SWING!

THE JAZZY FILM SCORING LIBRARY

PROJECTSAM
cinematic sampling

SWING!

VERSION 1.0

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INTRODUCTION

After setting new standards in film scoring with its renowned Symphobia Series and Orchestral Essentials Series, ProjectSAM now brings you Swing! - The Jazzy Film Scoring Library. Swing! playfully brings together the worlds of jazz and film scoring with lively big band ensembles, a groovy rhythm section and an awesome set of solo lead instruments. It offers you an incredibly diverse collection of sounds that blend together marvellously.

If you compose for film, animation, games or advertisements, Swing! will undoubtedly lighten up your working day.

Enjoy Swing!

The ProjectSAM Team

INSTALLATION: DOWNLOAD EDITION

The installation steps in this chapter only apply to the downloadable edition of Swing!.

1. **USE YOUR CHALLENGE CODE**
   If you purchased Swing! directly from ProjectSAM, you can skip to step 2. If you did not purchase Swing! directly from ProjectSAM, use your challenge code at **www.projectsam.com/my-account** to unlock your download and retrieve the product serial number you need to activate this library.

2. **DOWNLOAD**
   If you haven't done so yet, download Swing! using the ProjectSAM Downloader, available for Mac or Windows from **www.projectsam.com/my-account**.

3. **INSTALL KONTAKT PLAYER**
   Swing! runs as a library inside Native Instruments Kontakt Player. If you are new to Kontakt, download the latest version of Kontakt Player from **www.projectsam.com/my-account** and run the installer. If you already have Kontakt or Kontakt Player installed, you can skip this step.

4. **ADD LIBRARY TO KONTAKT**
   Add Swing! to Kontakt Player using the 'Add Library' button in the 'Libraries' panel near the top-left corner. Kontakt will ask you to browse to the library's folder, which is named 'Swing! Library'. Browse to this folder, select it, and confirm. Note that you do not have to select an individual file. Selecting the folder it sufficient. After confirming, Kontakt may ask you for your administrator credentials.

5. **ACTIVATE**
   Click the 'Activate' button in Kontakt and activate Swing! using your product serial number. This number can be found in your ProjectSAM account at **www.projectsam.com/my-account** and in your order confirmation e-mail. Note: activation inside Kontakt is done using your Native Instruments log in, not your ProjectSAM log in.

INSTALLATION: USB EDITION

The installation steps in this chapter only apply to the boxed USB edition of Swing!.

1. USE YOUR CHALLENGE CODE

If you purchased Swing! directly from ProjectSAM, you can skip to step 2. If you did not purchase Swing! directly from ProjectSAM, use your challenge code at **www.projectsam.com/my-account** to unlock your download and retrieve the product serial number you need to activate this library.

2. COPY LIBRARY FROM USB STICK

Insert the Swing! USB stick. Copy (drag-drop) the entire folder named 'Swing! Library' to a local drive on your computer. You can place the folder in any subfolder and on any internal or external drive that you wish.

3. INSTALL KONTAKT PLAYER

Swing! runs as a library inside Native Instruments Kontakt Player. If you are new to Kontakt, you need to install Kontakt Player. On the USB stick you will find Mac and Windows versions in the 'Kontakt Player' folder. Start the correct installer and follow the on-screen instructions. Version note: a newer version of Kontakt Player might be available than the one found on the USB stick. To make sure you have the latest version of Kontakt Player, compatible with the latest operating systems, go to **www.projectsam.com/my-account**. If you already have Kontakt or Kontakt Player installed, you can skip this step.

4. ADD LIBRARY TO KONTAKT

Add Swing! to Kontakt Player using the 'Add Library' button in the 'Libraries' panel near the top-left corner. Kontakt will ask you to browse to the library's folder, which is named 'Swing! Library'. Browse to this folder, select it, and confirm. Note that you do not have to select an individual file. Selecting the folder it sufficient. After confirming, Kontakt may ask you for your administrator credentials.

5. ACTIVATE

Click the 'Activate' button in Kontakt and activate Swing! using your product serial number.
This number can be found in your ProjectSAM account at **www.projectsam.com/my-account** and in your order confirmation e-mail. Note: activation inside Kontakt is done using your Native Instruments log in, not your ProjectSAM log in.

THE INTERFACE

We wanted to keep the Swing! user interface as clean and streamlined as possible. It does, however, offer a variety of powerful features. This chapter covers all of them.

The majority of patches in Swing! feature different layers of sounds, sometimes different instruments altogether. These different layers are programmed using three methods:

- Keyboard range
- Velocity range
- Modulation wheel range

By choosing the best method or combination of methods for each layer or instrument, we were able to pack a lot of musical power into the patches, while keeping them playable and intuitive.

We will now go over each of the three programming methods:

KEYBOARD RANGE

When different types of sounds are available in different ranges of the keyboard, we visualise this by using yellow and blue colours on the on-screen Kontakt keyboard. In the picture, the yellow keys might hold a bass sound such as a double bass, and the blue keys on the right might contain a melodic sound such as an accordion. The Swing! user interface will show you the information for the range you last played in.

KEYBOARD RANGE

When different types of sounds are available in different ranges of the keyboard, we visualise this by using yellow and blue colours on the on-screen Kontakt keyboard. In the picture, the yellow keys might hold a bass sound such as a double bass, and the blue keys on the right might contain a melodic sound such as an accordion. The Swing! user interface will show you the information for the range you last played in.

Layers marked with the symbol can be time-stretched using the Speed control on the right side of the interface. Layers without this symbol do not respond to the Speed control.

Velocity programming can differ for each of the available ranges on the keyboard. The interface shows you the velocity range for the region you last played in.

MODULATION WHEEL RANGE

The modulation wheel (or modwheel for short) diagram shows you which layers you can toggle by putting the modulation wheel in a certain position. In the picture, putting the modulation wheel all the way up enables the doit layer, whereas putting the modulation wheel halfway would enable the fall layer. The green, vertical bar shows you the current modulation wheel position. The orange dot shows you which layer is enabled at this modulation wheel position.

The modulation wheel is often used to replace one or more of the layers in the velocity diagram. This is why the listed velocity layers may change when you move the modulation wheel. For example, in this picture the modulation wheel is used to replace the top velocity layer.
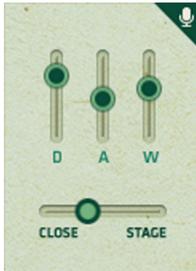
CHORD MAPPING

Swing! features pre-recorded chords, such as nylon guitar and ukulele strums. Each chord covers one octave (12 keys). The small keyboard in the interface shows you the location of each octave. If you trigger a chord it is highlighted in orange.

The a-1 (a minus 1, lowest key on an 88-note keyboard) key has been programmed to repeat the last chord you played. This makes it easier to play strumming patterns by alternating between the actual key and the a-1 key using two fingers.
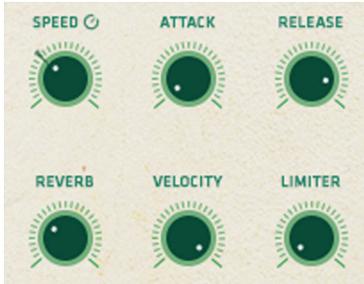
MICROPHONE CHANNELS

Almost all instruments in Swing! are offered in multiple microphone channels. Depending on the instrument and its musical context, the available microphone channel options are:

- Direct, Ambient and Wide (D, A and W)
- Close and Room (C and R)

The levels of these mic channels can be adjusted using the vertical sliders in the mic section of the interface. Some instruments take up a considerable amount of RAM with all mic channels loaded. Click a mic label (D, A, W, C or R) to unload it from RAM. Click it again to reload. By default, all mic channels are loaded.

Use the horizontal slider to smoothly cross fade between the available microphone channels.

KNOB CONTROLS

The right side of the Swing! interface features 6 knob controls to tweak the sound of the loaded patch.

Speed: change the playback speed (length) of all layers marked with the ⟳ symbol, without changing their pitch. To reset the speed control to 100% (original speed), click the control while holding down the Cmd (Mac) or Ctrl (Windows) key. If you wish to automate the speed control, you can do so using MIDI CC 12. A different MIDI CC can be assigned by right-clicking the speed control. Please note that the speed control is not available for all patches.

ATTACK   change the attack envelope (fade in time) of the patch.

RELEASE   change the release/decay envelope (fade out time) of the patch.

REVERB   add additional convolution reverberation to the patch. When the reverb control is turned all the way down, the effect is bypassed, lowering CPU usage.

VELOCITY   change the velocity response of the instrument. If you find it difficult to trigger the softer velocity layers, turn down the velocity control to better match the response of your MIDI controller. The velocity control has 5 settings. In its most right position (default) it leaves the original velocity unchanged.

LIMITER   add dynamic limiting to the patch. The knob controls the input of the limiter effect. When the limiter control is turned all the way down, the effect is bypassed, lowering CPU usage.

TEMPO SYNC

In the Tempo Sync Grooves folder, Swing! offers a variety of looped guitar strumming and drum grooves that synchronize with your host tempo (e.g. your sequencer). Swing! will automatically halve or double the playback of the loop to best match the original recorded tempo.
For example, if the loop is recorded at 90 BPM and your host software is running at 200 BPM, Swing! will playback the loop at 100 BPM, half the host tempo, instead of 200 BPM, which would sound unnaturally fast. If you wish to override this, you can do so using the 1/2x, 1x and 2x options in the Sync section of the interface.

GROOVE MAPPING

The middle velocity of the patches in the Tempo Sync Grooves folder triggers the original groove, synchronized to your host tempo. The lowest velocity triggers this same groove, but starting on the 2nd beat (a 1 beat offset). This is useful when you wish to change chords on the 2nd or 4th beat, without unnaturally restarting the groove. It allows you to continue a groove uninterrupted, while changing chords. The highest velocity will trigger a single strum. This is useful to finish a groove, or insert a single chord without starting a new groove.

HELP SCREEN

Click the 'i' button to display a useful help screen that gives you a short description for all controls in the Swing! interface. Click on any part of the help screen to dismiss it again.

MULTIS

Multis are combinations of multiple instruments, constructed to give you as many musical features on an 88-note keyboard as possible. Each multi has been designed for a specific musical context or genre and was given a name that should give you a hint about its use. Kontakt's on-screen keyboard shows you the various ranges in which instruments are available.

Multis are a great source of inspiration and a fun way to first explore the library.

CONTACT PROJECTSAM

If you have any questions about Swing!, please go to **www.projectsam.com/my-account**, log in using your ProjectSAM account username and password and click 'Technical Support'. This way, all necessary information is sent along with your question.

Alternatively, you can contact us directly by e-mailing **support@projectsam.com**.

CREDITS

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