Organic Transitions

user manual

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loops de la Crème

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Thank you for purchasing ORGANIC TRANSITIONS!

This sample library is based on recordings of percussion instruments (shakers, tambourines, rain sticks, rattlers, bongos, congas, drums, cymbals, bells...)

The goals and applications of the library are numerous:

- help you create smooth sounding transitions between different parts of your song
- easily sync sound effects to a movie scene
- perform responsive organic textures
- easily create impressive sound beds
- create original intros and outros

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named ORGANIC TRANSITIONS.zip. On a Mac, use the default 'Archive utility'. On a PC, I recommend to use Winrar or Winzip to properly unzip the file.

You can then copy/paste the ORGANIC TRANSITIONS folder to your sample library hard drive, and make sure you make a backup of the new samples on a separate drive (or a SD card / USB stick...)

IMPORTANT NOTE:

!!! Please keep the ORGANIC TRANSITIONS folder structure intact: Do not move or erase a folder or a file from the main ORGANIC TRANSITIONS folder to ensure proper loading of the instruments.

LOADING INSTRUMENTS

To load patches, find the folder from the Kontakt files menu and select the patch you wish to load: just double-click on a patch or use drag- and-drop:

NB: Native Instruments Kontakt 5.3.3+ is required to fully use the instruments. Make sure you have the latest updates installed.

You can also load patches with Kontakt Free Player in demo mode (with a 15mn time limit and saving functions disabled).

Along this user guide, you'll find a pdf **License Agreement**. Please read this text carefully, it precisely explains the things you are allowed and not allowed to do with the sample library.

SAMPLES

The samples of ORGANIC TRANSITIONS are organised in 12 folders, for practical access.

All samples are WAV 24bit, 48kHz. They are raw recordings, and will respond very well to further processing (pitching, filters, EQ, compressors, reverb, delays...) They were recorded with 4 different microphone arrays, to provide maximum flexibility and variety of sounds. You can identify the microphones used for each samples by looking at the end of the sample's name:

_BLU- : BLUMLEIN (stereo)

2 ribbon microphones (Voodoo VR1) in XY

A realistic stereo image with a strong center, takes EQ very well

_BI- : BINAURAL (stereo)

2 omni microphones (AT4022) in a custom array

A very wide stereo image, extra details and emphasis on high frequencies

_MN- : MONO

1 large condenser microphone (Lauten Audio Clarion)

Great detail, solid and focused sound

_VIN- : VINTAGE

1 omni microphone (Shure Bullet)

Smooth transients, limited frequency response, plenty of character

KONTAKT INSTRUMENTS

ORGANIC TRANSITIONS features 3 kinds of instruments:

1. Dynamic Instruments
2. Transition Sets
3. Multis

1. DYNAMIC INSTRUMENTS

18 dynamic instruments let you perform a transition in real time, using your modulation wheel to control the intensity and length of the transition.

To perform realistic transitions, move the modulation wheel slowly, and pay close attention to the position of the modulation wheel when you start and end the transition.
When you first load Kontakt, you might have to quickly reset the modulation wheel default value by going from 0 to full and back to 0, without playing a note.

All dynamic instruments are playable over two octaves (pitched stretched from D3 to C5), the reference pitch is C4.

Try to play several keys together!
Octaves sound quite good :)

DYNAMIC_afro fruit rattler.nki
DYNAMIC_animal bells.nki
DYNAMIC_bonus-rain and thunder.nki
DYNAMIC_cabasa brazil.nki
DYNAMIC_clay water bird.nki
DYNAMIC_double skin shaker.nki
DYNAMIC_indian jingles.nki
DYNAMIC_jingle bells.nki
DYNAMIC_meditation balls.nki
DYNAMIC_shakers.nki
DYNAMIC_spring drum.nki
DYNAMIC_stereo skin shakers.nki
DYNAMIC_tambourines.nki
DYNAMIC_thunder skin.nki
DYNAMIC_water bubbles.nki
DYNAMIC_wood lace.nki
DYNAMIC_wood windchimes.nki

Leave the modulation wheel at a middle value to create a natural sounding organic texture

2. TRANSITION SETS

Main Set

This ambitious instrument lets you simultaneously access over 70 transitions.

Use the included mixer to fine-tune the balance of the various microphones.

The transitions are organised in category, with various key colors:

1. Blue (C0-Bb0): normal shakers
2. Green (B0-G#1): ethnic shakers
3. Red (A1-B1): rattlers
4. Yellow (C2-G2): tambourines
5. Green (G#2-D#3): bells and metals
6. Cyan (E3-C4): cymbals (sticks, rods and brushes)
7. Blue (C#4-G4): cymbals (mallets)
8. Red (G#4-D#5): skin percussions
9. Blue (E5-G#5): snares
10. Green (A5-C#6): toms
11. Blue (D6-Bb6): various (flutes, toys, jawharp, spring drums...)

Mixed Set_12 banks

This instrument let you access banks of transitions organised in categories. Each category provides 8 transitions (white keys, C2-C3) and combinations of layered transitions on the black keys:

Mixed Set_12 banks_Reversed

This patch offers the same sample set as the other mixed set, with 12 categories of transitions, but this time, the samples are reversed. Perfect for special effects in your music or for soundtracks!

Load the reversed set, choose a bank, and then layer on top of this the same bank from the normal set. Now you can experiment with using the effects, filters and reverb settings to mix the two and instantly create great SFX!

Mixed set

This is the instrument that is also available in the light edition '30 Organic Transitions'. It is based on 30 samples of various transitions, and offers four banks:

- bank1: shakers, woods
- bank2: metals, cymbals, bells
- bank3: various
- bank4: reversed samples

3. MULTIS

Four kinds of Multi-instruments can be found in the MULTIS folder:

DYN

These multis are combinations of various dynamic instruments. They can be played exactly like a single dynamic instrument, using the mod wheel to perform a transition, or leaving the mod wheel at a certain value to play a texture:

DYN_bellissima.nkm
DYN_grow waterfall.nkm
DYN_percussionists HD.nkm
DYN_precious mix.nkm
DYN_retro thunder.nkm
DYN_sand bugs.nkm
DYN_shaker combo.nkm
DYN_sweet world.nkm

RISER

These instruments are perfect to create a crescendo effect that ends abruptly.

Slowly move the modulation wheel up, and release the note at the top of the modulation value for the best 'riser' effect

RISER_alerte au monstre.nkm
RISER_gentle exciter.nkm
RISER_metal necklace.nkm
RISER_rubber band.nkm
RISER_what the F.nkm

SETS

These multis are layers of transitions sets. They make full use of Kontakt's sampling engine to offer new exciting sounds. Playable over one octave.

when the instrument's name ends with '_MW' , a certain function has been pre-programmed for the modulation wheel. Make sure you check this out!!

SETS_birth of the species.nkm
SETS_bug life_MW.nkm
SETS_double metals_MW.nkm
SETS_easy 3D.nkm
SETS_explore lost arch.nkm
SETS_natural rolls.nkm
SETS_reverse chaos.nkm

Since all sets have layers of transitions on the black keys, you can create massive one-finger transitions with these multis using the black keys!

SOUNDSCAPES

These advanced instruments combine various dynamic instruments (for textures) and sets (for transition) to create fascinating sound beds. You can simultaneously control the intensity and pitch of the texture, and add various accents (C3-C4)

SOUNDSCAPE_Auto pilot sound design.nkm
SOUNDSCAPE_Borneo.nkm
SOUNDSCAPE_Claustrophobie.nkm
SOUNDSCAPE_Incas impossible fate.nkm
SOUNDSCAPE_magic source.nkm
SOUNDSCAPE_Syrens and ghosts.nkm
SOUNDSCAPE_Vintage Planet.nkm
SOUNDSCAPE_waiting for Kong.nkm

Click on the + symbol at the right of an instrument to expand its view and tweak the UI controls:

USING THE INTERFACE TO CUSTOMISE THE SOUND:

HP   LP   Bright Short Plate   Attack   Release   Focus   Tone   FX   Limiter

- HP and LP FILTERS: A high-pass and a low pass filter help you cut out unwanted frequencies
- REVERB SELECTOR: pick one of 20 custom Impulse Responses
- ATTACK: bring this up for mellow and slow attack
- RELEASE: maximum release values provide an authentic decay of the instrument after you release the note, while lower values help replicate a chocked sound.
- FOCUS: reduces the stereo width to easily integrate the instrument in your mix
- TONE: a pre-programmed equalizer preset, or a filter setting, to quickly change the sound
- FX: pre-programmed effect (delay, chorus, flanger, distortion…)
- LIMITER: a heavy parallel compressor used to control dynamics, increase sustain and make the beginning and end of transitions louder

In addition to these effects, the Main Set features a convenient MIXER, to easily balance the sound of all four microphone set-ups.

you can assign any knob from the Kontakt user interface to any of your hardware controller. To do this, right-click on the knob you would like to assign. Choose the option 'learn MIDI CC# Automation'. Then just move a knob on your controller (or the mod wheel). That's it!
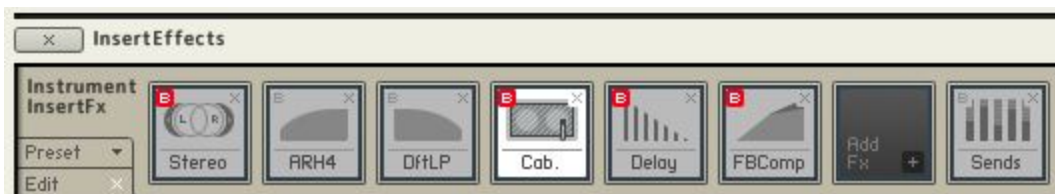
To unassign the knob, right click on it again, and choose 'remove MIDI automation'

TWEAKING THE EFFECTS INSIDE KONTAKT:

You can easily change the effect parameters or replace effects for each single nki.

To do this, first click on the tool at the top left corner of the Kontakt instrument:

Then scroll down to the section 'INSERT EFFECTS':

You can see a chain of 8 effect slots.

The first one (here Stereo) is controlled by the 'Focus' knob on the interface.

The second and third effects are the filters. (controlled by the two HP and LP knobs on the interface)

The fourth one (here Cab.) corresponds to the interface's 'Tone' knob.

The fifth one (here Delay) is controlled by the 'FX' knob on the interface

The sixth one (FBComp) corresponds to the 'Limiter' knob on the interface.

For each effect, you can press the red letter 'B' to bypass or activate the effect.

Click on the cross (x) to delete the effect, and replace it with a different one by clicking on the +

Click on the center of an effect slot to select it and have access to all effect parameters.

When you're satisfied with the changes, scroll back to the top, and press the tool again to close Kontakt's edit mode.

!!! SAVING YOUR INSTRUMENTS:

You can then resave the patch in the files menu:

Use the function 'save as...' , rename the instrument, and choose the option 'patch only'

Please save your instruments in the folder original folder.

CREATING YOUR OWN MULTIS (nkm):

Experiment with combining and layering various single patches and create your own sounds!

Here a few tips to create multi patches:▫

- ● Make sure you select the same Midi channel for all of the patches you want to layer.▫

- Use the Volume, pitch, panning, Tune, Solo and Mute buttons to help you out.▯
- Make sure you don't overload the audio output of Kontakt: you might need to lower the levels of the individual patches.▯
- Remember that the amount of CPU and disk resources needed will increase with each new layer. In Kontakt preferences menu, you can increase the latency to help create more ambitious multi patches!

To save a multi patch, choose the '*Save multi as...*' in Kontakt files menu. Name your multi- instrument, and choose the *'save patch only'* option. Please save the patch in the ORGANIC TRANSITIONS MULTIS folder to ensure proper loading.

UPDATES

The included patches are early versions of the software. They were thoroughly checked and tested before release. If you still find bugs or inconsistent behaviour, please report to office@julientauban.com

Also, don't hesitate to send me ideas or requests for future updates.▯You will be informed via email (from office@julientauban.com) about future updates and add-ons.

CREDITS

Recordings, mixing, programming and graphics by Julien Tauban.

Recorded in Loops de la Crème Studio, Vienna, AUSTRIA

If you find a problem using the sample library, have questions or just want to get in touch, don't hesitate to send an email to office@julientauban.com

Thanks a lot for reading, I wish you lots of creativity, fun and inspiration with ORGANIC TRANSITIONS!

Best regards,

Julien Tauban

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