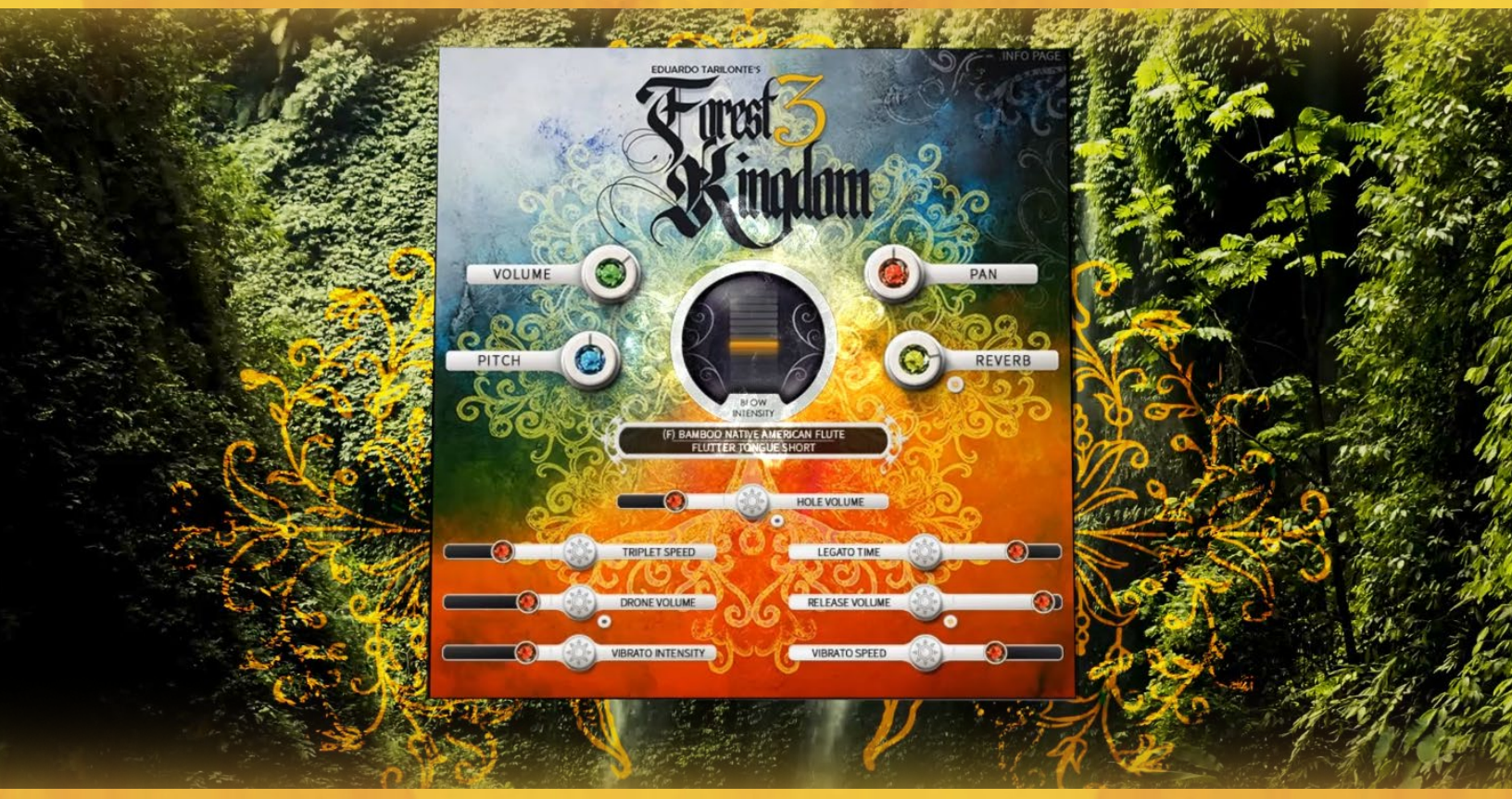
EDUARDO TARILONTE'S

Forest Kingdom 3

MANUAL

FOREST KINGDOM 3 2
What is new? 2
FOREST KINGDOM 3 SOUNDS 3
Percussion 3
Plucked 4
Wind 4
Voices 6
Fantasy Creatures 6
Soundscapes 6
Performance Grooves 7
CUBASE 9
STUDIO ONE 10
LOGIC PRO 11
CREDITS 13



FOREST KINGDOM 3

Welcome to Forest Kingdom 3, the sequel to the award winning sample library by Eduardo Tarilonte

THE SOUND OF FORESTS AND JUNGLES. THE SOUND OF MOTHER NATURE HERSELF IN ONE SAMPLE LIBRARY!

DEEP IN THE FOREST YOU'LL FIND…

30 BREATHTAKING WIND INSTRUMENTS, INCLUDING 10 STUNNING NATIVE AMERICAN FLUTES WITH BLOW INTENSITY, AN ENHANCED DYNAMIC CONTROL VIA PITCH BEND WHEEL.
90 ETHNIC PERCUSSION INSTRUMENTS
210 FASCINATING EVOLVING SOUNDSCAPES
FANTASY CREATURES AND SHAMANIC VOICES
300 INSPIRING AND EDITABLE PERFORMANCE MIDI GROOVES GIVE YOU THREE AND A HALF HOURS OF COMPLETE MUSICAL INSPIRATION

BIGGER AND BETTER THAN EVER, FOREST KINGDOM 3 INCLUDES MORE THAN 700 PRESETS, 17,6 GB AND 20.000 INDIVIDUAL SAMPLES.

FOREST KINGDOM 3. PURE INSPIRATION.

A UNIQUE SAMPLE LIBRARY INSPIRED BY NATURE

What is new?

- 100 new patches, more than 400 patches now
- 10 new stunning native american flutes, a tarka and an ocarina tenor.
- 300 inspiring and editable multi track performance midi grooves give you three and a half hours of complete musical inspiration
- 130 midi files for percussion instruments
- 60 new soundscapes
- New enhanced GUI for all patches

FOREST KINGDOM 3 SOUNDS

Forest Kingdom 3 contains 135 instruments divided into 3 different categories. Percussion, Plucked and Wind.

Percussion

The percussion categorie has 90 patches.

- Ambient Wind Chimes
- Bata Drums (3)
- Berimbau
- Claves
- Culo e Puya Drums (3)
- Djembe
- Frame Drum
- Jawbone
- Kalimba
- Qraqueb
- Quitipla
- Shekere Set (3)
- Tibetan Bowl
- Tribal Maracas I
- Tribal Maracas II
- Numerous different shakers
- Chimes
- Taiko
- Duff
- Cumacos
- Slic Drum
- Udu
- Marimbola (a huge Kalimba)
- and more...

Plucked

Two magical harps (acoustic and electric)

Wind

- 10 Stunning Native American flutes in different woods and pitch, including 1600 phrases.
- Aztec Clay Flute I
- Aztec Clay Flute II
- Didgeridoo
- Moseño Flute
- Raj Nplaim Flute
- Konkovka, Wooden Overtone Flute
- PVC Overtone (phrases)
- Bulgarian Piccolo Flute
- Kiowa Flute
- African Fula Flute
- Double Flute
- Mayan Seashell Horn
- Xiao
- A full set of Panpipes from the tiniest to the hugest (1,5 meters height and B0 to C6 range)

Forest Kingdom 3 contains an amazing collection of flutes. All of them are built with the new system “Blow Intensity” .The Blow Intensity controls the dynamics and expression and is linked to the pitch bend wheel. In this way it is easy to go back to the middle position, where the flute sounds in its natural way.

- *With the alternative "Midi CC" version of these instruments the Blow Intensity function can be controlled via freely selectable Midi CC (default is CC11)*

- *Click on INFO PAGE to get some info and tips about the instrument.*

Voices

A beautiful ethereal solo voice with real legato and shamanic phrases.

Fantasy Creatures

An array of fantasy creatures sounds and bird calls.

Soundscapes

210 inspiring and unique soundscapes.

The soundscapes are controlled via modwheel to make them evolve and change. The Crystal is linked to the modwheel or any other midi cc of your choice. On top (brightest) is when all the layers sound as they should.

In all the soundscapes you can easily change the volume and pan of all the elements.

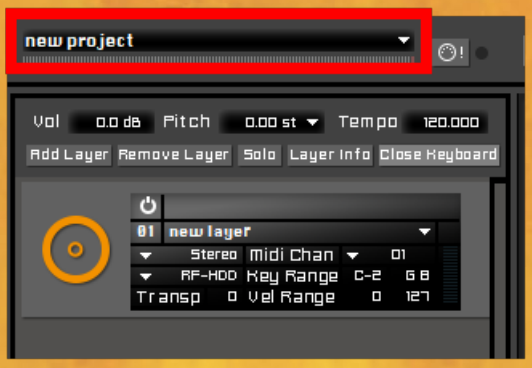
Performance Grooves

The Performance Grooves consist of 300 inspiring and editable multi track performance midi grooves that give you three and a half hours of complete musical inspiration.
Grooves consist of a multi-instrument project patch and an associated midi file.

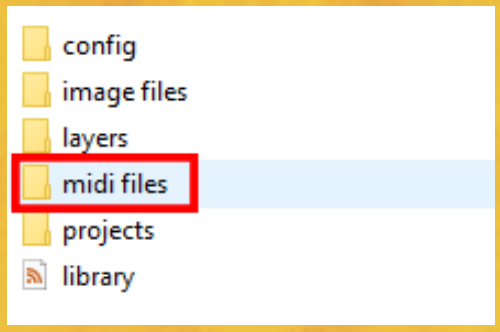
Before using a Performance Groove, it would be useful to listen to the audition layers first.

The main purpose of Performance Groove Audition Loops is to help you find the right performance groove.
Press any white key to listen to mixed loops of the different performance grooves.

Once chosen, note down the performance groove name displayed in the GUI



You can then open Projects via the Engine menu in the upper left corner or via the browser.



The corresponding midi files are located in their own subfolder of the Forest Kingdom 3 Library folder

How to use them in:

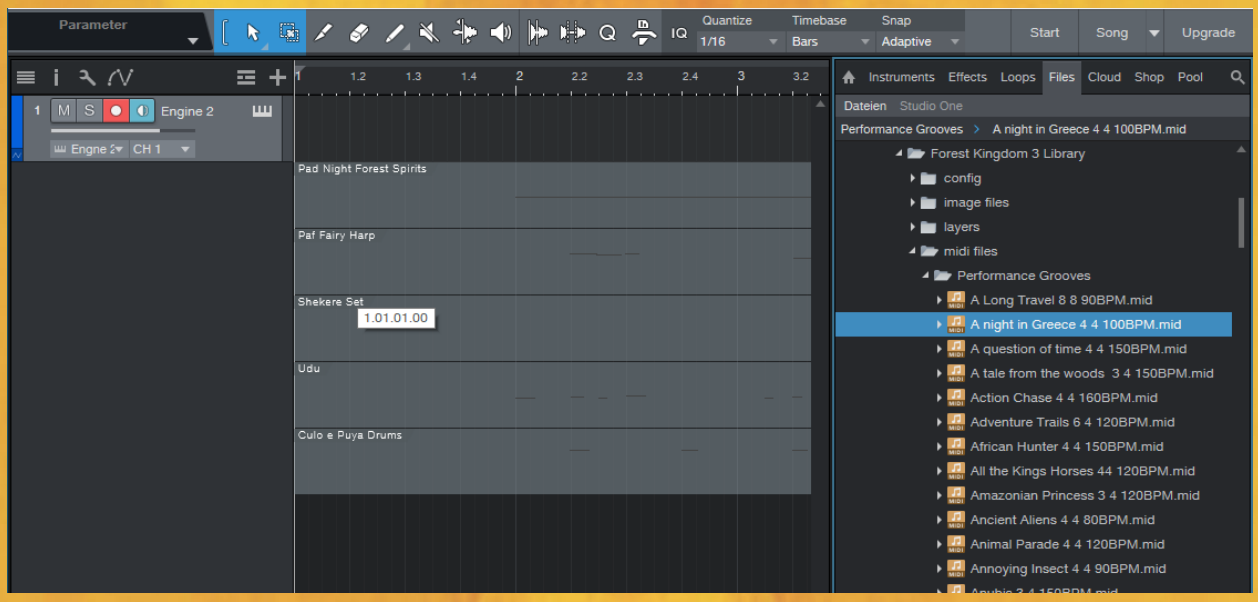
CUBASE

1. Choose your prefered Performance Groove Project.
2. Find the corresponding midi file and import it into Cubase.
3. Add an instrument track and select Engine 2.
4. Open Engine 2, select the project with the same name as the midi file.

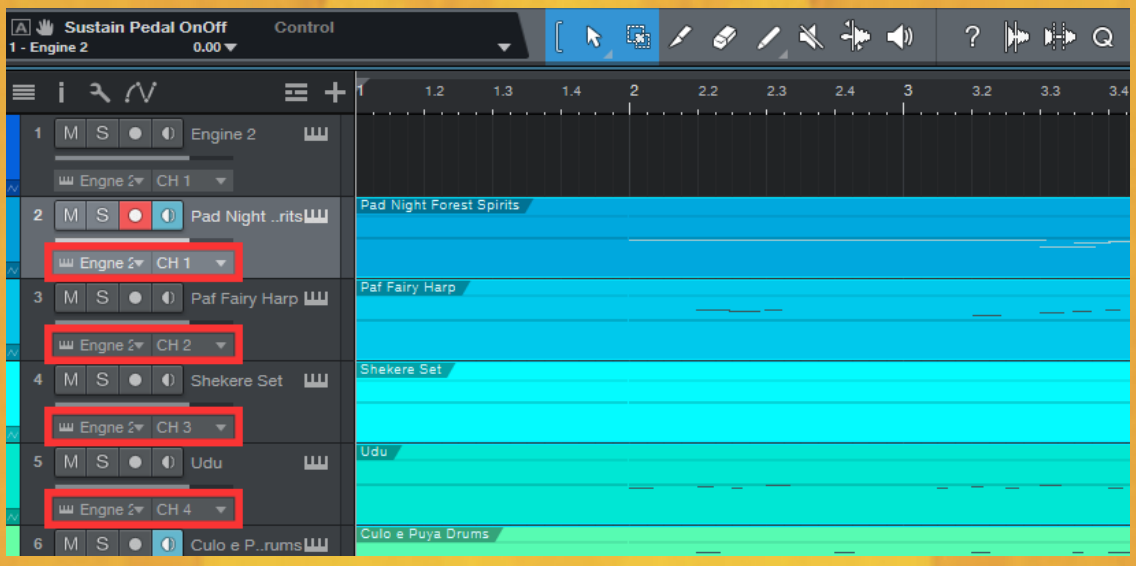
5. In Cubase, change the channel from the midi tracks in order, starting with the midi channel one. You can do it all at the same time by selecting all midi tracks and clicking Engine 2 while you press Cap+Alt.
6. Press play and enjoy.

STUDIO ONE

1. Find your prefered Performance Groove Project
2. Add an instrument track and select Engine 2
3. Open Engine 2, select the project of your choice



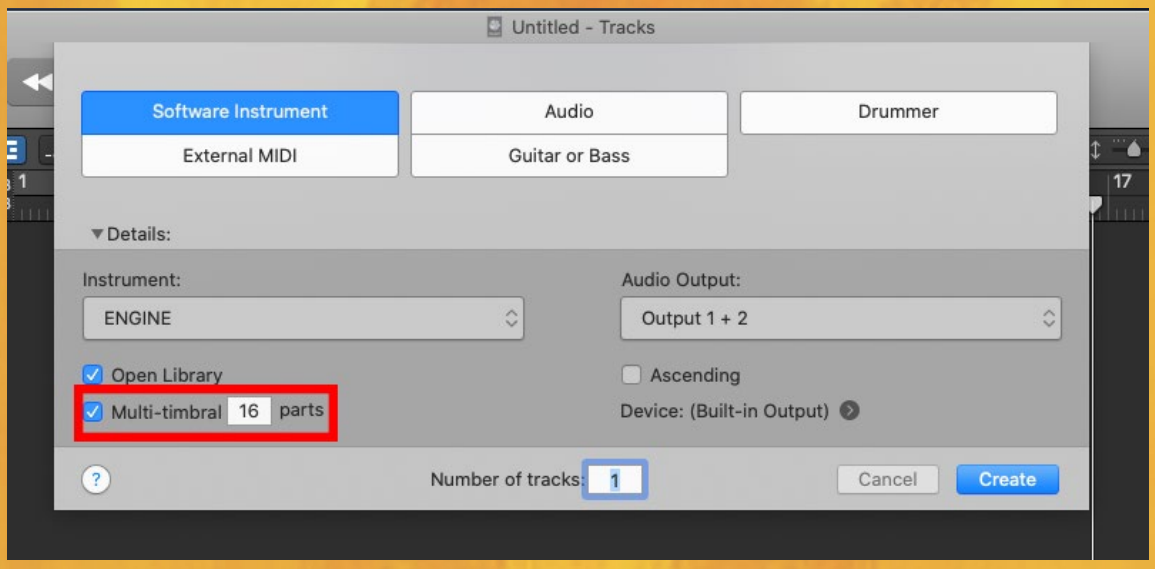
4. Drag and drop the corresponding midi file into the session - new midi channels will be created automatically



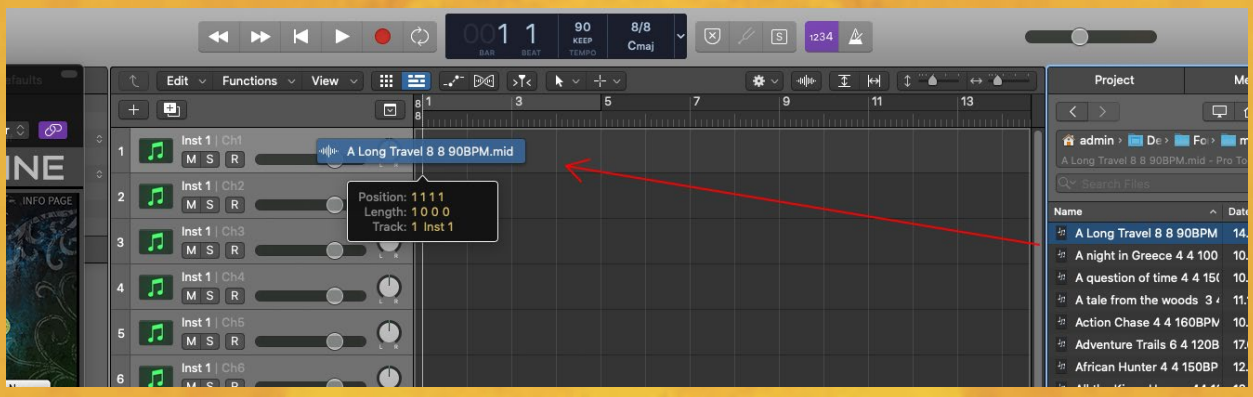
5. Change the assignment to the engine and the midi channel in all midi channels, starting with channel 1.

LOGIC PRO

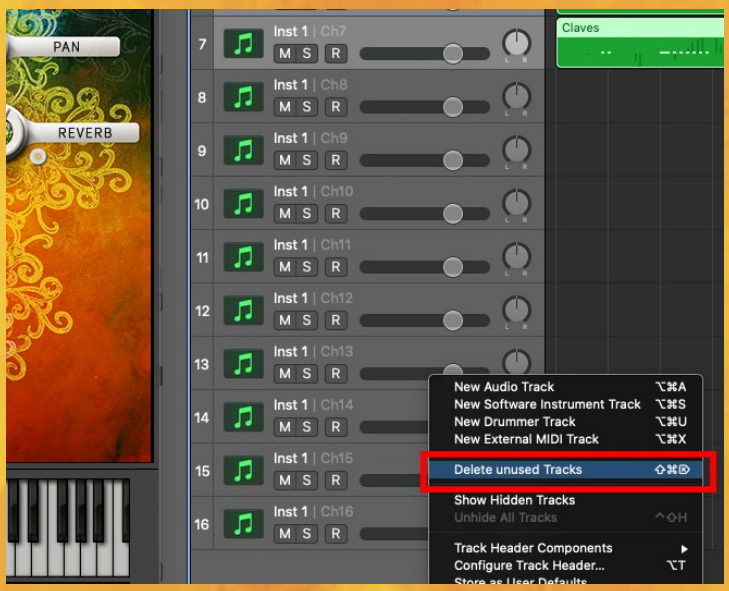
1. Choose your prefered Performance Groove Project



2. Add an instrument track and select Engine. Choose „Multi-timbral # parts" with 16 parts & then click on create. You will end up with one instance of Engine & 16 midi tracks.



3. Drag and drop the corresponding midi file from the browser onto the first Engine track (choose „import tempo" to import the original tempo as well) – all included musical elements are now divided among the midi tracks from top to bottom



4. You will notice that some of the lowest 16 midi tracks are still empty, the number depends on how many tracks the respective performance groove contains. You can now delete them, either manually, or via "delete unsused tracks" (Please note that this function also removes all other unused tracks of your session, so it is more suitable when the session is brand new).

CREDITS

Eduardo Tarilonte:
Development, production and concept
Eduardo Tarilonte: Native American Flutes, Tarka, Ocarina tenor and Celtic Harps
Iván Karlón: Other wind instruments
Yónder Rodríguez: Percussion
Lara Ausensi: Ethereal Voices
Javier Juárez: Shamanic Voices
Eduardo Tarilonte, Russell Bell & Dirk Ehlert:
Performance midi grooves
Ryo Ishido: GUI design and cover
Max Tofone, Alex Seidel, Mateo Pascual, Lawson Madlener, Roman Heuser, David Dmendoza, Max Tofone and Fran Soto: Beta Testing

SPECIAL THANKS TO:
The Best Service family and specially to **Wolfgang Wanko and Dan Corches**
For technical support please contact:
support@bestservice.de
For more information and updates, please visit:
www.bestservice.com

In loving memory of my dear friend Mariano Sanz Martín

Bestservice.com
Manual Version 1.0