

# AMBIENT

## MINIMALISM II

THE DARK SIDE



# MANUAL

**FUNK/SOUL**  
PRODUCTIONS

—|||— **bigfishaudio**

# INSTRUMENT INTRODUCTION

Ambient Minimalism 2: The Dark Side is the darker counterpart to the virtual instrument, Ambient Minimalism.

Ambient Minimalism 2 is a loop-based virtual instrument that can be used to quickly and easily create mysterious and unsettling ambient soundscapes, backing tracks, and cinematic cues.

Each instrument patch in Ambient Minimalism contains dozens of loops and one-shots, giving you a wide variety of musical elements and motifs to work with. All instrument patches were recorded in the same key, or designed to work with other dissonant material, so you can mix and match any patches and easily achieve highly musical results.

This library features eleven playable instrument patches including all sorts of dark and creepy pianos, Upright bass, wurlitzer, detuned glass, ominous horns, and others.

Additionally, a set of twelve key-switches (colored red) can be used to change the key of any patch or musical element (loop, pad, etc), allowing you to play in any key and create chord progressions or modulations with the touch of a finger.

There are forty-four patches included and hundreds of loops, samples, and one-shots covering a wide range of sounds. The patches are organized into four separate categories: Tonal, Experimental, Melodic, and Rhythmic. In total there is nearly 6GB of uncompressed WAV data. Lastly, we've created thirty-six multi patches for you to discover interesting and haunting sound combinations.

Whether you're a professional composer or producer on a tight deadline, or a beginner with little or no musical training, you'll find that Ambient Minimalism 2 is a fast and easy way to create great-sounding ambient tracks for your productions.

# USER INTERFACE



The Ambient Minimalism 2 Interface is easy to use and includes the following controls:

**DISTORTION / LOW-FI** - Adds amp-style distortion / Reduces bit-depth

**LIMITER** - Boosts level

**REVERB / REVERB MENU** - Controls the amount of reverb / Choose from ten convolution reverb types or bypass the reverb effect using the menu below the reverb knob

**BASS / TREBLE** - Used for simple EQ control

**DELAY (RETURN / FEEDBACK)** - Controls the number of delays / Controls the loudness of the delays

**DELAY MENU** - The menu below the feedback knob provides a selection of different tempo-synced delays and delay-effects. You can also bypass the delay effect using the menu

**A / D / S / R** - Your standard envelope including attack, decay, sustain, and release

**FILTER** - This section includes controls for Cutoff and Resonance (RESO)

**FILTER MENU** - Select different filter types using the drop-down menu. You can also bypass the filter effect using the menu

**WARP** - Adds random pitch-shifting

# CREDITS

**Produced by** ..... FUNK/SOUL PRODUCTIONS  
**Producer / Sound Designer** ..... Steve Sechi  
**Kontakt Scripting** ..... Dan Bennett  
**GUI Design** ..... Ryo Ishido, Scott Cenkar, Dan Bennett, And Albert Grose  
**Cover Design** ..... Aleksandar Andric & Albert Grose

## Musicians

**Cello** ..... Sachi Pattitucci  
**Harp** ..... Sissi Makropoulou  
**Upright Bass** ..... Dan Bennett  
**Piano/Pedal Steel** ..... Tom Camp  
**Synths/Flutes/Percussion/Noises** ..... Steve Sechi