SONUSCORE

Duduk
ANCIENT PHRASES

OWNER'S MANUAL
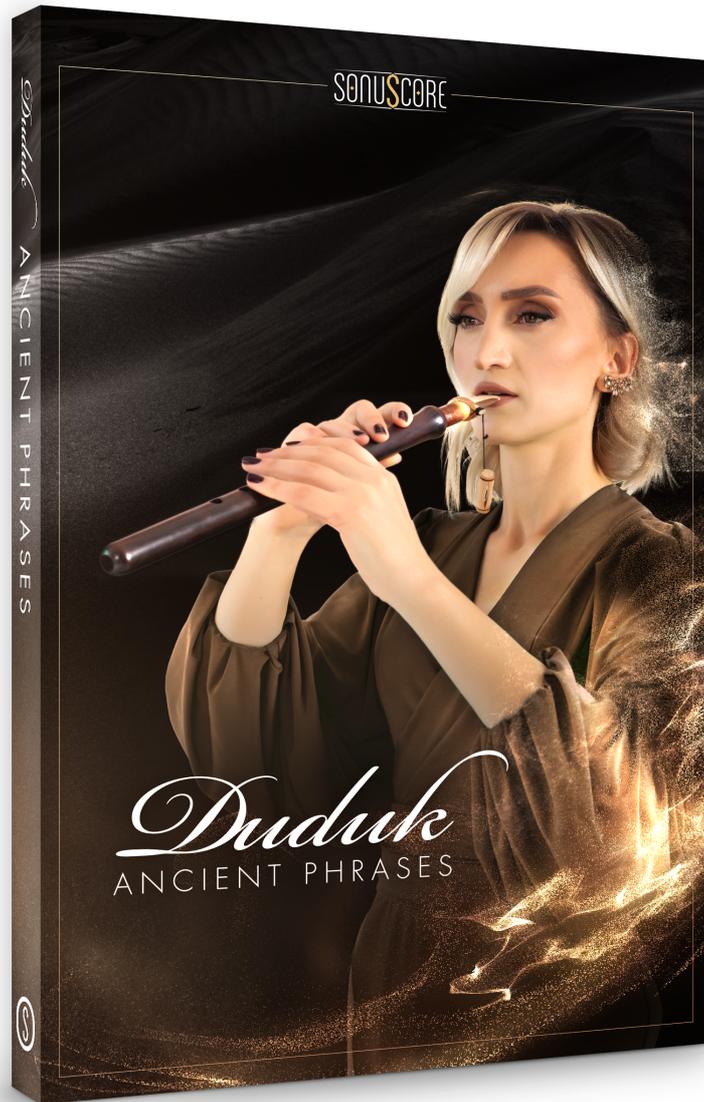
SONUSCORE

Document Version 1.1
Product Version 1.0
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SYSTEM REQUIREMENTS:

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

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1. INTRODUCTION
Welcome to SONUSCORE ANCIENT DUDUK PHRASES. This Kontakt instrument enables you to integrate expressive Duduk phrases into your compositions.

2. DOWNLOAD & INSTALLATION

Once you have received the link via mail, you can directly download the zip-file from our web server. The installation process is very easy: choose or create any folder you like on your hard drive and completely unpack the zip-file in there. Bear in mind that the chosen path should not be too complicated as you need to browse to the respective folder every time you open the .nki-file with KONTAKT. To do so, launch KONTAKT, click on FILES and then LOAD. Browse to the specific folder where you have saved ANCIENT DUDUK PHRASES, double-click on the nki-file and you are good to go! Alternatively, you can just drag-and-drop the nki-file into KONTAKT.

NOTE: This instrument requires the full version of **KONTAKT 6.6.0**. Also, ANCIENT DUDUK PHRASES is NOT a "Powered by Kontakt"-library, so you cannot add it via the ADD LIBRARY-button on the side panel. Instead, you will have to load it manually through the File browser or save its path with the Quick-Load function.

3. ANCIENT DUDUK PHRASES

On the main page you can select a theme and access all the basic functions you need to get started.

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3.1 THEME SELECTION BAR
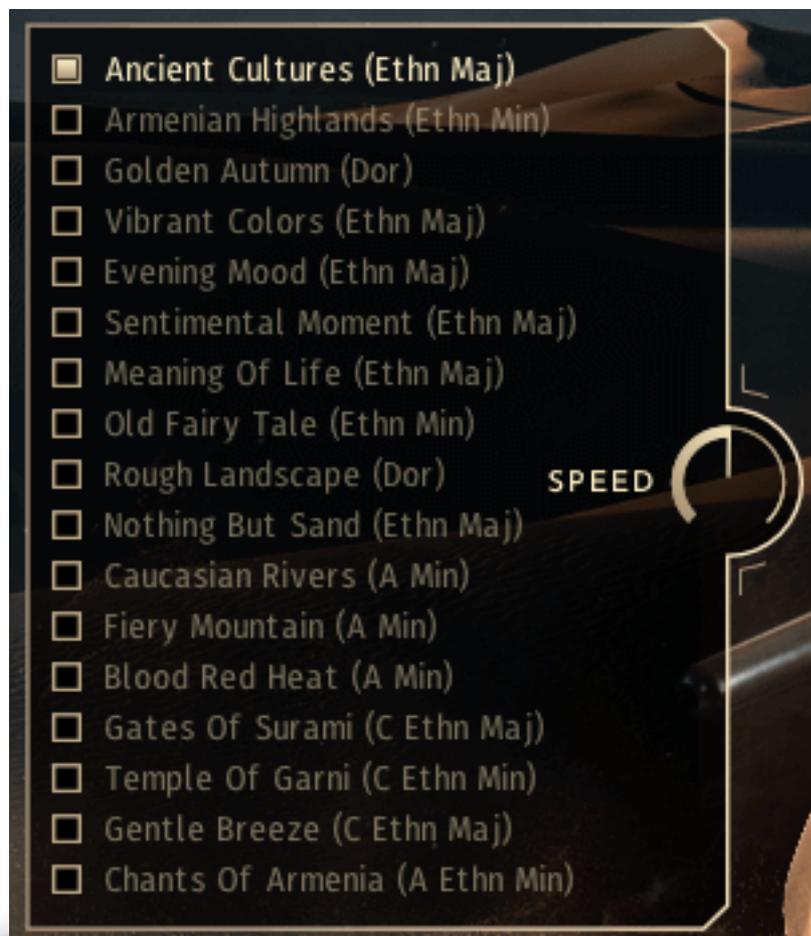
On the left side of the main page are 17 themes that you can choose from. When you choose one of the bonus themes the root key range is changed to the available keys. Your theme selection is reflected on the keyboard in the octave above C5.

3.2 PHRASE SYSTEM

Each theme consists of five complete phrases. You can play the opening, middle and endings of each phrase and combine them freely to create new phrases.
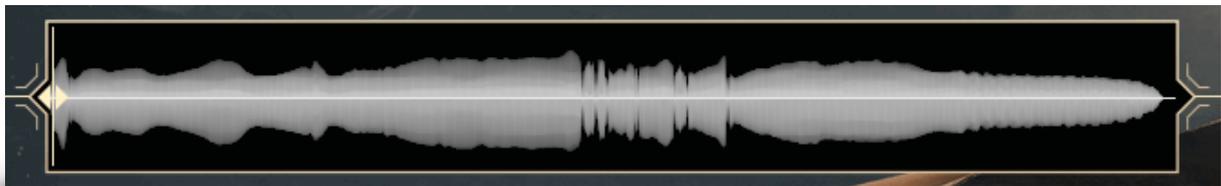As an addition we created short endings that will take you back to the root at any time.

3.3 KEYSWITCHES
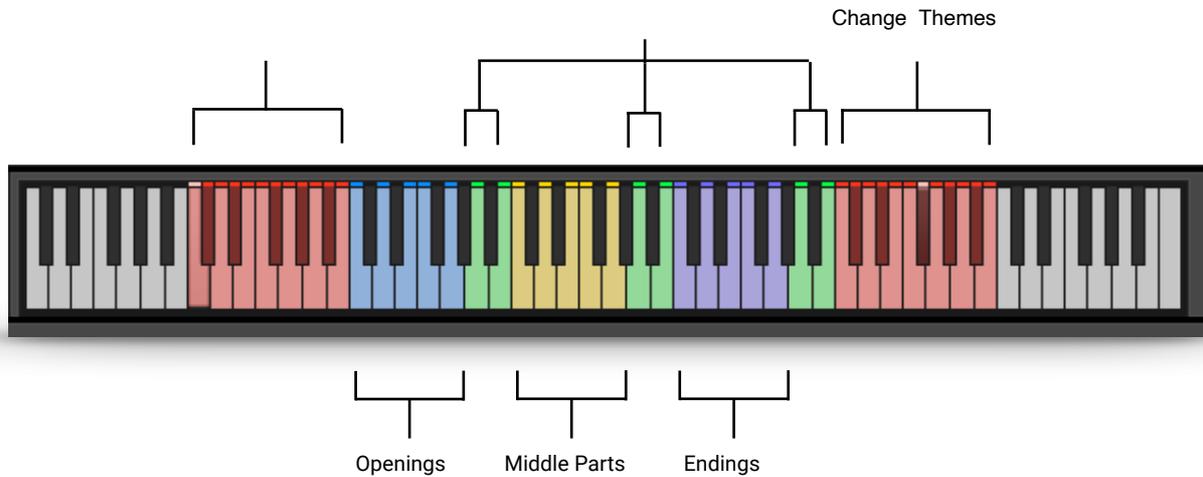
You can use the highlighted keys to play the phrases and combine them freely.

3.4 PHRASE PROGRESS BAR

The Phrase Progress Bar shows the waveform of the current phrase and the playback position the phrase is in.
NOTE: You can drag the left start icon to adjust the playback start of the current phrase.

3.5 PAGE SELECTION

On the bottom of the GUI you can find the Main and FX page buttons. Use those to navigate between the two pages.

3.6 PLAYBACK SPEED

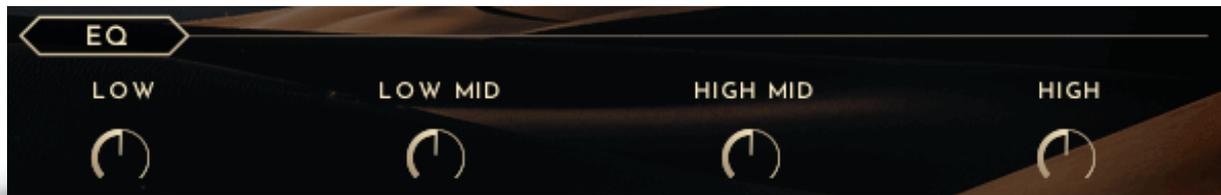The speed knob allows you to change the playback speed of the phrases.
It goes from a minimum of 50% up to 150% of the original speed.
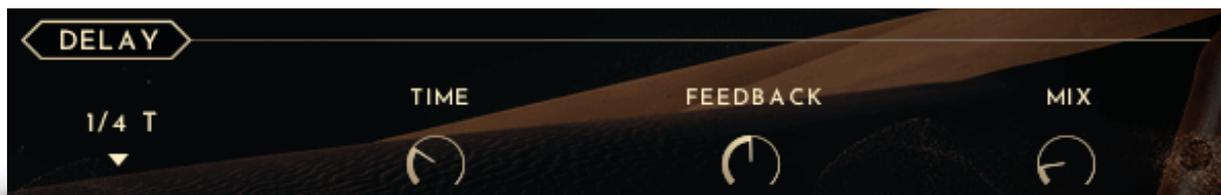
3.7 FX PAGE

On the FX page you can access the advanced functions of the EQ, DELAY and REVERB settings.

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3.7.1 EQ

EQ ON/OFF:	Toggles the equalizer on and off.
LOW:	Adjusts the gain of the low frequency band of the equalizer.
LOW MID:	Adjusts the gain of the low-mid frequency band of the equalizer.
HIGH MID:	Adjusts the gain of the high-mid frequency band of the equalizer.
HIGH:	Adjusts the gain of the high frequency band of the equalizer.

3.7.2 DELAY

DELAY ON/OFF:	Toggles the delay on and off.
UNIT:	Selects the UNIT of the TIME parameter in note values.
TIME:	Selects the TIME after which the delayed signal will repeat. The selected TIME will be multiplied with the chosen unit. 2 (TIME) x 1/8 (UNIT) => The delayed signal will occur on every second eighth note.
FEEDBACK:	Adjusts the FEEDBACK amount of the DELAY effect. Basically this parameter controls how many times a note will be audible via the DELAY.
MIX:	Adjusts the MIX level of the DELAY effect.

3.7.3 REVERB
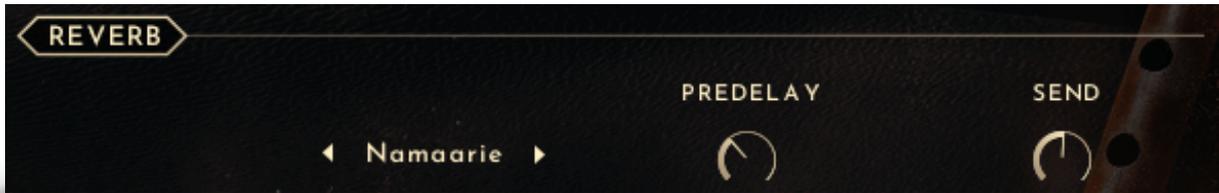
REVERB ON/OFF:	Toggles the reverb on and off.
IR MENU:	Choose one of six impulse responses.
PREDELAY:	Adjusts the PREDELAY of the REVERB effect in ms. This parameter is helpful for simulating distance.
MIX:	Adjusts the mix level of the REVERB.

4. ANCIENT DUDUK LEGATO

When opening the „Ancient Duduk Legato" instrument you have all the controls you need right there in the GUI.

4.1 DYNAMICS AND EXPRESSION

CC1 (mod wheel):   Controls the dynamic of the instrument.
CC11 (expression): Controls the over all volume of the instrument.

Use both CCs if you want to expand the dynamic range of the instrument.
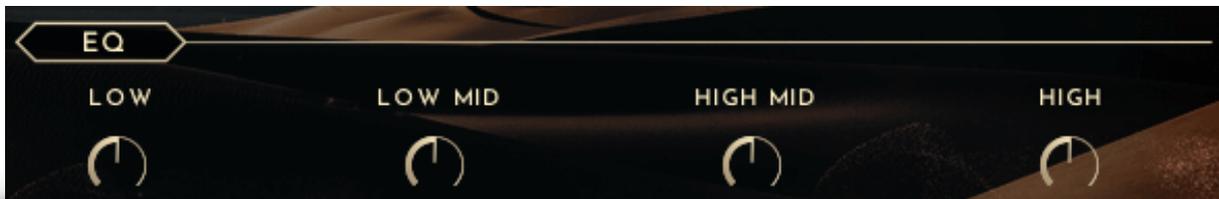
4.2 REVERB

REVERB ON/OFF: Toggles the reverb on and off.
IR MENU: Choose one of six impulse responses.
MIX: Adjusts the mix level of the REVERB.

4.3 EQ

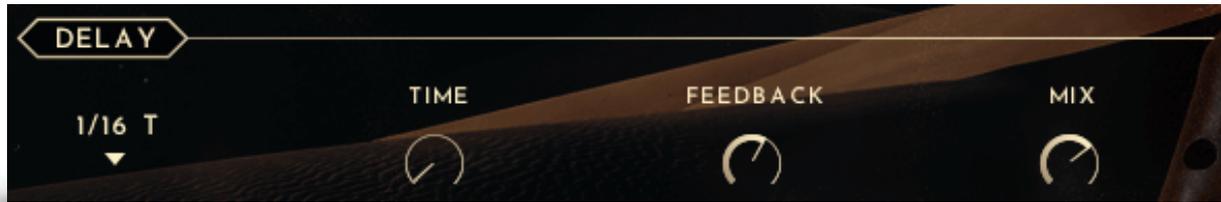EQ ON/OFF: Toggles the equalizer on and off.
LOW: Adjusts the gain of the low frequency band of the equalizer.
LOW MID: Adjusts the gain of the low-mid frequency band of the equalizer.
HIGH MID: Adjusts the gain of the high-mid frequency band of the equalizer.
HIGH: Adjusts the gain of the high frequency band of the equalizer.

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4.4 DELAY

DELAY ON/OFF:	Toggles the delay on and off.
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TIME:	Selects the TIME after which the delayed signal will repeat. The selected TIME will be multiplied with the chosen unit. 2 (TIME) x 1/8 (UNIT) => The delayed signal will occur on every second eighth note.
FEEDBACK:	Adjusts the FEEDBACK amount of the DELAY effect. Basically this parameter controls how many times a note will be audible via the DELAY.
MIX:	Adjusts the MIX level of the DELAY effect.

4.5 KEYSWITCHES
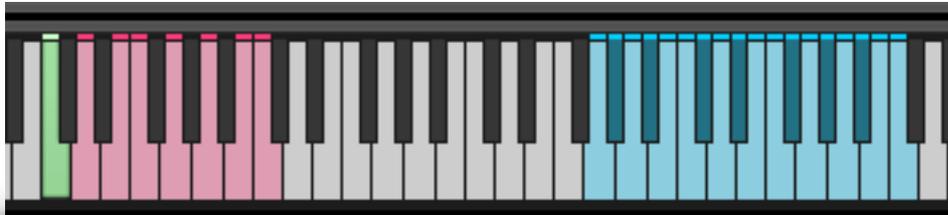
The playable instrument range is from G3 to C5. Besides the legato articulation (keyswitch C1) there are 7 different types of sustain variations with ornamentations available to enrich your performance (keyswitch D1-C2). If you continue to play legato (overlapping midi notes) after a sustain variation the instrument will automatically activate the legato articulation (keyswitch C1) again otherwise the pressed keyswitch will stay active.

C1 - Legato
D1 - Halftone Bending
E1 - Accent Cresc Soft
F1 - Short Trill

G1 - Crescendo Accent
A1 - Accent Cresc Exp
B1 - Double Trill Short
C2 - Double Trill Long

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5. CREDITS

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