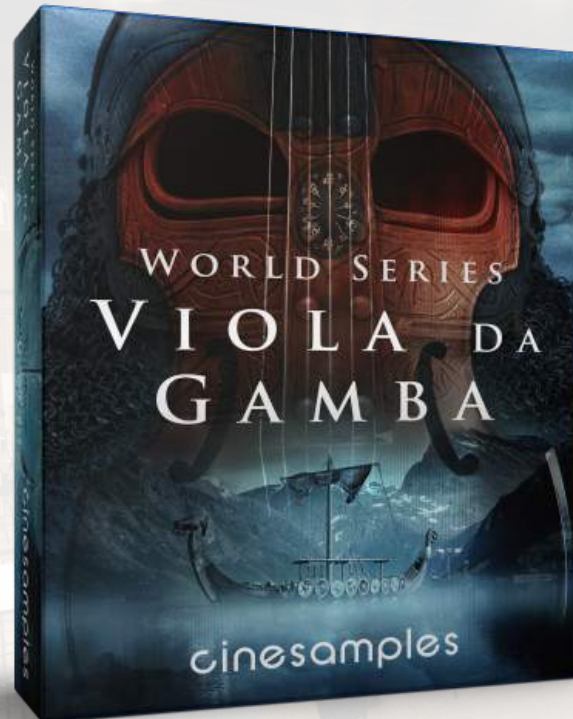


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# VIOLA DA GAMBA



The Viola da Gamba is a 6-stringed bowed and fretted instrument that first appeared in Spain in the mid to late 15th century and was most popular in the Renaissance and Baroque periods. Cinesamples' Viola da Gamba was recorded at the MGM Scoring Stage in Los Angeles.



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# VIOLA DA GAMBA

## ARTICULATION BUTTONS

For quick easy access to the different articulations of each patch, you can click an articulation button to play that articulation. Clicking one of these buttons overrides the settings on the mapping page. To go to the MAPPING page click on the EDIT button.





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# VIOLA DA GAMBA

## ARTICULATION MAPPINGS



The ARTICULATION MAPPINGS page allows you to access any of the instrument's articulations and play them however you choose. In this example (**01 Viola da Gamba Articulations.nki**) the Legato samples are triggered when the pedal is down. When the pedal is up, short articulations are triggered depending on note velocity. Velocity 1-15 triggers Chug samples, 16-127 triggers Staccato samples, and 110-127 triggers Sforzando samples, which acts as an overlay to give high velocity notes an extra bite. The Pizzicato samples are triggered by a non-latching keyswitch. The dropdown menu in the upper left corner allows you to choose different mapping presets. Available options are Default (this example), Keyswitch, and MIDI CC.



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# VIOLA DA GAMBA

## ARTICULATION MAPPINGS CONTINUED



The Articulation Mappings page also contains an optional Accent Overlay, which layers an additional Staccato, Chug, or Sforzando sample when a note is played above a user defined velocity threshold (in this case 100). The velocity threshold can be adjusted by changing the VEL THRESHOLD value and the loudness of the overlay can be adjusted using the VOLUME knob. When the LEGATO box is checked, the overlay also sounds when playing connected legato notes above the Velocity Threshold.



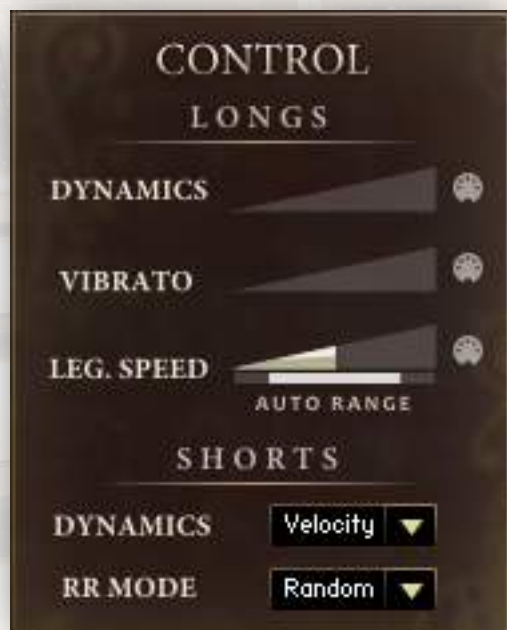
When the ARTICULATION MORPH box is checked, you can crossfade into a different articulation in the middle of a sustained note just by triggering the new articulation (via keyswitch, MIDI CC, or the sustain pedal). For example, in **03 Viola da Gamba Drones (Morph).nki**, you can easily morph between different drone articulations mid-note by using keyswitches. The speed of the crossfade is controlled by the FADE TIME knob.



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# VIOLA DA GAMBA

The **CONTROL** section on the main page allows you to assign Dynamics, Vibrato and Legato Speed to your desired MIDI CC#. You can do this by simply right clicking on the MIDI icon. First remove the old assignment, by clicking “Remove MIDI Automation.” and assign it to a new CC by clicking “Learn MIDI CC# Automation”, and then moving a physical knob or fader on your MIDI controller.



By default, DYNAMICS is set to CC#1, VIBRATO is set to CC#2 and LEG. SPEED is set to CC#22.

The script automatically adjusts the legato speed to create a more realistic performance. You can change the range by holding option (alt on PC), clicking, and dragging the legato speed slider.

Traditionally, the Viola da Gamba does not play vibrato on the fretted portion of the instrument, so we only sampled vibrato on the highest octave. (D above Middle C and up)

The dynamics of the shorts can be controlled either via velocity, or via MIDI CC#1, selectable from the DYNAMICS dropdown.

The Round Robin Mode (Random, Cycle, or Off), can be selected from the dropdown in the SHORTS section.



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# VIOLA DA GAMBA

## THE PATCHES

### **01 Viola da Gamba Articulations.nki**

Sustain, Legato, Staccato, Sforzando, Chug, Pizzicato, with optional overlay

### **02 Viola da Gamba Legato.nki**

Sustain, Legato, with optional overlay

### **03 Viola da Gamba Drones.nki**

Measured Sustain, Trill, Tremolo, Sul Ponticello Drone, and Open Strings - These are keyswitchable and combinable

### **04 Viola da Gamba Drones (Morph).nki**

Measured Sustain, Trill, Tremolo, and Sul Ponticello Drone

### **05 Viola da Gamba Drones (Split Kbd).nki**

Sustain, Legato, Staccato, Sforzando, Measured Sustain, Tremolo, and Sul Ponticello Drone

### **06 Viola da Gamba Infinite Bow.nki**

Bow-less Sustain, Legato, Bow-less Measured Sustain, Trill, Tremolo, Bow-less Sul Ponticello Drone, and Bow-less Open Strings



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# VIOLA DA GAMBA

## THE DRONES PATCH

03 Viola da Gamba Drones.nki

The Drones patch contains all of the long articulations and is controlled by keyswitches. The articulations include (from left keyswitch to right keyswitch): Measured Sustain, Trill, Tremolo, Sul Ponticello Drone, and Open Strings. The green keyswitch activates the bow-less variants of these articulations.



## Synchronized Bow Changes

The Measured Sustains were recorded as whole notes at 60 BPM. Therefore bow changes will occur every 4 seconds. As an added bonus, after playing a note, the bow changes for additionally layered subsequent notes will play in sync with the first.



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## THE SPLIT KEYBOARD PATCH

04 Viola da Gamba Drones (Split Kbd).nki

The split keyboard patch functions as a combination of the Drones (Morph) patch and the Articulations patch. Drone sustains can be played on the left side and can be switched by the keyswitches in the middle. The right side functions the same as the Articulations patch. Legato plays with the pedal down, and the short articulations play when the pedal is up.





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## MIX AND REVERB

Viola da Gamba offers two independent mixes: TIM'S MIX, which features the Lush Church reverb, a cold Nordic sounding preset from the renowned Bricasti M7 reverb unit. We have included an impulse response of this preset in the IR dropdown menu. We have also included a RAW MIX for added flexibility.



Additional impulse responses can be selected from the IR dropdown. The amount of reverb can be adjusted with the MIX slider.



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# VIOLA DA GAMBA

## INFINITE SUSTAINS

Every patch includes a green keyswitch. Holding down this keyswitch before playing a note triggers bow-less variants of the articulation if available. The articulations with bow-less variants are listed below.

Sustains  
Measured Sustains  
Sustains with Vibrato  
Open Strings  
Sul Ponticello Drones



This is a non-latching Keyswitch. Hold it down before transitioning to a note you want played with an infinite sustain. For example, following a legato transition, a sustain will play without a natural bow change within the looped sample until you release the keyswitch. This is understandably an unnatural occurrence, but it provides the necessary bow length needed in slower tempi.



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# VIOLA DA GAMBA

## 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), the success of which 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***, ***Minority Report***, and ***Indiana Jones and the Kingdom of the Crystal Skull***. Some other recent scores recorded there have been ***Toy Story 3*** (Randy Newman), ***Spider-Man*** (Danny Elfman), ***Alice in Wonderland*** (Danny Elfman), ***Black Hawk Down*** (Hans Zimmer), ***Transformers: Dark of the Moon*** (Steve Jablonsky), ***Wall-E*** (Thomas Newman), ***The Amazing Spider-Man*** (James Horner) and ***Star Trek*** (Michael Giacchino).







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# VIOLA DA GAMBA

## COMPATIBILITY

### TECHNICAL SPECIFICATIONS

- Kontakt (FULL) 5.5.0 or higher
- Kontakt (FULL) 5.5.0 supports: Stand-alone, VST®, Audio Units, RTAS®, AAX® (Pro Tools® 10 and higher), ASIO, Core Audio®, WASAPI
- Native 64-bit support for stand-alone and plug-in versions on both Mac & PC
- Compatible with all major DAWs and with other music notation software.

### MINIMUM SYSTEM REQUIREMENTS

- PC: Windows 7® (32/64 Bit), Intel® Core Duo 2 GHZ or AMD Athlon 64, 6 GB RAM
- Mac: OS X 10.8 or higher, Intel® Core Duo 2 GHz, 6 GB RAM
- Minimum of 5 GB Hard Drive Space on 7200rpm drive. During the installation process, you'll need an additional 11 GB of space.

### RECOMMENDED SYSTEM REQUIREMENTS

- PC: Windows 7®/8® (64 Bit) Intel® i7 (4th Generation) 3+ Ghz or AMD FX93xx 8- Core, 24 GB RAM
- Mac: OS X 10.8+, Intel® i7 (4th Generation) 3+ Ghz (or 2010 Mac Pro 8-Core) 16+ GB RAM
- 4 GB RAM is recommended for the Full-mix sample sets



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## CREDITS

### VIOLA DA GAMBA CREW

Produced by: **Michael Barry and Michael Patti**

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## ENJOY VIOLA DA GAMBA!

