SONUSCORE

OWNER'S MANUAL

SONUSCORE

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SYSTEM REQUIREMENTS:

- Native Instruments' KONTAKT Version 5.8.0 or higher (www.native-instruments.com/en/products/komplete/samplers/kontakt-5/
- Mac OSX.10.11 or higher, Intel Core i5
- Windows 7 or higher, Intel Core i5 or comparable CPU
- 4GB RAM
- at least 300mb of free hard disc space

SONUSCORE

TABLE OF CONTENTS

SONUSCORE

1. INTRODUCTION

Welcome to SONUSCORE Origins Vol 4: OUD & QANUN. This KONTAKT instrument is the fourth instalment of our Origins series. Each volume consists of two unique sampled instruments that are playable with our revolutionary M.A.D. system or simply as single notes. With our M.A.D. (Multi Arpeggio Designer) each instrument has its own independent arpeggiating system that lets the instruments react to each other in a way no normal arpeggiator would be able to do. The instantly usable cinematic presets feel much more like an arranged composition than a simple arpeggiated chord. With our COLOR menu finding the right sound for your composition is now easier than ever.

For deeper understanding of all the possibilities of this instrument make sure to check out the tutorials on www.sonuscore.com.

2. INSTALLATION

After the purchase please download the zip files completely to a destination of your choice. Unzip the files and open the file "Oud & Qanun.nki" with your KONTAKT sampler.

3. MAIN TAB

The main page shows all the controls you need to create an inspiring sound for your composition.
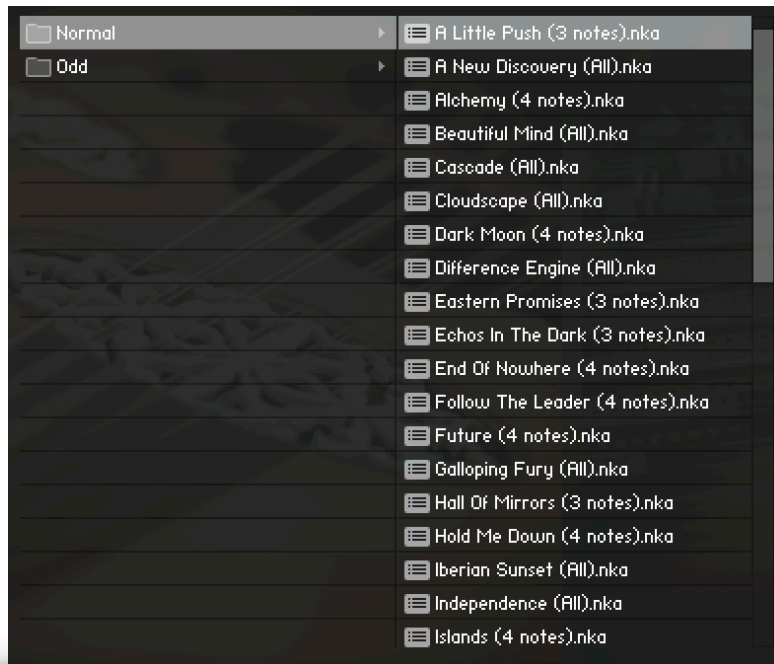
3.1 PRESET & COLOR SELECTION

PRESETS:

Click on the preset name to open the preset browser or use the left and right arrow to load the previous or next preset.

PRESET BROWSER:

Use the Normal Folder to display presets in 4/4 time signature. The ODD Folder will display presets in other time signatures like 3/4, 6/8 or odd meters.

The menu to the right will now show the resulting presets either DESIGNED FOR ALL NOTES, 3 NOTE or 4 NOTE chords.

COLOR:

By clicking on the COLOR name you can open the COLOR browser to choose between one of twelve COLOR presets. The COLOR presets will affect the overall sound but not the M.A.D. (Multi Arpeggiator Designer) settings.

NOTE: The Delay setting is part of the preset and not the COLOR setting since it is a rhythmical effect that could otherwise be colliding with the presets rhythm.

COLOR LOCK:

Each preset has its own default COLOR setting. By clicking on the COLOR LOCK symbol you can lock the chosen COLOR. The COLOR will then stay the same while browsing through different PRESETS.

3.2 MAIN CONTROLS

PAGE SELECTION:

By clicking one of the three tabs you can switch between the ARP TAB, MAIN TAB and FX TAB.

SOLO:

Use the SOLO button to solo one of the two instruments. The other will automatically be muted.

3.3 INSTRUMENT CONTROLS

The INSTRUMENT CONTROLS give you access to the basic controls you need to shape the sound of each instrument.

VOLUME: Adjusts the VOLUME.

PAN: Adjusts the PANORAMA POSITION.

ARPEGGIATOR ON/OFF: Toggles the ARPEGGIATOR on and off.

ATTACK: Adjusts the ATTACK of each individual note of the chosen instrument.

RELEASE: Adjusts the RELEASE of each individual note of the chosen instrument.

4. ARP TAB

On the ARP Tab you will find the advanced controls that make out our M.A.D. (Multi Arpeggiator Designer).

4.1 ARPEGGIATOR CONTROLS

ARPEGGIATOR ON/OFF: Toggles the ARPEGGIATOR on and off.

NOTE ORDER: Selects the order in which you want the notes of your chord to be played.

There are 13 settings to choose from.

RATE: Adjusts the speed of the ARPEGGIATOR.

SWING: Gradually add a swing feeling to the ARPEGGIATOR's pattern.

BAR RESET: Selects the time signature of the desired arpeggio. The selected time signature will affect the stepper resolution and BAR RESET function.

ON: If selected, the arpeggio will repeat its pattern after one measure of the selected time signature

2x: If selected, the arpeggio will repeat its pattern after two measures of the selected time signature

OCTAVE: Periodically repeats the ARPEGGIATOR's pattern by the chosen octave value below or above (-2,-1,0,1,2).

TRANSP.: Transposes the complete pattern and tonality of the chosen instrument by the chosen amount of semitones (-24,24).

4.2 RHYTHM CONTROLS
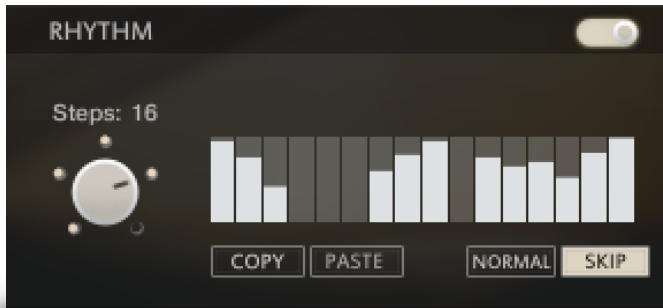
RHYTHM ON/OFF: Activates or deactivates the RHYTHM STEP-SEQUENCER. If deactivated all notes will play at the same velocity.

STEPS: Adjusts the amount of steps within the selected time signature.

RHYTHM STEP-SEQUENCER: Create your own rhythm for the ARPEGGIATOR. Click to set single step values. Click and drag to draw multiple step values. Right-click and drag to draw a straight line. Use the modulation wheel to control the dynamic of the rhythm.

COPY/PASTE: COPY and PASTE the step pattern from one instrument to another.

NORMAL: Steps with the value 0 will be played with 0 velocity.

SKIP: Steps with the value 0 will be skipped and the respective note will sound at the next active step. NOTE: This will result in a shifted rhythm.

4.3 ARPEGGIATOR EXPORT/IMPORT

This function allows you to export and import all the ARPEGGIATOR settings into an external .nka file, either for saving custom settings or exchanging settings between different products of the ORIGIN range (e.g. Origins: Steeltongue & Sansula, Origins: Musicbox & Plucked Piano and Origins: 12 String & Balalaika).
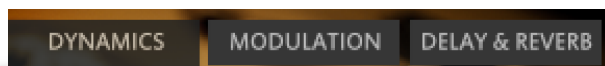
NOTE: Depending on the chosen preset, the DELAY FX can also have an effect on the rhythmic feel. The settings of the DELAY FX will not be exported.

5. FX TAB

Each instrument has an individual set of FX (DYNAMICS, MODULATION and DELAY & REVERB)

TAB SELECTION:

Use the TAB SELECTION to reach the DYNAMICS, MODULATION and DELAY & REVERB section.

5.1 DYNAMICS

EQUALIZER:

EQUALIZER ON/OFF: Toggles the EQ on and off.

LOW: Adjusts the LOW band of the equalizer.

MID: Adjusts the MID band of the equalizer.

HIGH: Adjusts the HIGH band of the equalizer.

COMPRESSOR:

COMPRESSOR ON/OFF: Toggles the COMPRESSOR on and off.

THRESHOLD: Adjusts the THRESHOLD of the compressor.

ATTACK: Adjusts the ATTACK of the compressor.

RELEASE: Adjusts the RELEASE of the compressor.

FILTER:

FILTER ON/OFF: Toggles the FILTER on and off.

LOW-/HIGH-/BAND-PASS: Select the filter type.

CUTOFF: Adjusts the CUTOFF frequency of the HIGH- and LOW-PASS or center frequency of the BAND-PASS.

RESONANCE: Adjusts the RESONANCE of the filter effect.

5.2 MODULATION

CHORUS:

CHORUS ON/OFF: Toggles the CHORUS on and off.

DEPTH: Adjusts the DEPTH of the CHORUS effect. This parameter controls the amount of detune the CHORUS effect uses.

SPEED: This parameter controls the SPEED in which the CHORUS detuning is modulated.

PHASE: Adjusts the PHASE of the CHORUS effect. This parameter controls the PHASE shifting of the signal.

MIX: Adjusts the dry/wet ratio of the CHORUS effect.

ROTATOR:

ROTATOR ON/OFF: Toggles the ROTATOR effect on and off.

SPEED: Chooses between slow and fast ROTATOR SPEED.

BALANCE: Adjusts the sound BALANCE of the ROTATOR.

SPREAD: Adjusts the stereo width of the ROTATOR effect.

MIX: Adjusts the dry/wet ratio of the ROTATOR effect.

5.3 DELAY & REVERB

DELAY:

DELAY ON/OFF: Toggles the DELAY on and off.

TIME: Selects the TIME after which the delayed signal will repeat. The selected TIME will be multiplied with the chosen unit. 2 (TIME) x 1/8 (UNIT) => The delayed signal will occur on every second eighth note.

UNIT: Selects the UNIT of the TIME parameter in note values. If set to absolute, the time controller will show absolute time values instead of tempo-synced note values.

DAMP: Increases or decreases the damping of high frequencies of the delayed sounds.

PAN: This parameter controls the width of the panorama modulation of the wet signal. If it is set to 0, the delayed signal will not differ from the dry signal in panorama.

FEEDBACK: Adjusts the FEEDBACK amount of the DELAY effect. Basically this parameter controls how many times a note will be audible via the DELAY. But careful: if it is set too high, the FEEDBACK loop will eventually cause a buildup of sounds.

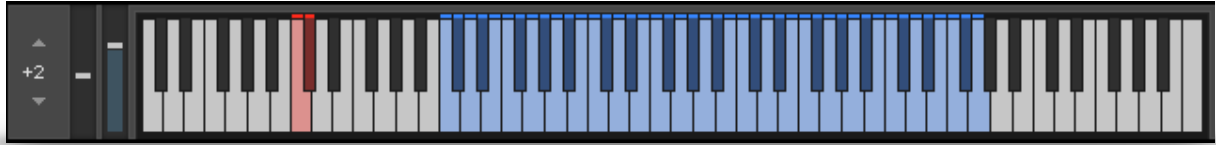**MIX:** Adjusts the dry/wet ratio of the DELAY effect.

REVERB:

REVERB ON/OFF: Toggles the REVERB on and off.

PREDELAY: Adjusts the PREDELAY of the REVERB effect in ms. This parameter is helpful for simulating distance.

MIX: Adjusts the dry/wet ratio of the reverb effect.

ROOM: Selects the impulse response of the reverb effect.

6. KEYSWITCHES

In KONTAKT's own keyboard view you can spot two red keys. These are used to quickly turn the M.A.D. system on and off while playing.

C1 – M.A.D. on

C#1 – M.A.D. off

7. CREDITS

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