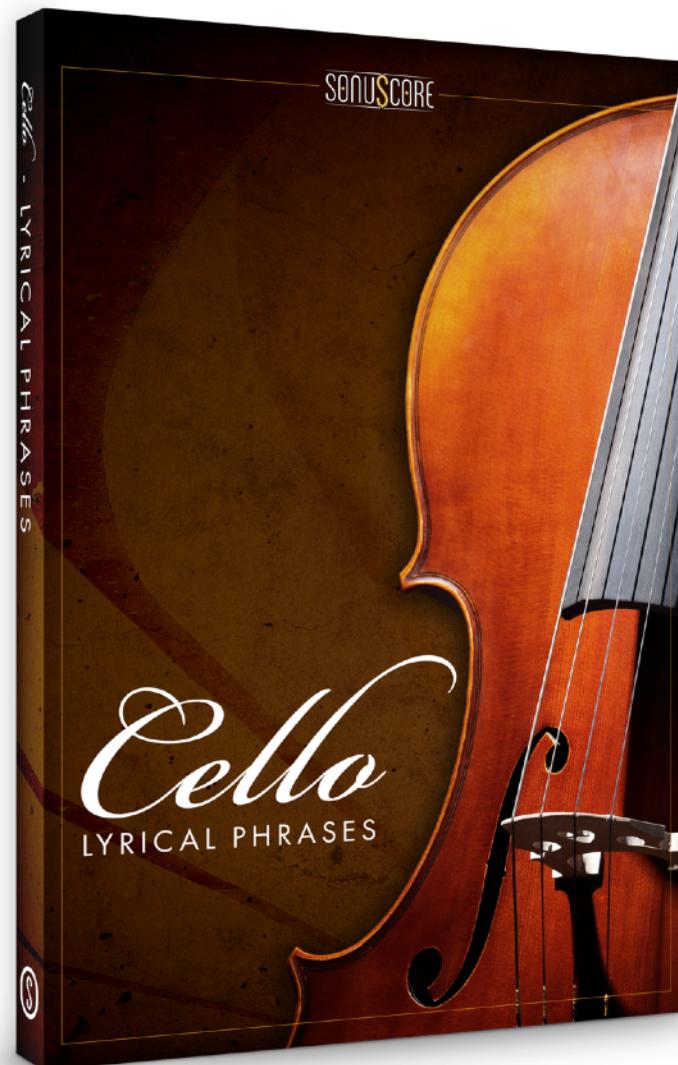


SONUSCORE



OWNER'S MANUAL



Document Version 1.2

Product Version 1.2

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SYSTEM REQUIREMENTS:

- Native Instruments' KONTAKT Version 5.6.8 or higher (www.native-instruments.com/en/products/komplete/samplers/kontakt-5/)
- Mac OSX.10.9 or higher, Intel Core 2 Duo
- Windows 7 or higher, Intel Core 2 Duo or AMD AthlonTM 64 X2
- 4GB RAM
- at least 3.05GB of free hard disc space



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1. INTRODUCTION

Welcome to SONUSCORE LYRICAL CELLO PHRASES. This KONTAKT instrument makes it possible for you to integrate expressive cello legato phrases into your composition. You will find two .nki files. The "**Lyrical Cello Phrases.nki**", the main library, and an additional "**Lyrical Cello Legato.nki**".

2. DOWNLOAD & INSTALLATION

Once you have received the link via mail, you can directly download the zip-file from our web server. The installation process is very easy: choose or create any folder you like on your hard drive and completely unpack the zip-file in there. Bear in mind that the chosen path should not be too complicated as you need to browse to the respective folder every time you open the .nki-files with KONTAKT. To do so, launch KONTAKT, click on FILES and then LOAD. Browse to the specific folder where you have saved LYRICAL CELLO PHRASES, double-click on the desired nki-file and you are good to go! Alternatively, you can just drag-and-drop the nki-file into KONTAKT.

NOTE: This instrument requires **KONTAKT 5.6.0** – if necessary, update your KONTAKT in the NI Service Center. Also, LYRICAL CELLO PHRASES is NOT a "Powered by Kontakt"-library, so you cannot add it via the ADD LIBRARY-button on the side panel. Instead, you will have to add it manually or save its path under the QUICK-button in the menu.



3. LYRICAL CELLO PHRASES.NKI



On the main page you can select a theme and access all the basic functions you need to get started.

3.1 THEME SELECTION BAR

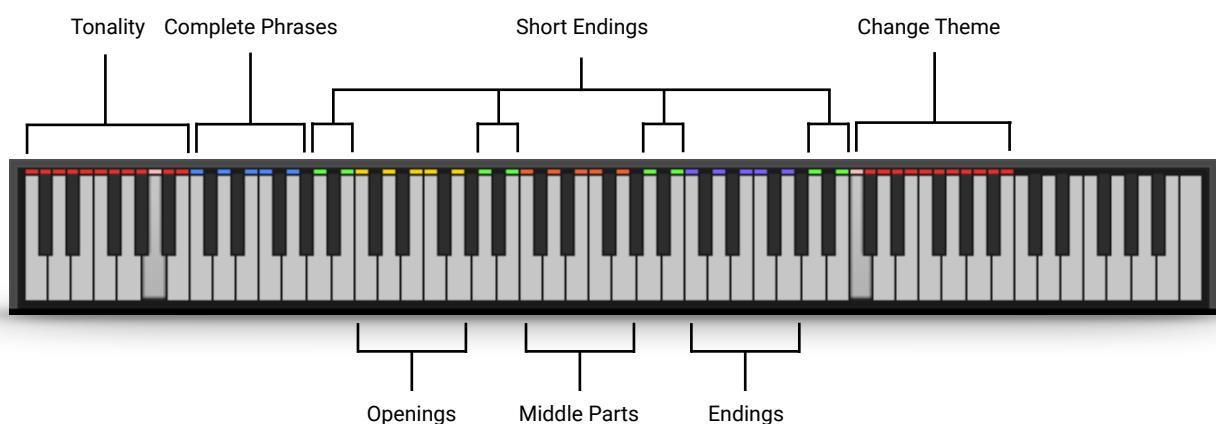


On the left side of the main page are twelve themes that you can choose from. Simply click on the button on the left side of each title to activate a theme. Whenever you load a new theme, the corresponding keyswitch appears on the keyboard (starting at C5). The last loaded theme is automatically the currently chosen theme and its keyswitch is triggered. When unloading a theme, the connected keyswitch disappears and the first active theme keyswitch from C5 upwards is triggered.

3.2 PHRASE SYSTEM

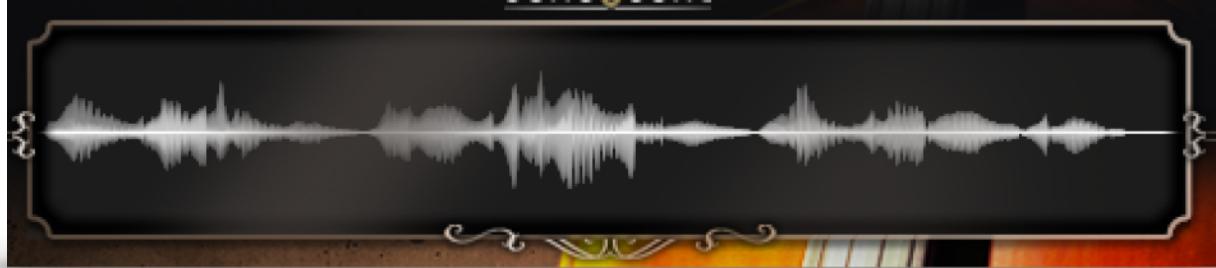
Each theme consists of five complete phrases. All phrases can be played as a whole or the opening, middle and endings of each phrase can be combined freely to create new phrases. As an addition we created short endings that will take you back to the root at any time.

3.3 KEY SWITCHES



You can use the highlighted keys to play the phrases and combine them freely.

3.4 PHRASE PROGRESS BAR



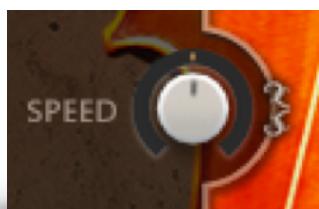
The Phrase Progress Bar shows the waveform of the current phrase and the playback position the phrase is in

3.5 PAGE SELECTION



On the bottom of the GUI you can find the Main and FX page buttons. Use those to navigate between the two pages.

3.6 PLAYBACK SPEED



The speed knob allows you to change the playback speed of the phrases. It goes from a minimum of 50% up to 150% of the original speed.

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3.7 FX PAGE



On the FX page you can access the advanced functions of the EQ, DELAY and REVERB settings.

3.7.1 EQ



EQ ON/OFF: Toggles the equalizer on and off.

LOW: Adjusts the gain of the low frequency band of the equalizer.

LMF: Adjusts the gain of the low-mid frequency band of the equalizer.

HMF: Adjusts the gain of the high-mid frequency band of the equalizer.

HIGH: Adjusts the gain of the high frequency band of the equalizer.

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3.7.2 DELAY



DELAY ON/OFF: Toggles the equalizer on and off.

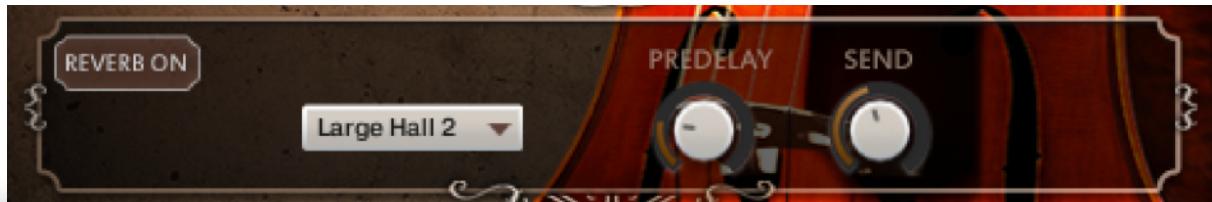
UNIT: Selects the UNIT of the TIME parameter in note values.

TIME: Selects the TIME after which the delayed signal will repeat. The selected TIME will be multiplied with the chosen unit. $2 \text{ (TIME)} \times 1/8 \text{ (UNIT)} \Rightarrow$ The delayed signal will occur on every second eighth note

FEEDBACK: Adjusts the FEEDBACK amount of the DELAY effect. Basically this parameter controls how many times a note will be audible via the DELAY.

SEND: Adjusts the send level of the DELAY effect.

3.7.3 REVERB



REVERB ON/OFF: Toggles the REVERB on and off.

IR MENU: Choose one of four impulse responses. You can select two large and two small halls.

PREDELAY: Adjusts the PREDELAY of the REVERB effect in ms. This parameter is helpful for simulating distance.

SEND: Adjusts the send level of the REVERB.



4. LYRICAL CELLO LEGATO.NKI

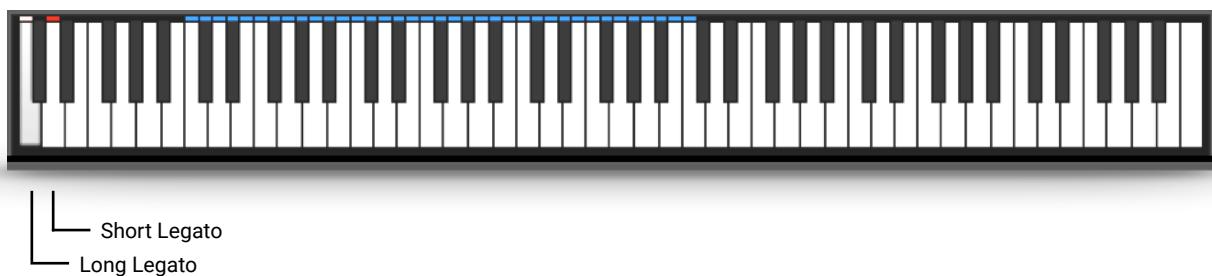


When opening the “Lyrical Cello Legato.nki” you have all the controls you need right there in the GUI.

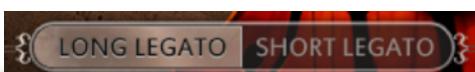
4.1 KEYSWITCHES

There are two different legato types that you can choose from.

Combine them to create a perfect balance of expressive longer legato and a shorter legato for faster lines.



On the bottom of the GUI you can see which legato type is currently active:



4.2 FX

4.2.1 EQ



EQ ON/OFF: Toggles the equalizer on and off.

LOW: Adjusts the gain of the low frequency band of the equalizer.

LMF: Adjusts the gain of the low-mid frequency band of the equalizer.

HMF: Adjusts the gain of the high-mid frequency band of the equalizer.

HIGH: Adjusts the gain of the high frequency band of the equalizer.

4.2.2 DELAY



DELAY ON/OFF: Toggles the equalizer on and off.

UNIT: Selects the UNIT of the TIME parameter in note values.

TIME: Selects the TIME after which the delayed signal will repeat. The selected TIME will be multiplied with the chosen unit. $2 \text{ (TIME)} \times 1/8 \text{ (UNIT)} \Rightarrow$ The delayed signal will occur on every second eighth note

FEEDBACK: Adjusts the FEEDBACK amount of the DELAY effect. Basically this parameter controls how many times a note will be audible via the DELAY.

SEND: Adjusts the send level of the DELAY effect.

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4.2.3 REVERB



REVERB ON/OFF: Toggles the REVERB on and off.

IR MENU: Choose one of four impulse responses. You can select two large and two small halls.

PREDELAY: Adjusts the PREDELAY of the REVERB effect in ms. This parameter is helpful for simulating distance.

SEND: Adjusts the send level of the REVERB.



5. CREDITS

Product Concept and Design: SONUSCORE: Tilman Sillescu, Pierre Langer, Axel Rohrbach, Christian Wirtz, Stefan Kemler, Matthias Wolf

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