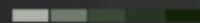


M E L T



MANUAL



CINEMATIQUE INSTRUMENTS

Thank you for buying Melt

How to install?

To install, unzip and drag the instrument folder to any hard drive. Launch Kontakt 5.6.8 or higher and load the .nki instruments. Please do not move any file! By installing the product you accept the enclosed product license agreement. For any kind of questions please contact us at : support@cinematique-instruments.com



Melt

Creative blending of sounds

MELT is a fascinating instrument that allows you to create highly complex sounds, ambiences and textures in an extremely easy way. You are able to blend between 4 of MELT's beautifully varied and inspiring sound sources and thus create unique, interesting and inspiring sounds.

MELT's sound sources come from different areas, which are named Pure, Floating, Organic, Field Recording and Granular. In summary it is a complex arsenal of sounds and sources which provides on the one hand numerous sounds and instruments of our own library such as organs, synths, e-pianos, pads and resampled sounds of the legendary downbeat box and on the other hand specially processed sounds, field recordings and finally sounds created by granular synthesis and freeze functions.

This collection is already unique, but in the mixture among each other it results in highly complex, novel and interesting sound structures.



The Concept

MELT is based on an XY pad - each of the 4 corners can be loaded with a separate sound source/ layer, which can be individually shaped by 9 different effects such as filters, distortion, phaser, reverb and delay. By moving the cursor inside this XY pad, MELT calculates its main sound out of this cursor position by the ratios of all four sounds and their individual effect parameters. This may all sound a bit technical and complicated, but believe us it isn't! MELT does the whole calculation for you. You can just focus on playing along and move the cursor at your own requirements and thus create complex and dynamic sounds and ambiances in the twinkling of an eye. It is pure fun.

But besides "regular" sustained playing MELT provides an 8-step sequencer per sound/ layer. By activating, MELT is able to morph sustained notes with sequencer or even morph between 4 different kinds of sequencers types. This is astonishing and can result into polyrhythmical sounds. As you can see, the possibilities of MELT are almost infinite.

Finally, MELT's XY pad cursor motions can be recorded either as a loop within MELT or within the track of your selected DAW. Or you just let it randomly run.



Freeze Mode

If you prefer to globally shape the sound of all 4 sounds at the same time, just activate the Freeze button. MELT now changes to a blue look and you are now able to control all 9 effect parameters globally for all 4 sound sources/ layer at once.

Presets

If you like to play around with MELT in the beginning, MELT provides over 120 "presets". Here you find a wide variety of categories and styles: starting with simple surfaces, ambiences and textures, short and rhythmic sounds as well as organic strings sounds, experimental sound structures and complex textures are provided.



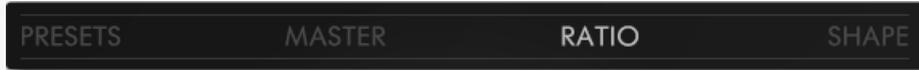
Overview



- Blending between 4 sound layers via XY pad
- Creation of complex sound structures in an extremely simple way
- 9 sound shaping effects plus 8-step sequencer per instrument
- Freeze Mode for global application of all 9 sound shaping effects
- Ratio table per instrument to adjust the cursor relation
- 64 inspiring sound sources: 21 ambiences & textures, 16 field recordings, 8 organs and electric pianos, 5 pure synths, 10 organic sounds like guitars and 4 string sounds
- Over 120 presets: Basic Sounds, Calm and Quiet, Synthetic, Organic Pieces, Ambiances, Strings, Complex Melts, Ambients, Wide and Open, Shorts, Rhythmic, Experimental



Main Menu



In the upper area of MELT you find the Main Menu. Here you can choose between different menu selections.

Presets	Access to all 120+ presets
Master	Global parameter of Melt
Ratio	Tables which set the cursor relation
Shape	Adjust all 9 Parameters in order to shape the sound



Melt



This area is the Melt area. In the middle you find the XY pad. Here you can morph and blend between all 4 sounds/ layers by moving the cursor. The 4 different sounds/ layers are arranged on both sides of the XY pad. By clicking on the respective buttons and sliders you can select the sound sources, set the volume, activate the 8-step sequencer or activate „edit“ state.

Volume	sets the volume off the respective sound/ layer
Sound Source	leads to the Sound Source Menu where you can select a source for the respective sound/ layer. See below.
Sequencer	activtates an 8-step sequencer for the respective sound/ layer
Edit/ Shape	activate the edit mode for the respective sound/ layer
	Edit Mode: The sliders turn white and you are now able to adjust the values of all 9 effect parameter.



! Note: If the sliders are coloured orange they are just working as monitors in order to display the current and calculated value of the respective effect parameter in relation to the cursor position. Please see chapter Shape.

Sound #2,3,4

Area of the respective sounds/ layers #2, #3 and #4

XY pad

Area of the XY pad

Cursor

Move the cursor to blend between the 4 sounds/ layers

Monitor

This four spaces are displaying the current intensity and amount of all 4 sounds/ layers calculated by the cursor position



Sound Source Menu

PURE SOUND	FLOATING	ORGANIC	FIELD RECORD	GRANULAR
Murder	Helios	Rusty Signal	Squeaking Cart	Modular Run
Radio Tuning	Lonely Guitar	Low Machine	Fabrique Rain	BumbleBees
Instant Choir	West Ark	Metal Plate		
		No Sound		

The Sound Source Menu displays all the 64 sound sources divided in 5 categories. It is a complex arsenal of sources which provides on the one hand numerous sounds and instruments of our library such as organs, synths, e-pianos, pads and resampled sounds of our legendary downbeat box and on the other hand specially processed sounds, field recordings and sounds created by granular synthesis and freeze functions. The categories in detail:

Pure Sounds	pure sounds such as sine waves, e-pianos, synths or organs
Floating	complex pads and evolving textures
Organic	organic and warm sounds such as strings, guitars or distortions
Field Record	sounds recorded outdoor such as landscapes, environments etc.
Granular	sounds processed by granular synthesis or freeze functions



Presets



This area gives you access to all 120+ presets. Simply browse and doubleclick on the name to load the corresponding preset.

Next/ Previous	by clicking on the respective arrow you load the previous/ next preset
Recent Preset	displays the current preset
File Browser	simply browse and load the corresponding preset by doubleclicking
Reset	doubleclick to reset the entire Melt and start from scratch
Load	loads a preset from your HDD
Save	saves a preset from your HDD



Master



This area lets you define the global parameter of Melt.

Decay	sets the global length (decay + release) of Melt
Attack	sets the global attack of Melt
Delay Time	sets the global delay time between: 4 th , 8 th , 8 th triplet and 16 th in relation to your host tempo
Reverb Type	sets the global Reverb Type: You can choose between: <ul style="list-style-type: none"> Church – a wide dense reverb Wood Room - a warm room Tiny Room – a short room Analog Rev – a long decay digital reverb Stage – a big open reverb Infinity – an endless decay reverb



Arp Speed

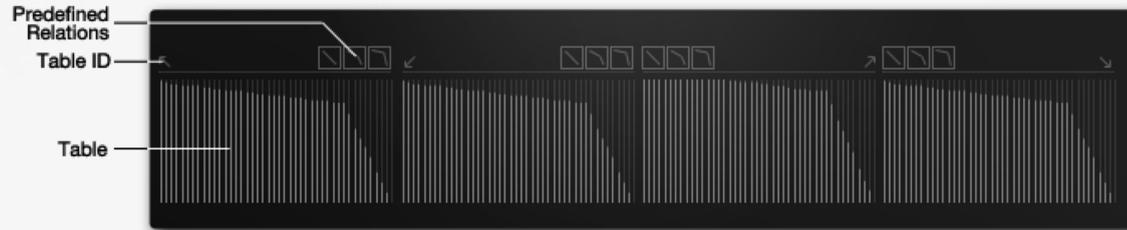
sets the global time of the Sequencer in relation to the host tempo, you can choose between: half, 4th, 8th and 16th

Controller#

sets the remote controller number to automate and control the x and y parameter of the XY Pad cursor



Ratio



This area lets you set the relation between the amount and the cursor position for the respective sound/ layer.

- Predefined Relations select one of 3 predefined relations by clicking.
You can choose between: linear, exponentiell 1 and 2
- Table ID Indicates which sound you are editing
- Table Sets the relation. Simply drag the mouse inside the table



Shape



This area lets you adjust all 9 effect parameters to shape the sound.

! Please note that you just can adjust the parameters if you are in **Freeze Mode** (blue slider) or you have brought one of the 4 sounds/ layers in the „**edit**“ state by clicking on the respective „E“ (white slider). If the sliders are coloured orange, they are „just“ working as monitors in order to display the current and calculated value of the respective effect paramter in relation to the cursor position. Please see chapter MELT.

Scream	sets the drive of a Screamer distortion
Phaser	blends in a slow (0.14 Hz) phaser effect
Bitcrush	reduces the bits and sample rate clockwise



High Pass	sets the cutoff frequency of a 1 pole high pass filter
Randomize	sets ALL(!) parameters by random – this also applies for global parameters
Freeze	activates the FREEZE mode. Freeze Mode: If Freeze mode is activated MELT turns to a blue layout (slider). You are now able to globally control all the 9 effect parameters. This means that all adjustments now affect the complete sound of MELT and doesn't apply just to specific sounds/ layers. It works globally!
Compressor	increases the compressor ratio clockwise. It works counterclockwise as an expander.
Reverb	sets the reverb send
Delay	sets the delay send
Mid Bell	boosts either mid-high or low frequencies. Value 0 means linear
Low Pass	sets the cutoff frequency of a 1 pole low pass filter
XY Motion	ability to automate the cursor motion
Random	activates a random motion of the XY pad cursor
Play / Record	records the cursor motion you made with the mouse. By clicking PLAY it plays the recorded motion in a loop.





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