

# WORLD PERCUSSION

## MIDDLE EAST

MANUAL

## **INTRODUCTION**

Welcome to our World Series. Our award winning team has gone to extraordinary lengths to capture the performances of top tier musicians in a world class scoring stage. With state-of-the-art technology, and an exquisite instrument. This library offers unprecedented quality, and endless creativity. We have invested thousands of hours to ensure that this library will add a new dimension of authenticity to your next production. Like our other product lines we always aim to capture lively and human performances making sure the instrument is fun and intuitive to play.

## **INSTALLATION**

All World Series instruments work with both the latest full and player version of Kontakt.

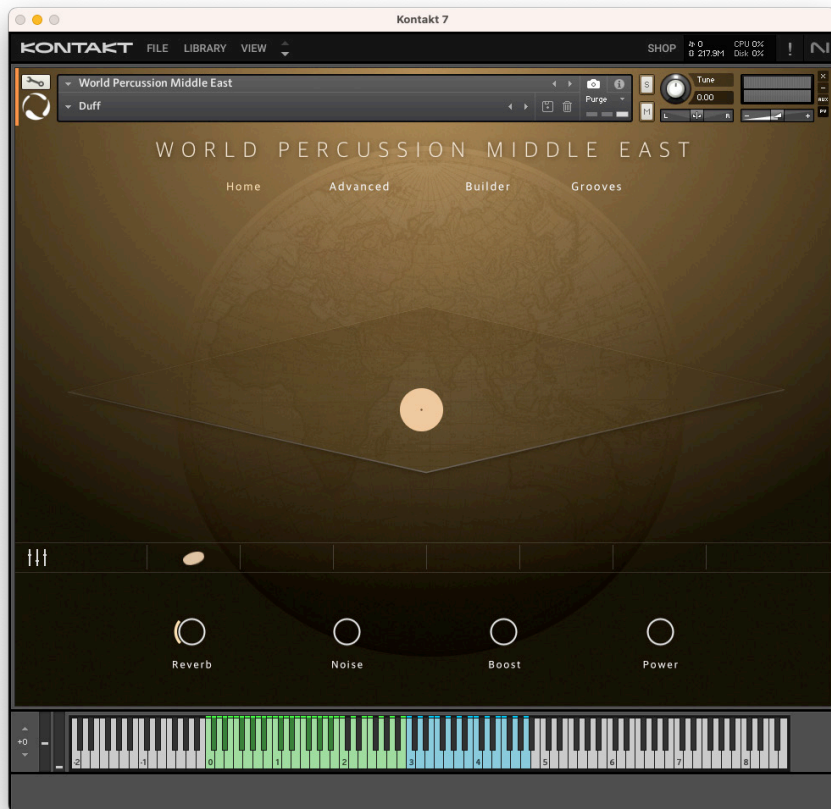
To download you will need to enter your serial number into Native Instruments 'Native Access' application. Please follow the steps provided by the application. Once downloaded you will be able to access the instrument via Kontakt's library tab menu.

## INTERFACE FEATURES

### Home

### VR Stage

By dragging the icon(s) around the virtual stage you can change the instrument's position in the room. Please note that this process uses actual recorded microphone positions not artificial reverb. For example if you move the icon to the front of the stage the VR algorithm will favour the close and overhead microphones. If you move it to the back of the stage it will favour the room and far microphones.



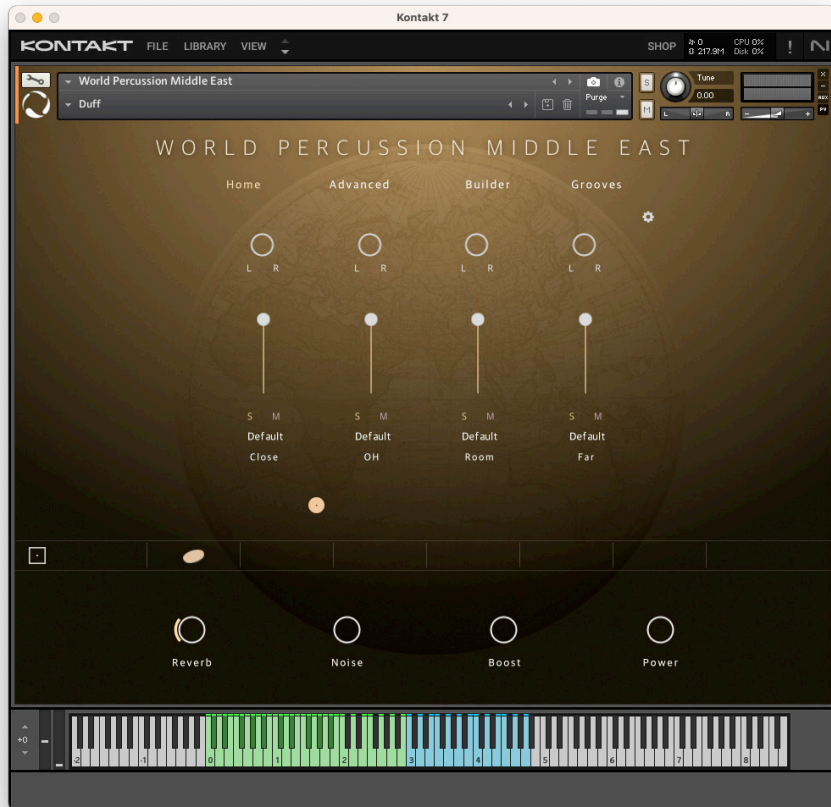
## INTERFACE FEATURES

### Home

### Traditional Mixer

If you wish to have more control over the mix you can use the traditional mixer. Here you can apply pan and volume adjustments to individual microphones. You can solo, mute and assign different output routings. In addition you can click on the cog icon to the top right to load or save your own mix settings and reset the mixer controls.

Tip: Hold down the 'Shift' key and click on 'Solo' to exclusively listen to the microphone of the chosen orb. Otherwise, soloing that microphone will apply to all orbs.





## INTERFACE FEATURES

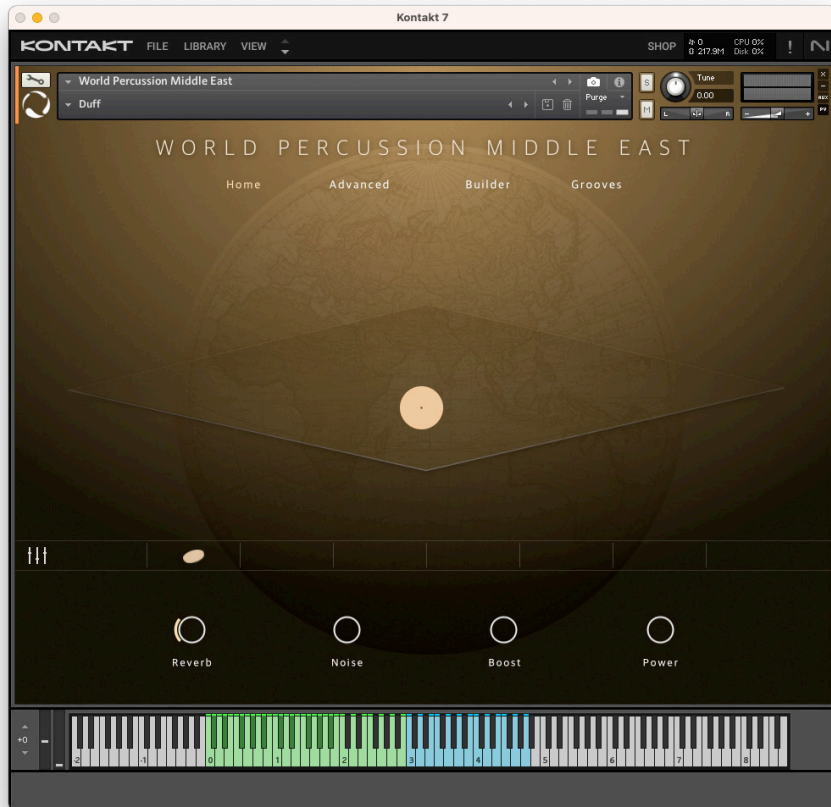
### Home

#### Icons (bellow the VR stage)

Clicking on an orb icon enables you to effortlessly mute/unmute any instrument within that orb. This is useful if you load a snapshot preset with multiple instruments but later decide that you only want to hear a specific combination of instruments.

#### Virtual Stage/Traditional Mixer Icon

Click on this icon to switch between virtual stage mode and the traditional mixer



## INTERFACE FEATURES

### Home

### Reverb

Convolution reverb control. This is separate to the VR stage and is useful in adding additional length to the sound.

### Noise

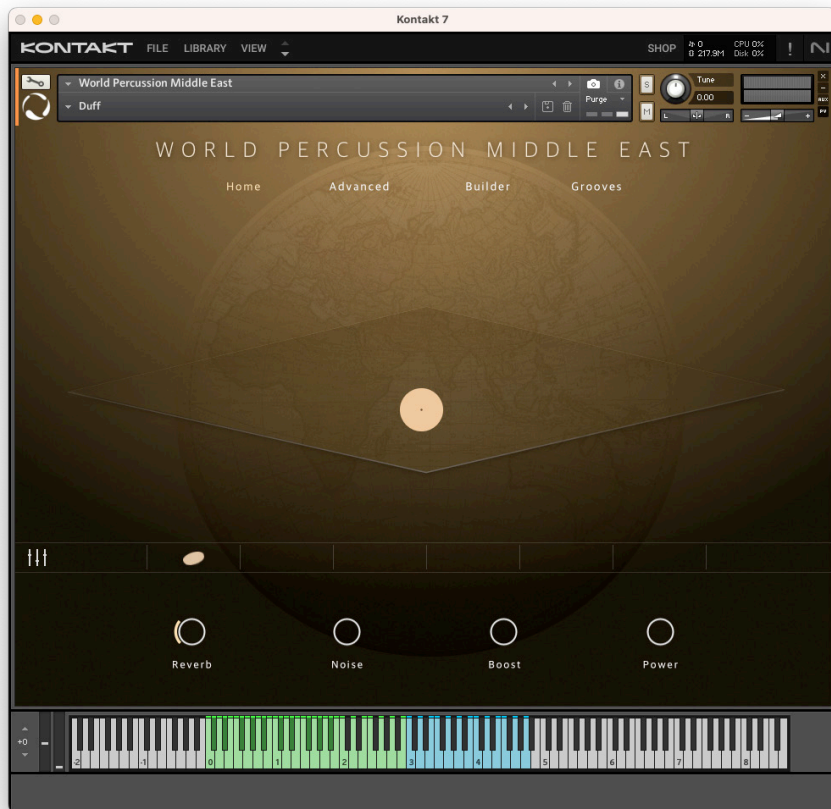
Adds real room noise. Handy for adding a bit of grit to the sound.

### Boost

Adds a slight low and high eq boost to the overall mix.

### Power

Adds compression to the overall mix.





## Advanced

### Velocity Curve

By clicking on the curve and moving the mouse up or down you can adjust the curve shape to suite your keyboard playing style.

### Dynamics

Increase or Decrease the dynamic sensitivity of the instrument.

### Round Robin

Adjust this setting if you wish to reduce the amount of global round robin. This is handy if you wish to reduce the instruments memory load.





## Advanced

### Attack/Release

A global setting to adjust the instrument attack and release.

### Voice Limiter

Adjust this setting if you wish to limit the amount of voices playing. It allows you to reduce all voices by an equal amount. If your computer is experiencing playback issues please try moving this knob to reduce the global voices.



## Builder

In this page you can load and set up instruments. To load an instrument please click on the plus sign within the instrument column. After that a popup menu will appear that allows you to audition and select the instrument you wish to load.

You can load up to 6 instruments across 5 orbs. Once an instrument is loaded into an orb, the orb will appear on the VR stage. The position of the orbs on the stage will impact the mix of all the instruments within that orb.

Next to each loaded instrument, you can assign a keyswitch and velocity range.

To remove an instrument, simply click on it and press the 'x' icon to the right.

## Left and Right Arrow Icons

Use these to quickly skip between different instruments without the need to access the popup menu.

## Cog Icon

Select this icon if you want to reset all velocity, keyswitches, keyranges, or clear all articulations.



## Stairs Icon

Press this icon if you wish to chromatically set all instruments to a different keyswitch starting from whatever the first instrument is set to. For example, if the first instrument is set to C1, then all following instruments will be C#1, D1, D#1, etc...

## Stack Icon

Press this icon if you wish for all instruments to be assigned to the same keyswitch as the first loaded instrument.

## INTERFACE FEATURES

### Builder Popup

With this page you can very simply select and audition the instruments you wish to load. You can use the categories to view different instruments.

When you click on an instrument it will play back a small audio reference to hear what it sounds like. If you wish to turn off this feature please click on the speaker icon.

Once you have found the instrument you like just double click on it for it to appear in the box below. You are able to load a maximum of six instruments.

When finished click on the tick icon to confirm your choice. If you decide not to load anything you can just click on the x icon to the top right position of the page.

Additionally, you can effortlessly assign instruments to any of the 5 orbs without exiting this page. Just choose the orb and make your selection.





## Articulation Controls:

Clicking on a loaded instrument will reveal two sub-menus: Articulation Controls and Articulation Mapping. The keyboard of the selected instrument will change to highlight its designated key range. To unselect the instrument, simply click on it again.

## Volume

Control of the Individual articulations volume.

## Pan

Control of the Individual articulations pan position.

## Pitch

Control of the Individual articulations pitch. This allows fine pitch adjustments.

## Delay

Adds a start delay to the loaded instrument. This delay does not work with the midi groove engine. It is only audible when playing the direct sounds.

Note: Some instruments include a noises volume control. These noises are subtle and only playback on note release.





## Articulation Mapping:

### Note Spread

Choose to spread the instrument across the keyboard either chromatically or exclusively on the white keys.

### Key Range

Choose the instrument's starting note with the option to decrease its starting or ending spread range.



## Grooves

This page allows you to easily select and audition the groove of any loaded instrument. Utilize the categories to explore different grooves.

Click on a groove to preview it. To disable this behavior, ensure to click the speaker icon to turn it off (yellow = on, white = off).

You can load up to 48 grooves across 3 pages.

Once you've identified the groove(s) you prefer, simply double-click on it for it to appear in the groove assignment grid below.

To the right of the loaded groove, you can remove and change its assigned keyswitch. Currently, stacking groove keyswitches is not possible.

## Drag Icon

Choose the groove you want to drag to your DAW by clicking once on it (ensure the text turns yellow). Click down and move the drag icon to your DAW window to drop the MIDI groove into your session. Grooves can be dragged from either the preview browser or the bottom groove assignment grid.



## Stairs Icon

Press this icon if you wish to chromatically set all grooves to a different keyswitch starting from whatever the first groove is set to. For example, if the first groove is set to C1, then all following grooves will be C#1, D1, D#1, etc...

## Cog Icon

Press this icon if you wish to reset all keyswitches or clear all grooves.

## Tightness Knob

Turn the knob to the left to increase the laziness of all the loaded grooves. Keeping tightness to the max retains the grooves original performance. This setting is only applied to grooves playing within Kontakt's engine.

## Swing Knob

Turn the knob to the right to introduce a slight swing to all the loaded grooves. Keeping the swing all the way to the left preserves the original performance of the grooves. It is advised to use this control in moderation. This setting is only applied to grooves playing within Kontakt's engine.

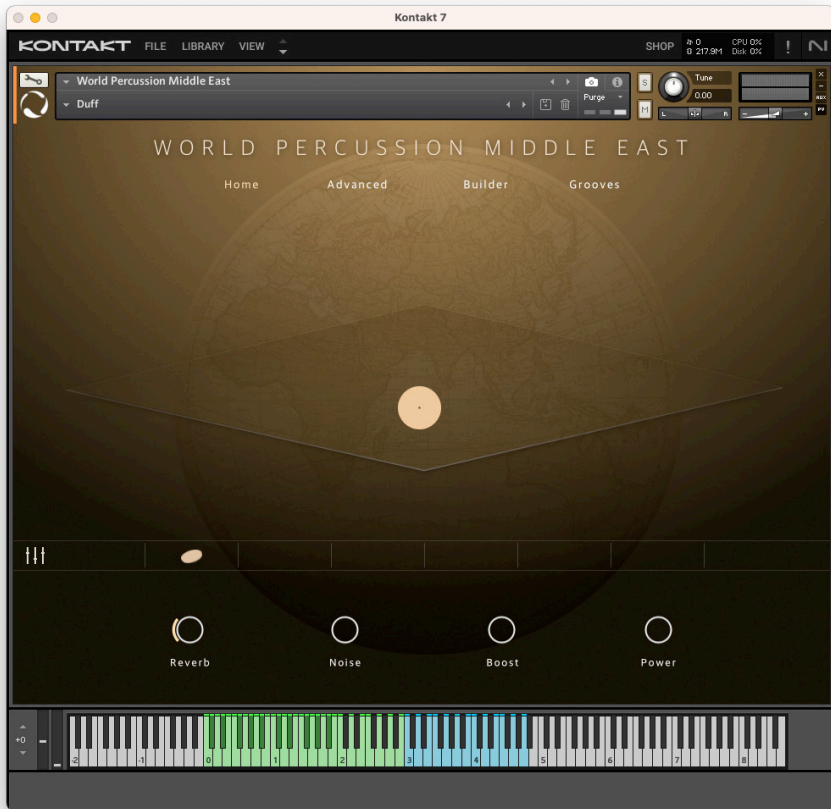


## Velocity Knob

Turn the knob to adjust the velocity playback of all loaded grooves. Adjusting this will change the softness of the loaded groove playback. This setting is only applied to grooves playing within Kontakt's engine. You can easily assign this knob to any MIDI controller. Simply 'Control' click on the knob and move your MIDI control of choice to link it.

## Tempo Knob

Move the knob to speed up or slow down all the loaded grooves. Keeping it in the centre retains the grooves original performance. This setting is only applied to grooves playing within Kontakt's engine.



### NKS Support:

All World Series instruments are NKS compatible. Please refer to your NKS hardware manual for more information.

For more information please check out our website:

[www.evolutionseries.com](http://www.evolutionseries.com)

Or for technical support enquiries please email us at:

[info@evolutionseries.com](mailto:info@evolutionseries.com)

