Work in progress! Sorry for the mess!

(Tutorial) Make Vocaloids sing a metal scream with distortion VST plug-ins

This tutorial covers various VST plug-ins that can be used for making a Vocaloid sing in a high metal scream.

1. **VocaScreamer = red**
2. **Charsiesis = green**
3. **KeroVee = orange**

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Software from this tutorial:

Crypton Vocaloids come with Studio One Artist. However, in order to use 3rd party VST plug-ins, you need to upgrade to Studio One Professional, which is expensive and you can only install VST plug-ins that match 32 or 64 bit of your software. Most of the VSTs in this tutorial are old and I couldn't get them to work with Studio One Professional.

So, I will explain how to get Audacity (a free, simple audio editing software) and how to install these VSTs.
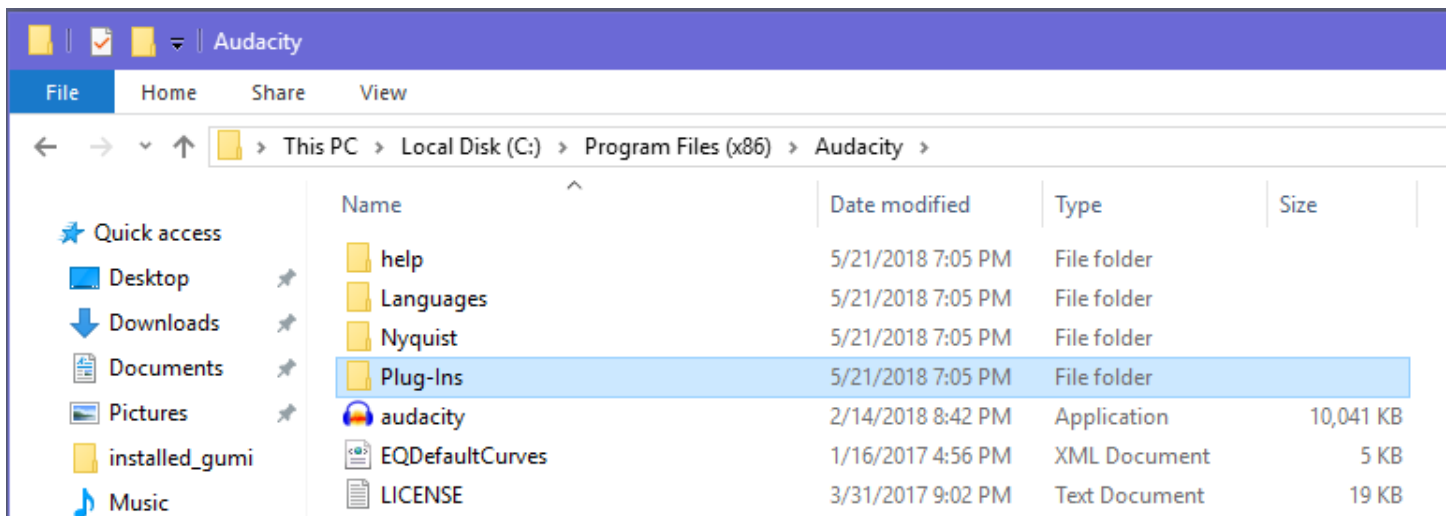
Audacity download: https://www.fosshub.com/Audacity.html

VocaScreamer VST2.4 (32-bit): http:ikelab.net/dtm/vocascreamer.zip//a (vocascreamer.dll)

Charsiesis: https://www.kvraudio.com/product/charsiesis_by_fuzzpilz (requires both Charsiesis.dll AND "charsiesis skins" folder to function)
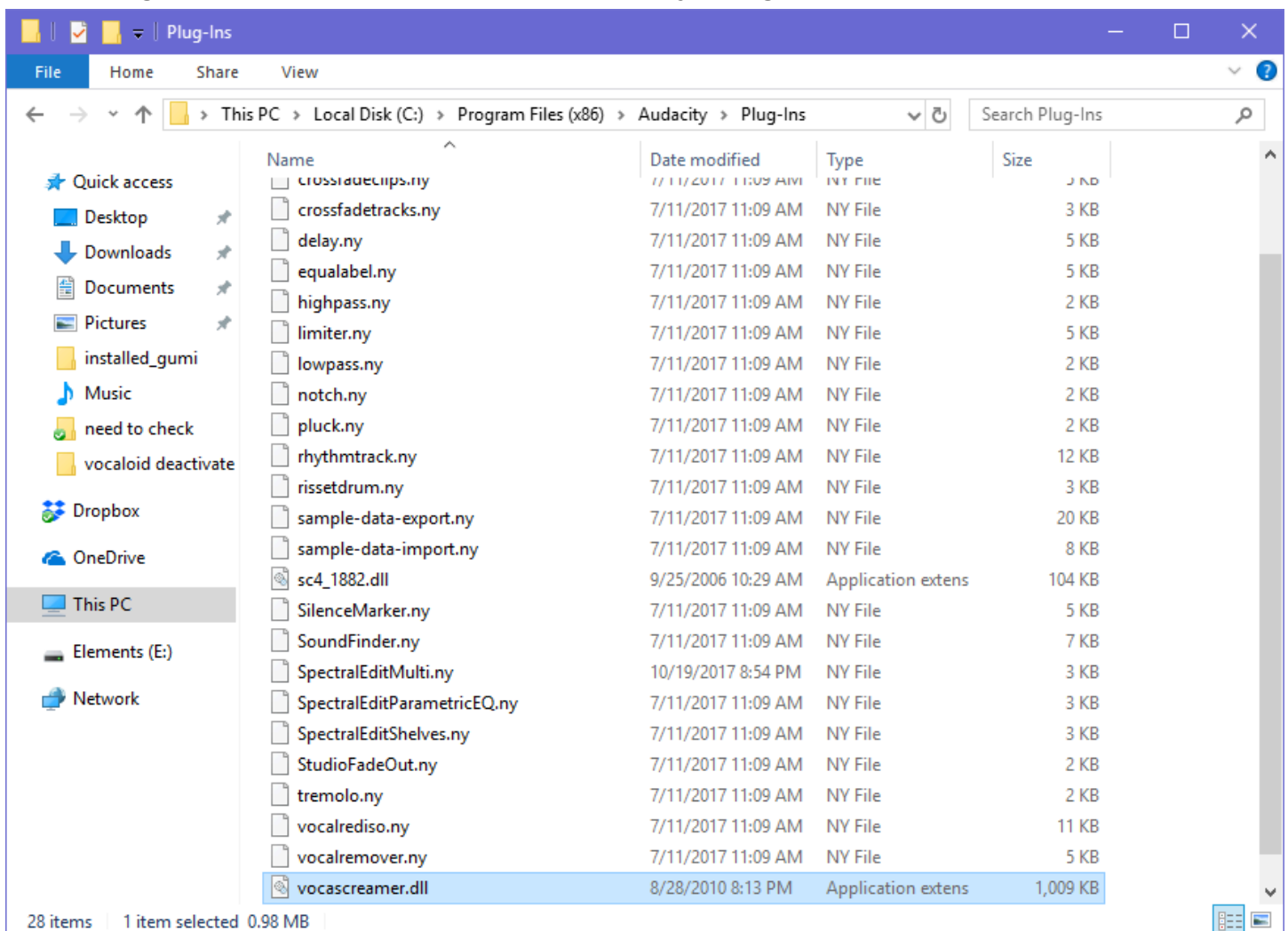
Step 1: Locate Audacity's "Plug-Ins" folder:
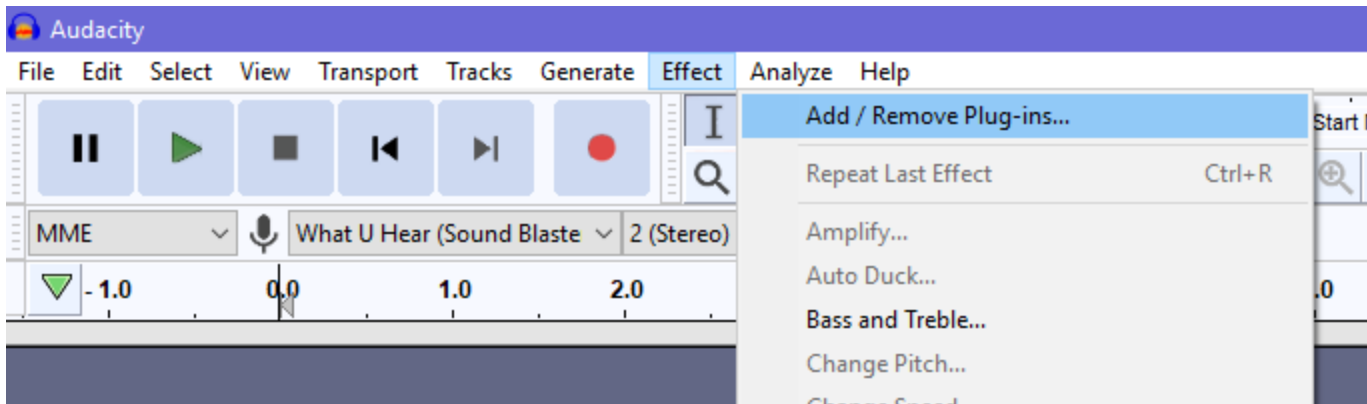C: drive > Program Files (x86) > Audacity > Plug-Ins
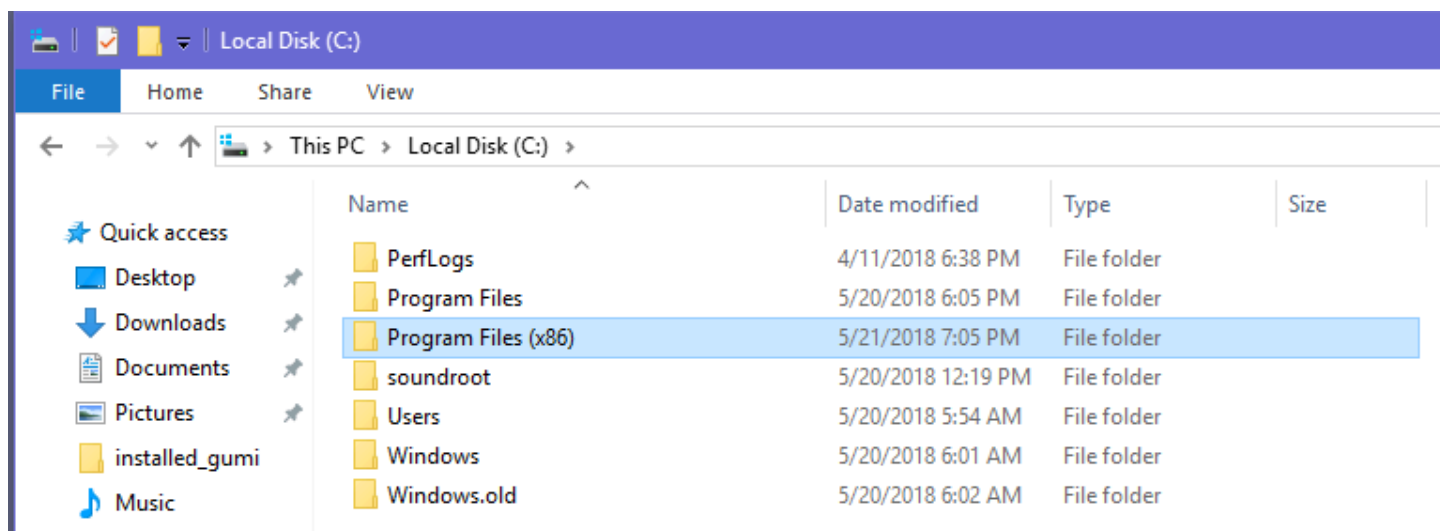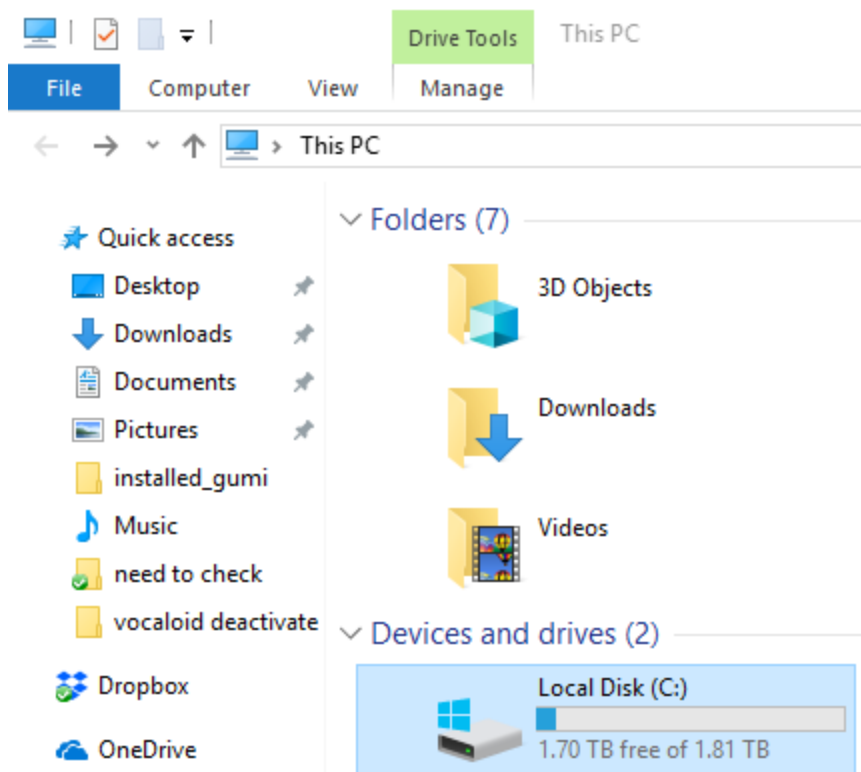
Step 2: Drag the unzipped VST file(s) (.dll) into Audacity's Plug-Ins folder
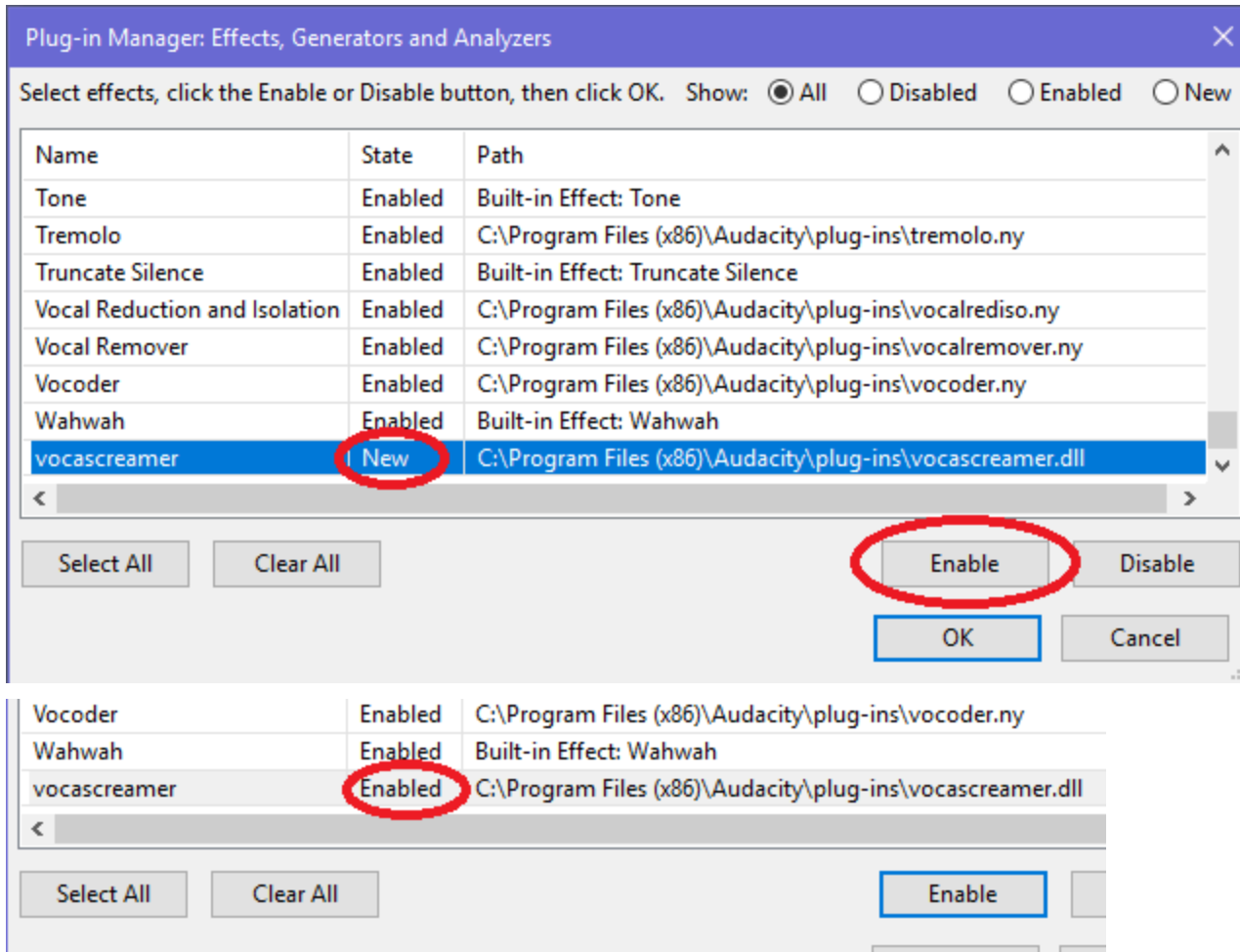

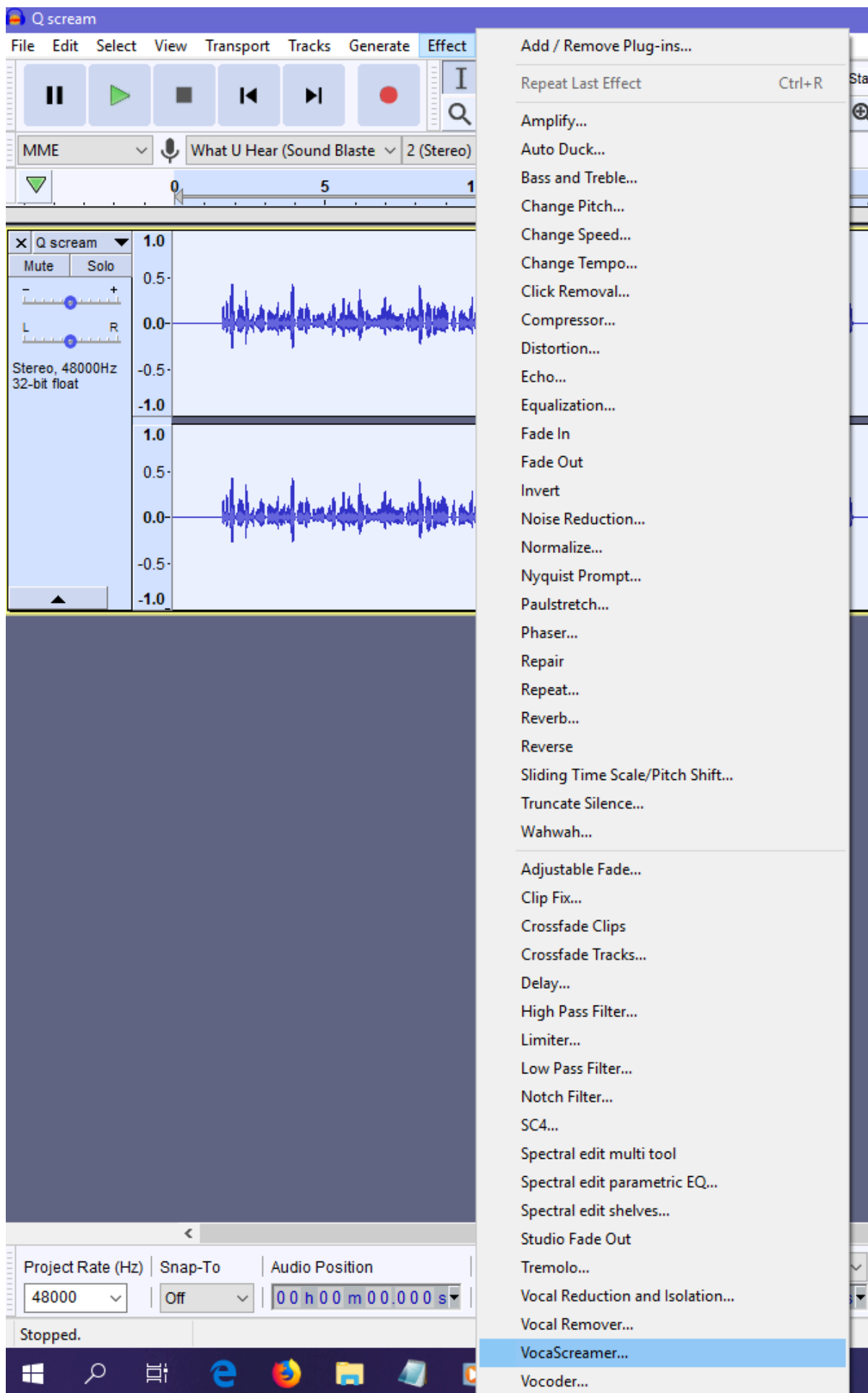**Step 3: Activate the plug-in(s) in Audacity**
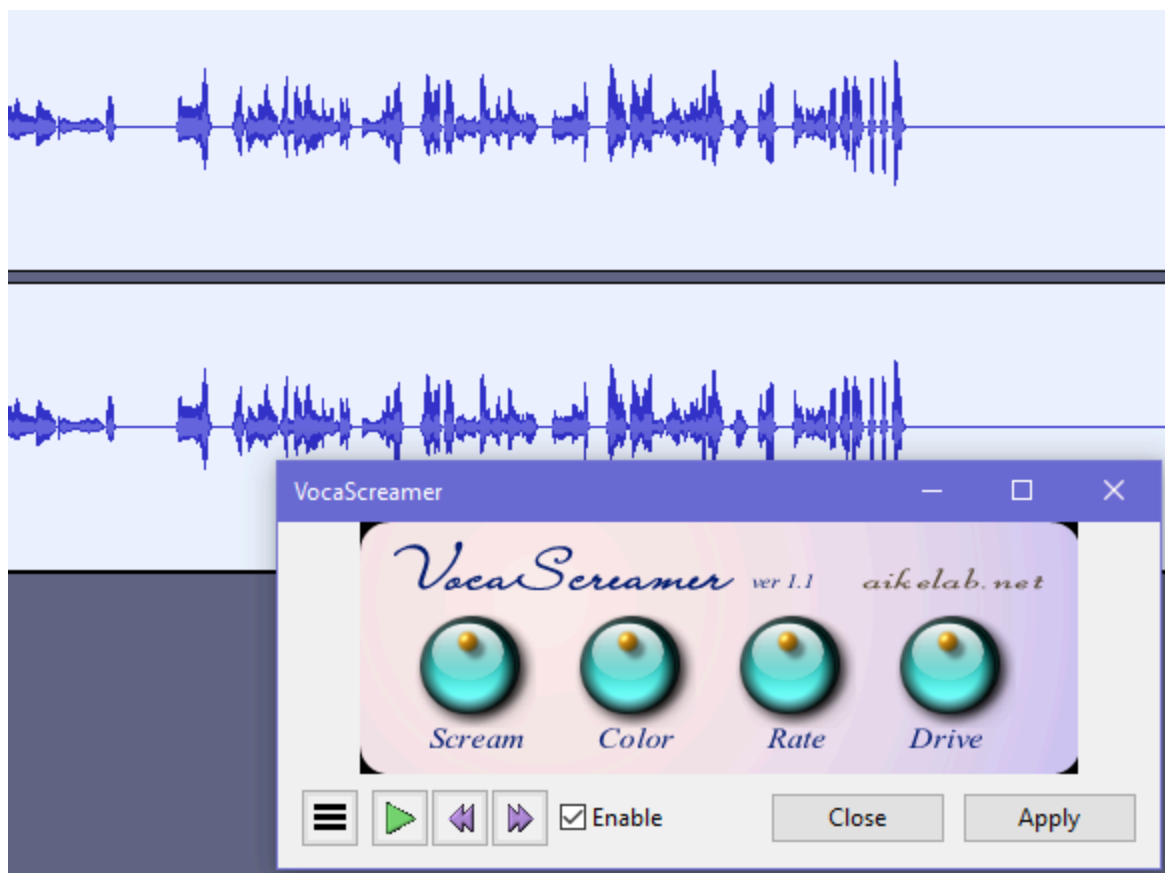Audacity > Effect > Add / Remove Plug-ins...

Locate the name of the VST and click "Enable":

Step 4: With a music file in Audacity, turn on your installed VST.
Open music file in Audacity > Effect > VocaScreamer

Q scream

File Edit Select View Transport Tracks Generate Effect

				Add / Remove Plug-ins...	
			Repeat Last Effect	Ctrl+R	
MME	What U Hear (Sound Blaste	2 (Stereo)	Amplify...		
			Auto Duck...		
			Bass and Treble...		
X Q scream	1.0		Change Pitch...		
Mute Solo	0.5		Change Speed...		
	0.0		Change Tempo...		
L R			Click Removal...		
	-0.5		Compressor...		
Stereo, 48000Hz			Distortion...		
32-bit float	-1.0		Echo...		
	1.0		Equalization...		
	0.5		Fade In		
			Fade Out		
	0.0		Invert		
			Noise Reduction...		
	-0.5		Normalize...		
▲	-1.0		Nyquist Prompt...		

Paulstretch...
Phaser...
Repair
Repeat...
Reverb...
Reverse
Sliding Time Scale/Pitch Shift...
Truncate Silence...
Wahwah...

Adjustable Fade...
Clip Fix...
Crossfade Clips
Crossfade Tracks...
Delay...
High Pass Filter...
Limiter...
Low Pass Filter...
Notch Filter...
SC4...
Spectral edit multi tool
Spectral edit parametric EQ...
Spectral edit shelves...
Studio Fade Out
Tremolo...
Vocal Reduction and Isolation...
Vocal Remover...
VocaScreamer...
Vocoder...

Project Rate (Hz) | Snap-To | Audio Position
48000 | Off | 00h00m00.000s

Stopped.

(Tutorial) Make Vocaloids sing a low metal growl with PIT & PBS

Here is a tutorial I found on a Japanese blog by the producer called niu (read as にゅう nyuu) and translated (it's a quick translation, not super word-for-word exact).

Please look at the original post http://www.niusounds.com/blog/vocaloid-growl to hear their samples and see their screen shots, as they are omitted in my translation.

niu uses a V3 Vocaloid (Miku V3 Solid). I tried to replicate this, but I don't know how to EQ vocals yet, so I can't finish the steps all the way. ^^; I had to turn the snap value to be 1/64 in order to get such tiny peaks in the PIT. You can download my VSQx here and mess around with it:
https://drive.google.comWNA_P/file/d/1eJmw5qm87ulWiIwFUeDzjZbfLNuZwuNi/view?usp=sharing

I looked up other Vocaloid metal songs and it seems like they all make the Vocaloids sing really low so that it seems like a man is singing. I wonder if there's a way to replicate this for more of a rock sound where it isn't as extreme and retains more of the character's original voice?
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Software from this tutorial:

Vocaloid Editor or Piapro + Studio One
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Method by niu

VOCALOIDでグロウルな歌声を作ってみる
Trying to make a growl-like singing voice with VOCALOID

グロウルとは
ヘヴィメタルの中でも特にデスメタル・ブラックメタル・ヴァイキングメタル等のジャンルでよく使われる歌唱法で、喉を締めて音程の定まらない雑音のような叫び声を出します。
Growl is often used as a singing technique in heavy metal, but particularly death metal/black metal/viking metal etc., and makes a screaming voice that tightens the throat and is static, c   not fixed, on a musical interval.
言葉で説明するより聴いてみるのが手っ取り早いと思います。
Rather than explaining with words, I think it's quicker to try and listen.

初めて聴いた人は大抵拒否反応を示すと思いますが、これが不思議とだんだん慣れてくると病み付きになるんです。
I think people listening for the first time will mostly show rejection, but you will gradually find it fascinating and get used to it and become addicted.
Wikipediaにはデスヴォイスのページにいろいろ書いてありますが、デスヴォイスと呼ぶのは日本だけらしいです。Growlとかいいます。
There's various things written on the death growl page on Wikipedia, but it seems being called death growl is limited to Japan. I'll call it Growl.
Translator's Note: There's a Wikipedia page for "death growl" in English, too, but I think here we normally just call it "screaming" or "growl". In Japan, it's called "death growl" for heavy screaming vocals.

さて、このような声をVOCALOIDで出せないだろうか？と思い、やり方を考えてみました。
Now, I thought "how do you make a voice like this in VOCALOID?" and tried to think of a way to do it.
最初に考えた方法はVOCALOID Editorで書きだしたWAVにディストーションやアンプシミュレーター等の歪み系エフェクトをかける方法でした。
The first method I thought up was to take the exported WAV from VOCALOID Editor and make distortions or amp simulation type distortion-style effects.
しかしこの方法では元の歌声のピッチ感が消えないため、ハイトーンでシャウトさせたりするのは良いですが、グロウルとは違う感じです。
However, so the feeling of pitch for the original singing voice with this method didn't disappear, it was better to make the shouts in a high tone, but it feels different from a growl.
この方法で昔作った曲がこちらです。
This is the old song I made with this method.

エクスプロージョン - niu
Explosion - niu

なんかもっと、根本から考え直さないといけないなーと思い続けて早4年…www
I kept rethinking about the principle and it already became 4 years... lol
で、ふとこの前仕事帰りに考えました。
Then, I thought of it suddenly on the way back from work.
そもそもグロウルとはどういうしくみであんな音が出るのだろう？

To begin with, I wonder how a sound is structured like a growl?

人間の声は声帯の振動によって作られますが、実は声帯から出る音そのものはとても単純な音です。
Human voice is dependant on vibration of vocal cords to be made, the fact is the sound from the vocal cords is a very simple sound.
声帯はシンセサイザーでいうところのオシレーターです。
The vocal cords are, in synthesizers, called an oscillator.

声帯から出た音が口から出るまでの間に体が共鳴することでその人特有の音色となり、また口内の開き具合によって「あいうえお」のような聞こえ方が作られます。
the sound from the vocal cords comes from the mouth and the body resonates to become the human characteristic of the timbre, and depending on the state of the opening in the mouth "a i u e o" -esque sounds are made.
体や口はシンセサイザーでいうところのフィルターです。
The body and mouth are filters for the synthesizer.

グロウルで歌う場合と普通の歌の場合で異なるのは声帯の振動のしかただけです。
Singing with growl and normal singing differ in only the vibration of vocal cords.
口の開き方とかは普通に歌う時と同じです。
Things like the way the mouth is open is the same as normally singing.
では具体的にはどのような違いがあるのでしょうか？
Then, is there a concrete way that they differ?

普通に歌う時の声帯の振動は規則的で、発振される音は一定の音高を保ちます。
When normally singing, vocal cord vibration is regular, the oscillating sound is kept at fixed pitches.
オシレーターがサイン波やノコギリ波を発振している状態です。
The oscillator oscillates in a sine wave or sawtooth wave.
Translator Note: See https://en.wikipedia.org/wiki/Sawtooth_wave

対してグロウルで歌う時は声帯の振動を無理やり抑えて不規則な振動をさせます。
In regards to singing with growl, the vibration of vocal cords is made to vibrate in an irregular restrained vibration.
それにより音程感が失われ、雑音のように聞こえます。オシレーターがノイズを発振している状態です。
Other than this, the feeling of musical interval is lost, and it sounds like static. The oscillator oscillates as noise.

ということは、VOCALOIDでも不規則に音高が変化するようにすればグロウルボイスが作れるのではないか？と考えました。
"Does that means even VOCALOID can make a growl voice if you change the pitch to be irregular?" I thought.
具体的には、PITパラメーターをめちゃくちゃにいじるのです。
Specifically, recklessly messing with the PIT parameter.
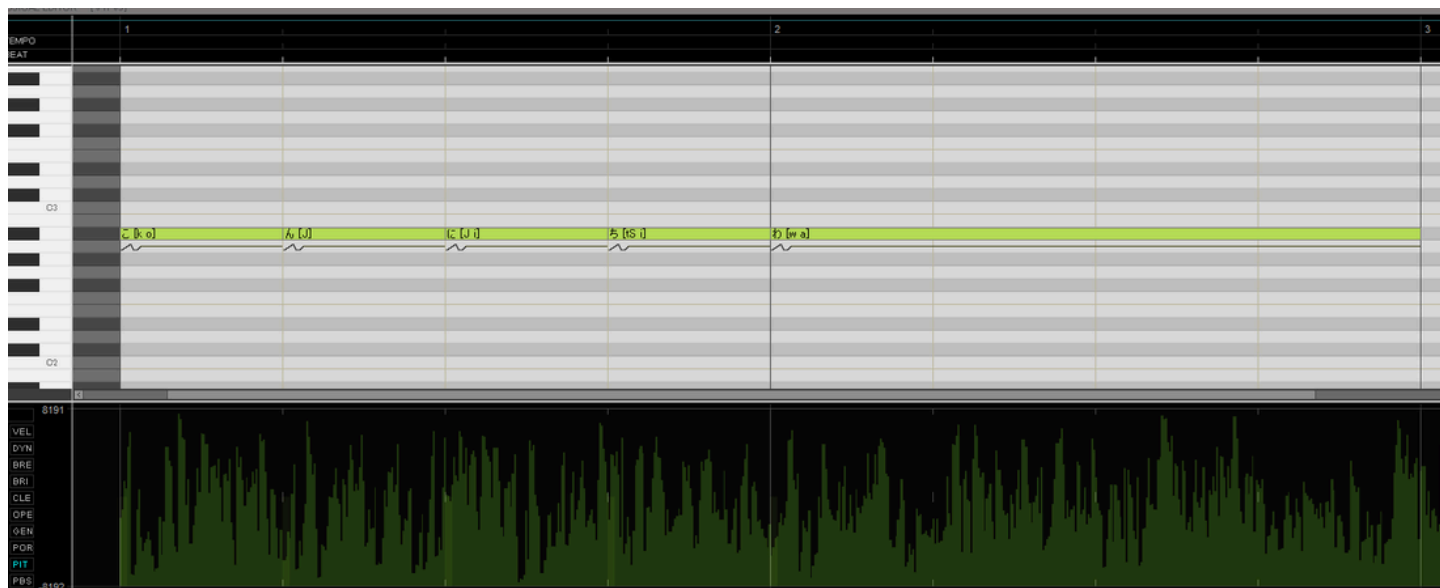
PITをめちゃくちゃにいじってみた
I tried to recklessly mess with PIT

ピッチの振れ幅が小さいとよくわからないので、PBSは18としました。この辺はお好みで調整しましょう。
It's hard to understand a pitch with a small range of vibration, so I made PBS 18. This area is a preference, though.
さて、これで書きだした音声がこちらです。
Now then, with that, here is the exported singing.

こんにちは
konnichiwa (hello)

おお！なんかそれっぽい！！
Ooh! It seems authentic!!
あとはこれを加工して、よりそれっぽい感じにしてみましょう。
Next is trying to treat it so it's more realistic.

とりあえず低域をばっさりカットしてみました。
ピッチが変わることによるグニョグニョ音が気になったからです。
I tried to first of all cut a low level in a single stroke.
Depending on the pitch, the sound becomes wavering.
完全にはなくなりませんが、低域成分のノイズが消えるだけでも聞きやすくなります。
It's not complete, but the component being a low level makes noise disappear and makes it easy to listen to.
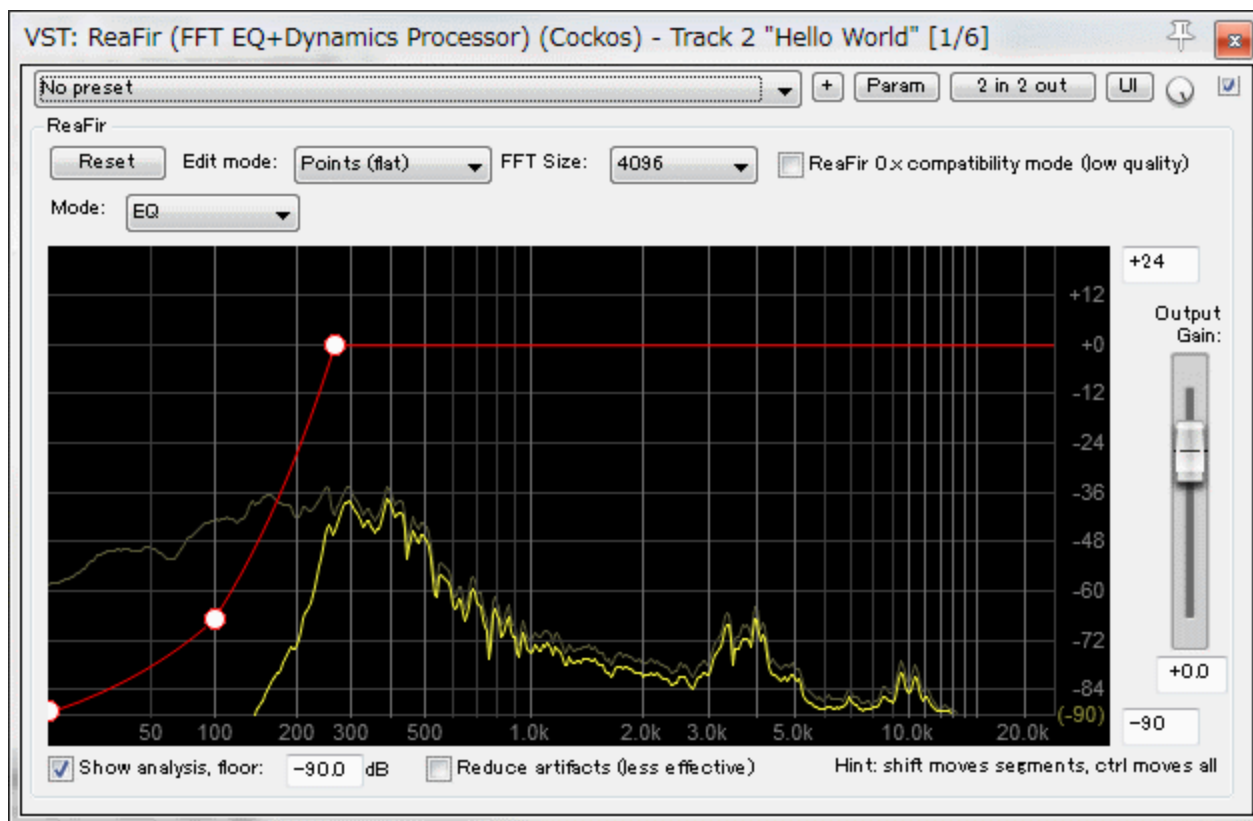
こんにちは
konnichiwa (hello)

まだちょっと迫力が足りないので、エキサイターで高域成分を付加してみました。
It's lacking force, so, using exciter I tried to add a high frequency component.
https://en.wikipedia.org/wiki/Exciter_(effect)
ついでにコンプレッサーとリミッターを使って音量を上げまくります。
While I was at it, I used a compressor and limiter and raised the volume.

こんにちは
konnichiwa (hello)

だいぶいい感じになってきました。それでは伴奏を付けてみましょう。
Now it's pretty good. With that, let's add the accompaniment.

こんにちは
konnichiwa (hello)

メタルやー！！！
It's metal~!!
あ、でももうちょっと声低くてもいいかな…ピッチシフターで-7くらい下げます。
Ah, but it might better to lower the voice... I lowered the pitch shift by -7.

こんにちは
konnichiwa (hello)

グニョグニョ音も目立たなくなって、いい感じです。
Now the sound is wavering and stands out, which is nice.
もはや初音ミクの面影どこにもありませんが、VOCALOIDでもグロウルな歌声が作れることがわかりました。
Now there are no traces of Hatsune Miku, but now we know even VOCALOID can make a growling singing voice.
めでたしめでたし。
And they all lived happily ever after.

ちなみに、初音ミクV3のSolidの音色が一番それっぽい感じになりました。
By the way, Hatsune Miku's V3 Solid timbre is the most realistic.
VY1も割と良い感じです。
VY1 is also quite good.
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Official VocaScreamer website:

https://aike.hatenablog.com/entries/2010/08/15

VOCALOIDをシャウトさせるVSTプラグイン作ってみた
I tried to make a VST plug-in that makes Vocaloids shout

■はじめに
■ **Preface**
VOCALOIDの声は基本的に柔らかい優しい声質なのでロックのような音楽にはちょっと弱いように思います。その
へんはみんな苦労しているようで、様々なエフェクターを駆使してシャウトするような声を作り出している方もいます。
うまく作っている声をよく聴いてみると大体フランジャーなどで細かい波を作り、ディストーションで汚すとそれっぽく聴
こえるようです。
Vocaloid voices are fundamentally soft quality, so I think rock-type music is a bit weak.This gives everyone
troubles, and there are people making shouts with various effectors. When you try to listen to well-made
voices, they're made with a general flanger and a fine/small sound wave, and colored with distortion.

　そんなわけでVOCALOIDの声をシャウトやデス声にするためのVSTプラグインを作りました。中身はフランジャー、
トレモロ、ディストーションですが、パラメータを工夫して声を作りやすくしています。
So, I made a VST plugin to make death growls and shouts with Vocaloid voices. The contents are a flanger,
tremolo, distortion, which makes using parameters and the voice easy.

■パラメータの説明
■ Parameter explanation

Scream
このパラメータを上げるとより叫んでいるような効果が得られます。フランジャーのFeedbackとトレモロの深さを操作
します。
When raise this parameter, a scream-like effect is gained. Manipulates the flanger's feedback and depth of the
tremolo.
--
https://en.wikipedia.org/wiki/Flanging
https://en.wikipedia.org/wiki/Tremolo

Color
声色の雰囲気を変化させます。フランジャーのDepthを操作しています。
Changes the mood of the vocal tone. Manipulates the flanger's depth.

Rate
いわゆるダミ声は、ガラガラと非常に高速のビブラート／トレモロがかかっています。Rateはその速さを設定します。
フランジャーとトレモロのRateと同じです。
The so-called DAMI-goe (thick/hoarse/rough voice) has a husky and very fast vibrato/tremolo. Rate sets this
speed. It's the same as the flanger and tremolo's Rate.

Drive
VocaScreamerは最終段にシンプルなディストーションを配置しています。Driveパラメータはディストーションの歪み
を操作します。
VocaScream's last level is simple distortion. The Drive parameter manipulates distortion's deformation.
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Official VocaScreamer tutorial video:

The downside to this VST is the dials have no numerical values.

0:14 when raise the scream parameter, gives the effect of screaming
0:21 The foundation is flanger and things like tremolo and distortion
0:26 Other than this VST, I'm using reverb
0:39 Hatsune Miku's raw voice is like this, it's a straightforward/plain voice, but...
0:44 When use this effecter, it's as if the voice becomes enveloped in the trauma of life
0:50 With the important part of the normal melody part, it might be good to use subtly
0:57 I think it's better to change Scream with automation
1:06 The voice becomes a death growl when the settings are extreme
1:12 Death growl

Note: Niconico commenters think it sounds like sneezes
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ぷにえ工房 Punie Koubou's Charsiesis settings:

Miku screams "rain road" in different ways.

https://www.youtube.com/watch?v=GgwMxFFRli8
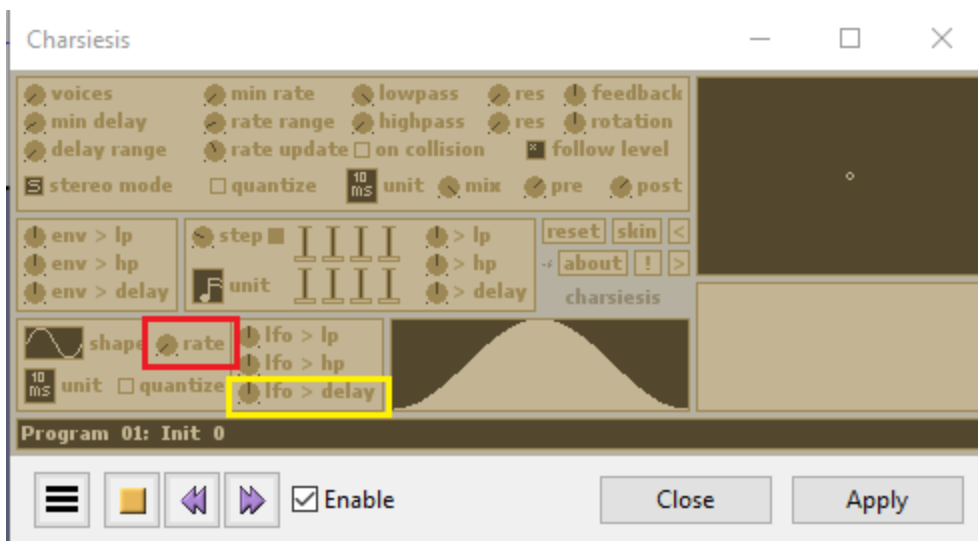
ニコニコ　nm6045616の転載
Reprint of Niconico nm6045616
http://www.nicovideo.jp/watch/nm6045616

エフェクタでミクを叫ばせるテスト。メタル・シャウトからデス・ヴォイスまで。この叫び声はCharsiesisというエフェクタ
で作れます。http://www.bicycle-for-slugs.org/ コーラス系エフェクタですが、かなり極端な設定ができ、面白い効果
が得られます。「レインロード」とは、知人のHNです→ http://www.nicovideo.jp/mylist/3584882 イラストはピアプロよ
りhansiさん。
Test to make Miku scream with an Effector. From metal shout to death voice. This screaming voice uses an
Effector called Charsiesis. http://www.bicycle-for-slugs.org/ It's a chorus-style effector, but it can have quite

extreme settings, and gives interesting results. "Rain road" is a friend's HN (handle name/screen name)→ http://www.nicovideo.jp/mylist/3584882 The illustration is from hansi at Piapro.

★★パラメータは、声の高さによりケースバイケースという状況ですがダミ声の基本設定は、

the parameters are, rather than the highness of this voice, a case by case situation, but the basic settings for a hoarse voice are...

【左下の『LFO rate』を左に振り切りる(1/8.00 units)】

lower left "LFO rate" > turn to the left (1/8.00 units)

Note: Yes, the dial does go down that low. After you drag the dial down to a value of 1 by turning left, the dial turns into 1/3, 1/5.32., 1/8.00 and so on. You will have to keep dragging to the left and letting do to slowly nudge it to 1.800.

【隣下の『lfo - delay』を1.34ms程度にする】の2点です。

next lower's "lfo - delay" to the amount of 1.34 ms of 2 points

Note: This was hard to do. The lowest I could get it was 8, but after going back and forth a lot, I got it to 1.72.

あとは適当でOKです。中低域が目立ってくるのでHPFで調整して下さい。小さくて操作し辛いGUIですから、ストレスを感じてきたら休憩しましょう★★

After is suitable and OK. The low range stands out, so please adjust with a HPF (high pass filter). The GUI is small and hard to operate, so let's rest when you feel stress ★ ★

Note: I'm not sure which high pass filter they mean. There are several in Charsiesis (see green boxes below) or you could use one from a DAW like Studio One.
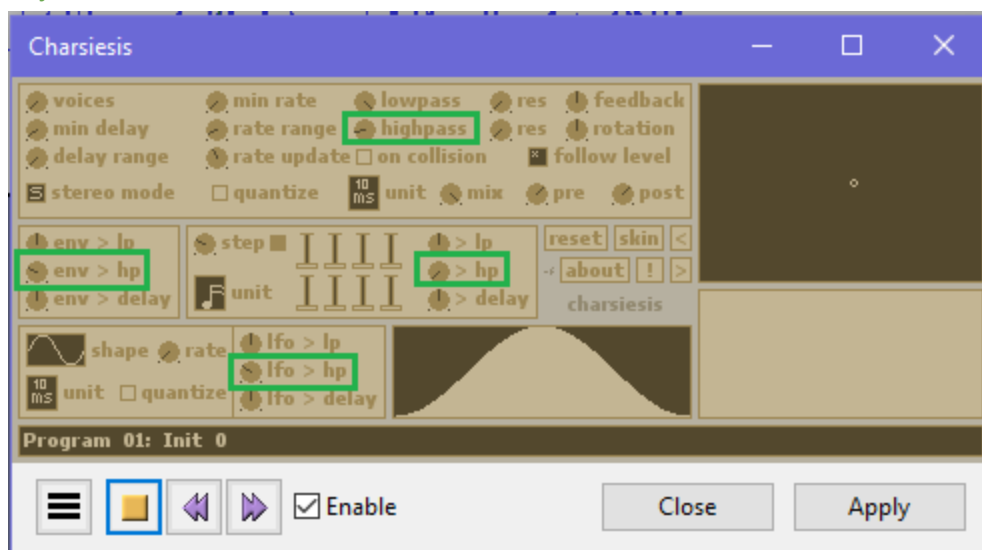
Note: These settings sound like talking into a fan.

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Hamnare's Charsiesis tutorial:

http://hamnare.com/archives/243

VOCALOIDでデスボイス・シャウトさせる方法
How to make a death voice/shout in VOCALOID

こんにちは。ハムナレです。
ボカロでスクリームしたくない？？

てな訳で今回はVOCALOIDでデスボイス・シャウトをさせる方法について説明しようと思います。
Hello. I'm Hamnare.
Don't you want to make screams with Vocaloids?
I will explain about making a death voice/shout with Vocaloid this time.

そもそもデスボイスってなんなん？
To start, what is a death voice?

簡単に言うと、声を歪ませる歌唱法です。
メタルとかハードコア方面でよく多用される技術で、
感情を爆発させたような印象を与えることができます。
Simply put, it's a distorted singing method.
It's an often-used technique in metal and hardcore,
and it can give an impression of feelings exploding.

ロック系とかあまり聞かない人だとまぁ拒否反応が出るとは思うのですが、
慣れた人からするととてもカッコいいんですよね。
I think there are people who don't really listen to rock who will reject it,
But people who are used to it think it's very cool.

そして、先ほどからデスボイスとかシャウトとかスクリームとか
いろんな名称が出てきていますが（敢えて出しているのですが）、
デスボイスにも色々種類があります。
So, recently various names like death voice, shout, and scream have appeared, but there are various types of death voices.

まず、デスボイスってのは日本での呼称かつ総称です。
海外やその界隈に詳しい人達の中では音域によって名称が変わり、
・スクリーム/スクリーチ（中～高音）
・グロウル（低～中音）
・ガテラル（超低音）
に分かれ、総称をスクリームと呼ぶこともあります。
First, death voice is a generic term in Japan.
The name changes depending on the singing range and depending on country,
- scream/screech (middle~high-pitched)
- Growl (low~medium pitch)
- Guttural (very low pitch)
Is how it's divided, it's generally called a scream.

個人的にデスボイスっていうのあまり好きじゃないんでスクリームと言っていきたいです。
Personally, I don't really like saying death voice, so I will say scream.

シャウトとデスボイスの違いは厳密には定義されていませんが、
デスボイスが音程を気にしないのに対して、
シャウトは音程に乗せるものという分類がされることもあるそうです。
The difference between a shout and death voice isn't strictly defined, but
Death voice doesn't care about musical interval (pitch), while
It seems shouts are categorized as matching a musical interval (pitch).

更に、スクリームの出し方も大きく2つに分類され
・フライ・スクリーム（高音）
・フォールス・コード・スクリーム（低音）
と分かれます。
Furthermore, the way screams come out is divided into 2 types
- Fry/scream (high-pitched)
- False chord scream (low-pitch)

息を強く送って声帯（フォールス・コードは仮声帯）を振動させて声に歪みを加えることで、
独特なあの声になります。
Oscillating vocal chords send out a strong breath (false chord is falsetto) to add distortion and becomes a unique voice.

なんかデスボイス自体の講座みたいな感じになってきましたが、
僕自身はうまくできません。
Death voice itself seems like it could have its own lesson, but
I myself can't properly do that.

と言うわけでボカロに叫んでいただきましょう。
So, let's make our Vocaloids scream.

今回はスクリームくらいの音域を想定して行います。
Assuming we are going for a scream's singing range this time.

声の歪みのベースは歪み系エフェクトでは作らない

僕も知識がなかった時、アンプシミュレーターとかを通せば
声が歪むだろうと思っていました。
それがただ通すだけだとうまくいかないのです。
Back when I didn't know, I would put the voice through an amp simulator
and thought it would distort the voice.
It didn't turn out well.

元の声
Original voice

AUDIO CLIP

アンプシミュレーターを通した声
Voice put through an amp simulator

AUDIO CLIP

思てたんとちゃう…！なんやこれ！
What was I thinking?!

先ほども書きましたが、デスボイスは声帯を震わせる事で声を歪ませているので、
その震えを再現する必要があるのではないかと思います。
I wrote it before, but I think death voice is when vocal chords oscillate to distort the voice,
so it is necessary to reproduce that trembling.

と言う事で実際に僕が使っている方法を紹介します。
With that said, I will introduce my method.

WindowsならCharsiesisを使おう
If you have Windows, let's use Charsiesis

Windowsをお使いの方は手っ取り早くそれっぽくすることができます。
使用するのは「Charsiesis」というフリーのプラグインです。
People who are using Windows can do this fast.
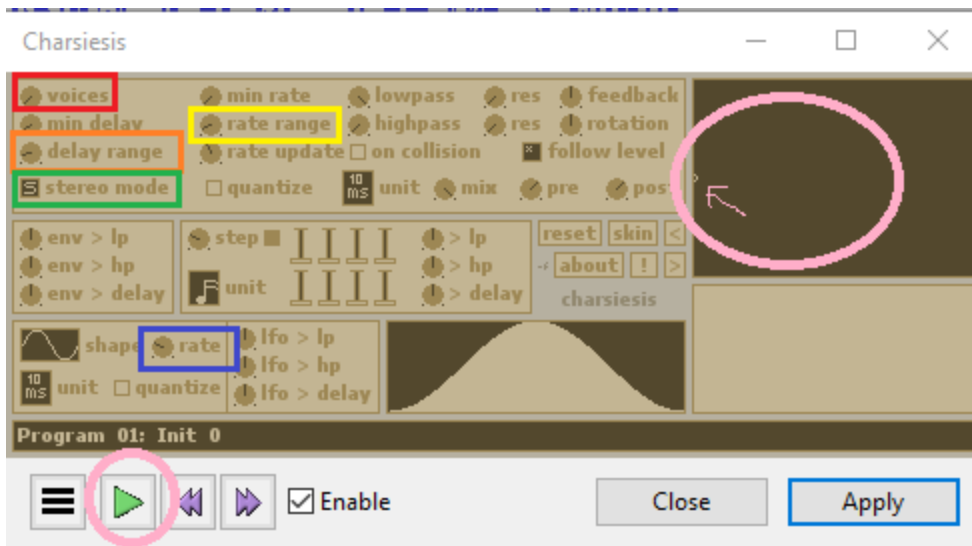I am using a free plug-in called "Charsiesis".

本来はコーラス用のプラグインなのですが、設定によって
かなり極端な音にできてしまいます。
これによって声帯の震えを模していきます。
It was originally a plug-in for choruses, but depending on the settings,
you can make quite an extreme voice.
I will make the vocal cords oscillate with this.

今手元にcharsiesisがないので画像で説明できなくて申し訳ないのですが
設定としては、
・voicesを1まで下げる
・delay rangeをほぼ最小に
・rate rangeを100くらいに
・stereo modeをslaveに
I don't have Charsiesis on hand right now, so I can't explain with an image and I apologize, but
the settings are,

- Lower "voices" to 1
- Turn "delay range" to be very low (almost minimum)
- Put "rate range" at about 100 (it doesn't go that high?)
- NOTE: I think they mixed up delay range with rate range. I turned delay range to be 120-150, rate range to be 20 to get a warbled voice. Some parts in my audio test didn't sound affected by the warbling, but other parts sounded properly warbled.
- Change "stereo mode" into "slave" (click the F and it turns into an S)

そして、LFO rateと一番下のつまみ（lfo > delay）を音域に合わせて微調整します。
すると音程感のない荒々しい声になります。
Then fine-tune the LFO rate and the bottom knob (lfo> delay) according to the singing range.
When you do so, it becomes a harsh voice with no sense of pitch.

更にここにお好みで歪み系を軽くかけて、後はEQやコンプで全体的な音質を整えると完成です。
Furthermore, use a light distortion to your preference, after, tidy up the sound quality with EQ or comp and then
it will be complete.

かつてKeitAくんと一緒に作ったDifferenceという曲ではこの方法でミクを使ってスクリームさせました。
実際に聴いてみてください。
In the past, I made Miku scream with this method in a song called "Difference" made with KeitA.
Please take a listen to this practical example.

http://www.nicovideo.jp/watch/sm29368190

1:23~の部分です。
It's at the 1:23~ part.

まだまだ人の声のスクリームに比べるとメカメカしいのは否めませんが、
随分明瞭感がありつつも叫んでいる感じが出ているのではないでしょうか。

I won't deny the mechanical-ness in the scream has a way to go before it can be compared to a human voice,
but it gives a feeling of extreme clearness despite screaming.

ちなみに、この手法はボカロラウド界の第一人者とも言える鬱Pも使っている
割と有名な手法だったりします。
By the way, this method is relatively famous in the Vocaloid world and is used by Utsu-P.

こちらの「ボカロPのDTMテクニック100」と言う本にも載っています。
This is from a book called "Vocaloid Producer's DTM technique 100".


VOCALOIDのPITを極端に上下させよう
<u>Let's make Vocaloid PIT extremely low and high</u>

まずベースとなる声はVOCALOIDエディター上で行います。
First, make the base voice in the Vocaloid editor.

肝になってくるのは「PIT」、ピッチベンドのパラメーターです。
声のピッチを激しく上下させる事で声帯の震えを再現します。
What is essential is "PIT", the parameter of pitch bend.
Reproduce the vocal cord oscillation by violently raising and lowering the voice's pitch.
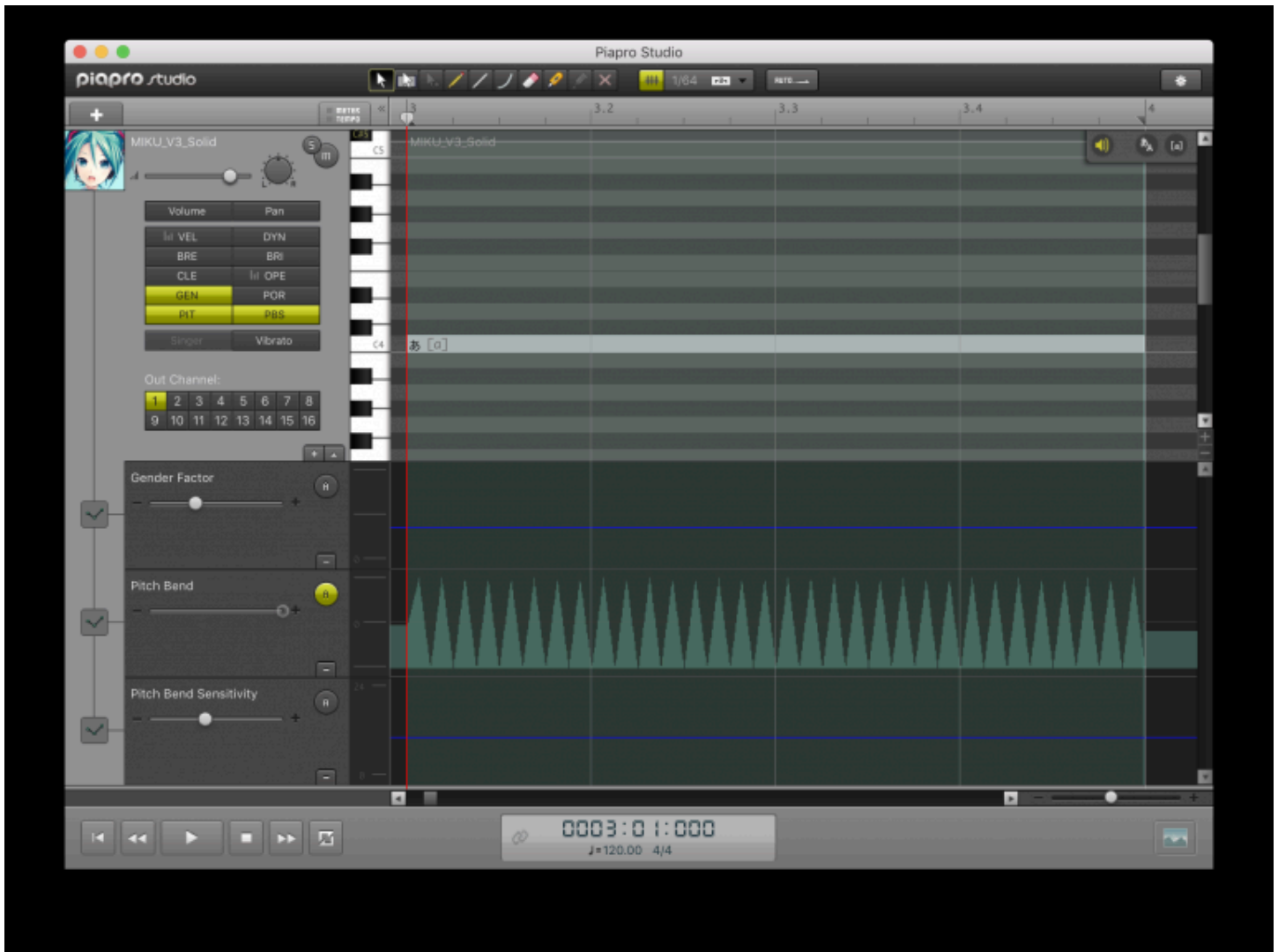
音価を1/64にして画像のようにジグザグ上下させます。
そしてピッチの変化の幅を決める「PBS」、Pitch Bend Sensivityを大体8以上にします。
するとこんな感じの声になります。
Make the phonetic value 1/64 and raise and lower the zigzag like in the image.
And "PBS" is decided by the width of change in pitch, generally make Pitch Bend Sensitivity more than 8.
When you do so, the voice becomes like this.

AUDIO CLIP

なんかグニュグニュした声ですね。
ですがこれをアンプシミュレーターに通すと…
It's a sort of gunyu-gunyu voice, isn't it?
But when you put it through a amp simulator...

AUDIO CLIP

急にそれっぽい！
ちなみにアンプシミュレーターはCubase付属のやつです。
==
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SweetSoSweet's methods:

https://www.youtube.com/watch?v=c0k2-aa6i2c
https://www.youtube.com/watch?v=pVnesNJ0A-Y

Audacity (Plug-ins used: Charesis, NoAmp, VocaScreamer)
you gotta get a plugin called charesis (?) and use an amp.

 i recommend layering his vocal track for the screams, unedited, over the scream. add something like.. well i
use **Redlight Distortion**. it adds some distortion, like old radio type sounding distortion, not as much as
charesis and noamp does, but yeah, just mess with the settings and nobs and volumes so that it blends in with
the screaming track. it helps put a nice bass and clarity into the scream haha.

NoAmp:
https://bedroomproducersblog.com/2013/03/26/mokafix-audio-vst-free-download/ amp
NoAmp! by Mokafix Audio is a guitar amp and cabinet simulation, based on a hardware stompbox with similar
features. The plugin features Volume and Drive settings, 2 tone controls, 3 gain modes, 3 mic positions, 3 amp
models (California/British/Tweed), and full MIDI learn support. It's a great tool for those times when you simply
want to plug your guitar in and have a quick jam, without messing with the settings too much.
==
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Human whisper turned into metal scream:

Maybe could somehow use this technique with Vocaloid. Start with a whisper and turn into a scream

https://www.youtube.com/watch?v=EAwNpPJIGpA

how to get a scream / growl voice
starting from an item "subheading"
In Logic Pro 9
(proprietary plugins + 3rd part)

0:06 original logic file

0:13 music + voice (distorted)

0:21 SOLO voice (distorted)

0:27 the distortion is obtained with two pre-fader sends: Bus 1 and Bus 2

0:44 exemplary listening loop

0:52 switching off of the insert effects chain of Bus 1

1:13

SOLO voice (dry)

microphone used: built-in mic iMac Aluminum

1:29 music + voice (distorted)

1:33 Bus 2 (low reinforcement)

1:37

Bus 2:

Comp Multiband

Eq

Amp virtual bass

1:40

(bus 2 detail)

Comp multiband

1:48 thanks for watching!

==

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Orlypep's methods: VocaScreamer vs Charsiesis

https://orlypep.deviantart.com/journal/Two-Types-of-Screams-Vocaloid-and-CHARSIESIS-357074909

There are two types of scream from what I learn during my vocaloid study: clear and distorted.

If you aim for the clearer scream, use VOCASCREAMER as for distorted ones, use CHARSIESIS.

Many people prefer screams so use charsiesis since it gives you distorted screams.

I'm still aiming for clearer screams since I'm not much into distorted once and I'm into for realistic screams...

As for the charsiesis, it gives you delay and chorus and distortion although I'm not sure if it is good for guitar distortion...

--

the best way to give the raspiness of the vocal is to tweak the highpass there in charsiesis (it can also distort the vocals, I think). It is best to put in either your first or second track (if you're using autotune, you should put it in your second track).

--

One of the biggest issues I face, at least, as an FLS user, is that the knobs have no numerical input. It's very difficult to make fine adjustments. There's no function for right-clicking the knobs, and since they're so small, turning them results in much larger gaps between available input. Whether I use the VST in V3 or FLS doesn't change this. I can't zoom into it. Nonetheless, a lot of it is a work of experimentation, trying to figure out what does what. I feel like the "voices" thing could have been a little clearer, as well as the other parameters. Definitely needs an update.

https://orlypep.deviantart.com/journal/Vocascreamer-317261585

Either you have to sacrifice their manry properties due to high notes to make them scream or lower them up only you make a dull scream, actually not a scream though!

--

Scream: Low (to make it realistic)
Color: Mid-low or mid high
Rate: Mid-low or in Middle (depends on your whole parameter)
Drive: Mid-high (depending on your Scream Meter)

This is the basic config that I used in vocascreamer. I usually mess with the Drive, the most because it usually gives me a better results of screaming and you can hear the hoarseness in there.

I lower the scream because the high you adjust it, it doesn't sound like a real scream (more like a machine).

--

Well, I did everything you said... and the voice sounds... normal. o-o Something isn't right here. It doesn't sound distorted at all. ;A;

--

Ok, try to raise the scream, or the drive. If you're really up for the distorted scream use Charsiesis! BTW, in vocaloid parameters, (for add info. for vocascreamer) you have to raise the ff: Dynamics, Breathiness (you can also set this in properties) manipulate the pitch and less gender for higher effect.

--

Max the DYN and the BRE. That should give you more distorted and stronger screams.

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Using KeroVee + distortion + EQ:

http://www.nicovideo.jp/watch/sm23906284

・Plusdistortion http://distorqueaudio.com/plugins/plusdistortion.html
・KeroVee https://www.kvraudio.com/product/kerovee-by-g200kg
・30-Band Graphic Equalizer 1.05 https://www.kvraudio.com/product/30-band-graphic-equalizer-by-mildon

0:00 Let's make a Vocaloid scream!
0:05
I'm using the following free VSTs and Kasane Teto
music software is Reaper v0.999
0:16 Plusdistortion
0:24 As the name says, use it to distort the voice
0:34 KeroVee (kero = noise a frog makes)
0:39
the so-called voice changers
I'm using them for the chorus
0:51 30-band graphic equalizer
0:57 Simple equalizer
there's a draw function that's simple
1:08 Now, here is the voice we're aiming for
1:13 Kagamine Rin original
ブラックホールアーティストBlack hole artist

https://www.youtube.com/watch?v=3Tk57wNRwWo
1:37 Hatsune Miku original
般若心経ハードコア heart sutra harcore
https://www.youtube.com/watch?v=UbcW5L91HzY
1:54 この手のスクリームは正式に発表ないので多くの人が苦労されていると思います（テトではない音源でしたけど。。。）
This method of screaming has never been formally explained, so a lot of people are probably troubled by this (it's not using Teto as a sound source, but...)
2:01 今回はこのスクリームに近い音を出せるように試行錯誤した自己流の方法を紹介したいと思います
I will introduce the method I learned through trial and error to make a scream close to these sounds
2:07 少しでも制作の手助けになればと思います
I think this can help with song making even a little bit
2:11 Let's make the foundation with Teto first
2:16-2:50 Skipped cause we want to use Vocaloid, they just input the lyrics
2:50 So there are no problems, lower the voice by 2 octaves. The reason is, when screams are uttered, the "edge voice" (vocal fry) becomes the foundation
(I won't go into details)
--
エッジボイス https://youtu.be/IO6RKGOoPjc?t=48s edge voice = low creaky growl, I think it's a vocal fry in English
3:03 save as a .wav
3:25 start up Reaper
3:33 I've added the track already, now I'm dragging and dropping in the wav file
(Note: it sounds low cause they lowered it by 2 octaves before exporting from UTAU, they haven't edited it yet)
3:53 I will add in the VST plugins. (Not using Reaper, so I'm not gonna translate how to do that)
4:06 First is Distortion.
4:15 High Cut cuts out high soundwaves. Low Cut is the opposite. I don't really know about the other levers.
4:38 The DISTORTION on the screen is the level of distortion. When go right, it gets strong distortion.
4:59 Next is setting KeroVee
5:10 I'm using the preset Mix Chorus
5:23 Musical scale/intervals are left in the scream a little
5:33 Last is using equalizer (the default screen is not like this)
5:40 When press lower-right Draw button, can change the levels
6:08 When you use really high levels, a noise that sounds like "piii" happens, so be careful
6:20 doing trial and error
6:47 Kinda like this
6:59 I tried to do it properly (unclear lyrics)
7:25 I didn't explain in the video, but I put KeroVee on the chorus