

ENSEMBLIA₂

PERCUSSIVE

ELEKTRONIKA

MANUAL



**LOW ANA
TOM**



**HI ANA
TOM**



**SHAKER HAT
CLOSED**



**808 THIN
SNARE**



**ANALG
CLAP**

Thanks for purchasing Ensemblia 2 Elektronika

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How to install?

In order to run Ensemblia 2 without any problem, your computer and operating system should fulfill the minimum specifications for Kontakt 5.6 or higher which you find here: <https://www.native-instruments.com/de/products/komplete/samplers/kontakt-5-player/specifications/>. Additionally you need 1.5 GB free disc space.

In order to install Ensemblia 2, unzip and drag the instrument folder to any hard drive. Please do not move any file! Launch Kontakt and click „Add Library“ which you find at the Library tab. You will be asked to fill-in a serial number which you should have already received within 24 hours. If you are not owner of Kontakt please download the Kontakt 5 Free Player here:

<https://www.native-instruments.com/de/products/komplete/samplers/kontakt-5-player/free-download/>

Ensemblia 2 supports Native Instruments NKS Format. It is compatible with Maschine and Komplete Kontrol S-Series keyboards.



By installing the product you accept the enclosed product license agreement.
For any kind of questions please contact us at : support@cinematique-instruments.com



What is Ensemblia?

Generally speaking Ensemblia is the sound of a modern chamber orchestra that lets you easily write organic and truly natural music. A selected range of classical instruments combined with a fine mix of unique modern as well as electronic and domestic sounds are ready for your cinematic suspense, your drama or comedy. But also if you are writing popular music, Ensemblia gives a special spice to your tracks.

The core of Ensemblia are seven separate tracks which are playing at the same time. Each track gives you a quick access to a broad range of timbres and tone colors while playing.

Ensemblia was built to easily create beautiful polyphonic arrangements, pattern and textures while you are just playing chords (Chamber Orchestra), single notes or just trigger notes (Percussive). We like to point out that Ensemblia is not playing pre recorded phrases, it generates the arrangements and pattern with a powerful 16step arranger.



Ensemblia 2 - Less update, more evolution

We don't see Ensemblia 2 as an update – we like to call it evolution!

Ensemblia 2 was mainly rebuilt from scratch – we have written a complete new script with new features but also have included some parts of the old scripts such as the voicing engine.

What has changed in detail?

The Mixer:

Ensemblia 2 is now equipped with a modern and powerful mixing concept. Beside the known features such as PAN, TUNE, LENGTH and REVERB, each track has now its own 3 band EQ, an envelope compression for ATTACK and RELEASE and a DELAY. An absolute unique feature is the 3D Panning, which lets you determine each of the seven instruments in a virtual 3D room matrix

MULI BEAT ENGINE

The arranger was rebuilt from scratch and is now an 8 beat arranger. Each beat can be independently divided into either 4 x 16th notes, 8 x 32nd notes, 3 x 8th notes (triplet) or 6 x 16th notes (sextuplet). Beside that the arranger has become quicker and more complex in terms of the potential dynamic or velocity applied to each note.



Furthermore Ensemblia 2 now provides a shuffle function which lets you shuffle the sequencer stepless from 10% to 80%. The new improved sequencer concept lets you realize very complex multi rhythms.

Ensemble/ Instruments:

We have increased the amount of instruments. See more below.

And in term of organsiation, now all the 200+ instruments are right at the finger-tips. They are well organized by categories and groups which are displayed dynamically. This lets you have an easy and quick access to all instruments. An additional pre-listen function lets you try out instruments before selecting for the corresponding slot. It's so easy to use. Create a pattern and just swap out source instruments.

Presets:

Ensemblia2 Elektronika comes with over 300 pre-assembled beats which are easily selectable via a file browser

4 in 1 – the units:

Ensemblia2 comes with four separate units in one GUI. This lets you easily switch between four individual units with different beats and rhythms on the fly. We have included a copy menu in order to quickly copy pattern in-between in the four units. By using it you can change or vary your favourite rhyhtm on-fly.



The Skin:

Ensembli2 comes with a very modern, cool and minimal design. It is self explanatory and icon based. All elements are located in a very logical and easy-to-use order.

Live Effects:

Ensembli2 comes along with 5 additional effects which can be easily dropped in by just pressing a key. This all happens live and gives you the option to change the sound of your rhythms while they are running.



The Ensemblia Family

Beside the well known „original“ version of Ensemblia with the sound of a modern chamber orchestra for easily creating beautiful polyphonic arrangements, pattern and textures while you are just playing chords or single notes in a SHORT and LONG version, we have also released a METALLIQUE and STRINGED flavor of Ensemblia.

Now with the evolution to Ensemblia 2 we have entered new land by creating a new flavor which leads Ensemblia into a the land of percussion.

After the succesful launch of ENSEMBLIA 2 PERCUSSIVE we like to continue with two new percussive flavours such as ELEKTRONIKA for modern, electronic music and INDUSTRIA - a harsh and rude beat machine which sounds extremely powerful.



Ensemblia 2 Elektronika

Ensemblia 2 Elektronika is a brand new flavour of our succesful Ensemblia Percussive line.

Over the last years we collected and recorded a huge amount of electronic as well as digital and noisy percussion sounds. We have captured sounds from various drum machines such as the Roland TR-808, TR-909 and CR-78 and several vintage preset machines. In addition we created sounds by setting up synthesizer such as Roland Juno 60, Prophet 5, Korg MS-20, Moog Minimoog and modular synth. Finally we generated lots of sounds by editing, manipulating and processing different kind of sound sources with software and modular sound processors.

For us it was very important to keep Elektronika versatile and cover a wide range of musical styles. Beside the major genre of Electronica you get sounds and beats corresponding to Downtempo, Minimal, TripHop, House, Futurebass, Techno/ Trance and Drum n Bass/ Breakbeat. Ensemblia 2 Elektronika provides 215 single sounds in five categories: Acoustic, Machine, Processed, Distorted and Glitch n Noises. In detail there are 26 hihats, 32 bass drums, 39 snares, 23 tom toms, 21 claps, 6 crash and 12 ride cymbals, 6 shaker, 7 blips, 20 noises, 9 glitch sounds, 14 tones, 8 textures and 6 noisetones. Beside that Ensemblia 2 Elektronika offers over 300 beats separated in 10 different genres which are Downbeat, Electronica, Futurebass, Minimal, House, Tech Trance, Jungle ir DnB, Weird and Essentials.



By having such a huge amount of instruments coming from so many different genres you can imagine how versatile as well as unique the results are when using Ensemblia 2 Elektronka as your beat engine. You can be very creative and free in creating your drum pattern such as you can combine electronic with orchestral, you can have a hip hop beat enriched by kitchen sounds or assembling an orchestral pattern added with glitch sounds.

Ensemblia 2 Elektronika is the perfect beat engine to built modern as well as unique beats or percussion patterns in a very intuitive, quick and easy way. But that's not all. While playing your pattern you can manually play each instrument manually to it. Or you just plays it manually without using the arranger. Load the instruments in the tracks, set up the mixer and just play the instruments.

ENSEMBLIA 2 PERCUSSIVE ELEKTRONIKA INSTRUMENT LIST

26 HIHATS	21 CLAP	7 BLIPS
7 ACOUSTIC	6 ACOUSTIC	1 ACOUSTIC
14 MACHINE	3 MACHINE	6 GLITCH N NOISE
5 PROCESSED	9 PROCESSED	10 NOISE
32 BASS DRUM	3 DISTORTED	1 ACOUSTIC
5 ACOUSTIC	6 CRASH	2 DISTORTED
14 MACHINE	1 ACOUSTIC	7 GLITCH N NOISE
7 PROCESSED	2 MACHINE	9 GLITCH
6 DISTORTED	3 PROCESSED	9 GLITCH N NOISE
39 SNARE	11 RIDE	14 TONES
11 ACOUSTIC	4 ACOUSTIC	14 GLITCH N NOISE
16 MACHINE	5 MACHINE	8 TEXTURES
9 PROCESSED	2 PROCESSED	8 GLITCH N NOISE
3 DISTORTED	6 SHAKER	6 NOISTONE
23 TOM	6 ACOUSTIC	6 GLITCH N NOISE
8 ACOUSTIC		
15 MACHINE		



The bottom line - the main menu

At the bottom of Ensemblia you find the Main Menu.



By clicking on the icons at the left side you can navigate through all different sides and views of Ensemblia 2 such as the arranger, the mixer, a preset browser or the options.

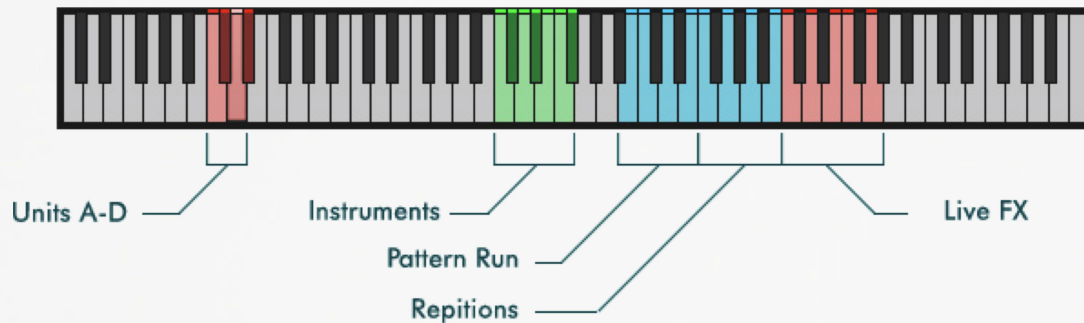
In the middle of the bottom line you find the Freeze option, which lets Ensemblia run endless when activated.

The buttons on the right side are selecting the Slots A-D. Each slot is a separate and independent unit of Ensemblia – so actually saying Ensemblia are honestly 4 Ensemblias at the same time. This option lets you easily create several variations of the same rhythm in order to build an rhythm arrangement for e.g. chorus – bridge – verse – fill.

You can easily copy patterns from one slot to another by clicking on the activated slot. (see picture)



The Keyboard



The keyboard of Ensemble 2 Elektronika has different sections. There are keyswitches, triggers as well as normal playing notes. In detail:

- Units A-D - These are the keyswitches to change and select the units
- Instruments (green) - These keys are regular playing keys. You can manually play the instruments of each slot.
Slot 1 is **C2**, Slot 2 is **C#2**, Slot 3 is **D2** up to Slot 7 is **F#2**.
This option enables Ensemble 2 Elektronika to play rhythms without using the arranger as well as add certain hits, breaks to the running pattern

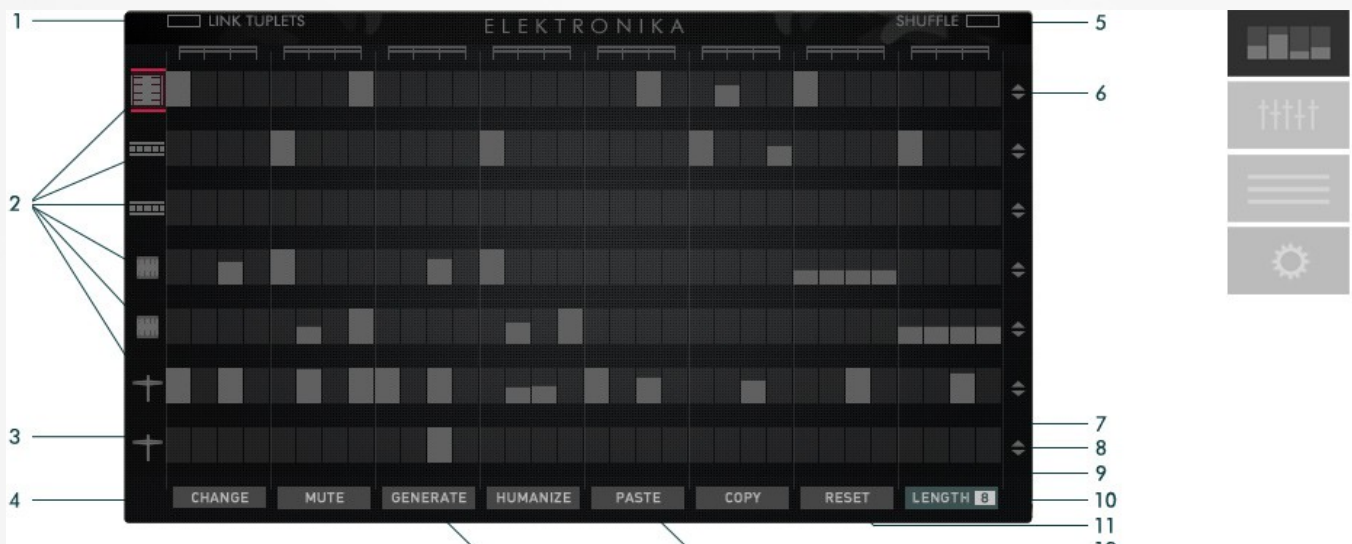


- Pattern Run (blue) - These are the keys which let the arranger run. In detail
- B2** plays double time
 - C3** plays regular
 - D3** plays half time
 - E3** plays last plays tempo in a random way
- Repetition (blue)- These keys are repetitions keys. In detail
- F3** repeats the 1st step
 - G3** repeats the 2nd step
 - A3** repeats the 3rd step
 - B3** repeats the 5th step
- Live FX (red) - These keys are the Live FX keys. When pressing one of these keys the corresponding effect (see The Options) will be activated and changes the overall sound. To change the effect settings navigate to the options menu. In detail
- C4** activates a convolution insert FX
 - D4** activates a tape saturation simulation
 - E4** activates a 2nd convolution insert FX
 - F4** activates a 4pole lowpass filter
 - G4** activates a bitcrusher



The Arranger

The Arranger of Ensemblia 2 determines when and how each single instrument will be played. The Arranger is separated in 8 divisions – called tuplets. Each tuplet can be based on eighth- or sixteenth notes or eight – or sixteenth triplets. By varying these tuplets in terms of their time signature you can create very complex multi rhythms.



1. Link Tuplets

-

By activating all 8 tuplets are linked and you can change the time signature for all tuplets at once



- 2. Slots (icons) - The icons are showing the main category of instrument. By clicking on it a Track Sub Menu will open (see bottom of picture)
- 3. Arranger Row (bars) - This is the row where to fill in - manually or automatically by using the 'Generate' option – if and with which velocity an instrument should play. By increasing the bar the velocity rises.
- 5. Shuffle - When all tuplets are to eighth notes the shuffle option appears. By activating you can slide over the rectangle beside the % icon how strong the shuffle should be (smooth 10% to strong 80%)
- 6. Linear Arrows - By sliding over the arrow you can increase or decrease all bars in a linear way at once
- 10. Bar Length - This option shows the recent number of tuplets. You can change the overall number of tuplets (=beat length) from 1-8. This enables you to play in different time signatures such 3/4, 2/8 or 5/4.

TRACK – SUB MENU

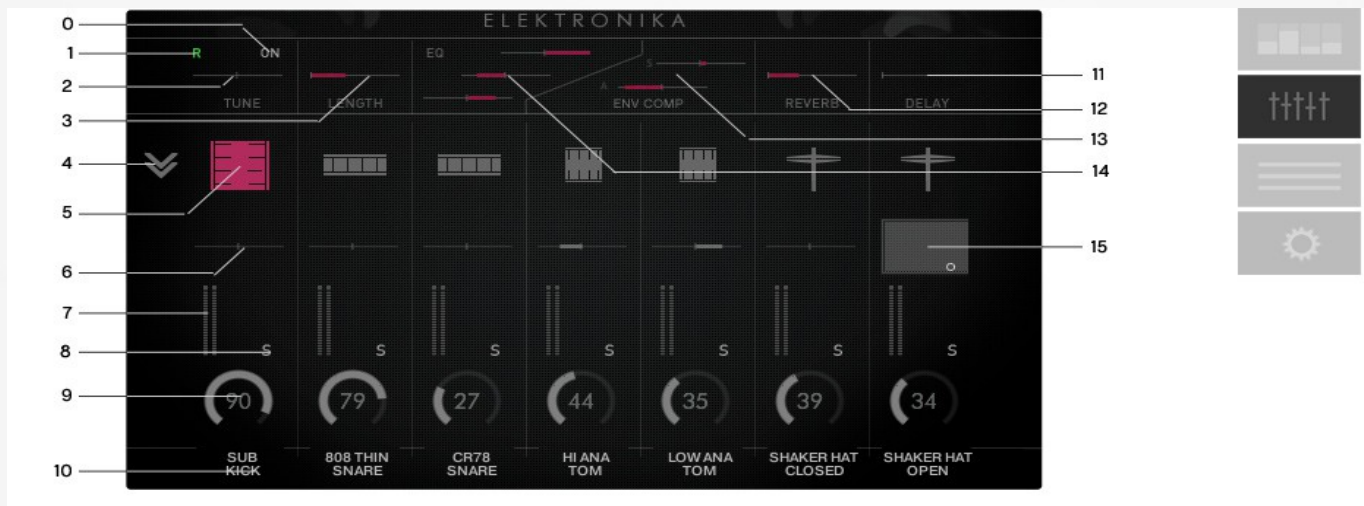
This track sub menu appears when clicking on an icon at the left side of a row. All options are just valid for the activated row.

- 4. Change - navigates to the Instrument Browser in order to select a new instrument
- 7. Mute - mutes the corresponding row/ track. A black cross will be over the icon
- 8. Humanize - By clicking the bars of the corresponding row will start to randomly vary
- 9. Copy - copying the corresponding row and all bars into the memory
- 11. Reset - resetting (deleting) all bars of the corresponding row
- 12. Paste - recalling row and bars out of the memory into the corresponding row
- 13. Generate - This is a kind of auto-fill-in which makes bar and rhythm suggestions for your corresponding track which are getting more complex by each clicking – starting with whole notes up to filling up the entire row.



The Mixer

The Mixer has now evolved to a complex and modern mixer. Each slot is now equipped with all necessary tools for shaping the sound in a complex way. By clicking on the instrument icons your are selecting the corresponding track. In the following you see the track EQ view.



This features is exclusively available for the Ensemblia2 Elektronika:

- 0. On/Off (NEW) - This button enables/ disables the tune automation from -12 to 12 semitones
- 1. Tune Automation (NEW) - Toggle between R (=Read) and W (=Write) in order record or recall the automation for the tune paramter of the corresponding track
- 2. Tune - Sets the tune for the corresponding instrument from -12 to 12 semitones



- 3. Length - Sets the length for the corr. instruments from extreme short to 5s decay
- 4. Double Arrow - Switches between the „View“ mode and the Mixer view.
- 5. Instr Icon - By clicking you select the corresponding slot/ track
- 6. Panning - Sets the panning from L to R -> Note: when activating „3D“ you can set the panning in a 3D matrix (more #14)
- 7. Meter LED - Displays the current level of the track
- 8. Solo - by clicking you set the corresponding track in solo mode. Note: you can solo several instruments at the same time
- 9. Volume - this knob sets the volume of the corresponding track
- 10. Instrument Name - By clicking on the name (if empty click on the highlighted field) you navigate to the instrument browser where you can select a new instrument
- 11. Delay - sets the delay send for the corresponding track
- 12. Reverb - sets the reverb send for the corresponding track
- 13. Envelope Compression - these two slides are controlling the envelope compression of the attack (below) and sustain (above) of the corresponding track. To get more infos about this special kind of compressor (called Transient master) please read the Kontakt 5 Manual.
- 14. 3 band EQ - these 3 slides are controlling a 3 band EQ.
The bottom slider controls the low band @ 142Hz from -6,3 to 6,3 db
The mid slider controls the mid band @ 822 Hz from -6,3 to 6,3 db
The highest slider controls the high band @ 5,9 kHz from -6,3 to 6,3 db
- 15. 3D panning matrix - sets the 3D panning position of the instrument. Please move the small circle inside the matrix window to position the instrument



Here you see the view of the Master EQ when no instrument/ icon is selected

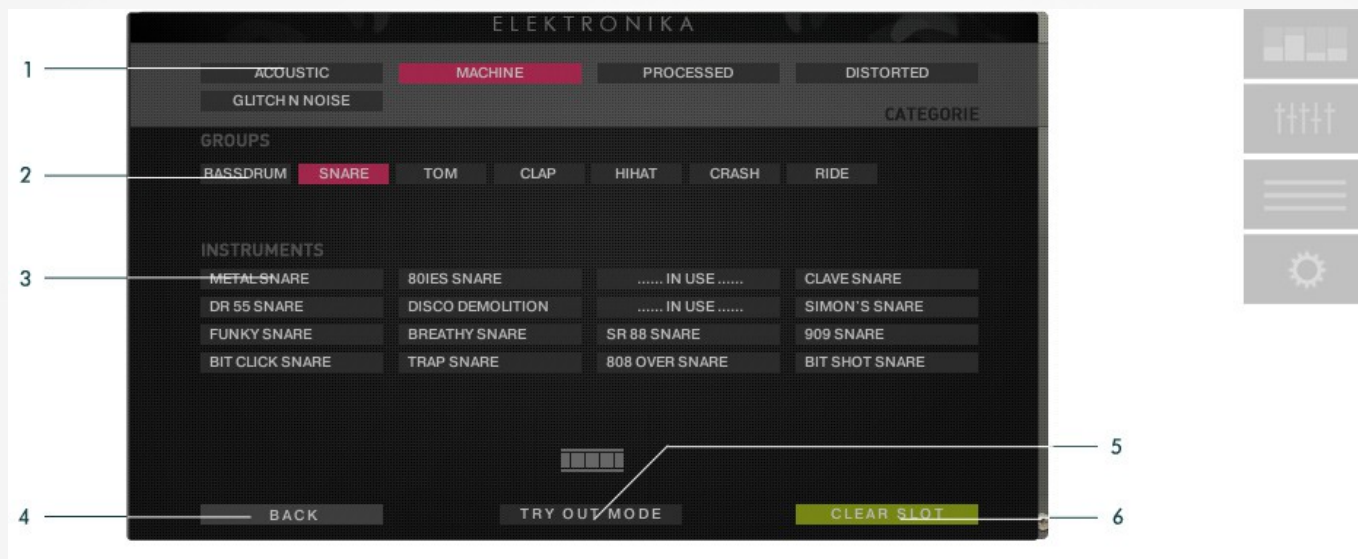


- | | | |
|----------------|---|--|
| 1. 3D | - | by activating the „3D“ option, the panning switches from the regular L-R panning to the 3D panning matrix. The 3D panning Matrix is a complex interaction of EQ, delay and reverb in order to simulate the ambiance of an organic 3D room. |
| 2. Damping | - | parameter of the 3D panning matrix which dampes the overall room |
| 3. Size | - | parameter of the 3D panning matrix which sets the room size of |
| 4. Reverb Type | - | lets you select the type of master reverb. You can select between 9 different types of reverb. Ensemblia 2 provides:
Analog – Chamber – Church – Plate – Rich - Room 1 - Room 2 – Stage and Wood |
| 5. Delay Time | - | lets you select the time of master delay from seconds, 4 th , 8 th , 8 triplets. |
| 6. Delay | - | sets the amaount of the master delay (return) |
| 7. Reverb | - | sets the amaount of the master reverb (return) |



The Instrument Browser

This is the view of the brand new instrument browser. The instruments are sorted in categories and groups. By selecting a category and a group the browser displays dynamically a list of relevant instruments. The new option „Try Out Mode“ lets you try out instruments without finally confirming these and returning to the mixer.



- | | | |
|-------------|---|--|
| 1. Category | - | All instruments are organized in 6 categories. Please select one. By selecting a category the browser dynamically displays all relevant groups and furtherly organized in 14 groups (please see the full instrument list). |
| 2. Groups | - | Please select a group. By selecting a group the browser dynamically displays all relevant instruments |

- 3. Instruments - This is the list of instruments as a result of chosen category and group. By clicking on an instrument you have selected this instrument for the corresponding slot/ track.
If an instrument is already in use it displays „..IN USE..“ A yellow button indicates the current slot instrument
- 4. Back - This lets you navigate back to the mixer without selecting an instrument
- 5. Try Out Mode - By activating this button the Ensemblia is in the TRY OUT MODE and button changes to „ASSIGN“.
By entering this mode you can now select instruments without confirming the instrument and returning to the mixer. It is perfect if you are sure what kind of instrument should be included in your „Enesemble“. Even if you clicking on the blinking ASSIGN button you have finally confirmed and selected an instrument for the corresponding slot/ track.
- 6. Clear Slot - This option „clears“ a slot. It deletes an instrument as well as the entire track setting (mixer) and the entire row (arranger).



The Options

This is the option view. Here you can set up general options of Ensemblia 2 Elektronika.



- | | | |
|-------------------|---|---|
| 1. Humanize (NEW) | - | Side slider sets the amount of humanizing the beat. This means how untight the rhythm will be played. Humanize = 0 doesn't affect the beat |
| 2. Lock Mixer | - | By activating this option you lock the mixer settings. This means that Ensemblia Percussive won't change the mixer settings as well as the choice of instruments when changing the presets or switching to another unit (A-D).
This option is perfect for playing all units with the same sound and avoids possibly noises when changing settings such as reverb/ delay changings etc. |

3. Modwheel > Vel - By activating this option. You can control the overall velocity by moving the modwheel. (down is pianissimo and up is fortissimo in relation to the programmed arranger)

4. Export Notes **(NEW)** - By activating you can export the one key loop in individual MIDI notes

How to record/ export a beat into the DAW software.

1. Enter the ENGINE tab at the OPTIONS menu at Kontakt and set „Send MIDI to the outside world“ to SCRIPT GENERATED NOTES
2. Record the beat by pressing the corresponding keys for playing (B3 - B4)
3. Toggle the input of the corresponding DAW midi track to Kontakt the (instance in which Ensemblia2 Elektronika is running)
4. Go back to beginning and record again. The DAW is now recording the single midi notes of your beat - split into the individual track trigger keys (C3 – F#3). You can now work with single notes.

5. Routing - This is lets you set the Kontakt outs for each of the 7 slots/ tracks
6. Display Key Function - This is a display which shows what happened when which key is pressed
7. Live FX Area - This is the Live FX segment. There are 5 effects to set up which will activated when pressing the corresponding red key (by releasing the key the effect will be bypassed again).
This option lets you perfectly vary your rhythm. The five effects are:
C4 - Convolution FX (insert)
D4 – Tape Saturation
E4 - Convolution FX (insert)
F4 – 4 pole Lowpass Filter
G4 - Bitcrusher
8. Convolution 1 - IR - Sets the convolution IR file (there are 10 different available)
9. Convolution 1 - Intense - Sets the wet level of the convolution reverb
10. Tape - Gain - Sets the input gain of the Tape Saturation



- 11. Tape - Warmth - Sets the warmth of the Tape Saturation
- 12. Tape - Out - Sets the output of the Tape Saturation
- 13. Convolution – FX 2 - See #6 and #7
- 14. LP - Frequency - Sets the frequency of the 4pole lowpass filter
- 15. LP - Resonance - Sets the resonance of the 4pole lowpass filter
- 16. Bitcrush - Bit - Sets the bitrate of the overall signal from full to 1bit counterclockwise
- 17. Bitcrush – Smp Rate - Sets the sample rate of the overall signal from full to 50 Hz ccw

We wish you great ideas, much inspirations and
a lot fun tweaking Ensemblia 2 Elektronika

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