EMOTIONAL PIANO ^{version 2.1}

Instrument Series

Welcome to Soundiron Emotional Piano. There are certain sounds that when humans hear them there arises deep within a cascade of emotions – a baby's cry, a friendly laugh, a lover's moan. Similarly, there are certain musical instruments that we have been trained to hear in a certain way. Be it from thousands of years of human evolution or a media-induced Pavlovian response, certain instrument evoke certain emotions. Enter our Emotional Piano, our own little psychoacoustic experiment, our attempt to manipulate your feelings.

For this library, we took a beautiful, 88-key grand piano and deep recorded every note. Just us, the piano and microphones. We recorded up to 15 velocity layers on some notes, making certain we captured the true nuances of a soft piano sound. The result is not as bright as some pianos out there, but this library is arguably more emotive. Our Emotional Piano can produce sounds similar to that of a jazz piano, or a heartrending melody fit for the most melancholic of songs.

This is the second iteration of this library. The one major change in this version of the library is much improved voice capping. We use a proprietary capping script in conjunction with kontakt's built-in capping to really control the noise buildup on a velocity and octave basis. In addition to this, we went in and fine-tuned the release volume, dynamics and pedal volume functionality. We also added a full set of brand new performance and effect controls to make the whole experience that much better.

In version 2.1, we've fixed a troublesome impulse loading bug and added the ability for users to use our UI to control their own impulses loaded through Kontakt. We also fixed a pedal volume bug and added some extra patches as a thank you to our customers. Please see Page 14 for the complete changelog.

SOUNDIRON
EMOTIONAL PIANO version 2.1"

OVERVIEW

42 Kontakt patches (unlocked)
1800 Samples
4.84 GB Installed
24bit / 44.1kHz stereo PCM wav samples (non-unencrypted)
Bonus collection of 79 custom convolution reverb impulses
Powerful custom performance and FX control interface
Note: Native Instruments Kontakt 4.2.3 or later full retail version required to use nki presets.

CREDITS

Produced, Recorded, Edited, Programmed, Photographed by Mike Peaslee
Scripting by Chris Marshall
Documentation by Chris Marshall

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www.soundiron.com
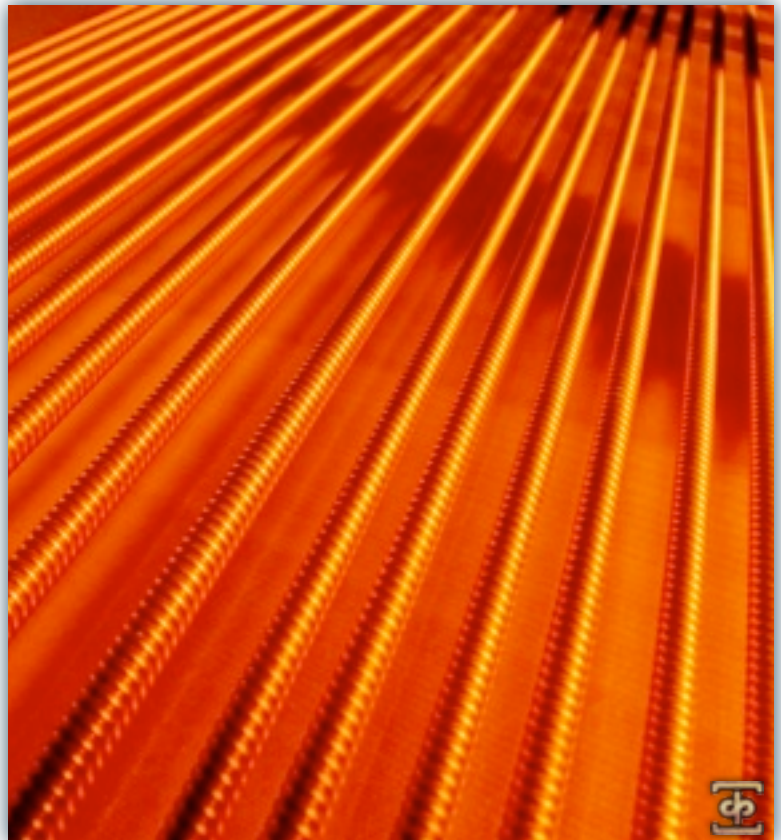
ABOUT THIS LIBRARY

Fidelity

This library was recorded in wide stereo at 44.1kHz / 24bit., in a dry and neutral studio environment. However, we also don't use low pass filtering in our recordings, because we believe in capturing the full depth and power of a sound source. It's much easier and more preferable to remove unwanted bass after the fact than it is to try to recreate and restore those lost elements after the fact. Also be aware that some sound sources are very quiet and to capture their full clarity and detail, it is necessary to allow low levels of preamp and mic hiss to exist in the recordings. We carefully choose our equipment and methods to prevent this wherever possible, but some sounds are just very small. Therefore, please do keep in mind that we don't claim or aim to provide perfectly quiet or perfectly sterile sounds or musical instrument samples.

Accessibility

All of the sample content and impulse files are included as standard non-encrypted PCM wav files and standard open-format Kontakt presets to allow you easy access to manipulate, reprogram and customize the sounds however you prefer. We know that it's important for many users to be able to go beyond the limitations of any one sampler or preset structure, so we've kept this library's directories and files open for advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

Keep in mind that to use and/or edit the Kontakt presets, you'll need the full retail version of Native Instruments Kontakt 4.2.3 or later. Please be aware that the free Kontakt "Player" and any other version or form of Kontakt that came bundled with any other library or software product (other than NI's "Komplete" package) will not support this library. The free Kontakt Player is NOT a full version of Kontakt and <u>cannot</u> load or play standard open-format Kontakt instruments or libraries.

While you can reprogram the samples or presets to other formats, we always recommend using Kontakt for best results, since it widely considered the industry standard and easily the most powerful sample programming and playback platform on the market. However, if you wish to convert or reprogram the wav files and instrument presets into any other sampler or softsynth format, including free and open-source standards like SFZ, then there are a variety of great tools that you can use to customize this library, such as Extreme Sample Converter and Chickensys Translator. Just be aware that not all settings and properties will translate accurately, reliably or even at all from one instrument or audio format to the next, due to vast differences in standards, behaviors, structures and capabilities that each platform relies on.

Custom Convolution Impulses

We enjoy capturing the unique acoustic characteristics of spaces and locations that we come across from time to time. Sampling environments is similar to sampling instruments in many ways. It's done with portable loudspeakers to produce a special sine wave sweep that covers a wide spectrum, from 22 Hz to 22 kHz. We then use dedicated deconvolution software to decode the resulting audio into an impulse response file, which is a wav file with special phase, frequency and timing information embedded in the audio.

Most impulses sound like an odd sort of sharp, reveberant snap, like a balloon pop or starting pistol fired in the environment that was captured – which is is in fact how impulses used to be made. When loaded into a compatible convolution reverb effect plugin (such as the one built into Kontakt), these impulses can impart their sonic properties fairly well into most sounds. Of course, it's an imperfect science and much is lost in the translation, especially if the sound being played through it also has it's own strong tonal, phase or reflective properties. Sometimes the results are incredibly lifelike. Sometimes they're awful. It all depends on the sound, the impulse, the plugin and the settings used. Sometimes these variables don't play nice. Then again, you may find some unexpectedly useful and interesting results through a little experimentation.

We've included a hand-selected collection of impulse files that we think compliment this's library's sound. You can load them into most instrument presets by using the "Tone / FX" control panel tab and selecting an impulse from the Impulse drop-down menu. You can also manually import any of the wavs in the Impulses directory into any IR wav-compatible convolution effect plugin of your choice. Just please just make sure to keep your speakers or headphones turned down while you experiment. Convolution processing can often create powerful and piercing resonances when applied to many audio sources – especially loud sounds that contain strong mid to low frequency harmonic components.

System Requirements

The full retail version of Native Instruments Kontakt 4.2.3 or later is required to use this library. Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We recommend that you have *at least* 2GB of system ram, a dual core cpu and at least a 7200 rpm SATA hard disk before purchasing this or any other Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on older machines.

Download & Installation

The Kontakt sampler presets in this library is designed for the full retail version of Kontakt 4.2.3 and later ONLY. It cannot be used in the free Kontakt Player. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

We use the Continuata Download Manager to provide high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You'll also need Java v1.6 or later. You may also need to add permissions to your security settings for the downloader, if they block applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Make sure to leave out any spaces before or after the code. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is fully complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

Don't move, rename, delete or modify any of the files or folders created during the download until after you see the status message for all files in your download queue display the word "**INSTALLED**". Please don't close the downloader while it's actively downloading, unless you press the pause button first. To resume downloading, press the Resume button. If you need to resume downloading after closing the downloader, run it again and enter your code and press Download again. Select the same download/installation location on your computer that you chose originally. If the downloader reports a DL Error or Install error, it will usually try to download the file again until it successfully downloads and verifies all the data it needs. Please see your download email for more detailed instructions.

Manual Download

If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code and the email address you used to order. Or, if you used the downloader originally, but you need to re-install the library manually for any reason, at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library once download is complete. Please note that Stuffit Expander and Winzip **DO NOT** support many types of common rar files.

Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow presets to finish loading completely before loading a new one. You can't use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view. The "Add-Library" function also does not support this product or any other open-format Kontakt library. This library doesn't require any special activation.

User Presets

If you create custom presets of your own, remember to save them with a new filename. Make sure to save them into the same folder as the original or simply save your custom preset directly into the **User Presets** folder we've provided. Make sure to select "patch-only" and uncheck the "absolute sample paths" box to preserve the proper directory path structure of the library. This will allow us to provide you future updates to the original presets without accidentally overwriting your custom settings and preserve the necessary relative sample, wallpaper and impulse scripting file path settings.

Batch Re-Saving

If you move or change the directory structure within the main folder of this library, you may see a "missing sample" warning box when loading the presets into Kontakt. This can generally be corrected by using the "Batch Resave" command, located at the bottom of the drop down menu you'll see if you click on the main File menu at the top of Kontakt. Then select the folder you would like to resave. Select this library's main folder and then if Kontakt asks you where to find the missing files, select that same main folder again and press OK to continue. That will update the file-paths stored in the instrument. The scripted file-paths for the impulse files will not self-update however, so the reverb impulse loading drop-menu on the Tone / FX script tab will no longer work in many cases. To repair the impulse menu file-paths, please restore the library to its original structure.
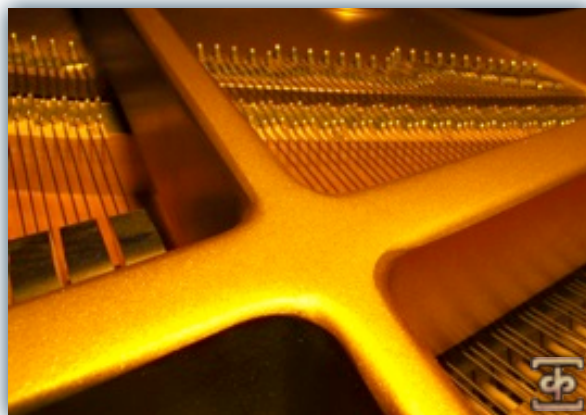
Front Panel Controls

This instrument has a variety of special front panel performance controls that allow deep real-time performance customization. Not all instrument presets include all controls listed below. Included controls depend on the specific features suitable for each preset. Some may also use alternate CC mappings. You can see each control's assignment by clicking on each UI control to display the "hint" text in the Info bar at the bottom of Kontakt.
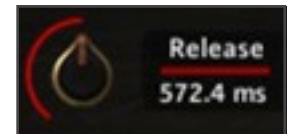
Attack - (CC 74)
This knob controls the sharpness of attack. Increasing the value causes the sound to attack more softly.
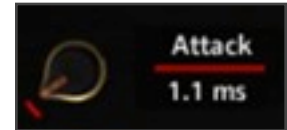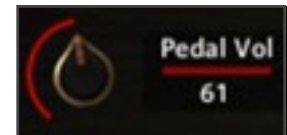
Release - (CC93)
This controls the release time of the main note samples. Lower settings cause the sound to be damped and cut off, while higher settings allow notes to blend together.
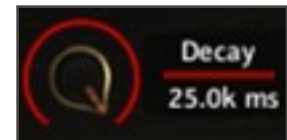
Pedal Volume -
This controls the volume of the foot pedal samples that are triggered when a midi sustain pedal (CC64) is pressed and released.

Decay -
This knob controls the decay of the release samples. At low settings, releases are abrupt, while high settings allow them to ring out, playing the natural resonance of the room.

Dynamics -
This knob controls how sensitive the instrument is to velocity changes. At low settings, velocity has little effect on note volume and gain, while higher settings allow velocities to greatly change volume and gain.
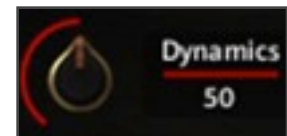
Release Volume -
This knob controls the volume of the release samples that are played when a note is released only. This allows users to emphasize or reduce the effect of letting go of a key.
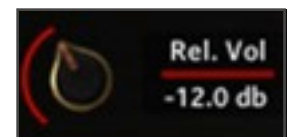
High Damping On/Off Button
Normally, the higher range of notes on pianos ring out naturally and are not damped when released. This button overrides the piano's natural behavior and allows these high notes to be cut of should the user wish.
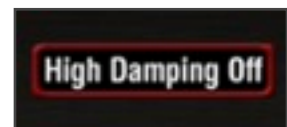
Tone / FX Controls

The Tone / FX Tab of the main instrument user interface panel contains a full chain of special DSP effects that you can choose from. Each effect can be enable/disabled and have a complete set of parameters that can be adjusted and CC or host automated independently. This special panel can be found in most of the instrument presets.

Equalizer (EQ3)

EQ3 On/Off
This button enables/disables the 3 Band EQ.

Low Gain
This knob sets the amount of gain for the low band.

Mid Gain
This sets the amount of gain for the fully sweepable mid band.

Mid Frequency
This sets the center frequency for the fully sweepable mid band.

High Gain
This sets the amount of gain for the high band.

Lo-Fi
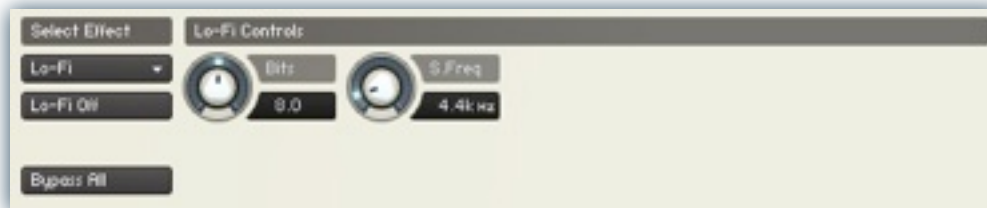
Lo-Fi On/Off
This button enables/disables the "Lo-Fi" bit/sampler rate reduction effect.

Bits
This knob sets the simulated bit rate of the signal.

Sample Frequency
The S.Freq knob sets the simulated bit rate of the signal.

Pro 53 Filter

Pro53 On/Off
This button enables/disables the resonant filter effect.

Cutoff
Sets the filter's cut-off frequency.

Resonance
Sets the amount of resonance on the filter.

Flanger

Flanger On/Off
This button enables/disables the Flanger effect.

Dry
Sets the amount of dry gain (+/-) that is passed through the effect.

Wet
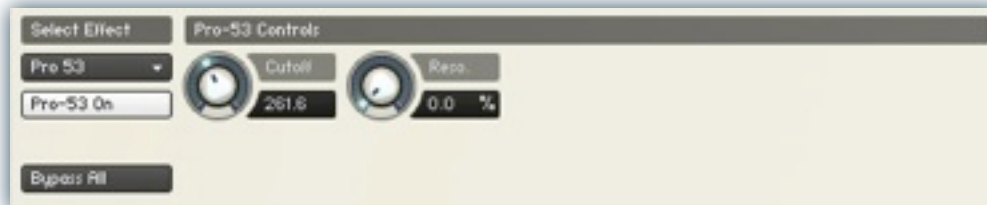Sets the amount of wet gain (+/-) that is passed through the effect.

Depth
Sets the sweep depth of the flange.

Speed
Sets the sweep rate.

Phase
Sets the phase.

Color
Sets the brightness/tone color of the flanger effect.

Feedback
Sets the amount of signal feeback introduced into the signal path.

Rotator

Rotator On/Off
This button enables/disables the spinning speaker Rotator effect.

Speed
The rotation speed (slow/fast)

Treble
The amount of high end clarity.

Bass
The overall bass response.

Balance
Balance between low/high response.

Distance
The simulated distance between the microphone and the rotating speaker.

Wet
Sets the amount of wet gain (+/-) that is passed through the effect.

Delay

Delay On/Off
This button enables/disables the classic Delay effect.

Delay Rate
This menu allows you to set the timing division for tempo synching.

Pan
This knob sets the left-right ping pong panning amount for each alternating echo.

Damping
Sets the amount of high frequency roll-off applied to each echo.

Feedback
Sets the amount of delay feeback introduced into the signal path.

Dry
Sets the amount of dry gain (+/-) that is passed through the effect.

Wet
Sets the amount of wet gain (+/-) that is passed through the effect.

Cabinet Simulator

Cabinet On/Off
Enables/disables the cabinet.

Output
Sets the total output gain (+/-).

Size
Sets the simulated cab size.

Cab Select menu
Use this drop-down to choose the cabinet style that you'd like to simulate.

Cabinet display
This screen shows info about the cabinet you've selected.

Treble
Sets the amount of high end clarity.

Bass
Sets the overall bass response.

Air
Sets the amount of room air.

Skreamer

Skreamer On/Off
Enables/disables distortion.

Output
Sets the total output gain (+/-).

Clean
Sets the amount of clean signal.

Tone
Sets the tone warmth.

Drive
Sets the level of distortion.

Bass
Sets the overall bass response.

Bright
Sets the amount of high end clarity.

Phaser

Phaser On/Off
Enables/disables the Phaser effect.

Dry
Sets the amount of dry gain (+/-).

Wet
Sets the amount of wet gain (+/-).

Depth
Sets the sweep depth of the phaser.

Speed
Sets the sweep rate.

Phase
Sets the phase.

Feedback
Sets the amount of signal feeback introduced into the signal path.

Reverb

Reverb On/Off
This button enables/disables the convolution reverb effect.

Custom On/Off
Turning this button "On" allows for custom impulse loading. It bypasses the ability to load any of our provided impulses so users can save custom presets with custom impulses.

Dry
Sets the amount of dry gain (+/-) that is passed through the effect.

Wet
Sets the amount of wet gain (+/-) that is passed through the effect.

Size
Sets the simulated room size of the convolution.

Low Pass
Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

High Pass
Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Delay
Sets the amount of pre-delay time before the wet signal is returned

Impulse drop-down menus
These menus allow you to select from a wide variety of custom convolution reverb impulses that we've personally captured or created for you, separated into experimental FX impulses and simulated real-world spaces.

Stereo Imager

Stereo On/Off
This button enables/disables the stereo imaging effect.
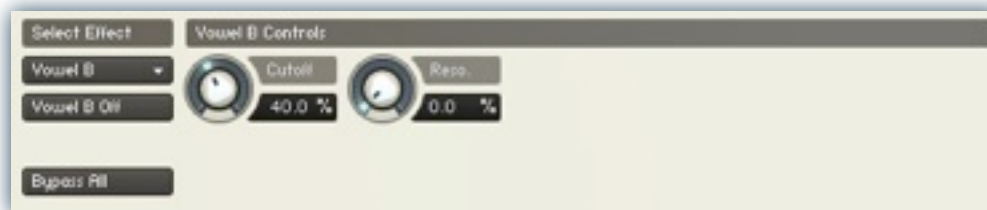
Spread
This sets the width of the total stereo image, all the way from mono to ultra-wide.

Pan
This sets the pan position of the stereo image's center.

Vowel Filter

Vowel Filter On/Off
This button enables/disables the resonant filter effect.

Cutoff
Sets the filter's cut-off frequency.

Resonance
Sets the amount of resonance on the filter.

Uberpeggiator Controls

We've designed a custom arpeggiator system to expand the instant creative potential of some of the presets. It includes automatable performance controls that shape all aspects of the arpeggiator. When used normally, pressing a key causes the note to self-repeat as long as a key is held down. If additional notes are played, it adds them to the sequence of repeats in various ways, depending on the settings you choose and can be used to produce complex melodic chains, plucking patterns and other effects.

Mode
This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely. **On** sets it to respond only while a note is pressed., cycling through all held notes as it arpeggiates. **Hold** sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating. **Hold +** sets it to allow new notes to be added to the automated chain of repeats.

Hits and H. Scale Knobs
Sets the number of repeats of each note BEFORE moving on to the next note in the arp sequence, and H.Scale sets the intensity fall-off rate for each repeat, before resetting for the next note.

Swing
This sets the amount of rhythmic offset (swing) between notes.

Pitch
Sets the pitch up or down in quarter-tone intervals for each repeat AFTER the initial note is pressed and it remains in a pseudo legato state as long as any key is held down. Changing this setting in real-time allows extreme "glitch" stutter and stair-step effects and can self-generate strange grooves and beats, based on the combination of notes you hold.

Rhythm
This sets the speed of arpeggiation, as measured in musical time, ranging from whole bars to 128th notes. Fast settings can yield interesting results, but keep in mind that the faster the speed, the more voices you use.

Durations
This knob allows the user to fine-tune the length of each note. Using this, one can shorten the note to staccato-like pulses or extend them beyond the normal beat length to slur phrases.

Arpeggio Direction Menu
This drop-down menu allows you to select any number of simple or complex cycle patterns that the arpeggiation will follow as it plays through the sequence of notes you have triggered. Choosing "**As Played**" will cause it to follow the original order you played the notes in, with the newest note always added to the end of the chain.

Repeat Setting
This sets the direction of the up or down repeats.

Velocity Graph Sequencer
This customizable graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

Reset
Resets the Graph to blank

Steps
This setting determines the number of steps that are used by the velocity graph step sequencer, starting from the left.

Table Velocities
This activates the Graph. When it is active, the arpeggiation follows the note velocities that you've drawn on the graph. When it is bypassed, each note repeat is played at the velocity that it's original note was played at.

Key Selector Knob
Binds the arpeggiation **scale** you've chosen to a specific key.

Scale Selector
Control binds the arpeggiation sequence to a specific scale that you can choose by turning the knob.

Key Root Note Button
This sets the root note of the **Key** you've chosen to the next higher or lower octave.

Constrain Button
Limits and adjusts any new note to the currently selected scale and key.

INSTRUMENT PROGRAMS

Instrument Presets:

* Note: IN the instrument descriptions below, we've listed two variations of each preset: normal and **lite**. Normal presets are as deep and nuanced as possible, while the **lite** presets use a lot less computer memory, but have the drawback of less velocity layers.

Soundiron Emotional Piano Master & lite.nki
The main preset for Emotional Piano. A balance between soft and bright, suitable for a variety of styles. Range: A-1 – C7

Soundiron Emotional Piano Jazz & lite.nki
The jazz preset for Emotional Piano. More pronounced highs make for a brighter, jazz-style piano. Range: A-1 – C7

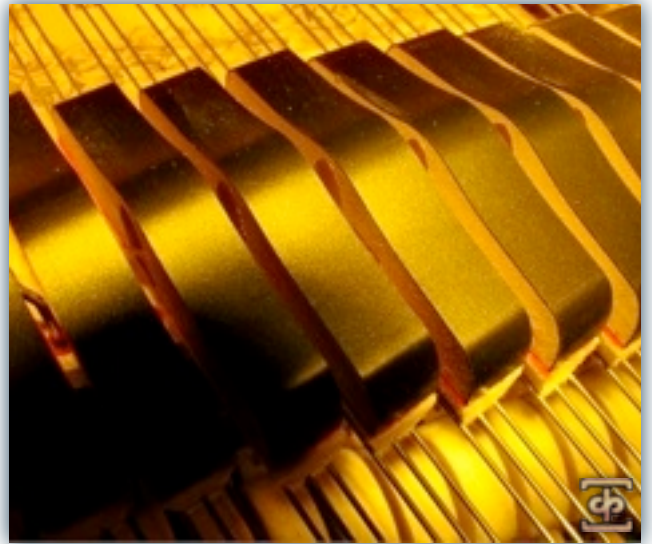**Soundiron Emotional Piano Soft & lite.nki**
A soft preset for Emotional Piano. This preset leans toward the soft end of the spectrum with slightly reduced highs and more pronounced lows. Range: A-1 – C7

Soundiron Emotional Piano Gentle Blur & lite.nki
A soft, slurred preset. Pronounced lows and longer releases make this preset soft and the note blur together. Range: A-1 – C7

Soundiron Emotional Piano Pseudo Granny & lite.nki
The almost-granny preset. Strong highs and lows coupled with subtle random detuning make a preset that has aged well over the years. Range: A-1 – C7

FX Presets:

We decided to include a few FX presets to make Emotional Piano even more interesting and versatile. Don't forget to try them out with the wide array of classic and unique impulses we've provided in the reverb menu.

Soundiron Emotional Piano downsampler mw.nki
Preset with lo-fi effect bound to the modwheel. Range: A-1 – C7

Soundiron Emotional Piano blow-out mw.nki
Preset that sounds like its coming out of a blown-out speaker. Range: A-1 – C7

Soundiron Emotional Piano default house music preset.nki
Preset that is perfect for house music. Just add thumping bass. Range: A-1 – C7

Soundiron Emotional Piano downtuned.nki
Preset downtuned three octaves. Almost sounds bowed. Range: A-1 – C7

Soundiron Emotional Piano electric fuzz mw.nki
Preset with a fuzzy, distortion effect bound to the modwheel. Range: A-1 – C7

Soundiron Emotional Piano electric spin mw.nki
Preset with distortion and rotator effects bound to the modwheel. Range: A-1 – C7

Soundiron Emotional Piano mighty wurlitzer mw.nki
Preset with a slight distortion and phaser effects bound to the modwheel. Range: A-1 – C7

Soundiron Emotional Piano muddy 78 mw.nki
Preset straight off the vinyl, with record-style pops and hisses included. Range: A-1 – C7

Soundiron Emotional Piano re-tuner mw.nki
Preset with a chorus effect bound to the modwheel. Range: A-1 – C7 *Note - This preset lacks the phaser effect controls.
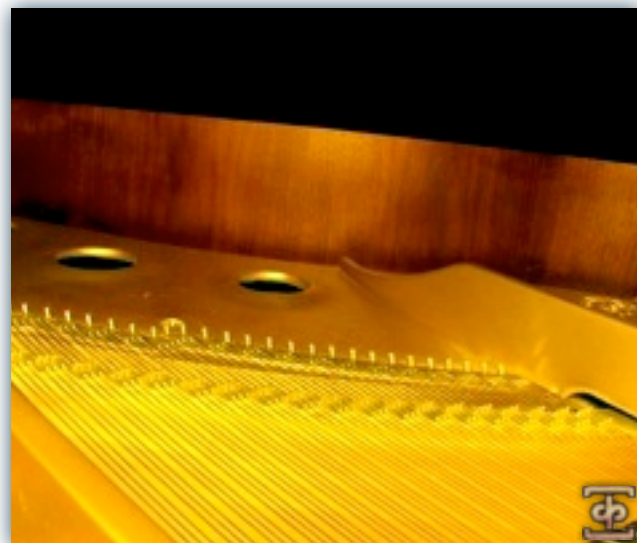
Soundiron Emotional Piano reversed mw.nki
Preset with all samples reversed and sample offset controllable with the modwheel. Range: D#-2 – G8

Soundiron Emotional Piano shimmerbells.nki
Preset with shimmering, bell-like sounds played behind. Range: A-1 – C7

Soundiron Emotional Piano spectral gliss.nki
Preset with a spectral glissando. Range: A-1 – C7

Soundiron Emotional Piano stereo control mw.nki
Preset with the stereo modeler effect bound to the modwheel. Range: A-1 – C7

Soundiron Emotional Piano strange song.nki
People and pianos are strange. Range: A-1 – C7

FX Presets (continued):

Soundiron Emotional Piano stranger song.nki
People and pianos are really strange. Range: A-1 – C7

Soundiron Emotional Piano sympathetic cry.nki
A preset so empathic it cries with us. Range: A-1 – C7

Soundiron Emotional Piano sympathetic swell.nki
A crying, ambeint-style preset that swells in volume. Range: A-1 – C7

Soundiron Emotional Piano synesthetic drone.nki
Ambient-style synthesized drone with the piano. Range: A-1 – C7

Soundiron Emotional Piano wet bright room.nki
Preset with wet, bright room reverb. Range: A-1 – C7

Soundiron Emotional Piano wet bunker.nki
Preset with wet, bunker reverb. Range: A-1 – C7

Soundiron Emotional Piano wet cathedral.nki
Preset with wet, grand cathedral reverb. Range: A-1 – C7

Soundiron Emotional Piano wet church.nki
Preset with wet, church-style reverb. Range: A-1 – C7

Soundiron Emotional Piano wet garage.nki
Preset with reverb from a parking garage. Range: A-1 – C7

Soundiron Emotional Piano wet hall.nki
Preset with reverb from our epic hall. Range: A-1 – C7

Soundiron Emotional Piano wet washout.nki
Preset with reverb that makes the piano sound washed out. Range: A-1 – C7

New in v2.1:

Soundiron Emotional Piano disorganized.nki
A deep, stylized organ sound. Range: A-1 – C7

Soundiron Emotional Piano eastern bells.nki
Bell-like preset at home in the Orient. Range: A-1 – C7

Soundiron Emotional Piano fakesichord.nki
Its a fake harpsichord! Range: A-1 – C7

Soundiron Emotional Piano meridia.nki
In this zone you fight the hardest boss in the game. Range: A-1 – C7

Soundiron Emotional Piano orangesynth.nki
Gather your droogies for a bit of the old in-out. Range: A-1 – C7

Soundiron Emotional Piano master uberpeggiator.nki
Master preset with our uberpeggiator added. Range: A-1 – C7

Soundiron Emotional Piano master lite uberpeggiator.nki
Lite master with uberpeggiator. Range: A-1 – C7
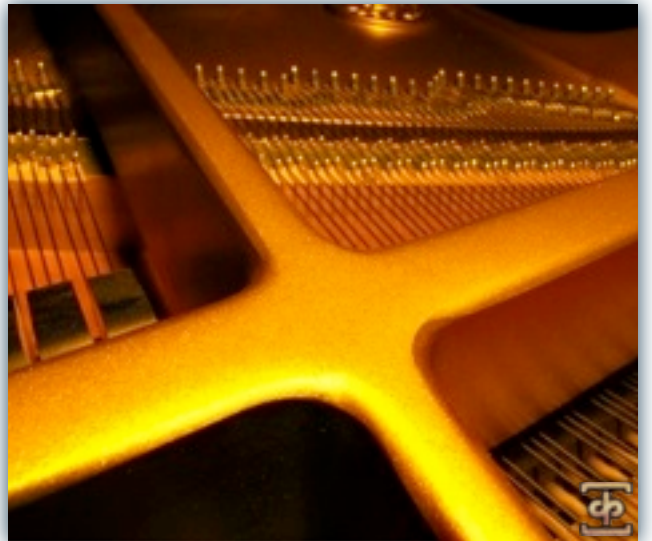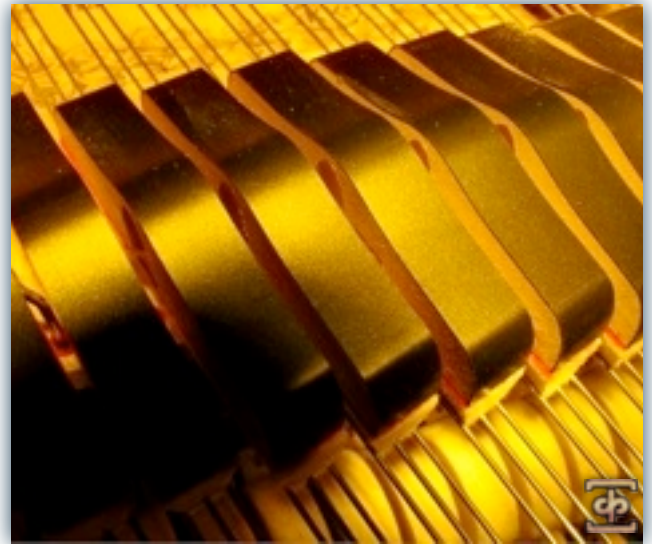
Changelog

Version 2.1:

- Fixed impulse loading issue when a patch is first loaded into Kontakt.

- Changed the convolution script to allow for control and saving of user's custom impulses.

- Fixed pedal volume bug causing high volume at certain knob values.

- Added versions of the master preset with Soundiron's uberpeggiator.

- Added 5 extra custom FX patches.

Version v2.0:

- Greatly improved voice capping across all patches.

- Fixed a number of zone volume/velocity irregularities.

- Added a new custom UI with FX and performance controls.

Version v1.0:

- Initial release*

* Version 1 of this library was originally published as "EMOTIONAL PIANO" by Tonehammer, Inc.

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info@soundiron.com

much obliged,

Mike, Gregg and Chris

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