# SYMPHOBIA 2

PROJECT**SAM**
cinematic sampling

# INTRODUCTION

Congratulations on purchasing SYMPHOBIA 2, the sequel to the acclaimed original SYMPHOBIA!
After the success of SYMPHOBIA we faced the challenge of taking the SYMPHOBIA concept to the next level while also exploring new roads and possibilities.

We have worked long and hard to bring you this new volume in the SYMPHOBIA series. We are impressed by all the great music you have composed using our products. This has been our main drive to continue what we do: adding new colors to your musical palette so that you will stay inspired, even when under the clock!

Now let's go make some more great music!

The ProjectSAM Team

# INSTALLATION

SYMPHOBIA 2 comes on multiple dual-layer DVDs. Kontakt 4's new compression method was used. This means that while SYMPHOBIA 2 is a 33 GB library, it fits on only 3 DVDs and takes up just 20 GB on your hard drive.

Installation of the included Kontakt Player is optional. If you already have either the Full or Player version of Kontakt 4.1 (or higher) installed, it is not required to install Kontakt Player. In this case, it is enough to install the library only. If you do not yet have Kontakt 4.1 (or higher) you will need to run the Kontakt Player installer on disc 1 after installing SYMPHOBIA 2.

## Mac OS X 10.5 or higher

1. Insert disc 1 and double-click SYMPHOBIA 2 INSTALLER.
2. Choose a destination. Note that in this dialog any external drives will be unavailable, however, they can be selected in the next screen.
3. Press continue to install to the default location users/shared.
4. If you want to install to an alternate destination click "shared" and choose "other". You may now choose any other internal or external hard drives.
5. Press install to begin library installation.
6. Once installation starts, the installer will automatically prompt you to insert the next disc.

## Windows 7/Vista/XP

1. Insert disc 1 and use the Windows Explorer to view the contents of the disc.
2. Start the installation by double-clicking SYMPHOBIA 2 SETUP.
3. The setup program will suggest C:\Documents and Settings\All Users\Documents as the path for the destination folder. You may choose another folder or another internal/external hard drive if you wish.
4. Once installation starts, the installer will automatically prompt you to insert the next disc.

## KONTAKT PLAYER INSTALLATION (OPTIONAL)

After installation of the library has finished, you may install the Kontakt Player. The Kontakt Player installer can be found on disc 1. This is only required if you do not yet have Kontakt (Player) 4.1 or higher on your computer.

## ACTIVATION

Unactivated, SYMPHOBIA 2 will run in demo mode for 15 minutes after loading the first instrument.
To activate SYMPHOBIA 2 and use it without limitations, start the Native Instruments Service Center. This is a small program that was part of the library installation and can be found in the Applications folder (Mac) or the Program Files menu (Windows). After starting the Service Center and logging in to your NI account enter your SYMPHOBIA 2 serial number, found on the very first page of this manual, then click Activate. After activating SYMPHOBIA 2 you can check for library updates and additional content by going to the Updates tab in the Service Center.

## REGISTERING WITH PROJECTSAM

While registering at www.projectsam.com is not required to activate SYMPHOBIA 2, we highly recommend that you do so. Registration is required to obtain technical support and access any available bonus content we might offer at our website. Please note that your Native Instruments account and ProjectSAM account are two separate identities.
Activating SYMPHOBIA 2 in the NI Service Center will not automatically register it with ProjectSAM. If you have an account with both NI and ProjectSAM you are sure that you won't be missing any product updates or add-ons.

## UPDATING

We recommend you check for product updates after installing SYMPHOBIA 2. You can do so by either logging in to the Native Instruments Service Center or by registering SYMPHOBIA 2 www.projectsam.com.

## MOVING THE LIBRARY TO ANOTHER LOCATION

You can move SYMPHOBIA 2 to another hard drive or computer. It is important that you move the entire product folder, so that the structure inside remains intact.

Moving SYMPHOBIA 2 within the same computer:
After moving SYMPHOBIA 2 to another hard drive on the same computer, you will get a warning message next time you start Kontakt. Click "Locate". The "Content Missing" dialog opens. If you want to locate the folder manually, click on the "Browse for folder" button. This will open a dialog allowing you to set a path to your library's new location. Alternatively, you can have Kontakt search the filesystem by itself.

Moving SYMPHOBIA 2 to another computer:
After moving SYMPHOBIA 2 to another computer, for example using your Local Area Network, you will have to add it as a new library to Kontakt. Start Kontakt and click the "Add Library" button. Browse to the SYMPHOBIA 2 library folder and confirm. Because you are now working on a new system the library needs to be activated again using the Service Center.

# QUICK START

If you are like us then you'd probably rather make music than read instruction manuals. Here is a tip:

After installing SYMPHOBIA 2 (previous chapter) and before reading the rest of this manual, take some time to play around with the MULTIS found in this library. MULTIS are combinations of multiple instruments, constructed to give you as many musical features on one 88-note keyboard as possible: chords, legato lines, effects and even drums. Each MULTI has been designed for a specific musical context or cinematic genre. For example, there is one for a fairy-tale opening scene and one for those last remaining seconds before the ship self destructs. The MULTIS will give you a great first impression of what SYMPHOBIA 2 is all about.

After that, we highly recommend reading the rest of this manual.

# AN OVERVIEW

**While most users will use SYMPHOBIA 2 alongside the original SYMPHOBIA, SYMPHOBIA 2 makes a very powerful library on its own. This chapter tells you more about the new features you will find.**

### BRAND-NEW INTERFACE

SYMPHOBIA 2 is powered by Kontakt 4 and comes with a brand-new interface. In the centre are the instrument and articulation displays. The left half of the interface contains all the switchable options such as Master EQ, release trails and microphone mode. The right half of the interface has all the controllable options such as instant ADSR, reverb and DSP effects.

## SWITCHABLE MIC MODE

Like the original SYMPHOBIA, SYMPHOBIA 2 was recorded in a beautiful concert hall environment and has been edited and programmed in two microphone sets: close and stage. Each program now contains both microphone sets and has a convenient switch button to choose which mic set you wish to use. Both mic sets have been carefully mixed to instantly fall into place in your mix. When switching mics, the samples for the unused mic will be purged from RAM.

## LEGATO ENSEMBLES

An industry-first: real legato transitions for orchestrated sets of instruments. Various differently arranged ensembles were captured performing legato intervals, playing in unison or octaves, and were meticulously edited and scripted.
A great example is the noble sounding Horns + Violins + Violas set, which offers real legato performance of French horns, violins and violas playing in unison. No layering was used whatsoever. The legatos, transitions and orchestrations you hear are all real. Each of the sets has been recorded in a specific range, dictated by the orchestration or the musical context of that orchestration. Apart from the LEGATO ENSEMBLES we also included a number of legato solo instruments. Many of the MULTIS included with SYMPHOBIA 2 use the LEGATO ENSEMBLES in various interesting ways. Be sure to check them out.

## NEW ARTICULATIONS

If you own the original SYMPHOBIA, SYMPHOBIA 2 will greatly expand your possibilities. To name a few, the SYMPHOBIA 2 string section adds minor and major trills, different crescendo-decrescendo notes, crescendos and new spiccatos. The full orchestra section has powerful new sustain and staccato articulations, and a beautiful "Wide Octaves" articulation with modwheel control. The separate horn section in the original SYMPHOBIA has been expanded with a blockbuster 8-player horn ensemble.

## NEW EFFECTS

If you liked the effects in the original SYMPHOBIA, you are going to love the effects in SYMPHOBIA 2! Having covered the basics, we could explore the world of orchestral effects further and look for interesting new sounds and more specific techniques. There are now effects banks entirely dedicated to ponticello effects, flageolet effects or other playing techniques. You will also find beautiful looped textures that can be triggered in different keys. These phrases will instantly give your production a realism boost, but leave enough room to add your own personal touches.

## DYSTOPIA VOLUME 3

Our popular DYSTOPIA section is back and is better than ever! Explore the dark side of SAM with processed hits, spheres, scapes and risers, based on the recordings of SYMPHOBIA 2 and some of our other libraries. Also be sure to check out the SYMPHOBIAN DRUMS.

# LIBRARY STRUCTURE

SYMPHOBIA 2 consists of five instrument banks. Each bank contains extensive, key-switched instruments. Because the two concert hall microphone positions can be switched from within the instruments, SYMPHOBIA 2 only has one folder structure instead of two.

### 1 FULL ORCHESTRA

Part of MAIN INSTRUMENTS. Samples recorded with the full orchestra seated and performing in large groups and/or all together. Orchestral sampling doesn't get any bigger than this! Our personal favorite: the Full Orchestrator.

### 2 INDIVIDUAL SECTIONS

Part of MAIN INSTRUMENTS. Samples recorded with individual groups from the orchestra such as the strings section only, the violins and violas sections only or the French horn section. Our personal favorite: the Grace Note Performer.

### 3 LEGATO ENSEMBLES

Twelve patches with real legato transitions of both orchestral groups playing together and solo instruments. Legato mode is monophonic. Matching polyphonic sustains and staccatos are also available.

### 4 DYSTOPIA

Volume 3 in our DYSTOPIA series. The original SYMPHOBIA holds volume 2, our TRUE STRIKE 2 percussion library holds volume 1. For DYSTOPIA, sounds taken from SYMPHOBIA 2 and some of our other products were processed and mangled to create new, otherworldly sounds and scapes. DYSTOPIA is the dark side of ProjectSAM.

## 5 MISCELLANEOUS

The miscellaneous folder holds all the library's extras, such as orchestral tuning samples and looped concert hall noise. Apart from the five instrument banks, SYMPHOBIA 2 includes a series of MULTIS: preset combinations of different instruments.

# IN DETAIL: MAIN INSTRUMENTS

**The SYMPHOBIA 2 interface varies slightly for each of the library's sections: MAIN instruments, LEGATO ENSEMBLES and DYSTOPIA. This chapter covers the features and controls for the MAIN instruments: Full Orchestra and Individual Sections.**

## ABOUT THE MAIN INSTRUMENTS

MAIN INSTRUMENTS comprises the FULL ORCHESTRA and INDIVIDUAL SECTIONS banks. These two banks contain the many key-switched articulations and orchestral effects found in SYMPHOBIA 2, ranging from tutti staccatos and pre-orchestrated wide octaves to dark clusters and tremolo sul ponticello string effects.

## THE INTERFACE

### 1. Instrument Display
These two lines of text display general information about the loaded instrument. Whenever you change articulations, either by clicking an articulation on-screen or by pressing a KeySwitch on your MIDI controller, the display will update and give you additional information about the articulation you just activated. After a few seconds the display will return to normal.

### 2. Articulation Display
This display shows the different articulations that are available for the loaded instrument. You can switch articulations by clicking on them in the interface or by using the appropriate KeySwitches. The KeySwitch for each articulation is shown in the display and can be adjusted/re-arranged by clicking on it and selecting a different KeySwitch from the drop-down menu. Next to the KeySwitches are the purge buttons. You can save RAM by clicking any of the purge buttons. This will unload the articulations in question and free up RAM. You can reload the articulation by clicking the purge buttons again. Purging is especially useful if you have a low amount of RAM installed on your computer. On more powerful systems, purging will normally not be required.

### 3. Mic Position
SYMPHOBIA 2 was recorded in a beautiful concert hall environment using multiple microphone setups. Each instrument is available in two true microphone positions - close mic & stage mic - each with its own distinct sound. The close mic mostly uses our spot microphones placed throughout the orchestra with a little bit of room mics to blend them. The stage mic is a mix of our various ambient mics and gives you a powerful, cinematic sound out-of-the-box.
The SYMPHOBIA 2 interface allows you to instantly change mic positions by using the mic switch located in the left half of the interface. The samples of the unused mic position are automatically unloaded from RAM. The stage mic is enabled by default for most instruments.
Please note that a few specific instruments, such as Symphobian Stacks, Symphobian Drums and the Dystopia section do not have multiple mic positions.

### 4. Master EQ
Enabled by default for most instruments, the Master EQ subtly boosts the highs and/or lows of the instrument, giving it a polished, ready-to-go sound. If you prefer to use the samples in their unprocessed form, simply disable the Master EQ.

### 5. Transpose

This feature allows you to transpose the entire instrument up or down in semitones. The amount of semitones can be set by clicking or dragging the Transpose value up/down. The Transpose feature can be enabled or disabled by clicking the button.

### 6. KeySwap

By enabling KeySwap, all the KeySwitch octave keys are moved to an alternative position on the keyboard. This allows you, for instance, to have the KeySwitch section moved to the upper range of the keyboard instead of the lower range or, in other words: to the right of the mapped samples instead of the left. Each instrument has one default KeySwitch octave and one preset alternative KeySwitch octave.

### 7. Release Trails

Because SYMPHOBIA 2 was recorded in a concert hall, each sample has a certain amount of natural reverberation tail at the end. For all sustained notes in the library, these are captured in so-called Release Trails. They are vital for the realism in this library as they not only include the hall's reverb tail, but also the natural, musical ending of a note. If you prefer to turn off the Release Trails of a certain instrument, you can do so by pressing this button. This means that the sample will be abruptly cut off when you release a note.

### 8. Round Robin

All staccatos and other short articulations in SYMPHOBIA 2 have been recorded multiple times. These "takes" are automatically alternated in a round robin cycle, to avoid the so-called "machine gun" effect where the same sample is mechanically repeated over and over. The Round Robin feature greatly enhances realism. Because each staccato sample was checked, matched and edited to work alongside the other versions, timing will not be affected. If you still wish to turn off Round Robin alternation, you can do so by pressing this button. This means that only 1 version of the sample will be played and repeated.

### 9. Octaver

The Octaver feature automatically stacks one octave on top of the note you are playing. This is done in the MIDI domain so that the correct sample is used. The Octaver makes sure no duplicate samples are triggered. This means you can safely play a double octave yourself while the Octaver is turned on.

### 10. Velocity

This knob gives you control over the velocity offset.

**11. Reverb**
This control allows you to add additional reverb to the instrument. This is done using Kontakt's convolution reverb effect. The reverb is off when the control knob is turned all the way down. In all other positions the reverb is active with the knob controlling the dry-wet ratio.

**12. Attack, Decay, Sustain, Release**
Using these four controls you can adjust the attack, decay, sustain and release times of the selected articulation. Each articulation available in the Articulation Display stores its own ADSR values. The ADSR controls will therefore update when selecting a different articulation.

**13. DSP Effects**
This drop-down allows you to select from various included effect presets. Each preset uses a combination of Kontakt's internal effects. The "mastering" preset, for example, uses a compressor and a limiter. After selecting an effect preset, the two main controls for that preset will be shown. If you need more control over the preset, click the E button to enable Expert Mode (pictured on the right). This will hide all standard controls and show all other parameters available for the selected effect preset. Disable Expert Mode by clicking the E button again. You can turn off all effects by selecting "DSP FX off" from the drop-down. The following effect presets are available:
- Mastering (Compressor and Limiter)
- Ambient Pad (Pro 53 filter and Delay
- Pressure Pad (Compressor, Limiter, Pro 53 filter and Delay)
- Pro Filter (Pro 53 filter)
- Delay
- Stereo Modeler (Stereo Enhancer)

# IN DETAIL: LEGATO ENSEMBLES

**This chapter covers the features and controls for the LEGATO ENSEMBLES.**

## ABOUT THE LEGATO ENSEMBLES

An industry-first: real legato transitions for orchestrated sets of instruments. Various differently arranged ensembles were captured performing legato intervals, playing in unison or octaves, and were meticulously edited and scripted. A number of solo instruments were also captured in legato.

All intervals up to an octave up and down were sampled within a certain range. The prime (basically a note repetition) was recorded as well.

For each LEGATO ENSEMBLE a specific dynamic was chosen (piano, mezzoforte, forte or otherwise) and a specific range was set, dictated by the orchestration or the musical context of that orchestration.

The LEGATO ENSEMBLES were designed to be used in a tempo of up to approximately 150 BPM (playing quarter notes). They work best for dramatic, expressive lines. Each set comes with a matching staccato articulation. The sustains can also be used in standard polyphonic mode.

Like the MAIN instruments in SYMPHOBIA 2, all LEGATO ENSEMBLES are available in two mic positions.

Many of the MULTIS found in SYMPHOBIA 2 combine different LEGATO ENSEMBLES together, allowing you to play polyphonic arrangements with different orchestrations, in real-time.

## THE INTERFACE

### 15. Autospeed
When autospeed is enabled, the LEGATO transitions will be slightly trimmed when playing faster notes, making the instrument respond faster. When autospeed is disabled, the original, full LEGATO transitions will be used, regardless of the tempo you are playing in.

### 16. DXF Control
You can choose whether you want to control the filter/dynamics of the LEGATO instrument through velocity or by using the modulation wheel. When DXF Control is disabled the instrument is controlled through velocity. When DXF Control is enabled, velocity is bypassed and the instrument is controlled using the modulation wheel.

### 17. Attack
This knob allows you to control the attack speed of the currently selected articulation (legato, poly sustain or poly staccato). Note that for the legato articulation, the attack control only affects the starting note of a phrase. It does not affect the legato transitions.

**18. Dynamic**

This control is only available in velocity mode, i.e when DXF Control is disabled. It determines the speed with which volume and filtering follow your performance. By default it is set to 2 seconds, which means that if you play a loud note followed by a soft note, the instrument will take 2 seconds to make a smooth transition to the soft note's level and intensity. Higher values will result in a very expressive instrument, while lower values will give you faster response.

**19. Velocity**

This control is only available in velocity mode, i.e. when DXF Control is disabled. It controls the velocity offset.

## LEGATO ENSEMBLE NOTES & TIPS

- To trigger legato you need to perform legato. It is not required to overlap notes, but you do have to connect them.

- You can enter 'legato sticky mode' by holding down the sustain pedal. This way you do not have to connect the notes yourself. Legato mode will always be triggered.

- It can be tricky to activate the 'prime' transition by quickly re-triggering the same note. 'Legato sticky mode' can help here. Hold down the sustain pedal, re-trigger your note, and release the sustain pedal again.

- If you want a legato prime repetition, the recorded 'prime' transitions (see above tip) will sound much better than repeating the standard sustained notes.

- In velocity mode, if you would like less or more filtering when playing softer velocities, try adjusting the Velocity knob.

- Purging of separate articulations is not available for the LEGATO ENSEMBLES.

- Please note that Kontakt's on-screen keyboard will not correctly display the playable range of a MULTI. Most MULTIS use a full 88-note keyboard.

## LOOPED / UNLOOPED

All sustained samples in FULL ORCHESTRA and INDIVIDUAL SECTIONS have been looped. For the LEGATO ENSEMBLES we decided to only loop those patches where looping did not affect the sound and musicality of the performance too much.

Our scripting will make sure that the release trail sample will not play after an unlooped sample has finished. For this to work, the unlooped sample has to be completely played out, including any reverberation or silence it may have at the end.

If you need an unlooped legato note to be longer, consider re-triggering it using the 'prime' interval as explained in the notes & tips above.

## AUTOMATION NOTICE

IMPORTANT: MIDI Controllers CC30 and CC31 are used internally by the SYMPHOBIA 2 LEGATO script. Please do not send, assign or automate these controllers when working with the LEGATO ENSEMBLES.

# IN DETAIL: DYSTOPIA

**This chapter covers the features and controls for the DYSTOPIA instruments.**

## ABOUT DYSTOPIA

This is volume 3 of our DYSTOPIA series. Volume 2 is part of the original SYMPHOBIA, volume 1 is included in TRUE STRIKE 2. For DYSTOPIA, sounds taken from SYMPHOBIA 2 and some of our other products were processed and mangled to create new, otherworldly sounds and ambiences. DYSTOPIA is the dark side of ProjectSAM.

Because of the non-orchestral nature of DYSTOPIA, the DYSTOPIA interface is quite different, focussing on filtering and other effects to control the sound-designed samples.

# THE INTERFACE

### 20. Modulation Wheel
Low pass and high pass filtering can be controlled for all Dystopia instruments using the modulation wheel. The current filter setting is represented by the wheel graphic in the interface. Middle position is neutral with no filtering at all. The upper half of the mod wheel applies high pass filtering and slightly boosts the high frequencies. The lower half applies low pass filtering and boosts the bass frequencies. Please note that you cannot control the wheel on-screen. You have to use your external MIDI controller.

### 21. Attack
Controls the attack speed of the instrument.

### 22. Release
Controls the release speed of the instrument.

### 23. S.Rate
This control allows you to reduce the sample rate of the instrument, resulting in a harsh, deconstructed tone.

### 24. Spread
This control allows you to adjust the stereo image of the instrument. Middle position means the spread effect is turned off. Turning the knob to the left will narrow the stereo image and ultimately generate a mono output. Turning the knob to the right will enhance the stereo image.

### 25. Limiter
This allows you to dynamically limit the instrument's output. This can help you keep the sound under control, or boost the general signal output.

# MULTIS

MULTIS are combinations of multiple instruments, constructed to give you as many musical features on one 88-note keyboard as possible: chords, legato lines, effects and even drums. Each MULTI has been designed for a specific musical context or cinematic genre.

By default a MULTI has the same MIDI channel assigned to each instrument. This way, all sorts of instrument combinations and layers are available on one 88-note keyboard.

An alternative way to look at MULTIS is as templates: sets of different instruments, ready to be triggered from your sequencer. In this case it would be more logical to assign a different MIDI channel to each instrument in a MULTI.

Many of the MULTIS combine MAIN INSTRUMENTS (such as polyphonic sustains or chords) and LEGATO ENSEMBLES. It is interesting to know that both of these handle the sustain pedal in a different way. Holding down the sustain pedal will sustain all of the MAIN INSTRUMENT samples, while activating 'legato sticky mode' for the LEGATO ENSEMBLES. This allows you to play arrangements in real-time that would normally require a third or fourth additional hand.

Having said this, we would like to add that it is a lot of fun to play the MULTIS "quatre mains" with a composer friend!

New MULTIS will be added with each SYMPHOBIA 2 update.

# GETTING SUPPORT

If you have a problem installing or using SYMPHOBIA 2, or would like advice on how to use it, feel free to contact us in any of the following ways:

E-mail: support@projectsam.com

Website: www.projectsam.com (log in to your account, then go to Technical Support)

Our first response is often a request for more information. Therefore, if you do e-mail us with a technical problem, please make sure to provide as much information as possible, including: Mac or Windows, OS version, library version, Kontakt version and host (Logic, Cubase, etc).

Please note that your SYMPHOBIA 2 has to be registered in your ProjectSAM account to obtain technical support.

Many of the questions we receive have already been answered in our Frequently Asked Questions at www.projectsam.com/Support/Frequently-Asked-Questions

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