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ATMOSPHERIC DRONE BUILDER

USER MANUAL

**vir2**  
INSTRUMENTS

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# Instrument Introduction

We are proud to present Aura: Atmospheric Drone Builder. Aura is an inspiring sound design tool that eliminates all barriers to your creativity. Seamlessly blend four separate sound engines with a central X/Y pad for continually evolving dynamics and feeling.

Aura's modulatable effects are what sets this library apart from other sound design libraries. You can assign up to four separate modulatable effects to any of the four engines and trigger them independently using your keyboard.

In addition to being an incredible library of sounds, Aura is also a powerful tool to use with your own samples! Simply drag and drop a sample onto one of Aura's four engines and instantly benefit from the instrument's sound design capabilities.

Other features include loop point customization, keyboard layout customization, including control over the key range, velocity range, and root note position of every engine.

Our vision is to present our customers with a sound design library that leaves nothing lacking when it comes to writing, programming, and recording your sound design elements, and that vision becomes a reality with Aura!

## System Requirements

For Mac users, this library requires OS X 10.12 and above, i5 or higher, and a minimum 8GB of RAM.

For Windows users, this library requires Windows 7, 8, or 10 (latest s.p.), 32bit or 64bit compatible, Intel Core i5 or equivalent CPU.

Vir2 Instruments strongly recommends more than 8GB of RAM and an 88-key controller to use this library to its fullest potential.

The library requires approximately 6GB of available disk space to install. Requires Kontakt Player 6.4.1 and higher.

# Getting Started

Aura allows users to blend up to four separate sound sources (including user samples) using the central X/Y pad. Aura is laid out so that all the vital controls are always close to your fingertips. Let's take a look at the layout of the instrument.

## Main Page



1 - The Main page of Aura features a view of the waveform of all four engines (A, B, C, and D) as well as their set loop points and play heads which track in real time. **User samples** can be dragged and dropped on any of the four engine's waveforms so you can use the power of Aura on your own library of sounds. To access the **Sample Browser** page, simply click on any of the engine's sample names.

2 - With Aura's **X/Y pad** you can get creative, blending seamlessly between all four engines. The controls found at the bottom of the X/Y pad include Play, Record, Loop, Sync, On Trigger, and MIDI Settings. With Sync, X/Y patterns can be recorded and then played back either synced or unsynced to your host tempo. The recorded pattern can be triggered with either each new key press (On Trigger) or by using the "Play" Button. Lastly, clicking on the MIDI icon opens the MIDI Settings menu which allows you to assign the X/Y pad to the MIDI controller of your choice.

3 - Aura comes with 102 filterable and inspiring presets. Click the search glass to open the Preset Browser or simply click on the next/previous arrows to change presets.



## Main Page (Continued)



1 - To edit each channel's mix, filter, and envelope settings, simply click the wrench icon in the top right corner of each engine. This view allows you to see the individual parameters of each engine, including pan, pitch, hi-pass, lo-pass, and ADSR for all channels at once while still giving you access to the X/Y pad for mixing.

2 - Enabling the **Link** button will allow you to make adjustments to any parameter of all four engines at once.

# Edit Page



In addition to all the Mix, Filter, and Envelope controls, the Edit page allows you to set each sample's loop points, loop cross-fade time, sample start, as well as transpose the sample up or down by octaves and set the engine's output.

1 - Select an engine to edit its parameters by clicking on it. You can also access the Sample Browser by clicking on the sample name.

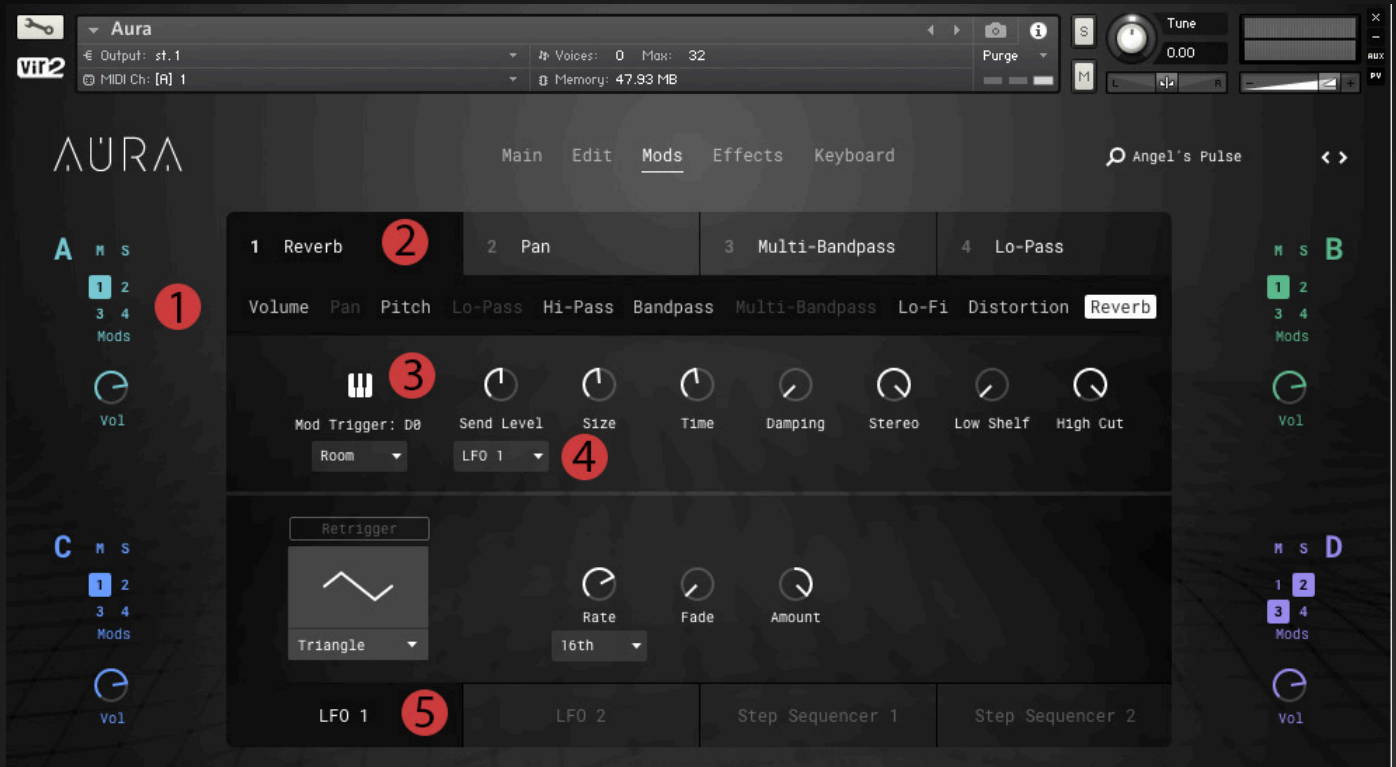
2 - With the "Loop" button you can enable or disable the sample loop so that it plays continuously or only once through.

3 - You can edit the loop start and end points by clicking and dragging them to the desired position directly on the sample waveform.

4 - In addition to loop settings, the Edit page also allows you to customize each engine's loop cross fade time, transpose the sample by octaves, set the output, as well as adjust the mix, filter and envelope settings.

5 - Use this drag and drop zone to load your own sample into the selected engine. You can then set the sample's root note on the [keyboard page](#).

# Mods Page



The Mods page is where the real power and flexibility of Aura can be accessed. You can craft up to four unique modulated effects which can be applied to any of the four engines. These four Mods can be triggered via key trigger for some incredible performance capabilities.

1 - The four “Mods” buttons correspond to the four effect slots (2). Turning any of these Mods on will apply the corresponding effect to that channel. For example, in the graphic above, “Reverb” is the selected effect for slot 1 and is currently being applied to engines A, B, and C because Mods 1 is enabled for those channels.

2 - For each slot you can choose from ten available effects. Once the desired effect is selected, you can then choose by which of the available four mods the modulatable effect parameter will be controlled. A small menu (4) will appear below any effect parameter that is able to be modulated.

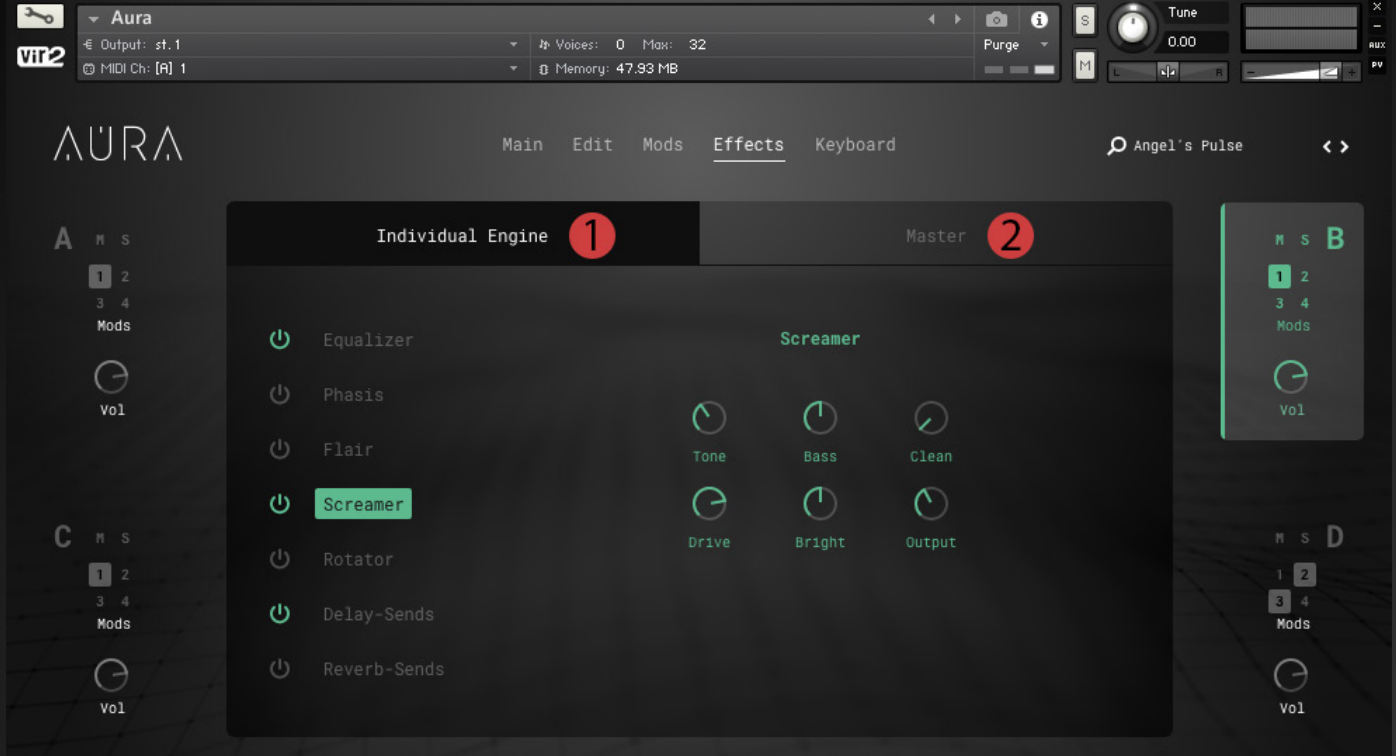
3 - The keyboard icon allows the selected slot to be engaged via keyswitch. When an effect is enabled via keyswitch, its default state is bypassed until triggered.

4 - Modulatable parameters will have a menu below them to choose which modulator you want controlling the parameter. For example, the “Send Level” of the reverb is the modulatable parameter. As you can see, the “Send Level” is controlled by LFO 1.

5 - Available modulators include two customizable LFOs, and two editable step sequencers (Sequencer 1 has 16 steps and Sequencer 2 has 8 steps).



# Effects Page



The Effects page is split into two different sections: Individual Engine and Master effects.

1 - From the **Individual Engine** section, you can apply effects to each engine individually. Simply click one of the four engines and then click the power button of any effect to apply that effect to the selected channel.

Note: Both Delay and Reverb are send effects which means the effect parameters (Except for the Send Level) are shared by all four engines and are not engine specific. Turn Reverb or Delay on for one engine to turn it on for all engines at once.

2 - To apply effects to all four channels at once, click on the **Master** effect tab and enable any of the available effects.



# Keyboard Page



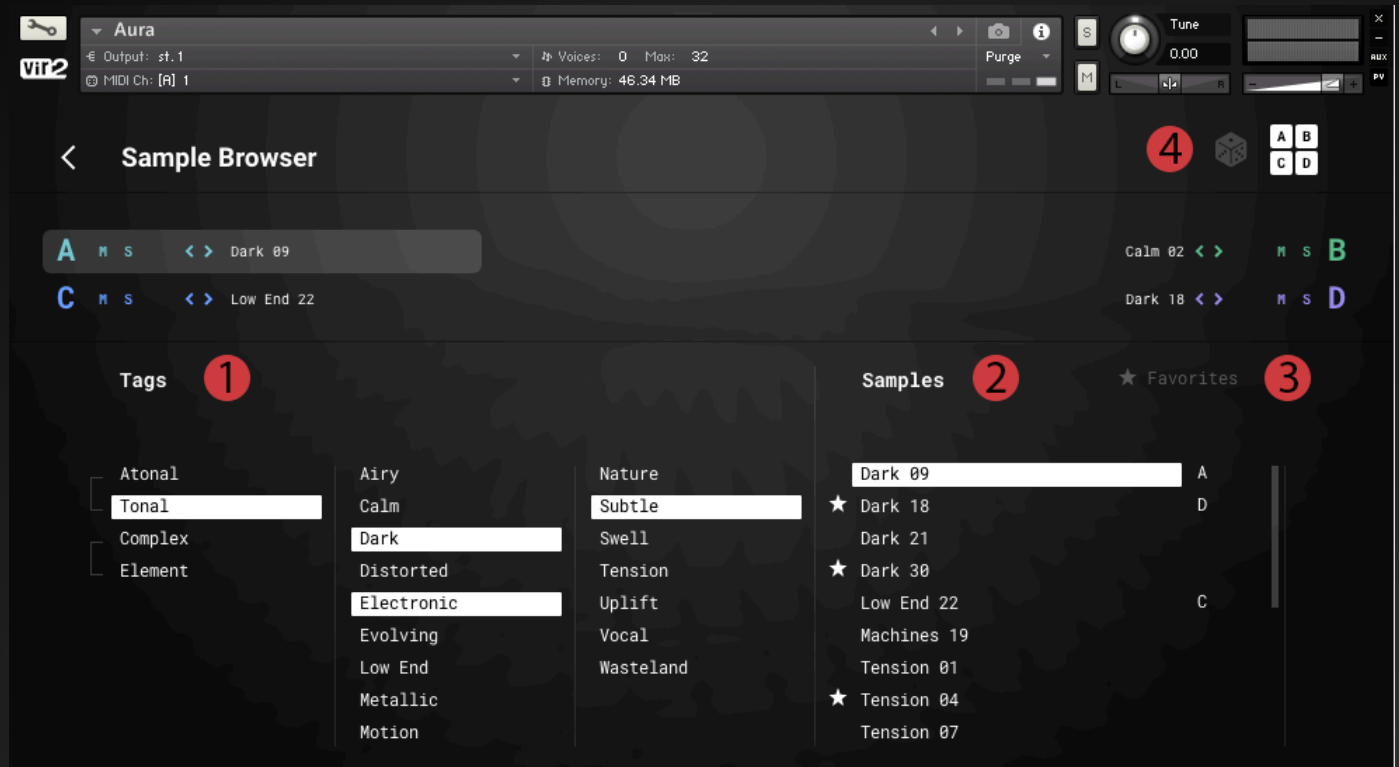
The **Keyboard** page gives you control over each engine's playable range on the keyboard. In addition to this, you have the ability to adjust the sample root note and velocity range. This is particularly helpful for user samples giving you the ability to set the root and perform them on the keyboard along with the other loaded sounds.

1 - Disable the "Layer" keyboard buttons to disable that engine from being included in the playable range. Engine D is currently disabled from the playable range but can still be triggered using the other single engine key triggers.

2 - To adjust the playable range of any engine, simply click and drag the engine's corresponding left and right icons on the GUI keyboard.

3 - You can set each engine's velocity range as well as the sample root note position. This allows you to position any sample exactly how it works best for you. This also allows you to correctly position your own user samples.

# Sample Browser



You can access the Sample Browser from almost any page within Aura. Click on any of the engine's sample names to open the Sample Browser.

In the example above we are selecting a new sample for Engine A, which is highlighted.

1 - Each sample has been descriptively tagged to allow you to sort through the hundreds of samples included in this library and find the ones that suit your needs.

2 - Click on any of the sample names to load it into the selected engine. You can see if a sample is already being used by another engine if an engine letter is beside it.

3 - Click on the star to the left of any sample to include it in your favorites. Access favorites quickly by clicking the star to see only the samples you've starred.

4 - Click the randomization dice to randomize the samples for the selected engines. Select which engines you want included in the randomization with the buttons to the right of the dice.

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# Keyboard Layout



Let's look at the layout of the keyboard starting from left to right.

Red = Mod Effect Triggers 1-4

Light Green = X/Y Pad Start/Stop

Light Blue = Engine 1 Play

Green = Engine 2 Play

Dark Blue = Engine 3 Play

Purple = Engine 4 Play

Yellow = All 4 Engines Play

The rest of the keys are dedicated to playing the four engines together chromatically and change color depending on your own custom settings found on the keyboard page.



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# Tech Support, Etc.

## Tech Support

Vir2 Instruments stands behind its products and is committed to helping you get the most out of using them. Please check the [Support](#) area of the [Vir2](#) website if you encounter any difficulties in using the product. You may also e-mail [support@vir2.com](mailto:support@vir2.com).

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## Credits

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**Kontakt Scripting** ..... Klaus Baetz  
**GUI Design** ..... Ingo Hermes