

CINEWINDS

What's New in CineWinds 1.1?

New Patches

CineWinds CORE

- Oboe 2 Articulations
- Oboe 2 True Legato

CineWinds PRO:

- Contrabass Clarinet Articulations

We've also included old school **Short/Long Patches** for people who may want more of a traditional setup. These consist of sustain patches with no legato and short patches that are one length only with velocity sensitive dynamics. A lot of people work this way so we decided to take the liberty of setting up these presets. They utilize the same samples and have the exact same skin as the articulations patches - we just changed the settings on the mapping page to save time for anyone who'd like the patches set up this way.

Legato Volume

We've added a legato volume knob to the Settings page (in addition to the current Legato Speed knob) to allow you more control over the way the legato sounds. We've set them to a position we believe will be effective for most applications, but you may want to tweak them depending on the type of line you are trying to program.



Denoising

For CineWinds PRO, we went back and heavily denoised the Bass Flute - this is such a quiet instrument that on the full mix, Room mics, and Surround mics the original signal-to-noise ratio was not ideal. We think it is much more usable with these newly denoised samples.

The Alto Flute, Bass Clarinet, Irish Whistle, and Penny Whistle have had some spectral denoising methodically applied, sample by sample, to remove stage noises, electronic whines in the sound of the room, and many other artifacts.

Short Release On/Off

Originally, the RL Trigger button at the very bottom right of the Settings page would turn on/off the releases for the sustains. We found that few (if any) customers were using this feature, but some were asking we apply this idea to the half and quarter note shorts. Now this "Shorts Release Layer" On/Off button will instead let you turn off those short releases if you wish, in which case if you end the sample before it was naturally let go, a quick ADSR fade will be applied. This will give you more control and potentially provide you with tighter-sounding lines, but may sound subjectively less realistic depending on the context and mixer settings.

Dynamic Adjustments and Other Tweaks

We spent a good deal of time adjusting the volume settings across both Core and Pro to try to even things out and make both libraries work better together. In any mockup some volume automation will be necessary, but now there is a more standard reference point given to you when the patches are first loaded.

On CineWinds PRO, to give you more dynamic control we added a filter to the mod wheel for any one-dynamic-layer instruments.

We also went through both libraries, instrument by instrument, and made many other small, under the hood tweaks to the individual sample zones to make this library even better than before!

We Hope You Enjoy CineWinds 1.1!

CINEWINDS CORE

cinesamples®
RECORDED AT THE MGM SCORING STAGE SONY PICTURES STUDIOS, LOS ANGELES

Cinesamples is proud to present our new flagship orchestral library, CineWinds CORE. This is the first installment of the CineWinds Series and was recorded at the world famous SONY Pictures Scoring Stage under the watchful eye of master engineer Dennis Sands.

CineWinds CORE includes the principal instruments of the orchestral wind section in stunning detail and unparalleled recording precision. Each instrument was meticulously sampled to capture the perfect imperfections that subtly breathe life into your mockup. As always, we have harnessed our intense focus in order to make these instruments easy to use. CineWinds CORE will earn a permanent place in your template.



DENNIS SANDS

Keeping the trend we started with CineBrass, we were able to bring Dennis in to once again lend his legendary talent to this project. Dennis is one of the most sought after mixers in Hollywood. His credit list is a sight to behold (Back to the Future, The Avengers, Captain America, Shawshank Redemption, American Beauty), and includes some of our favorite scores. As usual, it was an honor to work with Dennis; his contribution to CineWinds is the crucial ingredient that gives the library its trademark Hollywood sound.



THE SONY PICTURES SCORING STAGE

The Sony Pictures Scoring Stage is the largest motion picture scoring venue in the world. The main scoring area has remained unchanged since the 1930s to preserve its unmatched acoustics and unique ambiance. It measures 93' wide by 67' long by 34' high. One of the first scores recorded there was the *Wizard of Oz* (Herbert Stothart). Its success allowed the stage to become primarily dedicated to the art of the film score. John Williams has used the stage on many occasions for scores such as *ET*, *Schindler's List*, *War Horse*, and *The Adventures of Tin-Tin*. Other scores recently recorded there include *Toy Story 3* (Randy Newman), *Spider-Man* (Danny Elfman), *Alice in Wonderland* (Danny Elfman), *Black Hawk Down* (Hans Zimmer), *Pirates of the Caribbean* (Hans Zimmer), *Transformers: Dark of the Moon* (Steve Jablonsky), *Wall-E* (Thomas Newman), *The Amazing Spider-Man* (James Horner) and *Star Trek* (Michael Giacchino).



CineWinds is revolutionary in its simplicity and ability to recreate the sound of the orchestral woodwinds section. The library was designed by composers, for composers, with direct feedback from the film music community during its development. The result is a library that is easy to use, composer-friendly, and sounds professionally mixed right out of the box.

THE PATCHES

PATCH LIST

- 01 Piccolo Articulations
- 02 Piccolo True Legato
- 03 Flute Articulations
- 04 Flute True Legato
- 05 Oboe Articulations
- 06 Oboe True Legato
- 07 Clarinet Articulations
- 08 Clarinet True Legato
- 09 Bassoon Articulations
- 10 Bassoon True Legato



True Legato

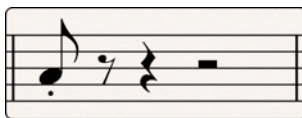
True Legato means that we sampled all of the intervallic leaps throughout the ranges, both upwards and downwards, for each instrument. When you play a True Legato patch, it instantly analyzes the intervals you play, then plays the appropriate transitional leap between the notes. The result is a smooth and realistic legato performance. We did this at multiple dynamic levels for all sections, using our dynamic morphing to blend seamlessly from piano to forte.

For CineWinds, we recorded more dynamics than ever, generating a much higher sample-to-patch ratio than we have averaged in the past. The result is the most realistic cinematic woodwinds library currently available.

Articulations Patches

These patches contain sustain samples recorded at varying dynamics, as well as eighth note, quarter note, and half note shorts. We've arranged the interface so that you can decide exactly how these samples will be triggered and how the dynamics will be controlled. You can play a line that includes any sample at any dynamic by striking the keys at different velocities, using simple keyswitching, or by utilizing a continuous midi controller.

Eighths Staccato p to ff
Quarters Tenuto p to ff
Halves Marcato p to ff
Sustains with smooth dynamic morphing
Half Step and Whole Step Trills



All of the mapping in the Articulations Patches is dynamic, so you can select from five intuitive presets in the user interface. A custom mapping grid is offered for users who wish to customize the parameters beyond the presets. Every parameter and value is changeable and nearly any combination is possible. Of course, if you choose not to tweak, you can stick with one of the five preset mappings (recommended).

The MAPPING Tab - Articulations Presets

We have provided different preset options to trigger these samples based on the different ways most composers like to work. This means you can intuitively use one patch for many applications, create more dynamic and natural lines, and ultimately improve your workflow. In the main Articulations patches you can choose from a variety of presets in the form of buttons on the left side of the MAPPING interface:

- Velocity Map - The short articulations are mapped based on velocity from shortest to longest. Light taps will trigger the eighth note shorts, and hard hits will trigger half note shorts. Hold the sustain pedal down and hit a key to trigger the sustain samples, and overlap midi notes to trigger legato samples. Use the mod wheel to control dynamics for both long and short articulations.

- Velocity Inverse Map - Similar to the Velocity Map, except the shorts are mapped inversely; from longest to shortest as velocity increases. Holding the sustain pedal will still give you sustains and legato, and the mod wheel still controls all dynamics.

- Keyswitch Map - Playing soft will always trigger the sustain samples. Play with a velocity higher than 70 to trigger a short sample, and use keyswitches to decide which short you would like to use. Mod wheel controls all dynamics.

- Keyswitch Velocity Dynamics Map - Use keyswitches to choose between eighth note, quarter note, half note, or sustain samples. Velocity will determine the dynamics of the short notes, mod wheel will control dynamics of sustain samples.

- MIDI CC Map - Lower velocities will trigger sustain samples, and higher velocities will trigger short notes. Use mod wheel for dynamics. Controller #3 will let you choose which shorts are triggered - eighth, quarter, or half note shorts.

You can adjust any of the presets should you desire, and the Custom Map button provides you with a blank set of assignments if you want to build your own. Simply adjust how each articulation will be triggered using the provided parameters - Velocity, Keyswitches, Sustain Pedal, or Continuous Midi Controllers.

- Short/Sustain Order - If you decide to split sustain samples and short samples based on velocity, this will control whether high velocities trigger shorts and low velocities trigger sustains, or vice versa.

- Short/Sustain Split - This will let you choose at which value the above-mentioned split will occur. For example, you may want velocities above 100 to trigger sustain samples and below to trigger shorts.

- Sustain Dynamics - Choose how the dynamics of the sustain samples will be controlled; with a controller or by velocity (the latter is not recommended).

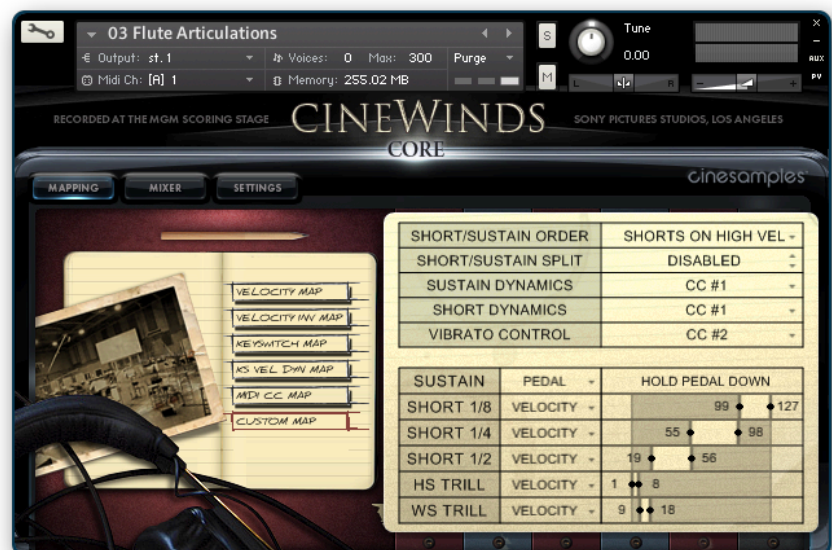
- Short Dynamics - Choose how the dynamics of the short articulations will be controlled; with a controller or by velocity.

- Vibrato Control - Choose which CC will be used to switch back and forth between vibrato sustains and non-vibrato sustains.

Note: If you decide to use keyswitches, you are provided with a latching or non-latching option. When a latching keyswitch is pressed, you will be stuck in that articulation until a different keyswitch is triggered or another parameter takes you to another articulation. If you choose non-latching, the keyswitch will need to be held down continuously in order to trigger that articulation.

Double/Triple Tonguing

On the articulations patches, we have added a feature that will allow you to easily play quick, short repetitions. For double-tonguing, hold down the non-latching C# keyswitch, displayed on the Kontakt keyboard in green, while playing eighth note samples. A second round robin will be triggered on the release of the key, allowing you to play quick passages without having to program them, or break your controller by hammering on the keys. For triple-tonguing, hold down the D# keyswitch. This script will calculate the time between attack and release, and play a third note equally spaced after the release. Give it a try!



The SETTINGS Tab

This tab provides you with even more control over the way the instrument will behave. The first thing you will notice in the top left section is the large Legato Speed knob. This knob affects the way the legato transitions will be triggered and crossfaded. The instruments have been optimized so that they sound the best with the position at 12 o'clock. If you turn it down you will hear more of the legato transition, which can make slow lyrical lines sound better, but it can make faster lines start to sound strange. Turning the knob up will play less of the legato samples, allowing for faster, agile lines, but will remove some of the realism when you play at normal or slower speeds. Every knob on this page is capable of being automated, so feel free to draw legato speed automation so that it conforms to your needs on the fly.

The mono/poly mode switch allows you to control whether the instrument will be completely monophonic - for single lines - or polyphonic. Our custom polyphonic legato scripting to play multiple legato lines at once. This will work best when playing parallel lines that don't stray too close together.

You can use the On/Off switch next to the Legato Speed Knob to turn the legato transitions completely off. This will cause the patch to behave more traditionally - just sustain samples and shorts - so that you can play chords or combinations of notes without the legato scripting getting in the way.



Beneath the Legato Speed Knob there is a dynamics fader that will allow you to compress the dynamic range of the instrument. For example, if you are controlling dynamics with the mod wheel, this slider will allow you to “zoom in” on a specific dynamic range and have the sound of the instrument affected less by extreme changes in the mod wheel’s position.

Across the bottom of the Settings tab, you will see more sample controls. When set to Random, the Round Robin switch will randomly cycle through different short samples to prevent the dreaded “machine-gun effect.” When set to Cycle, the engine will just cycle through the round robin samples in the same order every time. The RR reset, when set to ON, will reset the order of the round robin cycling after you have stopped hitting any midi keys. The RR reset knob controls how long it will take to reset. Pushing/sliding it all the way down will make it reset in 1 second, and pushing/sliding it all the way up will cause it to reset in 10 seconds.

Turning on the Sample Start control will let you use the knob to advance the sample start position. This will make the attack of the note sound less realistic, but can lead to increased tightness and responsiveness from the instrument.

The Release Delay knob allows you to control how long after you release a key a release sample will play, and the Release Trigger switch allows you to turn releases off completely. This will sound less realistic but require less CPU.

We have also provided multiple effects for your convenience - HiPass and LowPass filters, Delay, Stereo Imaging, Chorus, Flanger, Distortion and Compression. When using these built-in Kontakt effects keep in mind that they can be very heavy on your CPU.

On that note: **Please keep in mind that CineWinds is a next generation library and uses cutting edge scripting techniques, which can be very CPU intensive. For best results you should run this library at a buffer of 256 or higher.**



The MIXER Tab

We recorded CineWinds in a way similar to CineBrass and have included the same set of Full Mix, Close, Room, and Surround mic as mixing options. However, this time we have also included a new Spot mic that gives you an ultra-close, intimate sound. You can load and unload the different mic samples from your RAM manually by using the on/off switches above their respective faders, and apply reverb using the send knobs in conjunction with the blue reverb knob/switch in the bottom right. Click the “Preset” button below the reverb knob to choose from seven different impulse responses taken from the famous Bricasti M7 hardware reverb. An EQ is also available on the right if you would like to tweak the sound further.

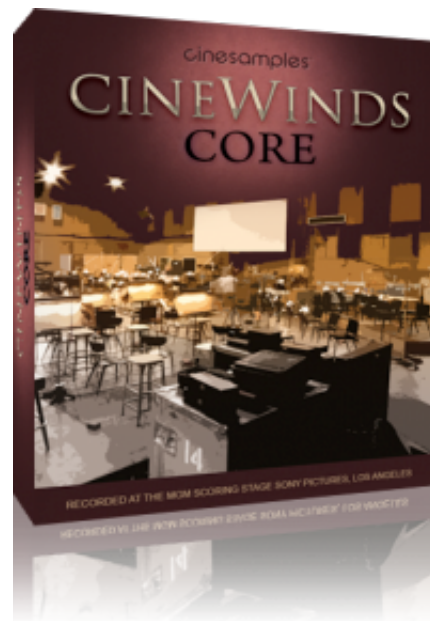
For quick and easy access to different mixing options, cycle through the presets on the left. The various options make use of different mic configurations’ unique sound and will give you tremendous flexibility when working in a variety of cinematic settings.



The CineWinds CORE Crew

- Produced by Michael Barry and Michael Patti
- Programmed and Scripted by Greg Schlaepfer
- Project Coordinator: Dan Negovan
- Engineer/Mixer: Dennis Sands
- Recordists: Kevin Globberman, Dave Lawrence
- Associate Producer: Sam Estes
- Assistant Engineer: Adam Michalak
- Sample Editors: Kevin Globberman, Dave Lawrence
- Quality Assurance: Alex Bornstein, Antonio Andrade
- Recorded at Sony Pictures Studios in Los Angeles, CA

ENJOY CINEWINDS!



One Final Note: **CineWinds will only run in the full version of Kontakt, not the Free Kontakt Player.**