

SONUSCORE



OWNER'S MANUAL



Document Version 1.0

Product Version 1.0

© by SONUSCORE

SYSTEM REQUIREMENTS:

- Native Instruments' KONTAKT Version 5.5.2.880 or higher (www.native-instruments.com/en/products/komplete/samplers/kontakt-5/)
- Mac OSX.10.8 or higher, Intel Core 2 Duo
- Windows 7 or higher, Intel Core 2 Duo or AMD Athlon™ 64 X2
- 4GB RAM
- at least 300mb of free hard disc space



TABLE OF CONTENTS

1. INTRODUCTION.....	4
2. INSTALLATION.....	4
3. MAIN TAB.....	4
3.1 PRESET & COLOR SELECTION	5
PRESETS:.....	5
PRESET BROWSER:.....	5
COLOR:.....	6
COLOR LOCK:.....	6
3.2 MAIN CONTROLS.....	6
PAGE SELECTION:.....	6
SOLO:.....	6
3.3 INSTRUMENT CONTROLS.....	7
4. ARP TAB.....	8
4.1 ARPEGGIATOR CONTROLS	9
4.2 RHYTHM CONTROLS	10
4.3 ARPEGGIATOR EXPORT/IMPORT	10
5. FX TAB.....	11
TAB SELECTION:.....	11
5.1 DYNAMICS.....	12
EQUALIZER:.....	12
COMPRESSOR:.....	12
FILTER:.....	12
5.2 MODULATION.....	13
CHORUS:.....	13
ROTATOR:.....	13
5.3 DELAY & REVERB.....	14
DELAY:.....	14
REVERB:.....	14
6. KEYSWITCHES.....	15
7. CREDITS	16
8. LICENSE AGREEMENT	17

1. INTRODUCTION

Welcome to SONUSCORE Origins Vol 2: MUSIC BOX & PLUCKED PIANO. This KONTAKT instrument is the second installment of our Origins series. As our first, this second volume consists of two unique sampled instruments that are playable with our revolutionary M.A.D. system or simply as single notes. With our M.A.D. (Multi Arpeggio Designer) each instrument has its own independent arpeggiating system that lets the instruments react to each other in a way no normal arpeggiator would be able to do. The instantly usable cinematic presets feel much more like an arranged composition than a simple arpeggiated chord. With our COLOR menu finding the right sound for your composition is now easier than ever.

For deeper understanding of all the possibilities of this instrument make sure to check out the tutorials on www.sonuscore.com.

2. INSTALLATION

After the purchase please download the zip files completely to a destination of your choice. Unzip the files and open the file "Music Box & Plucked Piano.nki" with your KONTAKT sampler.

3. MAIN TAB



The main page shows all the controls you need to create an inspiring sound for your composition.

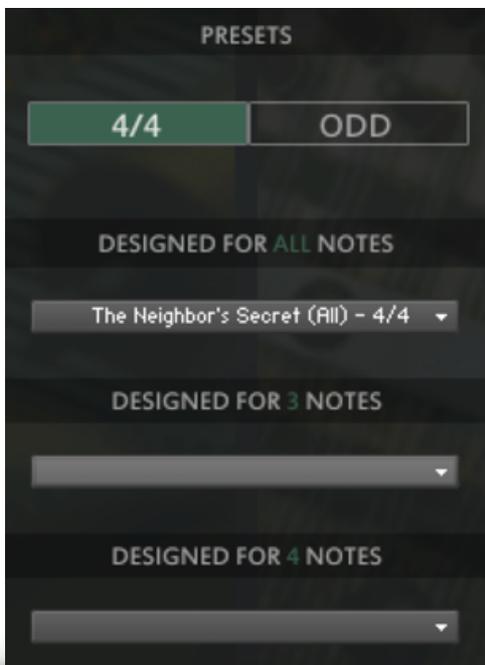
3.1 PRESET & COLOR SELECTION

PRESETS:



Click on the preset name to open the preset browser or use the left and right arrow to load the previous or next preset.

PRESET BROWSER:



Use the 4/4 Button to display presets in 4/4 time signature. Activating ODD will display presets in other time signatures like 3/4, 6/8 or odd meters. The three menus below will now show the resulting presets either DESIGNED FOR ALL NOTES, 3 NOTE or 4 NOTE chords.

COLOR:



By clicking on the COLOR name you can open the COLOR browser to choose between one of twelve COLOR presets. The COLOR presets will affect the overall sound but not the M.A.D. (Multi Arpeggiator Designer) settings.

NOTE: The Delay setting is part of the preset and not the COLOR setting since it is a rhythmical effect that could otherwise be colliding with the presets rhythm.

COLOR LOCK:



Each preset has its own default COLOR setting. By clicking on the COLOR LOCK symbol you can lock the chosen COLOR. The COLOR will then stay the same while browsing through different PRESETS.

3.2 MAIN CONTROLS

PAGE SELECTION:



By clicking one of the three tabs you can switch between the ARP TAB, MAIN TAB and FX TAB.

SOLO:



Use the SOLO button to solo one of the two instruments. The other will automatically be muted.

3.3 INSTRUMENT CONTROLS



The INSTRUMENT CONTROLS give you access to the basic controls you need to shape the sound of each instrument.

VOLUME: Adjusts the VOLUME.

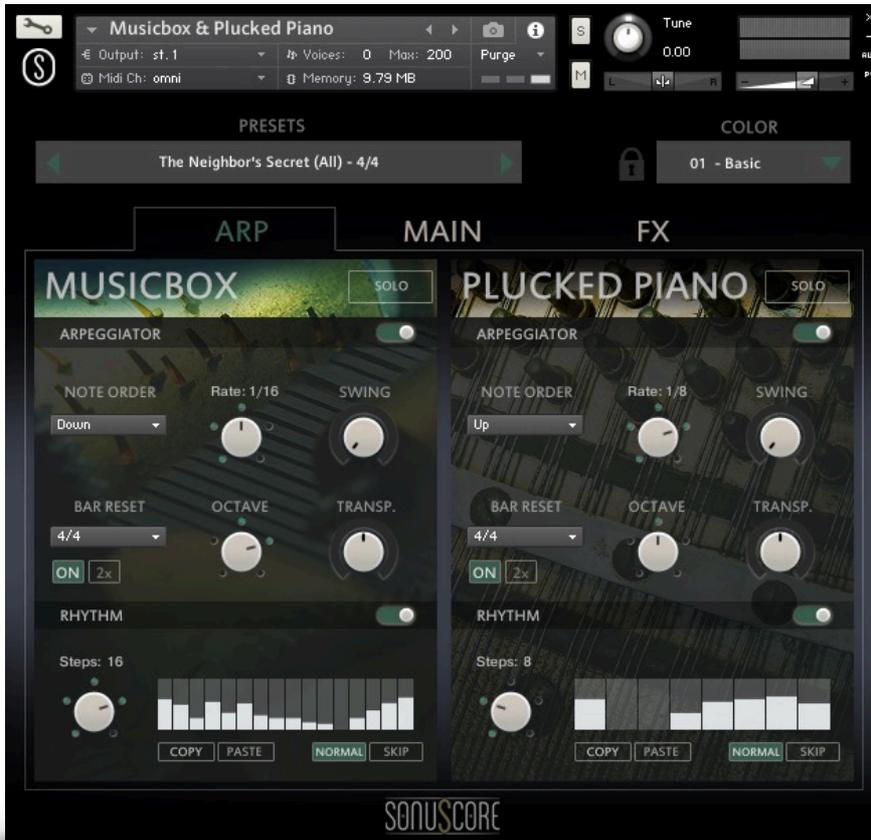
PAN: Adjusts the PANORAMA POSITION.

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

ATTACK: Adjusts the ATTACK of each individual note of the chosen instrument.

RELEASE: Adjusts the RELEASE of each individual note of the chosen instrument.

4. ARP TAB



On the ARP Tab you will find the advanced controls that make out our M.A.D. (Multi Arpeggiator Designer).

4.1 ARPEGGIATOR CONTROLS



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

NOTE ORDER: Selects the order in which you want the notes of your chord to be played. There are 13 settings to choose from.

RATE: Adjusts the speed of the ARPEGGIATOR.

SWING: Gradually add a swing feeling to the ARPEGGIATOR's pattern.

BAR RESET: Selects the time signature of the desired arpeggio. The selected time signature will affect the stepper resolution and BAR RESET function.

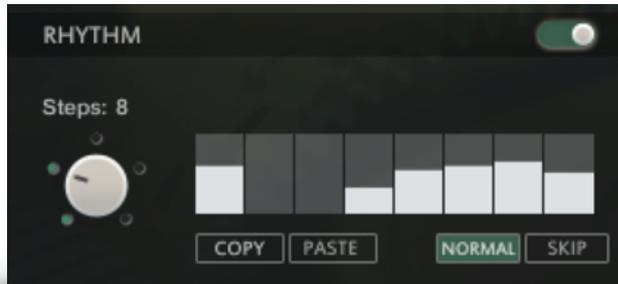
ON: If selected, the arpeggio will repeat its pattern after one measure of the selected time signature

2x: If selected, the arpeggio will repeat its pattern after two measures of the selected time signature

OCTAVE: Periodically repeats the ARPEGGIATOR's pattern by the chosen octave value below or above (-2,-1,0,1,2).

TRANSP.: Transposes the complete pattern and tonality of the chosen instrument by the chosen amount of semitones (-24,24).

4.2 RHYTHM CONTROLS



RHYTHM ON/OFF: Activates or deactivates the RHYTHM STEP-SEQUENCER. If deactivated all notes will play at the same velocity.

STEPS: Adjusts the amount of steps within the selected time signature.

RHYTHM STEP-SEQUENCER: Create your own rhythm for the ARPEGGIATOR. Click to set single step values. Click and drag to draw multiple step values. Right-click and drag to draw a straight line. Use the modulation wheel to control the dynamic of the rhythm.

COPY/PASTE: COPY and PASTE the step pattern from one instrument to another.

NORMAL: Steps with the value 0 will be played with 0 velocity.

SKIP: Steps with the value 0 will be skipped and the respective note will sound at the next active step. **NOTE:** This will result in a shifted rhythm.

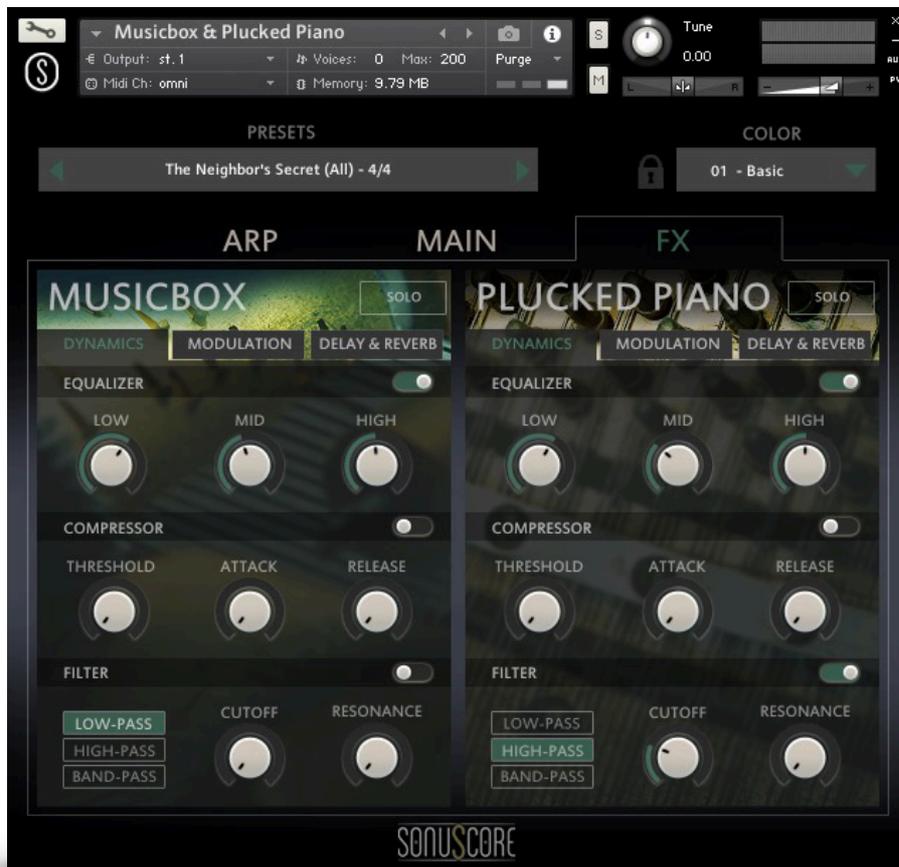
4.3 ARPEGGIATOR EXPORT/IMPORT



This function allows you to export and import all the ARPEGGIATOR settings into an external .nka file, either for saving custom settings or exchanging settings between different products of the ORIGIN range (e.g. Origins: Steeltongue & Sansula and Origins: Musicbox & Plucked Piano).

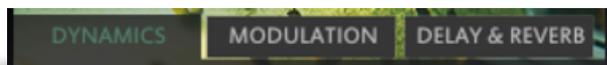
NOTE: Depending on the chosen preset, the DELAY FX can also have an effect on the rhythmic feel. The settings of the DELAY FX will not be exported.

5. FX TAB



Each instrument has an individual set of FX (DYNAMICS, MODULATION and DELAY & REVERB)

TAB SELECTION:



Use the TAB SELECTION to reach the DYNAMICS, MODULATION and DELAY & REVERB section.

5.1 DYNAMICS



EQUALIZER:

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

LOW: Adjusts the LOW band of the equalizer.

MID: Adjusts the MID band of the equalizer.

HIGH: Adjusts the HIGH band of the equalizer.

COMPRESSOR:

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

THRESHOLD: Adjusts the THRESHOLD of the compressor.

ATTACK: Adjusts the ATTACK of the compressor.

RELEASE: Adjusts the RELEASE of the compressor.

FILTER:

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

LOW-/HIGH-/BAND-PASS: Select the filter type.

CUTOFF: Adjusts the CUTOFF frequency of the HIGH- and LOW-PASS or center frequency of the BAND-PASS.

RESONANCE: Adjusts the RESONANCE of the filter effect.

5.2 MODULATION



CHORUS:

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

DEPTH: Adjusts the DEPTH of the CHORUS effect. This parameter controls the amount of detune the CHORUS effect uses.

SPEED: This parameter controls the SPEED in which the CHORUS detuning is modulated.

PHASE: Adjusts the PHASE of the CHORUS effect. This parameter controls the PHASE shifting of the signal.

MIX: Adjusts the dry/wet ratio of the CHORUS effect.

ROTATOR:

ROTATOR ON/OFF: Toggles the ROTATOR effect on and off.

SPEED: Chooses between slow and fast ROTATOR SPEED.

BALANCE: Adjusts the sound BALANCE of the ROTATOR.

SPREAD: Adjusts the stereo width of the ROTATOR effect.

MIX: Adjusts the dry/wet ratio of the ROTATOR effect.

5.3 DELAY & REVERB



DELAY:

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

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.

UNIT: Selects the UNIT of the TIME parameter in note values. If set to absolute, the time controller will show absolute time values instead of tempo-synced note values.

DAMP: Increases or decreases the damping of high frequencies of the delayed sounds.

PAN: This parameter controls the width of the panorama modulation of the wet signal. If it is set to 0, the delayed signal will not differ from the dry signal in panorama.

FEEDBACK: Adjusts the FEEDBACK amount of the DELAY effect. Basically this parameter controls how many times a note will be audible via the DELAY. But careful: if it is set too high, the FEEDBACK loop will eventually cause a buildup of sounds.

MIX: Adjusts the dry/wet ratio of the DELAY effect.

REVERB:

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

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

MIX: Adjusts the dry/wet ratio of the reverb effect.

ROOM: Selects the impulse response of the reverb effect.

6. KEYSWITCHES



In KONTAKT's own keyboard view you can spot two red keys. These are used to quickly turn the M.A.D. system on and off while playing.

C1 – M.A.D. on

C#1 – M.A.D. off



7. CREDITS

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

Project Lead: Tilman Sillescu

Recording: Christian Wirtz

Preset and Color Design: Steffen Brinkmann and Matthias Wolf

KONTAKT Scripting: Stefan Kemler

Sample Editing: Christian Wirtz

User Interface Design: Manuel Reinher

Artwork: Manuel Reinher, Benedikt Huster

Quality Assurance: Steffen Brinkmann, Matthias Wolf, Marvin Hartmann

Tutorial Videos: Steffen Brinkmann, Marvin Hartmann, Matthias Wolf

Additional Content: Tilman Sillescu, Steffen Brinkmann, Stefan Kemler, Matthias Wolf, Marvin Hartmann, Christian Wirtz



8. LICENSE AGREEMENT

IMPORTANT-READ CAREFULLY: This SONUSCORE End-User License Agreement (or "EULA") is a legal agreement between you (either an individual or a single entity) and Dynamedion GbR, Pierre Langer & Tilman Sillescu, Kaestrich 6, 55116 Mainz, Germany - using the label name "Sonuscore" (hereinafter "SONUSCORE") for the SONUSCORE Audio Content you have licensed which includes the following: (i) designed samples, (ii) source sound files, (iii) the KONTAKT instrument including its script and (iv) any printed, "online" or electronic documentation (altogether: "CONTENT"). By licensing, copying or otherwise using the CONTENT, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, do not use the CONTENT. Copyright laws and international copyright treaties, as well as other intellectual property laws and treaties protect the CONTENT. The rights granted herein are non-transferable and have to be validated by proof of purchase. All rights not expressly granted to you hereunder are reserved by SONUSCORE.

GRANT OF LICENSE:

In consideration of the license fee you paid, SONUSCORE grants a "MEDIA LICENSE" to you and your assigns (subject to the transfer limitations herein).

The MEDIA LICENSE for this product is granted only to a single user. If you want to purchase a multiuser license, please contact us directly.

All CONTENT in this product is licensed, but not sold, to you by SONUSCORE, for commercial and non-commercial use in music, sound-effect, audio/video post-production, performance, broadcast or similar finished content-creation and production use.

The MEDIA LICENSE includes the non-exclusive right to combine the CONTENT you've purchased for commercial recordings without paying any additional license fees or providing source attribution to SONUSCORE.

The MEDIA LICENSE includes:

1. Mechanical rights

The right to re-record, duplicate and release the CONTENT as part of your product/production in whatever medium you choose (i.e. video tape, film, CD ROM, DVD, digital formats). This does not include the right to resell the CONTENT as a standalone product in whole or in parts.

2. Synchronization rights

The right to use the CONTENT as a soundtrack "synced" with visual images, or sounds as part of your product/production.



3. Public Performance Broadcast rights

The right to use the CONTENT as part of the public viewing or broadcast of your product/production, including but not limited to videos, DVDs, web sites, podcasts, multimedia presentations, films, television, and radio.

The MEDIA LICENSE is granted worldwide and unlimited in time.

LIMITATIONS:

This license expressly forbids any unauthorized inclusion of the CONTENT in any library (e.g. sample instrument, sound effects library, etc.) online or offline without our express written consent.

The MEDIA LICENSE also forbids any re-distribution method of the CONTENT, through any means, including but not limited to, re-selling, trading, sharing, resampling, mixing, processing, isolating, or embedding into software or hardware of any kind, for the purpose of re-recording or reproduction as part of any free or commercial library of musical and/or sound effect samples and/or articulations, or any form of musical sample or sound effect sample playback system or device.

REPRESENTATION:

SONUSCORE owns and controls the rights represented herein with respect to the CONTENT that are subject to this Agreement. SONUSCORE has and will hold throughout the Territory and during the Term the above listed rights to exploit the CONTENT as set forth herein.

SONUSCORE shall indemnify and hold you harmless from any and all claims, liabilities and costs, losses, damages or expenses (excluding attorney's fees) arising out of any breach of these representations.

LIABILITY FOR DAMAGES:

SONUSCORE is not liable for any damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use any SONUSCORE product, even if SONUSCORE has been advised of the possibility of such damages.

SONUSCORE will not be responsible if the CONTENT does not fit your particular purpose.

The CONTENT is licensed 'as is' without warranties of any kind. Any similarity to any other CONTENT is purely unintentional. SONUSCORE cannot be held responsible for any direct, indirect, or consequential loss arising from the use of any sound samples and software licensed from this site in whatever form, or consequential loss arising from a delayed or lost shipment. SONUSCORE does not accept returns unless you have a defective product. Defective products will be exchanged for the same product for a period of 90 days. No refunds will be given for downloaded CONTENT.



PAYMENT & SHIPPING PROCESS:

After payment has been received you will automatically get an email with download links to the products purchased. If you choose the credit card payment option, your card will be debited immediately after the order has been fully placed.

REFUNDS:

Downloaded libraries can't be returned, so we can't provide refunds. We may choose to do so at our own discretion, but please be aware that as soon as you've downloaded it, you can't return it.

This product uses two forms of non-destructive copy protection: user specific fingerprinting combined with an online detection system, monitoring over 400 TV channels and 75 million websites worldwide. Users who try to get past the copy protection or otherwise violate the terms of this licensing agreement are subject to criminal and civil penalties and liable for monetary damages. Please respect our work and do not copy it. The more support we get from you, the more and the better products we will be able to release in the future.