**Quetzal - Something between myth and reality**

Fly with us on the back of the quetzal, a bird found in the cloud forests of Central America, and discover the mystical expanses of the Mesoamerican jungle. **Quetzal by Eduardo Tarilonte** captures the sounds of a sublime era of mystical civilizations that seemed lost in the mists of time.

Eduardo Tarilonte, creator of libraries such as **NADA**, **Celtic ERA 2** and **Dark ERA**, captured the sounds of that era and transports them to the keyboards of computer-based composition studios. Discover a majestic collection of clay flutes, original recreations of the instruments of the time, and be inspired by ancestral drums and over 80 dreamlike soundscapes.

**Top Features:**

* More than 7,000 individual samples
* 50+ playable instruments
* A collection of ancient flutes that whisper ethereal secrets
* Ancestral drums that echo the primordial heartbeat of the Earth
* 80 dreamlike soundscapes
* Voices that resonate with the wisdom of ancient priests
* More than 80 presets
* Most instruments consist of extensive multisamples (24 bit/44.1 kHz) with several dynamic levels, various articulations, round-robin, real legato as well as glissando samples

Quetzal is the perfect tool for composers and sound designers to create music and atmospheric sounds for films, documentaries, video games or music of various genres.

**The instruments of Quetzal**

With over 7,000 individual samples, Quetzal contains a large number of sounds made up of over 50 playable instruments such as flutes, drums, vocals, and 80 breathtaking soundscapes.

Quetzal offers a big amount of ancient mesoamerican instruments. From the clay flutes like the tlapitzalli (flutes), the huilacapitzli (ocarinas), the ehecalt (wind whistles), the water flutes, the atecocolli or the incus to a set of percussion like the ayacachtli, huehuetl, panhuehuetl, clay drums, and shaker among others.

You will also find inspiring vocal fx and sounds to add an authentic flavor to your tracks. On top of that there are over 80 dream-like soundscapes that evoke mysterious temple, ruins, and deep jungles.

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**Overview of included sounds:**

* **Winds:** A large collection of multi-sampled wind instruments and phrases: Atecoccolli: Shell horn, Incus: An instrument with a strong resemblance to a Didgeridoo
* **Clay Flutes:** Huilacapitzli (Ocarinas), Tlapitzalli (Flutes), Double and Triple Flutes, Other Flutes
* **Flutes FX:** Bird Whistles, Death Whistle, Ehecalt (Wind Whistles), Whistling Vessels (Water Flutes), Wild FX and Phrases
* **Percussion:** Ayacachtli: Rattle, Chicahuaztli: Rain Stick, Clay Drum, Huehuetl: Tubular Drum, Panhuehuetl: Frame Drum, Shaker Ambiences 1, Shaker Ambiences 2, Shakers, Teponaztli: Slit Drum, Teponaztli Low: Slit Drum
* **Voices:** In this section, you will find a range of vocal FX to give your music that special touch: Breaths, Ghostly Breaths, Ghostly Words, Nahual Howling Screams, Nahual Moving Drones, Nahual Phrases, Nahual Screams, Nahual Shouts 01, Nahual Shouts 02, Nahual Tuned Words, Nahual Words
* **Soundscapes:** Over 80 dreamy soundscapes, divided into 10 ambiences: Abandoned Temples (8), Ancientwinds (8), Crystalskulls (4), Flutepads (29), Guardianspirits (5), Lost Cities (5), Rainforestmist (4), Sacred Places (10), Silent Forest (4), Xibalbá (4)

**Easy to use user interface**

Quetzal transports the sound of ancient civilizations of the Mesoamerican jungle into DAW-based production environments. The carefully programmed user interface makes it easy for you to work with the library so that your creativity can fully unfold. The Blow Intensity control, for example, allows you to create realistic flute performances using the pitchbend wheel.

Most of the multi-sampled flutes have different velocity layers and different attacks triggered via velocity. Glissando legato is also triggered via velocity. Soft velocity triggers glissando and normal velocity triggers regular legato.