

The word 'LUFT' is rendered in a large, bold, sans-serif font. Behind the letters, there is a graphic element consisting of several overlapping, curved, swoosh-like lines that create a sense of motion or air flow. The entire graphic is centered horizontally.

LUFT

MANUAL

**CINEMATIQUE INSTRUMENTS**

Thank you for choosing the Luft.

### **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](mailto:support@cinematique-instruments.com)

## Luft

We have never heard and played such an instrument before. It sounds very organic, very lively and above all very unique. It sounds like airflow, vibration and intimacy.

But if you take a closer look at Luft and see what the original sound sources are, with which Luft assembles its sound, it's not really surprising! Luft is based exclusively on simple aerophonic instruments. They are all instruments that produce their sound through a stream of air that flows through a vibrating reed and an orifice. Summarizing: Luft consists only of airflow instruments.

There are a total of 34 individual airflow instruments, which can be divided into 6 categories: Blower or pump organs, blown keyboards like harmonicas and melodicas, simple flutes and a church organ with several individual stops. But there are also other, less common sounds like a water bottle, a hand pipe, a pipe - or a nose flute or a kazou.

## The Engine

Luft consists of two sound layers A and B. Each layer allows a limitless design of the sound. You can select one of the 34 sound sources, use the EQ section, modulators and distortions to customize the sound to your needs. Finally, mix the two "layers" together and manipulate the overall sound of Luft with the modwheel - there are five different ways available.

All in all, one can say that Luft has radiated a very lush warm quality - very organic and vivid and wonderfully suited to create vibrating and pulsating background pads and distinctive and unique melody sounds to your music.

And with over 50 presets Luft provides, you have instantly a lot of sound variations. You can see and hear all the possibilities and the wide range of sound Luft has to offer.

# LUFT

## SOUND SOURCES

### ELECTRIC VAN KEYS

MELLOW BONTEMPI  
 PURE ORGANETTA  
 ORGANETTA TAPE  
 BRIGHT BONTEMPI  
 DETUNED BONTEMPI  
 MAGNUS HARMONICA

### CHURCH ORGAN

register: PRINZIPAL  
 register: PRINZIPAL2  
 register: HOLZGEDACKT  
 register: POSAUNE  
 register: ROHRFLOETE  
 register: SPITZFLOETE  
 ALL DEEP REGISTERS  
 ALL PEDAL REGSITERS

### BLOWED KEYS

NOISE MELODICA  
 FRAGILE MELODICA  
 HARMONIUM  
 SMALL MELODICA  
 BLUES HARP  
 SHRUTI BOX

### FLUTES

MELLOW RECORDER  
 ALTO RECORDER TAPE  
 BIRD FLUTE  
 PAN FLUTE  
 FLUTE  
 FLUTE TAPE  
 REGULAR RECORDER  
 NOSE FLUTE  
 OCARINA  
 FARGILE ORCH FLUTE

### HUMAN & MISC

HAND WHISTLE  
 POOR WHISTLING  
 KAZOU  
 WATER BOTTLE

## Main Page

This is the main page of Luft. You can see both layers/ slots A and B and all corresponding tools for shaping the sound to your own requirements. All controls apply to both slots equally.



- Slot A - this is the Slot A area
- Instrument Select - by clicking on either the name or icon you get to instrument select page where you can select your sound out of 34 different sounds (see complete sound list above)
- Pan - you can balance the slot sound between left and right
- Volume - control the volume of the corresponding slot
- Ocatver - by activating the sound will play one octave lower
- Band EQ - this EQ lets you design your sound.  
Band 1 is set to 112 Hz, Band 2 to 880 Hz and band 3 to 4.8 kHz with middle range of bandwidth
- Attack - controls the attack time
- Decay - controls both the decay and release time
- Slot B - this is the slot B area
- Distortion - this button activates a tube distortion. After activating a slider appears which lets you control the amount of distortion
- Rotary FX - this button activates a rotary simulation. After activating a slider appears which lets you control the speed of the rotary
- Modulation - this slider controls the amount of modulation from 0 to 100%. The modulation controls teh volume with a sine type LFO
- Speed - this slider controls the speed of the LFO from half to sixteenth notes synced to the host
- Reverb - controls the amount of reverb



## The Bottom Line

This is the bottom line of Luft which controls all the global parameters.



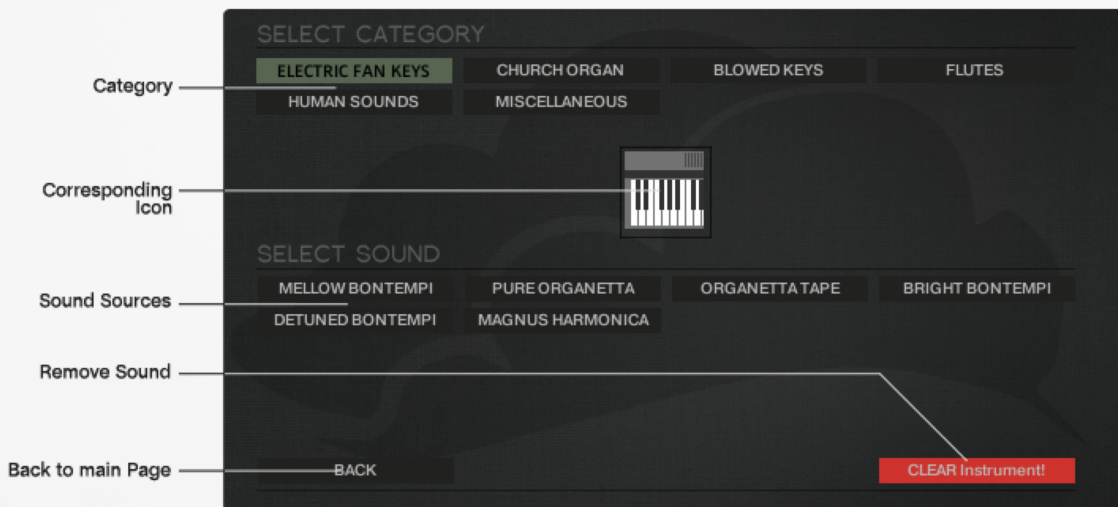
- Modwheel Control FX
- select in which way the modwheel (=mw) affects Luft:
  - Volume - controls the volume
  - 4LP Filter - controls the cutoff frequency of a lowpass resonance filter
  - Tone - controls a 2 band EQ. The middle position is neutral. Below it the depths are raised and the heights lowered. The opposite happens above the middle.
  - Morph - morphes (switches) the volume from slot A (0) to slot B (127)
  - Off - no control
- Preset Category
- select the kind of preset category. There are available: Flute, Organs, Keys, Pads and Weirdo
- Preset List
- here you find all presets corresponding to the pre-selected category. At the end of every list you find **\*\*RESET\*\*** which will reset the entire Luft.
- Reverb Type
- select the global type of reverb for Luft. There are available: Room, Chamber, Church Close, Church Far (both church reverb are the original room information of the church organ), Arena Empty, Long Hall, Infinite (special CI creation) and Natural Echo (from an original canyon)



Random Gen. - by clicking ALL paramters of Luft will be randomly set. Intersting as always :)

### The Sound Menu

This is the view of the sound menu in which you can select your sound source. There are no further descriptions here, because in our opinion all points are self-explanatory.





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