

# Emotional Violin

by Harmonic Subtones  
Kontakt Instrument

## Quickstart



Emotional **Violin**

**MANUAL** 1.0.0

HARMONIC  
SUBTONES

## Epilogue

### **HARMONIC SUBTONES or:**

### **THE UNUSUAL ASPECTS OF A USUAL SUSPECT**

While we were looking at the harmonic highs and the subtonical lows of sample libraries in our daily work-life as composers, we realized that there aren't any solostrings available that were inspiring, easy to play and eventually convincing - even after an immense amount of deep forensic programming. After tweaking plenty other commercial library patches to our personal liking, we thought: „why not record solostrings ourselves?“

That was the spark that led to our first sample library, the highly acclaimed EMOTIONAL CELLO.

After so many positive reviews we couldn't wait to start our next journey, the EMOTIONAL VIOLIN. Unfortunately we had to learn the hard way: the Violin is a different beast.

To push the boundaries even further and improve what we've learned so far from the EMOTIONAL CELLO we had to rewrite the Kontakt script from scratch and recorded at least three times as many samples as we did for the EMOTIONAL CELLO. We also didn't change our concept, to capture the emotional expression of the player by recording everything in a musical context. We recorded the violin in a romantic setting with delicate vibrato and a full-bodied sound and also in a more modern context with an intimate sound, with less vibrato and lower dynamics.

Now after hundreds of hours of recording, editing, revision and optimizing we present you a very comprehensive virtual instrument, that can be played with ease - out of the box - and also be tweaked when digging deeper into its features. It can cover a variety of musical styles and a broad range of musical settings and tempos.

And most important it has that unique, one-of-a-kind, harmonic-subtones-attitude.

Be inspired!



## The library structure:

The **Emotional Violin Library** consists of **3 true legato masterpatches** with 25 articulation keyswitches and 18 ornament - articulations. The masterpatches cover the main range of articulations. The complete library covers more than 50 different articulations and variations.

### Masterpatches:

**Emotional Violin** a romantic tone and vibrato,  
legato speed is automatically adjusted to playing speed

**Intimate Violin** a more intimate tone, less vibrato, softer dynamics  
legato speed is automatically adjusted to playing speed

#### Emotional Violin Manual Legato Speed

a romantic tone and vibrato,  
legato speed can be manually adjusted

### Individuals:

Beside the masterpatches we also offer the „**Individuals**“ patches.

These are keyswitch patches with **different articulations from the same category**

like Sustains, Shorts, Trills ....

While the masterpatches are the workhorses, giving you instant access to almost every playing style that you might expect from a violin performance, single patches offer a more straight forward approach which lets you select specific articulations at a time.

These patches don't offer legato articulations. Some of these articulations are part of the masterpatches, but there is also many additional articulations to discover.

Tip: If you disable an articulation from the masterpatch the unused samples will also be purged from your RAM.

### Specials:

The „**Specials**“ - patches contain unusual articulations and effects.

Among them a room-tone patch with the noise floor generated by the player sitting in the room.

## The Main GUI Page - A Quickstart:

The masterpatches contain the main articulations combined in one patch.

*TIP: Every control on the GUI can be assigned to a specific Midi CC via midi-learn.*

The screenshot shows the 'Emotional Violin' software interface. At the top, it displays '01. Emotional Violin' and various system parameters like 'Output: st. 1', 'Voices: 0', 'Max: 1024', 'MIDI Ch: [R] 1', and 'Memory: 283.96 MB'. The main area is divided into 'Articulations' and 'Ornament MKS' sections. The 'Articulations' list includes items like 'G#-1 Spiccato', 'A-1 Paganini Stacc', 'A#-1 Pizzicato', 'B-1 Very Fast Spiccato', 'C0 Slow & Passionate', 'C#0 Passionate Agile', 'D0 Delicate Vib', 'D#0 Delicate Vib Fast', 'E0 Straight', 'F0 Quarter', 'F#0 Pickup To Detache', 'G0 Double Attack', 'G#0 Marcato', 'A0 Vivid', 'A#0 Paganini Run', 'B0 Sustain Vib XFDe', 'C1 Sustain Non Vib XFDe', 'C#1 Fiddle NV', 'D1 Bright Vibrato', 'D#1 Bright Decresc', 'E1 Gentle Motion', 'F1 Dolce', 'F#1 Tremolo XFDe', 'G1 Trill HT', and 'G#1 Trill WT'. The 'Ornament MKS' list includes items like 'C2 Rebow 1', 'C#2 Rebow 2', 'D2 To Espresso', 'D#2 To Vib', 'E2 To Vib late', 'F2 Fall!', 'F#2 Bie...', 'C#8 To Cresc', 'D6 To Short Cresc', 'D#6 To Soft End', 'E6 To Delicate End', 'F6 To Sulponti', 'F#6 To Halfnote Trill', 'G6 To Wholenote', 'G#6 To Tremolo Sus', 'A6 To Tremolo Cresc', 'A#6 Tremolo Sfc', and 'B6 Harmonic Short!'. The 'Dolce' articulation is currently selected. At the bottom, there are controls for 'Porta. Vel.' (18), 'Bow Change Vel.' (93), 'XFade', and 'Dyn. Range' (28.3). Callout boxes provide instructions for each of these elements.

**Choose an articulation by pressing the assigned keyswitch or by clicking on the name**

**Click to assign your custom keyswitch key via MIDI - learn**

**Choose an ornament - articulation by holding the assigned keyswitch while playing a note.**

**Click to assign your custom keyswitch key via MIDI - learn**

**Click to assign your custom keyswitch key via MIDI - learn**

**Displays the currently used articulation and legato style**

**Unload/load articulations and purge/unpurge the respective samples**

**Unload/load articulations and purge/unpurge the respective samples**

**Set your velocity splitpoint value for portamento below the actual shown number**

**Set your velocity splitpoint value for bowchange legato above the actual shown number**

**Volume & Crossfade control with CC1.**

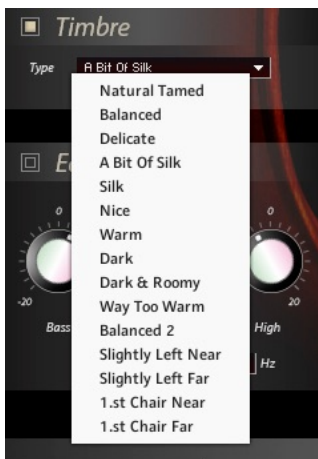
**Set your desired dynamic range**

## The FX Page:

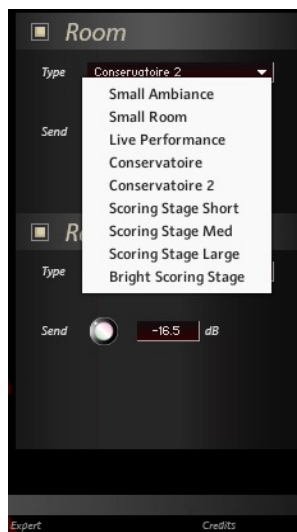
The screenshot shows the '01. Emotional Violin' interface with the following callouts:

- Sordino ON/OFF**: Callout pointing to the Sordino section header.
- Choose your preferred timbre**: Callout pointing to the Timbre dropdown menu.
- Timbre ON / OFF switch**: Callout pointing to the Timbre section header.
- Equalizer ON/OFF switch**: Callout pointing to the Equalizer section header.
- Room ON / OFF switch**: Callout pointing to the Room section header.
- Select a room type and control the intensity**: Callout pointing to the Room Type dropdown and Send knob.
- Reverb ON / OFF switch**: Callout pointing to the Reverb section header.
- Select reverb type and control the intensity**: Callout pointing to the Reverb Type dropdown and Send knob.

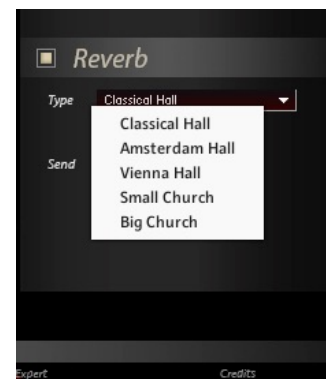
15 available timbres:



9 available room types:



5 available reverb types:



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Add additional attack to a non legato layer.

The state will be preserved when switching to a different articulation.

Adjust the volume of the attack notes



Choose a micro-tuning Preset

Set micro-tuning amount in %

Define your own micro-tuning

Set your pitchbend range from microtuning to wholetone step

Legato speed automation ON/OFF

Poly legato ON/OFF

Monophonic when turned off

Choose portamento speed left: slow right: fast

Control the portamento volume

Set legato speed, when „Auto Mode“ is off

# Detailed Information:

## Masterpatches:



### THE EMOTIONAL Violin / Intimate Violin

The masterpatch contains the main articulations combined in one patch. These articulations can be selected with keyswitches or by clicking on their articulation names.

There are two types of articulations :

1. Shorts ( from G#-1 to B-0)
2. True legato (C0 – G#1)

Unload / Load articulations by clicking the „On“ the button beside the keyswitch key and name.

Customize the keyswitch key by clicking on the assigned note name. A „Learn“ sign will appear and as soon as you press the desired key it will be applied. If a key is already in use, the previous assignment will be deleted.

The Load/Unload and MIDI-Learn functions work the same way for the Ornament - MKS keyswitches.

### The Ornament - MKS:

The ornament keyswitches are momentary keyswitches (MKS) that trigger a new articulation as long as the keyswitch is kept pressed.

Possible uses for momentary keyswitches:

- blending into another articulation (like Trills, Tremolos....)
- leading to different endings ( like soft end, crescendo end....)
- rebowing a sustain
- crossfade to vibrato
- crossfade to effects (rise, fall, harmonic short.....)

There are two ways to use it:

1.) When pressing a MKS-key after you have played a note in the instrument range, it will crossfade to another articulation. When releasing the MKS, it will crossfade back to the original articulation

2.) Press the MKS before you play a note in the instrument range. It starts with the MKS-articulation and crossfades to the main articulation when being released. (e.g. start with tremolo sfz-MKs and crossfade to a normal sustain)





## The Legato Mode:

In legato mode the script will automatically detect if you play legato or not. It chooses starting notes (originally played non legato) when playing non legato.

It chooses legato transition notes and innerphrase sustains when playing legato.  
All legato notes of the KSW C0-G#1 are connected with transition notes.

The legato articulations have 3 different legato transition types :

1. **Bowchange legato:** Two notes were played legato by changing the bow direction while moving from the first note to the second.
2. **Finger legato:** Two notes were played legato by putting on / or releasing one finger on the fretboard while moving from the first note to the second.
3. **Portamento:** Two notes were played legato by sliding the finger up or down from the first note to the second.

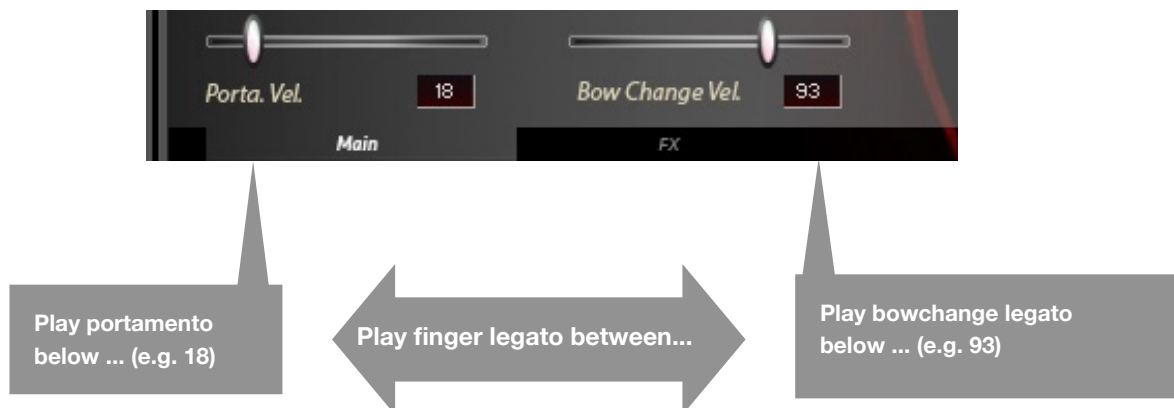
The different legato styles are controlled through velocity when playing legato:

**High** velocity triggers **bowchange legato**

**Middle** velocity triggers **finger legato**

**Low** velocity triggers **portamento**

The **trigger switch point** can be set with the faders in the **transition velocity window** on the bottom left and right side of the user interface:



**Portamento Velocity** : sets the highest velocity value of the portamento range from 0 – your choice.  
(The lowest velocity value for the finger legato range is defined by this choice.)

**Bowchange Velocity:** sets the lowest velocity value of the bow change range from your choice to 127.  
(The highest velocity value for the finger legato range is defined by this choice.)

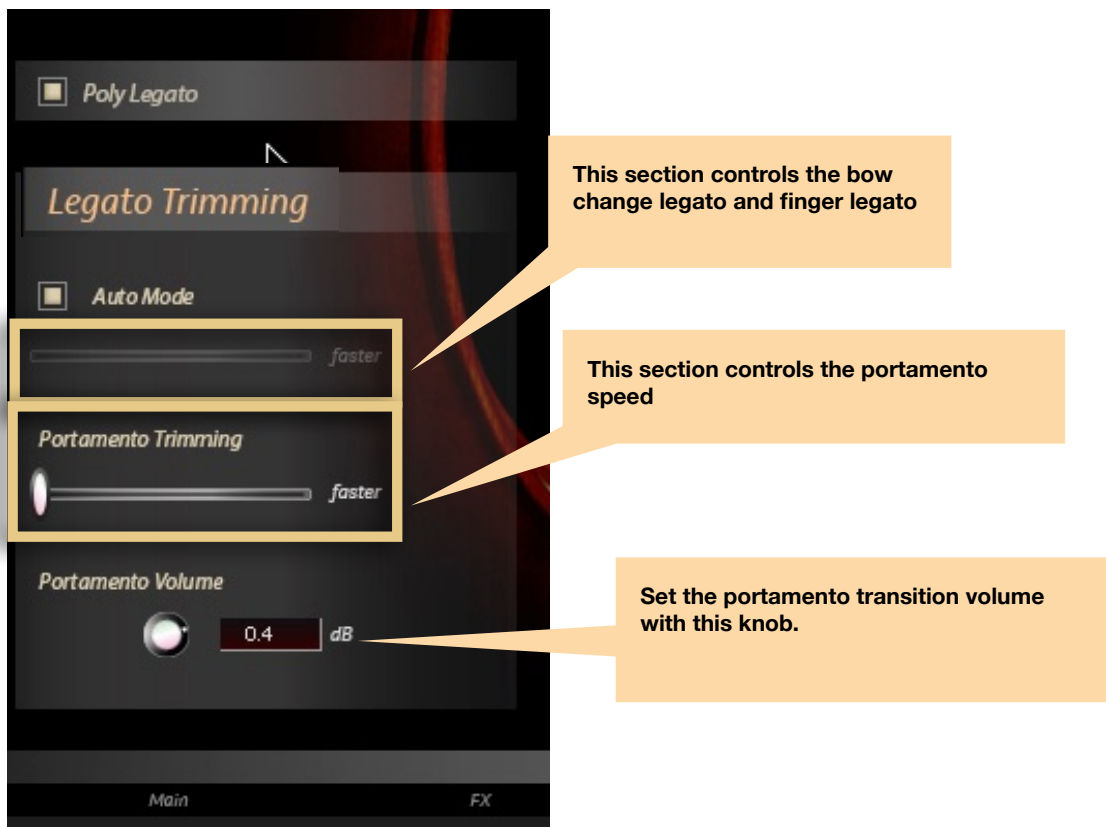
### Tip:

*you can deactivate any legato transition type by changing the velocity ranges in these two windows:*

- *Portamento only:* move the Portamento Velocity slider to 127
- *Finger Legato (F.L.) only:* set Portamento Velocity to 0 and Bow change Velocity to 127
- *Bow Change Legato only:* move the bow change velocity slider to 0

## Legato Speed: (legato transition speed)

On the **Expert Page** of the GUI you can control the transition speed.

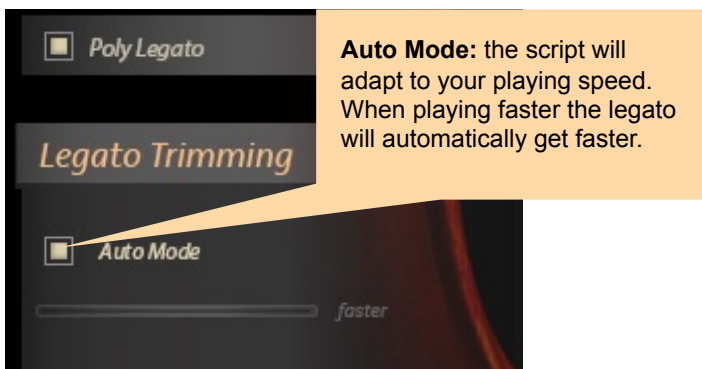
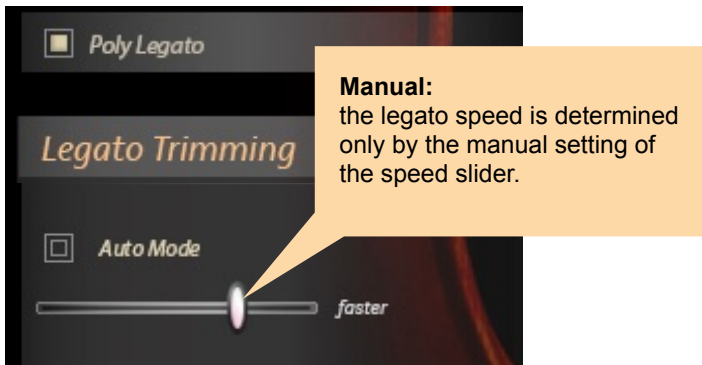


There are two options:

- **legato trimming:** this affects the **bow change speed - and finger legato**
- **Portamento trimming:** this affects **portamento only**

Moving the slider to the left the legato speed gets slower

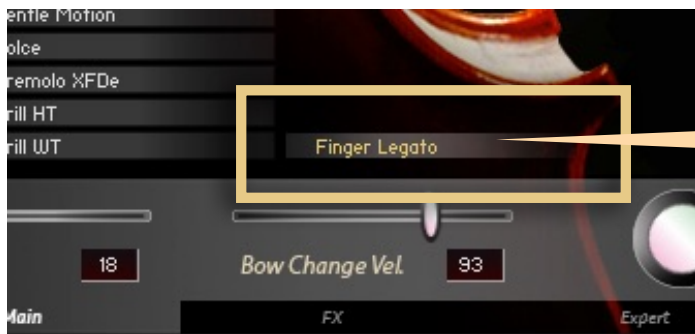
Legato Trimming also offers additional options:



There is an option to switch between polyphonic legato and monophonic legato. In polyphonic legato the script detects polyphonic playing (with more than one voice) and will intelligently use the most logical voiceleading within. It requires very accurate legato playing for the script to detect what is chordal playing and what is single note playing. You can turn polyphonic legato OFF. Only one note is played at a time. It's the best solution for melody lines



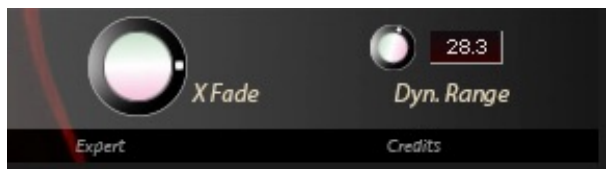
The **articulation status monitor** shows the current articulation. It will also show which legato transition is used while playing. This control is for **monitoring purpose only**.



*Status of the articulation that is currently playing or the legato-type that is used*

The **XFade knob** works as instrument volume control. In case of articulations that contain different dynamic layers it also works as crossfade control.

With the **Dynamic Range Knob** you can adjust the amount of volume - increase for the instrument.



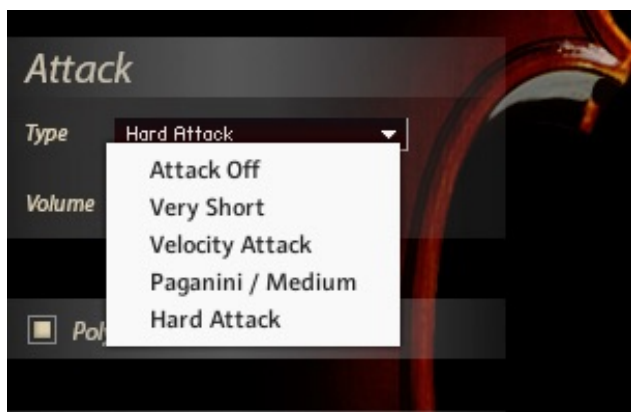
## The Attack Mode Area:

The **attack mode area** allows you to **add** an additional attack with multiple round robins.



With the Attack feature you can add an individual attack articulation to every sustained articulation when played **non-legato**. Attack will automatically be set to "Attack Off" if you switch to a "short" articulation.

There are different **attack types** available:



The attack type chosen will be stored for the specific articulation. It can be defined for each legato articulation.

*This feature layers attack samples on sustains articulations. By default, it is set to „attack mode on“, featuring special treatment for the attack of the following sustains to avoid phasing. Disabling the attack mode in such cases might cause strange behaviour.*

## The FX Page



### The Sordino Impulse Response:

The sordino impulse is an EQ snapshot that simulates a sordino effect.

### The Timbre Impulse Response :

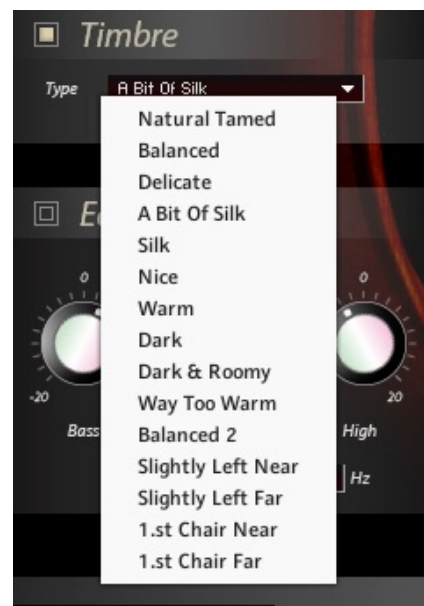
The timbre impulse response is like a mastering EQ snapshot but can also contain room information.

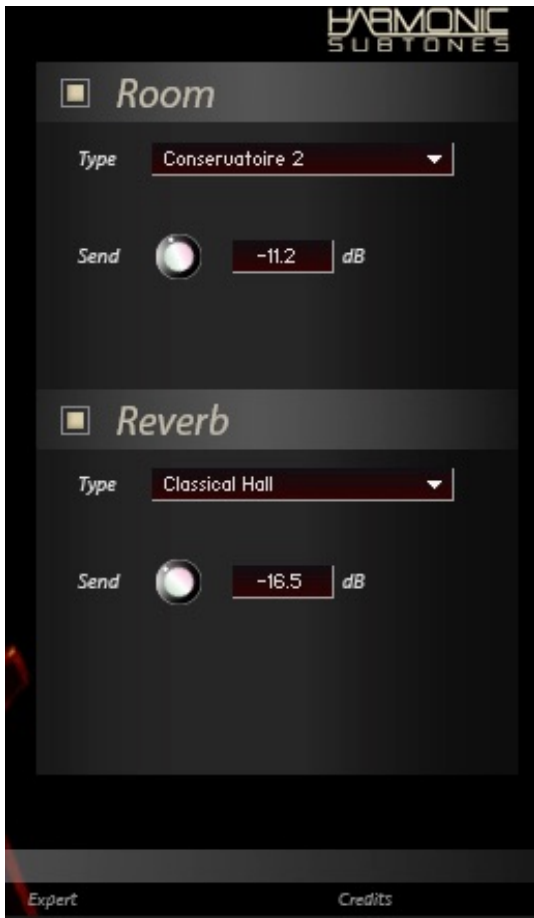
Timbre impulse can be turned **off** for the pure sound.

Although it is possible to use **Timbre Impulse** together with the **Sordino Impulse**, it is not recommended.

It can change the overall sound drastically.

The following timbres are available:

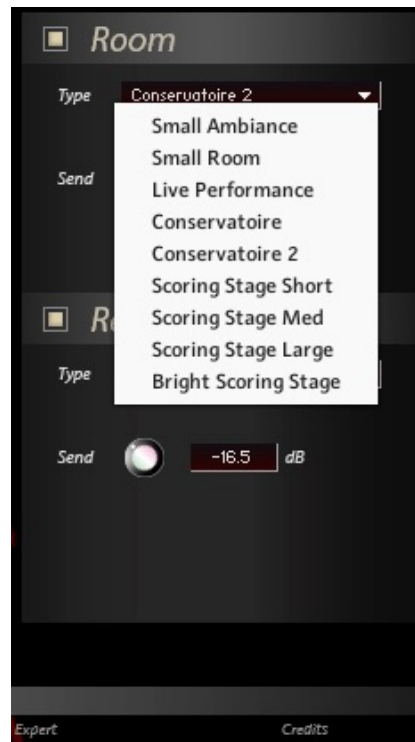




**The Room FX:**

Different room **impulse responses** are available

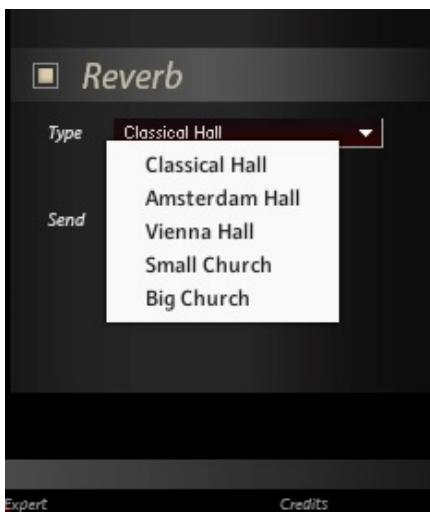
These rooms can be selected with the **type** drop down menu. With **Send** you can adjust the room amount to your liking.



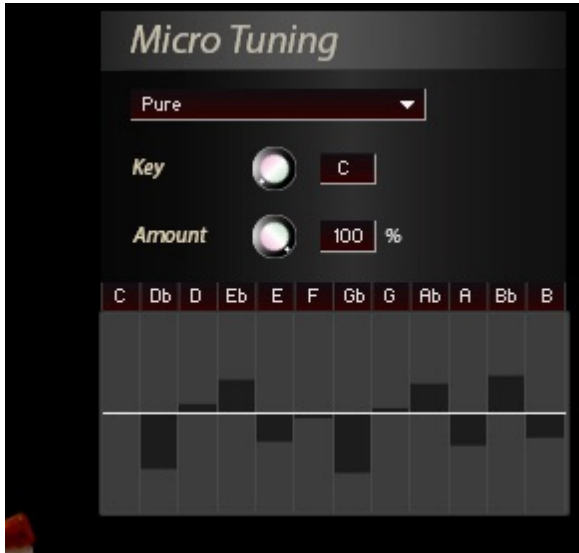
**The Reverb FX:**

You can choose between a variety of **reverb impulse responses**.

Presets can be selected via the **type** menu. With **Send** you can adjust the amount of the effect to your liking.



## Microtuning



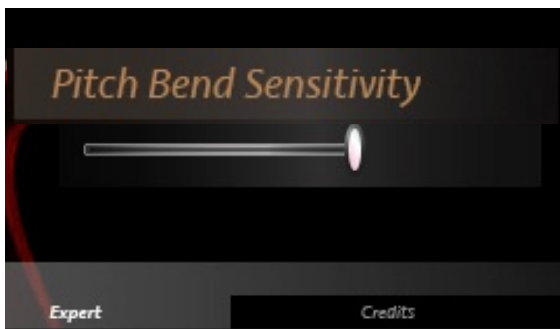
In the micro-tuning section you can adjust detuning amount for each note of the scale by moving the bars up and downwards.

Micro-tuning is a fixed setting, and cannot be changed while playing. Therefore we offer the intonation control via pitchbend, which works in realtime.

### Tip:

If you use stronger detunings you can set an offset via the amount knob. If you assign a controller to the **amount knob** you can change the extent of the microtuning within a phrase from note to note.

## Intonation control via pitchbend



### Pitch Bend Sensitivity:

you can define the range of the pitch wheel with this slider. Setting the slider to its highest value is offering a whole tone pitchbend.

### Tip:

The idea is to use the pitch wheel for **micro-tuning** and **intonation** purposes. Therefore the range of the pitchbend is limited to a maximum of a whole-step. When the slider is set to the middle or lower you have subtle distinctions for the intonation via pitchbend.



## List of „Individuals“ Patches

### 02 INDIVIDUALS

Violin Sustain Standard		contains 11 different sustain articulations
Violin Sustain Special		contains 8 different special sustain articulations: Flautando, Morbid, Harmonics, Sulponticello, Sul G, Undulating
Violin Shorts		contain 13 different short articulations Paganini Shorts, Spiccato Fast, Short & Long, Marcato, Ricochet, Rota Spiccato, 8th & Quarter Notes, Dramatic Marcato, Dramatic 8th.
Violin Pizzicato		contain 5 different pizzicato articulations: Normal Pizz, Snap, Paganini Pizz, Hammer On, Ancient Ethnic Pizz
Violin Tremolos		contains 6 different tremolo articulations: Tremolo, Tremolo cresc. Tremolo sfz, Tremolo Sulponti, Tremolo Sulponti Cresc, Tremolo Sulponti sfz
Violin Trills		contains 12 different articulations: Trills Major & Minor: Long, Accelerando, Hook Trills Long, Medium, Short & „Prall-Triller“
Violin Soft Padding Expressivos		contains 12 different espressivo articulations: Progressive vibratos, Dynamics, Swells etc.
Violin Double Stopped Chords VSW		Contains prerecorded Major, Minor, Dominant7 & Diminished Chords in Non vibrato & vibrato via Velocityswitch

## List of „Special“ Patches

### 03 SPECIALS

Violin Morbid		a very fragile sustain
Violin Ancient Ethnic Pizz		a dirty pizzicato
Violin Indiarabic VSW		from normal to a bending note by velocity switch
Violin Harmonic Glissando FX		Flageolet Glissando
Violin Undulation Wait!		Very long sustains, that changes its colour and tone constantly
Violin Percussives		all kind of rhythmic sounds: knocking, beating, scratching, with and without bow, Piazzolla scratch, chops,
ROOM Tone With Human Being		the original noisefloor of the studio with the player inside

Thank you for using Emotional Violin and enjoy!

*The Harmonic Subtones Team*