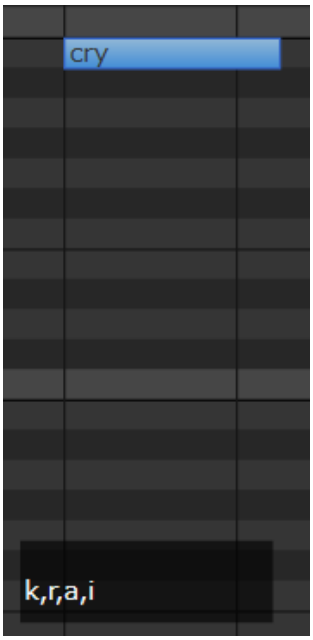
You can use phoneme editing to literally put entire words in a single note. For example, ‘’cry’’ written in Hiragana (くらい):



Fix the phonemes in Note properties to make the voicebank say the word correctly. In this case, the ‘’U’’ needs to go.



OR you can write the word in english. Most times, Cevio will phonemize it correctly. Otherwise you'll also need to fix it.



All edits will appear on the note with brackets: [ ].

ATTRIBUTES

On the Note(s) Properties or Attribute(S), or by selecting a note > Attribute (S), you'll notice 6 Attributes: Accent, Staccato, Breath, Slur start, Slur end, Falsetto. You can insert attributes in one or more notes. All attributes are characterized by symbols inside, under or on the upper end of each note when activated.

ACCENT
It makes notes sound a bit stronger and louder. Its symbol is a > under the note.

STACCATO
It makes notes end earlier, and gives a ''detached'' sound. Its symbol is a • under the note.

BREATH
It makes notes end with an end breath. Its symbol is a ↓ at the upper end of the note

SLUR START / SLUR END
It makes the singing smoother and fluent from the slur start and end. You can activate both of them at once. Its symbol is a white curve line that encloses the selected notes.

FALSETTO
It makes the voicebank activate falsetto, a method of singing that is higher and lighter than normal. (Not all voicebanks have Falsetto).
Its symbol is a ※ directly inside the note, next to the lyric.

SPECIAL SYMBOLS

Special attributes are in a sense ‘’extra attributes’’ that change for each voicebank. Some voicebanks have some Special Symbols missing, or have symbols that behave differently compared to another voicebank.
You can either insert them by manually adding them to each note next to the lyric, or by right clicking on the note > Attribute(S) > Special Symbols(M).
The most common Special Attributes are:

@ (Bounce up pitch):
As the title suggests, the pitch bend will get bounced up to sound a bit more powerful. However, this symbol behaves differently with most voicebanks.

% (Irritation):
Makes the voicebank sound stronger.

^ (Trembling):
Makes the voicebank tremble and softer.

$ (Falsetto):
It’s literally the falsetto attribute as a symbol.

= (Falsetto on rap):
Only HARU has this symbol and it’s supposed to be paired up with the Rap parameter activated. It activates Falsetto on Rap.

_ (Rap fall down):
This symbol on HARU is supposed to be paired up with the Rap parameter activated. It makes the pitch fall a bit down.

All Special Symbols react differently based on each voicebank, so look at the next chart.

Refer to this table for the Special Symbols:

Voicebank	@	%	^	※ or $	_	=
Sasara Sato 1.0	Bounce up			Falsetto		
Sasara Sato 2.0	Bounce up	Head fall		Falsetto		
KAFU	Trembling	Whisper		Falsetto		
Yuzuki Yukari REI				Falsetto		
Tohoku Kiritan				Falsetto		
IA	Bounce up	Soft		Falsetto		
ONE				Falsetto		
Tohoku Zunko	Bounce up			Falsetto		
Tohoku Itako 1.0	Bounce up			Falsetto		
Tohoku Itako 2.0	Bounce up			Falsetto	Tail fall	
Tsudumi Suzuki				Falsetto		
SEKAI	Bounce up	Irritation		Falsetto		
RIME	Bounce up	Irritation		Falsetto		
#kzn				Falsetto		
COKO	Bounce up			Falsetto		
HARU	Bounce up			Falsetto	Rap fall down	Falsetto on rap

Kanato Mell	Raspy		Tremble	Falsetto		
Futaba Minato 1.0	Bounce up	Exhale		Falsetto		
Futaba Minato 2.0	Bounce up	Exhale	Tail fall	Falsetto		
Ci Flower 1.0	Bounce up		Raspy	Falsetto		
Ci Flower 2.0	Bounce up		Raspy	Falsetto	Exhale	
POPY	Bounce up	Pitch fall		Falsetto		
ROSE	Bounce up			Falsetto		
Reml	Bounce up		Exhale	Falsetto		
Zunda-mon				Falsetto		
Shikoku Metan	Bounce up			Falsetto		
Chis-A	Raspy			Falsetto		
Kirune	Bounce up	Head fall	Rolled R's	Falsetto		
Aisuu 1.0	Bounce up	Tail fall		Falsetto		
Aisuu 2.0	Bounce up	Tail fall	Exhale	Falsetto		
MYK-IV	Bounce up	Strained	Whisper	Falsetto		
Takamura Hibiki	Bounce up	Head fall	Exhale	Falsetto		
Kazamatsuri Asahi	Bounce up	Head fall	Tremble	Falsetto		

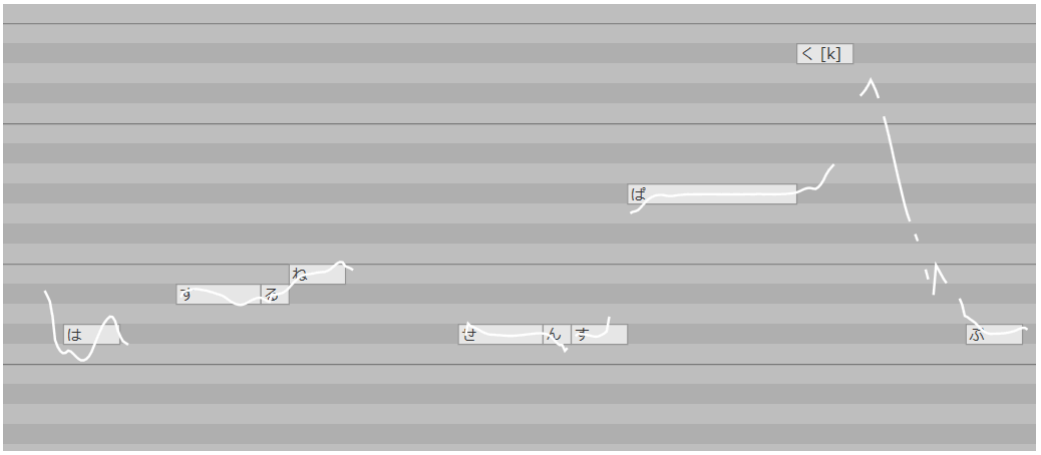
Komurasaki Momoka	Bounce up	Head fall	Exhale	Falsetto		

Yamada Kanon	Bounce up	Head fall		Falsetto		
Pepper						
Chis-A English	Raspy			Falsetto		
IA English				Falsetto		
Soyogi Fractal	Bounce up	Fall attack	Spit out (exhale)	Falsetto	Irritation	Inflection

GROWL/WHISPER

Cevio had a ‘’hidden’’ growl parameter that existed since Cevio creative studio.

Go on the PIT parameter, select the Eraser tool, hold shift down and drag through all the notes you want. You’ll notice that the pitch tuning lines will turn white. To erase it, re-select the Eraser tool and drag through all the notes normally, without holding shift down.



Please beware that this will delete the user’s pitch edits, so I advise to save the file before proceeding with the growl or to make an extra track dedicated exclusively to growls.

If you’re looking to make a growl for a metal song, what I normally do is make a separate track dedicated to growls, insert ffff dynamic + Accent attribute + @ Special attribute where needed + turn the Husky general parameter up and then finally use the growl.