53 Brass & Woodwind Instruments

POWERED BY KONTAKT SOFTWARE TECHNOLOGY

Chris Hein-Horns

- COMPACT -

best service

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Chris Hein - Horns

Thank you for buying **Chris Hein Horns - COMPACT**

CHH-Compact is a powerful Brass & Woodwind instrument including 53 Solo-instruments and six Synth-Brass instruments.
Each of the solo-instruments has 6 velocities for the sustained notes and five different articulations available through the Hot-Keys. No key-switching is required to access different articulations and playing techniques.
The main window shows an 8-channel mixer which makes it easy to combine the solo-instruments into powerful sections. Create your own combination of instruments, play them all together or build you own live-setup with separate sections in different keyboard zones.
All in one single virtual instrument.

I hope you like Chris Hein Horns - Compact. Have fun!
Chris Hein

Main Features:
- 53 Realistic Solo Instruments, 6 Synth-Brass Instruments
- 6 Velocities
- 5 Articulations
- 8 Channel Mixer
- Flexible Keyboard Layout
- Convolution Reverb and DSP-Effects included
- Special Controls:
Speed-Control, Legato Mode, Hotkeys, Key-Vibrato, Micro-Tuner,

Installing the Library
No installer is required for CHH-Compact.
Just copy the CHH-C library folder on your hard disc.
Once you have the Kontakt-Player installed, open it and do the following:
1. Click on the Add Library button at the top left of the browser window.
2. In the dialog that opens, select the CHH-C library folder on your hard disc and click on OK

Activating Chris Hein - Horns COMPACT
1. Either click the Activate button in the Library Box or the Demo Timeout screen.
2. In the dialog screen, click the button labeled Start Service Center to proceed. The Service Center will open, asking for the library's serial number.
3. Once the library is activated, restart KONTAKT PLAYER. If no Activate button is present in the Library Box afterwards, the product has been successfully activated.
For more information about activating products via the Service Center, please see the Service Center Quick Start Guide and manual as well as the Kontakt-Player manual.

Instruments

CHH-COMPACT contains 4 Multi-Instruments and 53 Single-Instrument.
The Multi-Instrument have an 8-channel mixer to instantly load different single instruments.
All instruments in a Multi-Instrument react on the same midi channel and act as one instrument.
Its really fun to build colorful sections by loading different instruments into the mixer.
However, the Multi-Instruments need quite a bit computer performance, especially when using the „Velo-Mode“. If you only need one instrument, its recommended to use the Single-Instruments.

Saxophones:

01 Sax Soprano A
02 Sax Soprano B
03 Sax Alto Solo
04 Sax Alto A
05 Sax Alto B
06 Sax Alto C
07 Sax Tenor Solo
08 Sax Tenor A
09 Sax Tenor B
10 Sax Baritone A
11 Sax Baritone B
12 Sax Bass
13 Sax Contra Bass

Fluegelhorns

14 Fluegelhorn A
15 Fluegelhorn B
16 Fluegelhorn C
17 Fluegelhorn D

Trumpets:

18 Trumpet Solo
19 Trumpet A
20 Trumpet B
21 Trumpet C
22 Trumpet D
23 Trumpet Mute A Harmon
24 Trumpet Mute B Harmon
25 Trumpet Mute C Harmon
26 Trumpet Mute D Harmon
27 Trumpet Mute E Straight
28 Trumpet Mute F Straight
29 Trumpet Mute G Cup
30 Trumpet Mute H Cup

Trombones:

31 Trombone Tenor Solo
32 Trombone Tenor A
33 Trombone Tenor B
34 Trombone Tenor C
35 Trombone Tenor D
36 Trombone Bass A
37 Trombone Bass B
38 Trombone Tenor Mute A Cup
39 Trombone Tenor Mute B Cup
40 Trombone Tenor Mute C Straight
41 Trombone Tenor Mute D Bucket
42 Trombone Bass Mute A Cup
43 Trombone Bass Mute B Cup
44 Trombone Bass Mute C Straight
45 Trombone Bass Mute D Bucket

Tuba, Cimbasso Alphorn:

46 Tuba F
47 Tuba Bb
48 Cimbasso
49 Alphorn

Clarinets:

50 Clarinet Eb
51 Clarinet Bb
52 Clarinet Bass
53 Clarinet Contra Bass

Synth-Brass (only in Multi-Instruments):

54 Synth Brass 1
55 Synth Brass 2
56 Synth Brass 3
57 Synth Trumpets
58 Synth Bones
59 Synth Saxes

Interface
Play-Page / Presets

Play Page / General Presets

After loading an instrument, the first screen you'll see is the Play-Page. This screen only contains some Info fields which show the actual loaded instruments and meters which indicate the level of Vibrato, Velocity-Fade and the Velocity of the last note played.

General Controls

1 Solo/Mute 2 Tune - (CC09)
3 Panorama - (CC10) 4 Volume - (CC07)
5 Level indicator

EFX-Presets

The EFX-Presets store all the settings in the DSP-Effect pages.
You can load from different pre-programmed DSP-Effects settings are store your own effect settings. Usually the presets are stored in the „data" folder in your CHH-COMPACT folder. You can choose any location on you hard disc to store your presets.

Saving changes

To save your multi-setup of instruments or any other changes to the settings you have made, use the file menu from the Kontakt top-menu.
Don't forget to re-name your custom instrument.
When using CHH-C as a plugin in a DAW, the settings are usually stored with the song file of your DAW.

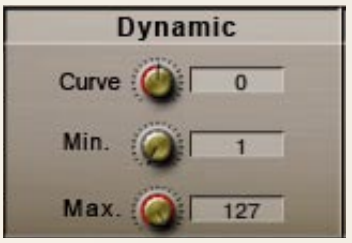
The Mixer

Up to 8 instruments can be loaded and played within one instance of CHH-Compact. If you need more instruments playing simultaneously, simply open a second instance of CHH-Compact.
The dropdown menu lets you assign any of the 53 Solo-Instruments and 6 Synth-Brass instruments into any of the 8 channels.

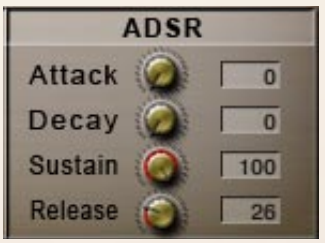
Instrument Channel

Load - Loads an instrument into your computers RAM.
Solo - Mutes all other instrument channels to solo the selected instrument.
Mute - Mutes the selected instrument channel.
Instrument - Assigns an instrument from this drop down menu to assign it to the selected channel.
Volume - Sets the volume for each instrument channel separately
Panorama - Places the selected instrument channel in the stereo field.
FT - Fine-Tunes the instrument from -50 to +50 cents. (Works great for sections.)
Out - If you have multiple outputs configured in the Kontakt-Player Output settings, this dropdown menu lets you select an individual audio output for each channel. (Requires a multi-output audio-interface.)

Volume-Control
Dynamic, Sustain Pedal, ADSR



Dynamic Lets you control the Velocity Response of your midi keyboard.
Curve - Sets the curve for the Velocity Response. Setting the curve to 0 results in a linear response.
Min - Sets the Minimum velocity.
Max - Sets the Maximum velocity.



ADSR
Attack - Sets the Fade in time for the sound.
Decay - Sets the time until the Sustain level is reached.
Sustain - Sets the level maintained from the end of the Decay stage to the start of deh Release stage.
Release - Sets the Fade Out time after releasing the key.

Volume-Control
Velocity-Modes

Velocity Usually the dynamic of an instrument is just controlled only by the velocity of your midi keyboard. Velo Mode offers different options to control the dynamic.The details on the next page may sound a bit technical, but don‘t hesitate to just experiment with the settings.

Select the different Velocity-Modes from the drop down menu.

Velocity Key - The instruments in CHH-Compact has 6 velocity layers. The solo instruments have 20 veloity layers. When set to Velocity Key these layers are available through the velocity of your midi keyboard.

Velo Fade - When this is selected, the velocity is controlled via midi Control Change (CC11, Expression, by default). You can also use any other controller by changing the Velo Fade CC. Setting the controller to zero, plays the lowest velocity layer, moving the controller up, fades between the velocity layers while increasing the value crossfades between the velocity layers until the highest value of 127 is reached.

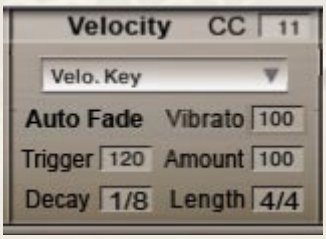
Velo Key & Fade - This is a combination of Velo Key and Velo Fade. Velocity is controlled via keyboard velocity, but you can also use Expression (CC11) to crossfade between the velocity layers. Velo Key & Fade works in an intelligent way. Lets say you play a note at velocity 100. then you increase Expression (CC11), starting from zero. No change is audible until the Controller reaches value 100. From here, Expression takes control of the velocity and lets you change the dynamic even after the note is pressed. Velo - Key & Fade is perfect for playing realistic crescendos and decrescendos.

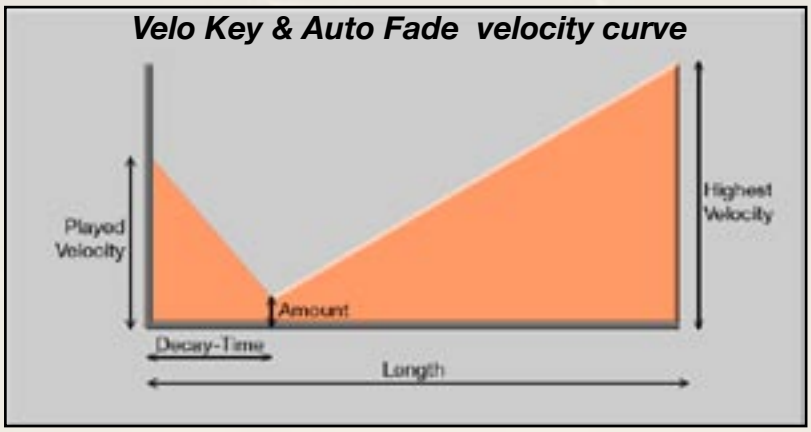
Velo Auto Fade - This performs an automatic volume curve, which can be a big help, especially for realistic trumpet sections in a live-performance.
When Velo Auto Fade is selected, the automatic volume curve starts at the highest velocity, performing a decrescendo followed by a crescendo.

Velo Key & Auto Fade - This is a combination of Velo Key and Velo Auto-Fade. Velocity is controlled via keyboard velocity, but the Auto fade is performed depending on the slected settings. It performs the same volume curve as Velo Auto Fade, but the starting point is the velocity of the played note.
The speed of the Auto-Fade curve can be adjusted with de decay and length knobs. You can adjust the speed in musical beats, the absolute length depends on you host tempo.

Volume-Control
Auto-Fade, Auto-Vibrato

The following controls are available to adjust the Auto Fade:
Vibrato-Intensity, Curve Re-Trigger, Amount of decrescendo, Decay-Time, Overal Length





Amount sets the destination velocity for the decrescendo (decay). If Amount is set to 100, the decay goes down to velocity 0. Amount set to 0 ceates no volume curve.
Decay - sets the time from the highest velocity (or the played velocity in Velo Key & Auto Fade“) to the velocity, selected in the „Amount“ setting.
Length - sets the overall time of the volume curve. When the decay time is over, the sound starts to swell. The highest velocity is reached when the selected „Length“ time is over.
Thats why the decay can not be longer than the Length, and the length can not be short than the decay time. Got it? ;-)
Re-Trig.- sets the time for polyphonic playing. All notes within the selected time range are affected by the auto fade settings.
Vibrato - This is a kind of Auto-Vibrato which works independently from the Velo settings. The Auto-Vibrato performs an evolving vibrato with a defined delay and increase time. Delay and Increase time depend on the „Decay“ and „Length“ settings. The vibrato know sets the maximum intensity of the auto vibrato. Adjustments on speed, volume and tune change can be made in the vibrato settings page.

These Level meters indicate the vibrato intensity, amount of Expression, as well as the velocity of the last played note played. This makes it easier to recognize when Expression is taking control of the dynamic. The Level meters are available at the bottom of each page and in the Play-Page.
The Vibrato and Velo-Fade indicators also work as a slider. Simply touch and drag anywhere in the indicator grafik to change the value.

In Velo Fade and Velo Key & Fade, the number of velocity layers is reduced to four layers. Velo Fade works perfectly for all Section Instruments. However, when using Velo-Fade with Solo-Instruments, a flanging may occur when crossfading between the different velocities.

Keyboard Layout

The Keyboard-Layout Page lets you assign a specific keyboard range for each mixer channel. This enables you to play different combinations of instruments on different keyboard positions simultaneously. This feature is fantastic for a live performance. For example, you can assign a low brass section at the bottom, a group of saxes in the middle and some trumpets at the top range of your midi keyboard.

Keyboard Range Use the knobs on the left side to assign the keyboard range for each channel.

Lowest - Sets the lowest note to be played
Root - Sets the middle C of the instrument. (Ususally used to shift the octave of an instrument.) If the root key is not set to C, it works as a harmonizer.
Highest - Sets the highest note to be played. To identify the keyboard range easily, the lowest and highest notes are in yellow and the root key is in red.
To save your keyboard layout permanently, simply save the whole virtual instrument.

Color Code:

- **Hot-Key 1**
- **Hot-Key 2**
- **Hot-Key 3**
- **Hot-Key 4**
- **Hot-Key 5**
- **Lowest Note**
- **Highest Note**
- **Root-Key**
- **Last Note Played**

Hot-Keys

The Hot-Keys are special keys which are used to trigger different effects and articulations. The position of the Hot-Keys can be set to any key with this button: C1
You can even assign two Hot-Keys to the same note, if you feel that makes sense. The position of each Hot-Key is represented by a uniquely colored bar in the Keyboard Layout.

The following functions are available through the Hot-Keys:
Repeat Last Note - Repeats the last note you have played. This is great for fast repetitions.
Harmonize - Adds a second note with a different pitch, depending on the Interval setting in the Harmonize section.
Attack - Adds a short and hard attack note to the sound. The volume of the attack sound can be adjusted with the volume knob in the Attack section.
Triller - Switches to a real played trill on saxophones & clarinets and a real played Shake on Trumpets & Trombones. Volume and Fade Time can be set in the Key-Trill./Shake section. Instead of using a Hot-Key you can also use the Intens. knob to adjust the intensity of the Trill/Shake via midi CC.
Fall - Pressing this Hot-Key while a note is being played, stops the sustain note and adds a real played fall down of the note.
Doit - Same as Fall, but switches to a fast glide-up of the note.
Key Vibrato Up / Down - Rather than playing a static vibrato with the modwheel, this enables you to perform the vibrato manually on a key of your midi keyboard.You can choose between Vibrato Up or Vibrato Down, which affects the pitch of the note being heard. A real vibrato, performed by a wind instrumentalist, consists of a change in volume and pitch. You can edit both parameters separately.

General Settings

Pitchbend You can assign the Pitchbend range separately for Bend Up and Bend Down from 1 to 12 semitones. You can also assign one of the articulations (i.e. Doit or Fall) to Bend Up or Bend Down by using the dropdown menus.

Speed Detection automatically selects a different version of the sustain articulation when playing at faster speed. For example when playing the sustain sound, the attack of the sound might be too long when playing faster melodies. In this case you can turn on the Speed Detection, which triggers special versions of the sustain samples with a faster attack.
Time (ms) sets the time between two notes required to perform the speed-control articulation switch. The time-range is shown in milliseconds. Only notes played within the selected time range are performed with the sustain-speed articulation.

Sustain Pedal If you have a sustain pedal connected to your midi keyboard, these settings allow you to change the function of the pedal. If no pedal is connected, you can use CC 64 to switch to the Hold or Legato mode.
Hold - Holds the played notes when pressing the Sustain Pedal
Legato - Activates Legato Mode when pressing the Sustain Pedal. Provides a quick and easy way to switch between Polyphonic and Legato (Monophonic) playing.

Vibrato These are the controls for the intelligent LFO-based Vibrato available through CC01 (Modwheel). Two independent types of vibrato are available. The crossfade between Vib.1 and Vib.2 can be set with the vertical fader in the middle. The midi CC value at which the crossfade is performed, is displayed at the bottom of the fader.

Why two independent Vibrato types?
Usually you'll need only one vibrato type. But, to achieve more realism in your performance, you can set the second vibrato to produce a subtle or more intense effect. You can also use the second vibrato to seamlessly blend from the vibrato to a trill.

The following controls are available for Vib. 1 & Vib.2:
Speed - Sets the speed of the volume and pitch change.
Volume - Sets the volume of the vibrato.
Tune - Sets the degree of pitch change. Setting tune to 0 performs a tremolo.
Vib. CC - sets the midi controller to control the vibrato (CC1 - Modwheel by default)

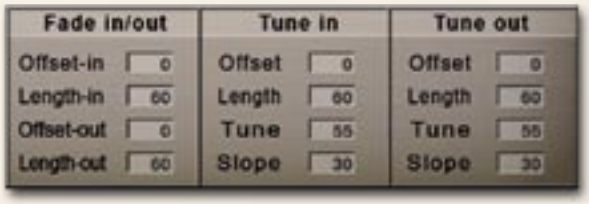
Vibrato can also be controlled via the innovative Hot-Key Vibrato (See page 11)

Legato Settings

Legato Mode

When playing a note, holding it, and playing another note, the Legato performs a smooth transition between the two notes. You can edit the behavior of the Legato transition in detail in the Legato-Settings Page. Playing in Legato Mode is always monophonic.

Legato Switch between Legato or Polyphonic playing.
You can assign unique articulations, each with different attack times, to perform the Legato when playing a melody up or down:
Attack Types: Sustain - Legato - Sustain Speed



Legato Details

The legato transition consists of four elements:
- Fade Out for volume
- Fade Out for tuning
- Fade In for volume
- Fade In for tuning

There are separate controls for volume-fade in/out and for tune-fade in/out:

Fade Out Offset (ms) Sets the time before the fade starts.
Fade Out Length (ms) Sets the length of the fade out.
Tune Out Offset (ms) Sets the time before the detuning starts.
Tune Out Length (ms) Sets the length of the detuning.
Tune (c) Sets the amount of detuning in cents.
Slope Spreads the amount of legato. A higher value results in a lower amount of legato when playing small intervals, like a semitone, and a higher amount when playing larger intervals, like an octave.

Micro Tuning

All samples in CHH are perfectly tuned to the standard chromatic scale with A at 440Hz. However, real brass players usually don‘t play perfectly in tune. You can edit the tuning in precise detail, in the Micro-Tuning Page. You can create your own tuning scales by shifting the tuning of each note up or down, or you can use one of the pre-programmed tuning scales based on some of the most famous historical scales.

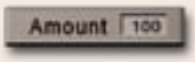
Preset

12 Micro-Tuning preset scales are available. You can build your own tuning scales or use the pre-programmed scales and edit them in order to create your own scales.

In addition to the Micro-Tuning scales you can fine tune each instrument in its channel strip in the Mixer Page.

Key

Sets the root key of the scale.



Amount

Scales the overall amount of detuning.

Other tuning methods:

A Master tuning knob for all instruments is available in the header of the virtual instrument on the Play Page. Hold down the shift key (of your computer keyboard) while turning the on-screen knob for fine-tuning. Fine-Tuning for each channel/instrument is available at the right side of the Mixer Page.

Convolution Reverb

CHH contains 21 fantastic, built in convolution reverbs.
The impulse responses for these reverbs were specially produced by Wolfgang Lenden of Sonic Lab Studios, the producer of the famous “Halls Of Fame“ impulse responses collection.

Convolution On/Off
Switches the Convolution Reverb on and off.

Presets
Choose from 21 specially designed Impulse Responses.

Pre Delay
Sets the delay time before the reverb starts.

Dry
Volume of the unprocessed, clean signal.

Wet
Volume of the Convolution Reverb.

Recently, sampling (convolution) reverbs have become more and more in demand. With convolution, we have an opportunity to capture the sound of anything in the world that can generate a reverb and use these sound impulses freely in any sonic situation imaginable. This enables us to use the sound of highend reverb units, real-world rooms, halls, cathedrals, synthetic reverbs and other sources, including non-reverb ones, without any hassle and in a uniform way using only a single program or a plug-in module.

DSP-Effects

Reverb

Preset - Different pre-programmed effects.
Volume - Level of the reverb effect.
Size - Length of the reverb effect.
Pre-Delay - Time (ms) before the reverb starts.
Damping - Brightness of the reverb.

Delay

Preset - Different pre-programmed effects.
Volume - Level of the delay effect.
Time - Length of the repetitions.
Feedback - Number of repetitions.
Damping - Brightness of the delay.

Chorus

Preset - Different pre-programmed effects.
Volume - Level of the chorus effect.
Speed - Speed of the modulation.
Depth - Intensity of the modulation.
Phase - Direction of the modulation.

Phaser

Preset - Different pre-programmed effects.
Volume - Level of the phaser effect.
Feedback - Repetition of the effect.
Speed - Speed of the modulation.
Depth - Intensity of the modulation.

Flanger

Preset - Different pre-programmed effects.
Volume - Level of the flanger effect
Feedback - Repetition of the effect.
Speed - Speed of the modulation.
Depth - Intensity of the modulation.

Compressor

Preset - Different pre-programmed effects.
Volume - Gain of the compressed signal.
Threshold - Level at which the compression starts.
Ratio - Intensity of the compression.
Attack - How quickly compression becomes active.

Filter / 3-Band-Equalizer

High Cut Filter

Filter - The Pro53 is a high quality high-cut filter.
You can switch it on/off, set the Cutoff Frequency and control the Resonance.

3-Band-Equalizer

A 3-Band full parametric equalizer is available in the Filter / Equalizer window.
Volume - Controls the Gain of the selected Frequency.
Frequency - Sets the frequency to be adjusted.
Bandwidth - Controls the bandwidth of the selected frequency.

The Family of Chris Hein - Horns

CHH Vol.1 - XL-Solo Instruments

4 very deeply sampled Solo-instruments with up to 44 articulations and up to 20 velocities. Approximately. 4,000 samples per instrument
Alto Sax Solo, Tenor Sax Solo, Trumpet Solo,
Trombone Solo, Trumpet Section

CHH Vol.2 - Brass & Woodwind

3 x Alto Sax, 2 x Tenor Sax, 2 x Baritone Sax, 4 x Trumpet,
4 x Trombone, 2 x Bass-Trombone, 3 x Sax Section,
3 x Trumpet Section, 3 x Trombone Section

CHH Vol.3 - Muted Brass

8 x Muted Trumpet, 8 x Muted Trombone,
7 x Trumpet Section, 5 x Trombone Section

CHH Vol.4 - More Brass & Woodwinds

Soprano Sax, Bass Sax, Contra Bass Sax, Clarinets,
Bass Clarinet, Fluegelhorn, Euphonium, Tuba

All instruments are available as a complete bundle, single volumes or as individual. downloadable instruments. Check www.chrishein.net for details

As owner of CHH-Compact, you are eligible to upgrade to CHH-Complete for a special price. Send an email to hein@wizardmedia.de for more info

best service

Chris Hein - Guitars

ULTRA REALISTIC VIRTUAL INSTRUMENTS

E-GUITAR JAZZ-GUITAR STEEL-GUITAR NYLON-GUITAR BANJO MANDOLINE

CHRIS HEIN - GUITAR IS AN OUTSTANDING, SAMPLED VIRTUAL GUITAR LIBRARY.
THOUSENDS OF SAMPLES, MANY ARTICULATIONS AND DYNAMICS ALL IN ONE PRESET PER INSTRUMENT
THANKS TO NATIVE INSTRUMENTS GENIUS SCRIPT FEATURE, CHRIS HEIN - GUITAR IS EASY TO CONTROL

INSTRUMENTS:

- E-GUITAR CLEAN
- E-GUITAR BLUES
- E- GUITAR METAL
- JAZZ GUITAR PLECTRUM
- JAZZ GUITAR FINGER
- STEEL GUITAR PLECTRUM
- NYLON GUITAR FINGER
- BANJO
- MANDOLINE

MAIN FEATURES:

- NEW KONTAKT PLAYER 2 INCLUDED
- 36.000 SAMPLES. 18 GB CONTENT
- 3.000 - 6.000 SAMPLES PER INSTRUMENT
- OVER 30 ARTICULATIONS IN ONE PRESET
- UP TO 13 VELOCITIES
- 50 INTELLIGENT MIDICONTROLLER
- REVERB, DELAY, CHORUS & 3-BAND EQ

CONTROLS & SCRIPTS:

- CHORD MODE
- DIFFERENT SLIDE MODES,
- SOLO MODE (HAMMER ON/PULL OFF)
- HARMONIZER
- ELECTRIC/ACOUSTIC BLENDING
- DIFFERENT RELEASE-CONTROLS..
- DIFFERENT ATTACK -CONTROLS.
- FALL CONTROL
- RATTLE CONTROL
- AUTOMATIC UP- AND DOWNSTROKE,
- BRIDGE- AND CENTER PLAYING

RECORDING AND PROGRAMMING
BY CHRIS HEIN

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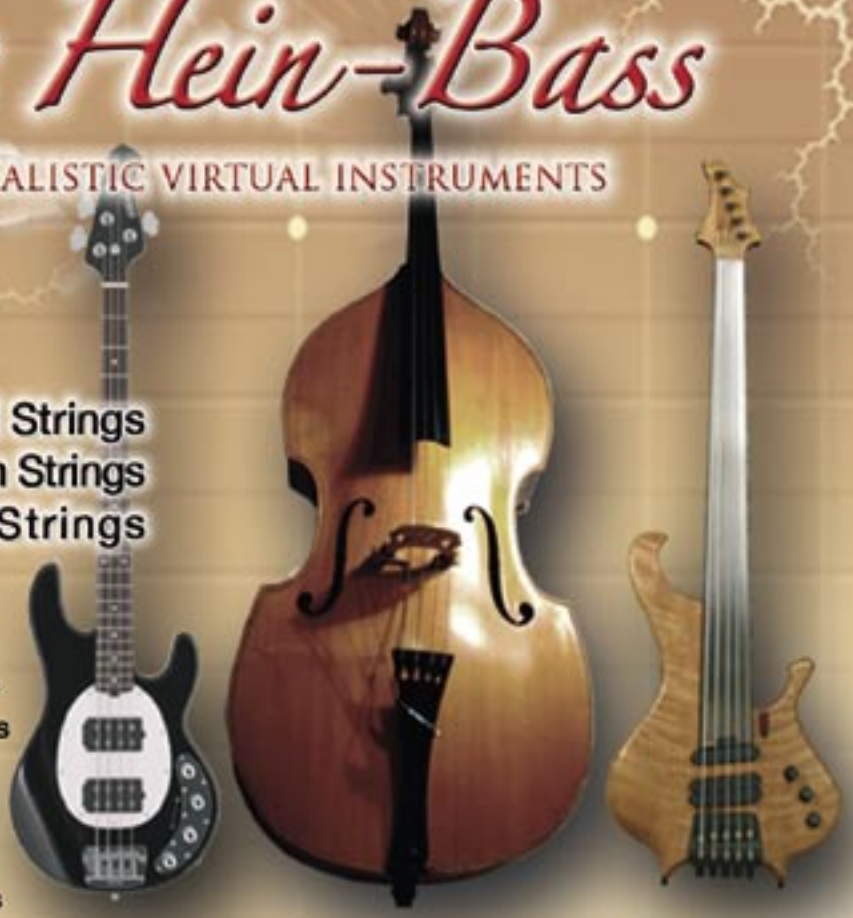
Chris Hein - Bass

ULTRA REALISTIC VIRTUAL INSTRUMENTS

- E-Bass Picked
- E-Bass Slap
- E-Bass Fretless
- Upright-Bass Steel Strings
- Upright-Bass Nylon Strings
- Upright-Bass Gut Strings



„Chris Hein - Bass"
is an outstanding, sampled virtual instrument. Thousands of samples, many articulations and dynamics all in one preset per instrument.
With about 20.000 samples and 12,7 GB content, CHB is the largest available bass-library.
Thanks to Native Instrument´s genius script feature, „Chris Hein - Bass" is easy to control.

INSTRUMENTS:

- E-Bass Pick
- E-Bass Slap
- E-Bass Fretless
- Upright-Bass Steel String
- Upright-Bass Nylon String
- Upright-Bass Gut String

MAIN FEATURES:

- Kontakt-Player 2 included
- 20.000 samples, 12,7 GB content
- Up to 4.096 samples per instrument
- Up to 42 articulations in one preset
- Up to 8 velocities
- 112 intelligent midicontroller
- Reverb, Delay, Chorus & 3-Band EQ Flanger, Phaser, Compressor, Filter.

CONTROLS & SCRIPTS:

- Different Slide Modes
- Solo Mode (hammer on/pull off)
- Two Fretpositions
- Automatic Variations
- Harmonizer
- Electric/Acoustic Blending
- Different Release-Controls
- Different Attack-Controls
- Fall Control
- Buzz String Control
- Atmosphere Control
- Bridge and Center playing
- Effect Samples
- Chord Mode

RECORDING & PROGRAMMING BY CHRIS HEIN

More Informations:
www.chrishein.net
www.bestservice.de

Chris Hein
Recording / Programming

Chris Hein has 25 years of experience with sound samples. By 1986 he had already produced the legendary "Studio-Sample" series for Metra-Sound.
In 1985 he was one of the first computer pioneers, to use the Commodore C-64 for computer music. His work for Emagic (the C-Lab application) at the Frankfurt Music Exhibition set the course for his successful work as a sound-arranger. With the SX-64, the world's first laptop, he traveled to various music studios in Europe.

From Atari to Mac, he eventually settled down with the foundation of „Hine-Studio" and created innumerable sounds for CD-Productions, Film- & TV music, industrial shows and musicals. The focus of his work has always concentrated on the re-production of real orchestras with virtual instruments. The contract musicals "A World for Deinhard" (1994) and the great horse-musical productions "The Enchanted Forrest" (1996) "Goa" (2000) and „Sudakan" (2010) consist exclusively of sample sounds. Today his studio contains an impressive collection of 22 samplers of various types.

In 1997 Chris Hein established the Film & Media production company:
„Wizard Media GmbH".

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