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SONUSCORE

ELYSION
SCORE THE FUTURE

OWNER'S MANUAL

Thank you very much for choosing Best Service software. Congratulations on your brand-new instrument „Elysion" by Sonuscore. We hope you will enjoy this instrument as much as we do. This manual will help you to get started and explains the features and functions of your new software.

Best regards and enjoy,
Best Service & Sonuscore

Document Version 1.1
Product Version 1.01
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SYSTEM REQUIREMENTS:

For the latest system requirements, please visit www.bestservice.com,
www.sonuscore.com or your trusted dealer's website.

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1. INTRODUCTION

Welcome to SONUSCORE's „Elysion". This Kontakt instrument is a hybrid scoring instrument designed to support your productions in an organic way and breach the gap between orchestra and synthesizer.

The sounds are derived from synthesizers, traditional instruments and sound design recordings.

However every sound is playable like a real instrument with multiple velocities and round robins. Even a sound like „EARTH EXPRESS" that once was a recording of a train.

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

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2. „THE PLANETS"

Every theme in ELYSION has been assigned to one of the eight planets of our solar system depending on its sound, rhythm and overall feel.
Use those to get a quick idea of the sound of a theme.

- **Mercury „The Nimble Racer"**   —> Animated, Lively, Diverse

- **Venus „The Soulful"**   —> Inspired, Tranquil, Emotional

- **Terra „Source Of Live"**   —> Earthly, Familiar, Intimate

- **Mars „The Warmonger"**   —> Aggressive, Powerful, Violent

- **Jupiter „Illusionary Giant"**   —> Contentful, Pleasant, Funny

- **Saturn „The Guardian"**   —> Wise, Stable, Melancholic

- **Uranus „The Magician"**   —> Enchanted, Shining, Wonderful

- **Neptune „The Planet Of Ice"**   —> Mysterious, Sinister, Obscure

3. „ELYSION.NKI"

The Ensemble Engine is the heart of the library. Here you can freely combine multiple instruments and play them together. You can load up to five instruments into independent slots which can be transposed and even animated with one of five arpeggiators and envelopes. This instrument was designed to both inspire your original compositions and to quickly give you what you need to fill out your hybrid arrangement.

3.1 MAIN PAGE

On the Main Page you find all the instruments that are loaded in your theme.

You can access all controls to edit your theme, load new instruments, or choose different themes directly from here.

3.1.1 INSTRUMENT DISPLAY:

On the top of the main page you can see the five instrument slots.
Clicking on one of the numbers will activate this slot and guide you directly to the corresponding arp/envelope engine. See **5.3**. for further information on the Arp/Envelope Tab. You can use the numbers to activate different instrument slots when editing the FX, editing the arp/envelopes or selection instruments as well.

3.1.2 SOLO / MUTE:

Right beneath the instrument slot number you can solo (blue) or mute (orange) the instrument.
Shortcut: „**Ctrl+Click/Cmd+Click**" will solo one slot and mute all the others. Even if there are multiple activated solo buttons.

3.1.3 OCTAVE SHIFT:

Under the solo/mute button is the octave shift control. By clicking and dragging up or down you can transpose the instrument in the slot one or multiple octaves up or down.
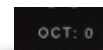
3.1.4 INSTRUMENT BROWSER:

By clicking on the name of an instrument, a browser will guide you through the selection of all the available instruments.

The instruments are organized in three categories.

- **Sustain**
- **Hits**
- **Ambiance FX**

Each category has instruments in **Soft** and **Hard**.

To exit the browser click on the X on the upper right. „Empty Slot" will remove any instrument from the chosen slot.

Under the instrument name you can select an envelope or arpeggiator for the chosen instrument. The envelope can only be chosen for Sustain instruments. However the arpeggiator can not only be selected for Hits but also for Sustain instrument. If "None" is selected, the sound doesn't react to an ARP or Envelope but still to velocity and the motion engine

To edit the arpeggiator or envelope continue reading at **4.3 Arp / Envelope Tab.**
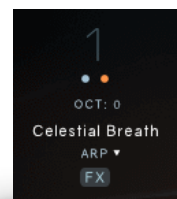
3.1.6 THEME SELECTION:

Right in the middle of the main page you can see the name of your theme. Clicking on it will open the theme browser. Or use the left and right arrows to quickly skip through the themes.

You can find themes in several categories that can be selected at the top of the browser:

- **Spheres**

- **Pulses**
- **Animated**
- **User Themes**

Under Spheres you can find HIT and PAD themes.

The hits are shorter sounds whereas pads are much longer and developing over time. Both react to different velocities similar to a real instrument and evolve in combination with the modwheel and our *Motion Engine*.

Pulses are rhythmical themes and animated themes are complex arrangements.

3.1.7 INIT BUTTON

In the theme menu you can now find the INIT button. Click to set all instrument slots and settings to their initial status to start fresh.

INIT

3.1.8 USER PRESETS:

Elysion has a simple solution to save, organize and share user presets. When you enter the Theme Menu, you'll find a category labeled "User" on the upper right side of the page.

By clicking on the "save current settings as User Preset" button, you can save a custom theme, which will show up in the user preset browser.

The individual user presets are saved as single *.nka files into the Data-folder under the installation path you chose in Native Access. Since each preset is accessible as a single file, it is easy to transfer and share them between multiple systems.
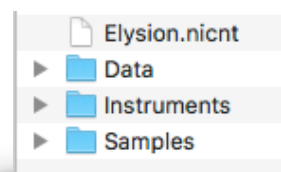
If you want to transfer presets between systems or share them with other users, simply copy the *.nka-files of your choosing into the instruments Data-folder on the other system.
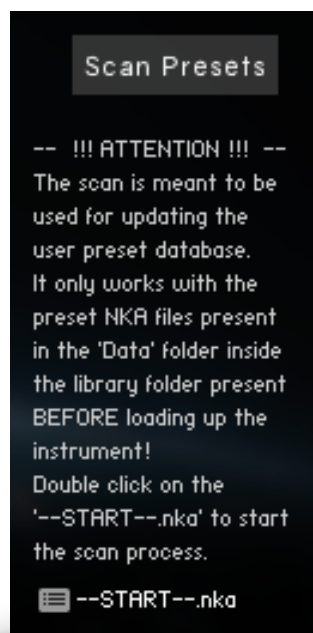
When you have copied new presets into the Data-folder, the instrument needs to scan the themes in order for them to show up in the browser. To allow that, open a fresh instance of ELYSION Complete and navigate to the user themes page.

Click the "Scan Themes" button on the right and double click on the "—start--.nka" button to start the scan process. The instrument will now scan and update the theme database including your new themes.

Important note: *Only use the scan presets function after freshly reopening the instrument. If you have saved new presets in the meantime, it is possible, that the browser doesn't display all presets properly.*

3.1.9 MIDI DRAG & DROP:

In the lower right corner of the Main Page you can find the Export MIDI icon. You are able to export your theme performance to different midi channels within your DAW simply by dragging and dropping the icon into your DAW.

To use this feature you can follow these steps. Open up „Elysion.nki". Choose a theme that you like and record a performance into your DAW.
The Engine registers that your DAW is playing and starts recording all generated MIDI Data even if you don't record onto a midi channel.

You can now drag and drop the recorded data into your DAW.
But be careful: Once your DAW is stopped and ELYSION gets triggered again, the cache will be cleared and the previously recorded data will be overwritten with new data.
To be safe you can record a performance onto a midi channel of your DAW, edit this performance, play that section again to write that changed data into the Midi cache of ELYSION and drag and drop into your DAW.
If your theme file consists of five instrument groups five midi tracks will be created. You can use those to layer different instruments of ELYSION or any other sample library.

3.1.10 GLOBAL SETTINGS:

At the bottom right corner you can find the little button that brings you to the global
control settings.
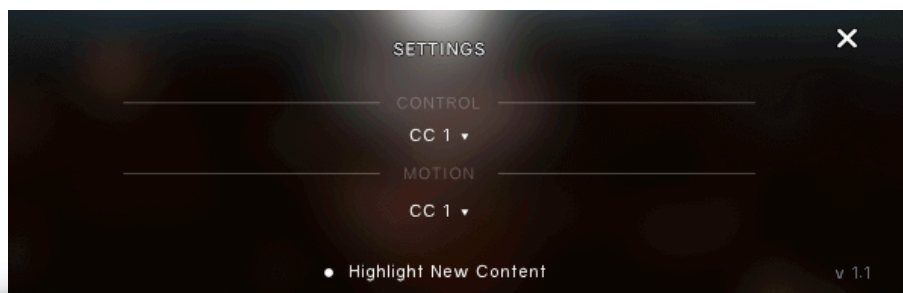
Control:
In this menu you can choose between three standard MIDI-Controllers (CC1, CC2 and CC11)
to control the overall dynamics of the engine. This control is used for scaling the velocity and
envelope values of the engine modules and also for direct control of unassigned sustained
articulations.
By default this function is assigned to the modwheel (CC1).
Motion:
In this menu you can choose between three standard MIDI-Controllers (CC1, CC2 and CC11)
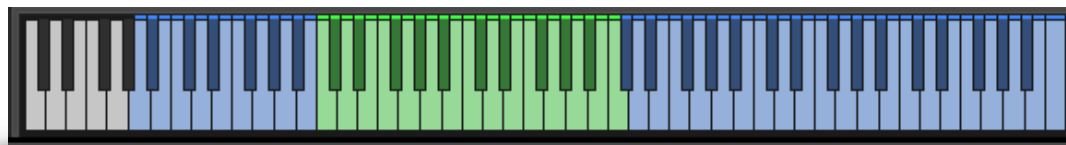to control the *motion engine*.
By default this function is assigned to the modwheel (CC1).

3.1.11 HIGHLIGHT NEW CONTENT

With our V1.1 update there are a lot of new presets and instruments included. When this
button is activated all new content is highlighted in orange.

### 3.1.12 THEME RANGES / GREEN AND BLUE KEYS:

With our engine we provide an easy way to play full sounding arrangements even with just one hand on the keyboard and one on the modwheel.

The green keys indicate the range where the themes will sound the fullest. We optimized our themes for that range. The blue keys indicates the normal combined range of the loaded instruments.

3.2 FX TAB

When clicking on the FX button on one of the instruments the FX TAB will open.
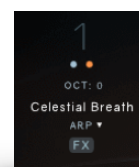
3.2.1 INSTRUMENT CONTROLS:

Lo Cut: This button toggles a fixed low cut at 80hz on and off.
Attack: Set the attack time in ms.
Decay: Set the decay time in ms.

Under attack and decay you can see the motion button. When activated the modwheel will control this parameter and move between the min and max value. The little reverse icon will reverse the movement. Thus giving the maximal modwheel value the min value of the control. For more information see **4. Motion Engine.**

Note: The INSTRUMENT CONTROLS can only be accessed on a slot with an instrument selected.

3.2.2 EQUALIZER:

EQ On/Off: Click on the dot next to „EQ" to switch the EQ on or off.

Low Frequency: Select the frequency for the low band of the equalizer.

Low Gain: Select the gain for the low band of the equalizer.

Note: You can activate the *Motion Engine* for this parameter.

Mid Frequency: Select the frequency for the mid band of the equalizer.

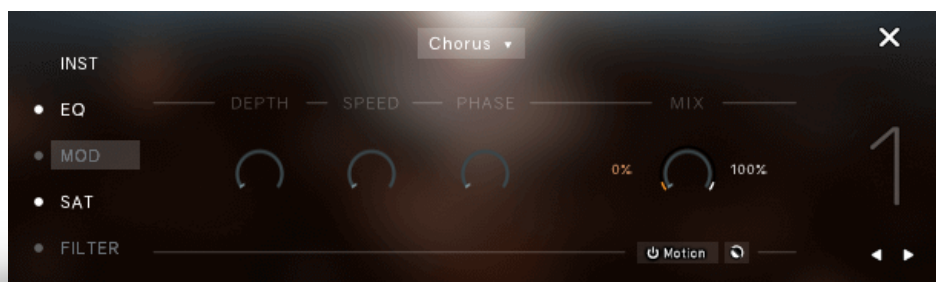**Mid Gain:** Select the gain for the mid band of the equalizer.

Note: You can activate the *Motion Engine* for this parameter.

High Frequency: Select the frequency for the high band of the equalizer.

High Gain: Select the gain for the high band of the equalizer.

Note: You can activate the *Motion Engine* for this parameter.

3.2.3 MODULATION:

Mod On/Off: Click on the dot next to „MOD" to switch the modulation on or off.

Effect Selection: Use the dropdown menu at the top of the tab to choose between the Chorus, Flanger or Phaser effect.

Depth: Adjust the DEPTH for the selected effect. This parameter controls the amount of detune the effect uses.
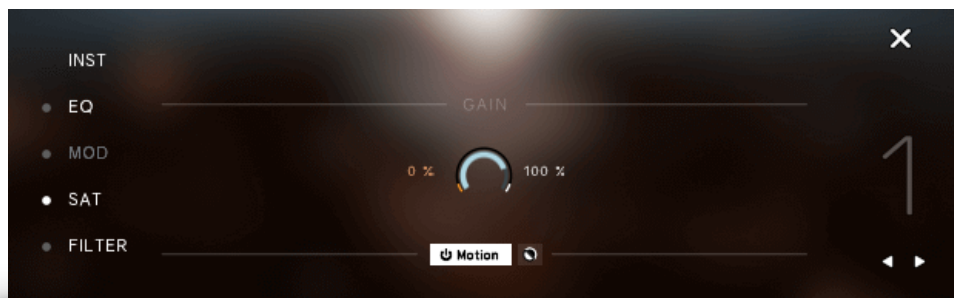

Speed: This parameter controls the SPEED in which the selected effect ist modulated.

Phase/Feedback: This parameter controls the PHASE shifting of the signal or the amount of FEEDBACK for the Phaser.

Mix: Adjust the dry/wet ratio of the effect.

Note: You can activate the *Motion Engine* for this parameter.

3.2.4 SATURATION:

Sat On/Off: Click on the dot next to „SAT" to switch the saturation on or off.
Gain: Adjust the GAIN setting for the saturation effect.
Note: You can activate the *Motion Engine* for this parameter.

3.2.5 FILTER:

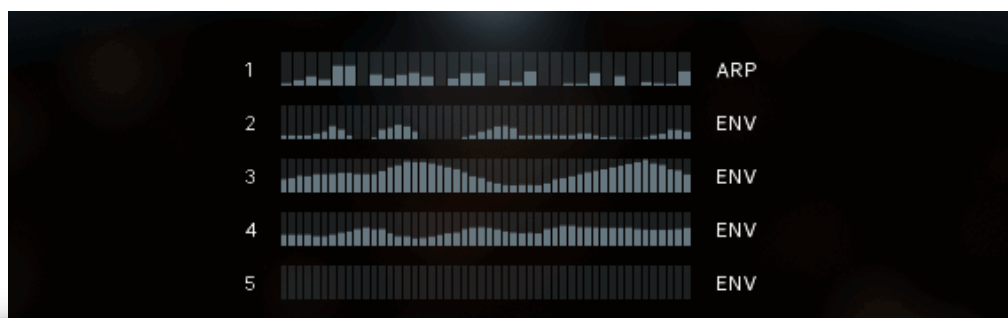**Filter On/Off:** Click on the dot next to „FILTER" to switch the filter on or off.
Type: Select the filter type. You can choose between LowPass, HighPass and BandPass filter types.
Cutoff: Select the CUTOFF frequency for the filter.
Note: You can activate the *Motion Engine* for this parameter.
Resonance: Adjust the RESONANCE for the filter.

3.3 ARP / ENVELOPE TAB

On the main page you can see five moving Arp/Envelope bars. One for each of the instrument slots. Click on one of them to adjust the settings for the arp/envelope.

3.3.1 ARPEGGIATOR:

The arpeggiator module consists of two main elements, the general controls and the rhythm stepper. While the general controls help controlling the note repertoire out of the played notes, the rhythm stepper helps arranging them in a recurring rhythmical sequence.

The number on the left indicates the instrument slot that is shown. Use the left and right arrow to switch between the instrument slots to quickly adjust several arps/envelopes.
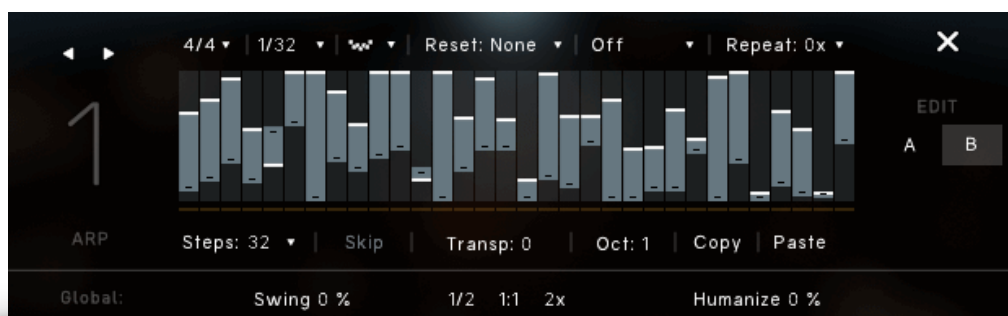
Time Signature: Selects the time signature of the pattern. The selected time signature will affect the reset function, and also the stepper resolution.

Rate:

In the arpeggiator-modules it is possible to select even values and three different kinds of triplets as the arpeggiator-rate. If a triplet-rate is selected, the rhythm stepper will adjust the number of steps accordingly. This way, the rhythm stepper will always cover an amount of steps that makes sense within the selected time signature.

Order: Determines the order, in which the played notes will be arpeggiated. All (Chord) will trigger all played notes in the respective rhythm.

Bar Reset: If „Reset: 1 bar" is selected in the dropdown menu, the arpeggio will repeat its pattern after one measure of the selected time signature. „Reset: 2 bars" lets the pattern repeat after two measures. This prevents a random displacement of the note pattern over time.

Note Selection: Selects whether or not all played notes should be heard in this particular module. The different options allow to only play the lowest, highest or middle notes of a played chord. This can be used to prevent a muddy bass section and orchestrate chords carefully with multiple instruments.

Repeat: Repeats every note one or multiple time before moving on to the next one.

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

Skip: Steps with the value 0 will be skipped and the respective note will sound at the next active step.

Transpose: Transposes the whole pattern one or multiple semitones up or down

**Octave**: Repeats the played notes after the first turn one or two octaves above or below

Copy/Paste: COPY and PASTE the step pattern from one module to another.

Swing: Gradually add a swing feeling to the arpeggiators pattern.

Playback Speed: Choose between half, normal and twice the speed.

Humanize: By turning on the humanization and turning up the humanization control, the engine will gradually add imperfections to rhythm and dynamics of the engine modules.

Rhythm Step-Sequencer:
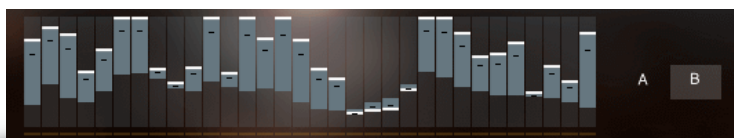
Create your own rhythm for the arpeggiator. Click to set single step values. Click and drag to draw multiple step values.
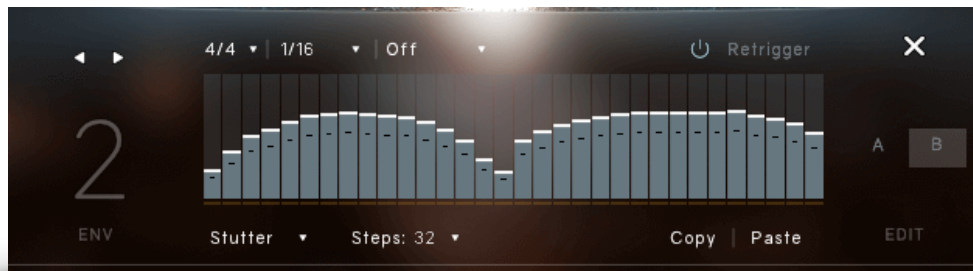
Right-click and drag to draw a straight line. Use the modulation wheel to control the dynamic of the rhythm.

A: Click on the **A** to view and adjust the lowest modwheel position.
B: Click on the **B** to view and adjust the highest modwheel position.

Shortcut: Use „**Alt+Click**" to adjust all values simultaneously.

3.3.2 ENVELOPE/STUTTER:

The ENVELOPE allows you to set a recurring dynamic shape to sustained notes. The centerpiece is the envelope shape, which can be drawn freely by left-clicking and dragging the mouse. By right-clicking and dragging the mouse you can draw a straight line.

A number of additional controls allow you to adjust the envelope to suit your needs:

Time Signature: Sets the time signature, which directly correlates with the duration of the envelope.

Bar Length/Rate: In the envelope module you can select the BAR LENGTH until the module repeats. In the stutter module it is possible to select even values and three different kinds of triplets as the RATE.

Note Selection: Selects whether or not all played notes should be heard in this particular module. The different options allow to only play the lowest, highest or middle notes of a played chord. This can be used to prevent a muddy bass section and orchestrate chords carefully with multiple instruments.

Retrigger On/Off: If turned on, the sustained note will be triggered again at the beginning of each turn. If turned off, the note will continue in a constant loop.

Envelope/Stutter: At the bottom left you can choose between the STUTTER effect and the traditional ENVELOPE. With the STUTTER effect you can create more drastic dynamic changes in volume. Resulting in a more aggressive stuttering sound.

Steps: Set the amount of STEPS for envelope.

Copy/Paste: COPY and PASTE the step pattern from one module to another.

Shortcut: Use „**Alt + Click**" to adjust all values simultaneously.

3.4 MIX PAGE:

On the Mixer Page you can adjust the balance and sound of the different slots and apply master effects.

3.4.1 CHANNEL STRIP:

The name of the loaded instrument is displayed on the very top of every channel strip.

Solo/Mute: Listen to a single slot alone or mute a single slot.

Delay: Sets the send level to the master delay. Use the motion button to activate the *Motion Engine* for the delay.

**Reverb:** Sets the send-level to the master reverb. With this control the amount of reverb on each instrument can be adjusted. If set to -infdB, the master reverb will not affect this slot at all.

Pan: Moves this instrument further to the left/right in the stereo field.

Note: If you use the *Pan Engine* on this channel the PAN setting on the mix page will have no effect.

Fader: Turns the volume of the slot up or down. „**Ctrl+Click/Cmd+Click**" to reset the value to 0dB.

3.4.2 OUTPUT ROUTING:
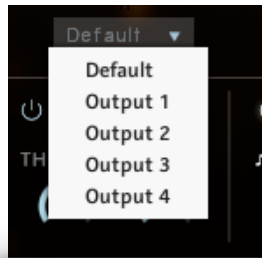
On the mixer page there is a dropdown menu below the channel strip of every instrument slot that assigns specific Kontakt outputs to that particular slot.

If no outputs are displayed, you can create, rename and assign new outputs in the Outputs-Menu of Kontakt (F2). They will be available immediately in the dropdown menu of our mixer page. Consult the documentation of Kontakt 6 and your DAW to learn, how to implement multi-timbral instruments within your particular audio software.

Please note: Even though the dry signals will be split to the separate outputs, the send-reverb /delay will remain on the default channel, as splitting the reverb/delay would be very taxing on your CPU. For best results, we suggest to use this feature with the internal convolution reverb/delay turned off, and add a master reverb/delay in the DAW.

3.4.3 MASTER FX:

Compressor: Adjust the dynamics of the instrument by setting the threshold of the compressor and adjust the makeup gain to the right.

Delay: This is the master delay effect. You can choose from over twenty high quality presets and adjust them with the *Time, Feedback* and *Hi Cut* controls. Use the mix control to adjust the return level of the delay.

Reverb: This is the master reverb with high quality reverbs from different legendary effect processors and impulse responses. You can choose a reverb category in the menu on the left: IRC, Room, Hall or Plate. Each category has several presets that you can select in the right hand dropdown menu.

Use the *mix* knob to adjust the send return level of the reverb.

4. „MOTION ENGINE"

At the heart of our effects lies our MOTION ENGINE that adds movement
and depth to the themes. Beneath almost all of the available effects you
can find the motion button. When activated the corresponding parameter
is controllable with the modwheel or one of the two other controllers.

Min Value: The red number on the left of the bar sets the minimal value of the selected effect
parameter for the MOTION ENGINE. This is the value reached at the lowest position of the
modwheel. Click and drag with the left mouse button to adjust this parameter.
Max Value: The white number on the right of the bar sets the maximum value of the selected
effect parameter for the MOTION ENGINE. This is the value reached at the highest position of
the modwheel. Click and drag with the left mouse button to adjust this parameter.
Motion Switch: Toggle the MOTION ENGINE on and off for this effect parameter.
Motion Reverse: This little button on the right of the MOTION SWITCH will reverse the min
and max values. The max value is now reached at the lowest position of the modwheel and
the min value at the highest position.

Note: When the MOTION ENGINE is activated you can not set a fixed value for the effect.
Instead use the MIN and MAX VALUE to adjust the range of the MOTION ENGINE.
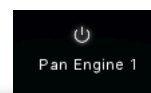
5. „PAN ENGINE"

Another feature that greatly creates movement is our PAN ENGINE.

Each theme has two different pan engines that each instrument slot can be assigned to.

The centerpiece is the panning shape that can be drawn freely by left-clicking and dragging the mouse. By right-clicking and dragging the mouse you can draw a straight line.

A number of additional controls allow you to adjust the engine to suit your needs:

Pan Engine On/Off: Use the toggle switch to turn the engine on and off.

Steps: Set the number of steps for the PAN ENGINE.
Rate: It is possible to select even values and three different kinds of triplets as the rate for the PAN ENGINE.
Slot: Select which instrument SLOT is controlled by the PAN ENGINE. You can assign each slot to one of the two PAN ENGINES.
Copy/Paste: COPY and PASTE the engine pattern from one module to another.

6. CREDITS

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7. NEW FEATURES

New Features in V1.1 of Elysion

- [NEW CONTENT] over 1.6GB of new sample content (1.05GB in compressed ncw files)
- [NEW CONTENT] 12 new instruments
- [NEW CONTENT] 26 new presets (10spheres, 6 pulses, 10 animated)
- [NEW FEATURE] Sustain Pedal Support
- [NEW FEATURE] INIT button has been added
- [NEW FEATURE] New Content Highlighting has been added