REFERENCE MANUAL

SYMPHOBIA

PROJECT**SAM**
cinematic sampling

4

INTRODUCTION

Dear ProjectSAM user,

Congratulations on your purchase of SYMPHOBIA “Symphonic Ensembles & Effects”.

You now have at your disposal the most powerful orchestral sounds for scoring film, TV and games: cinematic string ensembles in numerous articulations, full orchestra sustains, staccatos and rips, low-octave performances, aggressive string glissandi, horrific brass clusters, creepy woodwind textures, and much, much more. All ensemble recordings are live. They were not layered or mixed together at a later stage. This means the instrument and section overlaps blended naturally in the concert hall, as they would in a live orchestration or performance.

This manual will guide you through the different features and possibilities of SYMPHOBIA and offers an extensive reference chapter with information about each of the instrument banks.

We hope SYMPHOBIA will be a source of inspiration for you and, starting today, will find its way into all of your music projects.

Enjoy!

Best regards,

The SAM Team

6

THE CONCEPT OF SYMPHOBIA

Cinematic Ensembles

SYMPHOBIA is not your traditional orchestral sample library. Instead of focusing on individual instrument multi-samples, SYMPHOBIA offers ensemble multi-samples with a rich selection of orchestrations and articulations. These playable ensembles cover all of the sections from the orchestra, as well as the entire orchestra playing together. The reason is simple: the real thing sounds so much better. A staccato note played by violins, violas, horns and trumpets, together, correctly seated at the concert stage, will sound much more cohesive than a mixture of individual sample recordings of these four instrument sections. This makes SYMPHOBIA the ideal tool for creating big orchestral arrangements and orchestrations. In addition, a number of individual instrument articulations are available, such as violin section flageolets and horn section marcatos.

Cinematic Effects

The ensemble sounds make up about half of SYMPHOBIA. The other half is all about cinematic effects: performances that cannot be recreated using individual multi-samples. Like the ensemble performances, the effects are available in different orchestrations, played by different sections throughout the orchestra. You will find violin glissandi, as well as full orchestra rips and stabs. Each effect is available in a number of variations or articulations.

8

INSTALLATION

Installation of SYMPHOBIA is easy and straightforward.

SYMPHOBIA comes on 3 DVDs. Installation of the included Kontakt Player is optional. If you already have Kontakt 3.5 or later, it is not required to install the Kontakt Player. In this case, it is enough to install the library only. If you do not have Kontakt 3.5 or later already, it is required to install the Kontakt Player.

Installation under Windows Library Installation

Library Installation

1. Insert Install DVD 1 into the optical drive.
2. Use the Windows Explorer to view the contents of the disk.
3. Start the installation by double-clicking the SYMPHOBIA Setup PC.exe.
4. The setup program will suggest C:\Documents and Settings\All Users\Documents as the path for the destination folder. You may also choose another folder or hard drive.
5. Once installation starts, the installer will automatically prompt you to insert the next DVD.

Kontakt Player Installation

After the library installation is finished, you may choose to install the Kontakt Player as well.
The Kontakt Player installer can be found on disc 1.

Installation under OS X

Library Installation

1. Insert DVD 1 and double-click the file SYMPHOBIA Installer Mac.mkpg.
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 the folder “shared” and choose “other”.
5. Press install to begin library installation.
6. Once installation starts, the installer will automatically prompt you to insert the next DVD.

Activation

SYMPHOBIA will run in demo mode for 30 minutes, starting when the first patch is loaded. This means that after 30 minutes are up, and even after closing and re-opening your software, SYMPHOBIA needs to be activated before you can continue using it.
To activate SYMPHOBIA use the Native Instruments Service Center, which was installed during installation. The tool can be found in the Program Files menu folder (Windows) or the Applications folder (Mac OS X). After starting the Service Center, enter your SYMPHOBIA serial number found on the first page of this manual, then click Activate. After activating SYMPHOBIA you can check for library updates and additional content by going to the Updates tab in the Service Center.

Updating

We recommend updating SYMPHOBIA to the latest version by logging in to the Native Instruments Service Center or Native Instruments website.

Moving SYMPHOBIA to another HD or system

It is possible to move a SYMPHOBIA installation to another hard drive or computer. It is important that you move the entire product folder, so that the structure inside remains intact.
After moving SYMPHOBIA to another hard drive on the same computer, you will get a warning message the 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.
After moving SYMPHOBIA to another computer, you will have to add it as a new library to Kontakt. Start Kontakt and click the “Add Library” button. Browse to the library’s location and confirm. Because you are now working on a new computer, the library needs to be activated using the Service Center.

LIBRARY STRUCTURE

MICROPHONE OPTIONS

SYMPHOBIA was recorded in a beautiful concert hall environment. As the orchestra was recorded using multiple microphone sets, most of the instruments in this library are available in multiple mic sets, each with its own unique sound.

1 Stage
The instruments in the Stage folder were recorded at a relative distance from the orchestra. A mix of different ambient mic setups was used to create an immersive and cinematic sound. This is the go-to mic set for most users.

2 Close
The instruments in the Close folder were recorded using a mix of spot mics, one for each music stand in the orchestra. This gives the samples in this mic folder a much brighter, more direct and less classical sound.

The sounds in the Full Orchestra category are available in one mic only: an out-of-the-box mix of the close and stage mics. The Dystopia II category contains processed SYMPHOBIA sounds, so a mic set is not applicable.

INSTRUMENTS FOLDERS

The “Instruments” folders make up the main structure of SYMPHOBIA. An overview:

Instruments
- 1 Stage
  - 1 String Section
    - 1 Ensemble (String ensemble basic articulations: sustain, marcato, tremolo, pizzicato, etc)
    - 2 Effects (String ensemble effect articulations: cluster, glissando, wild textures, etc)
    - 3 Keyswitches (Selection of keyswitch-triggered programs from two folders above. Keyswitches start at C6 key)
    - 4 Modswitches (Selection of modwheel-triggered programs from the Ensemble folder)

2 Brass Section
[identical]
3 Woodwind Section
[identical]
4 Strings and Brass Section
[identical]
5 Solo String Ensemble (String quartet basic articulations)
6 Additional Content
1 Ethnic Flute Phrases(Phrases performed on duduk, shakuhachi and native American flute)
2 Gran Cassa II (Free bonus gran cassa originally offered to True Strike users)
7 Bonus Content (Programs for the extra sample content included in the 1.1 update)
2 Close
[identical to stage folder]
1 Full Orchestra (Orchestral hits, rips, risers and other effects in one pre-mixed mic)
2 Dystopia II (Processed spheres, pads and textures based on SYMPHOBIA sounds)
Multis

MULTIS FOLDER

The Multis folder contains a selection of inspiring, stylized program combinations, layering ensembles, effects and articulations together, creating ready-to-go combos for different musical genres. The naming of each Multi will give you a good clue about its typical use. A few examples: “Chainsaw Attack”, “Doomsday”, “Cat ‘n Mouse” and “Gnome Dance”. SYMPHOBIA comes with 40 inspiring Multis. We invite you to explore them all!

ABBREVIATIONS

A number of abbreviations are used throughout SYMPHOBIA. Some are incidental, others are used more often. To better understand the various instruments and articulations available in this library, please study the following abbreviation list, or keep it nearby as reference while working.

MIC ABBREVIATIONS

s Stage mic set (at the end of patch name)
c Close mic set (at the end of patch name)

INSTRUMENT ABBREVIATIONS

Bcl	Bass clarinet
Brs	Full brass section
Brs Comb	Combo performances of different brass sections
Cb	Contrabass section
Cbn	Contra bassoon
Fl Pfl	Flute and Piccolo playing together
Hn / Hrn	Horns used in orchestration
Hn Sect	Horn section only
Low	Low range notes performed in octaves
Str	Full string section
StrBrs	String and brass sections playing together
Tbn	Trombones used in orchestration
Trp	Trumpets used in orchestration
Vcl	Cello section used in orchestration
Vln (Sect)	Violin section only
Vla	Viola section used in orchestration
Ww	Full woodwind section

ARTICULATION ABBREVIATIONS

acc	Accented attack
bend	Notes slowly bending up and downwards
clus	Cluster
credim	Crescendo diminuendo articulation
cresc	Crescendo
div	Diverse articulation, see reference chapter for mapping
esp	Espressivo
flag	Flageolet
gliss	Glissando
maj	Major scale
mid	Mid-range available only
min	Minor scale
mu	Mute

nonvib	Without vibrato
ntb	No trombones playing
notrp	No trumpets playing
port	Portato
spec	Special articulations
stac, stc	Staccato
sus / su	Sustained note
text	Ad lib or slowly evolving textures
trem	Tremolo
tu	Tutti (all playing together)
vib	With vibrato

TECHNICAL ABBREVIATIONS

BS	Bass synth added to low range (edit)
DYN	Dynamic layers controlled with the modulation wheel
KEY	Keyswitched program. See the program info window in the main interface for the available keyswitches
MOD	Modswitched programs. Switch between different articulations through the position of the modulation wheel
MRC	Marcato attack (edit)
PNO	Piano added to low range (edit)
PRC	Percussive layer element added: timpani or xylophone (edit)
SH	Short. Extra short version of original staccato (edit)
ST	Stacked. Velocities or alternations stacked for double-size orchestra (edit)

THE PLAYER

INTRODUCTION

SYMPHOBIA comes with Native Instruments Kontakt Player. This cross-platform Player allows you to load the SYMPHOBIA programs without a full version of Kontakt installed, and can be run as plugin or standalone. The Player also offers a set of intuitive controls and musical features customized for SYMPHOBIA. This includes release trigger control, master EQ control, a cluster generator, an octaver and a legato option.

The SYMPHOBIA programs can also be loaded into the full version of Native Instruments Kontakt 3 or later. This allows you to fully edit the programs, including sample mapping and controlling. Please note that the SYMPHOBIA audio pool is locked and cannot be altered or exported.

COLOR-CODED INTERFACE

All Symphobia programs have a color-coded interface. This way you can quickly recognize each of the main sections (strings, brass, woodwinds, strings+brass and other) and see what is loaded onto which channel.

- String Ensemble / Solo String Ensemble
- Brass Ensemble
- Woodwind Ensemble
- String + Brass Ensemble / Full Orchestra
- Dystopia / Ethnic Flute Phrases / Other

MAIN PAGE

The SYMPHOBIA interface has three pages: Main, ADSR and Settings.

Not all controls and features are available for each patch. For example, a staccato patch does not have the legato option and pre-recorded effects do not have repetition. Below is a description of all controls and features you will encounter in the different programs in SYMPHOBIA. All buttons have a MIDI cc number assigned for automation from a sequencer. These numbers are listed below. Middle C = C3.

Program info

Available for: all programs

This window displays information about the currently loaded patch, and shows you what controllers are available. If you load a keyswitched patch the Program Info window will show the currently active keyswitch and the total amount of keyswitches available. It also tells you what articulation/effect is linked to the currently active keyswitch. By default the keyswitches in SYMPHOBIA start at C6, which is the first “free” C to the right of a full string, brass or woodwind ensemble layout.

Octaver

Available for: all ensemble programs

When enabled, this option adds an octave to the pitch or pitches you are playing. Pressing a D2 results in a D2 and D3 sounding. The Octaver makes sure no duplicate samples are triggered at the same time, which would result in phasing or other artifacts. MIDI cc: 22.

Repetition
Available for: all short articulations
All staccato and pizzicato articulations in SYMPHOBIA automatically have round robin alternation, which means a different recorded take is played each time you trigger a note, eliminating the famous “machine gun” effect (mechanical repetition of the same sample). This type of round robin is always on and cannot be turned off. The Repetition option is an additional type of alternation that can be added on top of the round robin alternation. When enabled, neighboring zones are randomly alternated and used, resulting in a slightly different color or tone each time a key is repeated. Repetition is turned on by default for some programs and can also be turned off. Again: standard round robin alternation is always turned on and cannot be turned off. MIDI cc: 21.

Legato
Available for: all sustained articulations and within keyswitch programs that hold sustained articulations
When Legato is enabled, the loaded patch switches to monophonic mode (one note sounding at a time). When connecting two notes, a gapless, simulated legato transition is created between the notes. Release triggers remain intact and will correctly sound for each note ambience in legato mode. MIDI cc: 20.

Reverb
Available for: all programs
SYMPHOBIA has been recorded in a concert hall. Therefore each sample has a natural amount of ambience and a warm, authentic reverberation tail. In addition, an internal Reverb effect can be switched on to add more reverb, without having to setup an external reverb outside the Player. The dry-wet ratio can be adjusted using the knob. MIDI cc: 24 (reverb on/off).

Master EQ
Available for: all programs
All orchestral programs in SYMPHOBIA have a subtle amount of equalization applied, giving them a polished, ready-to-go sound, with additional presence and low end. The internal EQ is applied in realtime and is turned on by default. If you prefer to use the raw, unprocessed sounds, turn off the Master EQ button. MIDI cc: 25.

Learn Cluster
Available for: various Ensemble programs
Apart from the large amount of live, pre-recorded clusters in SYMPHOBIA, clusters also can be created using the Player’s cluster generator. When the Cluster button is enabled, a randomly generated cluster is created around each note played on the keyboard. Two parameters can be set on the main interface. Cluster Number determines the amount of notes gener-

ated in the cluster. A higher value means a thicker cluster. Cluster Range determines the range (or width) of the generated cluster. A higher value means notes will be generated further away from the note you play. When increasing the Cluster Range you most likely also want to increase the Cluster Number. Generated clusters can also be stored to a certain key. This is done at the Settings page and explained below. Please note that this feature cannot be used in combination with the live, pre-recorded clusters in SYMPHOBIA. MIDI cc: 23 (cluster mode on/off).

ADSR PAGE

This page offers Attack-Decay-Sustain-Release controls right from the interface. The ADSR fields show absolute values in milliseconds. By adjusting a knob, all values for that knob will be updated. Release trigger groups are ignored, to allow you to adjust the ADSR of a sustain without destroying its release trigger.
Programs that hold groups with completely different ADSR values, such as Keyswitches and Modswitches, do not have the ADSR control page. By default, ADSR settings are saved along with your sequencer project (leaving the original Kontakt programs untouched) but can also be written into a Kontakt nki file if you manually save an individual program form the Kontakt interface. You are free to create additional programs inside or outside the main Instruments folders. You do not have to overwrite any of the original Symphobia programs if you do not want to.
The ADSR Page also has a Release Trigger on/off button. This button is identical to the Release Trigger button found on the Settings Page, explained below.

SETTINGS PAGE

Velocity
The velocity range and curve of the currently loaded patch can be changed. By default the full velocity range of 1-127 is set. By increasing the minimum velocity value and/or lowering the maximum velocity value the velocity response can be "flattened". To change the velocity response curve, use the Curve knob.

Release trigger
All sustained articulations in SYMPHOBIA have release triggers, playing back the natural concert hall reverb tail when a note is ended. Release triggers are turned on by default, as it really helps improve realism and also eliminates using large external reverbs to match the concert hall recordings. Optionally, if you do want to disable the release triggers, resulting in completely dry note endings, the Release Trigger button can be turned off.

Cluster
Using this knob you can assign a region (one octave) on the keyboard to save clusters to that are created using the Cluster Generator. Each key in this region can hold one cluster. First make sure the Cluster Generator is turned on on the main page. If you like a generator cluster you can now save it by holding down your note and pressing a key within the region you assigned using the knob. The cluster is now saved to this key and can be triggered by pressing the key. Simply put, you can keep triggering notes and generating clusters until you like what you hear, hold the note, and store it to a key in the assigned region. Please note that this feature cannot be used in combination with the live, pre-recorded clusters in SYMPHOBIA.

Learn Keyrange

By default, all programs offer the full instrument range that was sampled. If you wish to limit or cut off the instrument range you can do so using the Range feature. This can be useful when creating your own Multi banks, combining different instrument sections or articulations. To change the range, click the Learn Keyrange button. On your MIDI keyboard, first press the bottom key of the range you wish to set, then press the top key. For example: pressing C2, then G3 will set the new instrument range to C2-G3, only triggering notes within this range. To reset the range to full, double-click the Learn Keyrange button.

Transpose

Using the Transpose option, the currently loaded patch can be transposed up or down in semitones.

ARTICULATION LIST

STRING SECTION ENSEMBLE

10 full-string ensemble articulations
4 violin section articulations
4 low string articulations in octaves
12 cluster articulations
Upward & downward glissando
Wild arco, pizz & gliss textures
Low string and open string effects
Chords major, minor, open 4th, open 5th

BRASS SECTION ENSEMBLE

4 full-brass ensemble articulations
2 full-brass muted ensemble articulations
3 orchestrated brass articulation combos
3 low brass articulations in octaves
5 cluster articulations
Horn section and tutti rips
Note bending phrases
Wild repetitions
Chords major, minor

WOODWIND SECTION ENSEMBLE

6 full-woodwind ensemble articulations
2 low range articulations
4 cluster articulations
Octave runs major, minor
Grace notes major, minor
Flute & piccolo rips
Effect phrases
Wild textures & multi-phonics

STRING BRASS TUTTI ENSEMBLE

String and brass sections playing together
4 ensemble articulations
2 orchestrated combo articulations
4 low range articulations in octaves
11 cluster articulations
Glissando rips

SOLO STRING ENSEMBLE

5 solo string articulations

FULL ORCHESTRA HITS, RIPS & TRAILER RISERS

DYSTOPIA II

Dystopia volume two: the dark side of SAM, featuring ambiances, textures, pads and effects created by processing and tweaking the SYMPHOBIA recordings.

ADDITIONAL CONTENT

Duduk phrases
Shakuhachi phrases
Native American Flute phrases
Bonus Orchestral Bassdrum

1.1 BONUS UPDATE

The following newly recorded content is part of the SYMPHOBIA 1.1 update:
New articulation: fast attack ensemble strings mf/ff (MW control)
New articulation: brass chords without tuba/bass note (MW control)
New effect: string ensemble very slow glissandi
New effect: string brass ensemble dark textures
New effect: string brass ensemble trill crescendo
New effect: string brass ensemble trill marcato
20 New Multis added, now 40 Multis in total

SYMPHOBIA REFERENCE

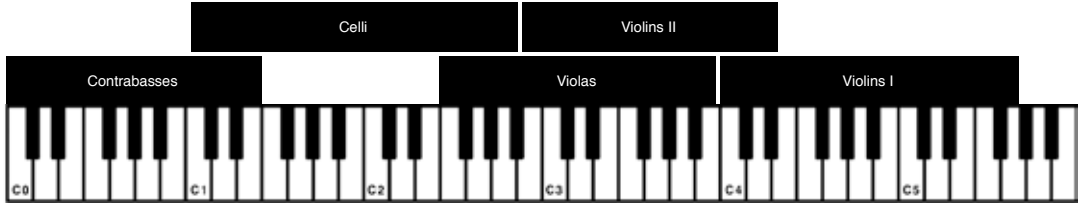
This extended reference chapter covers all of the SYMPHOBIA sections, instruments and programs, giving you details on the performances, dynamics, articulations and available controllers for each patch. Middle C = C3

INTRODUCTION

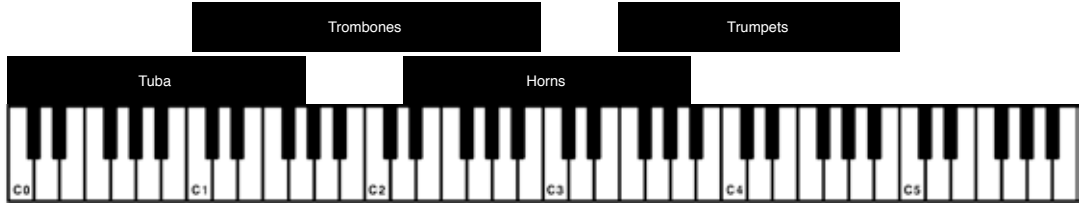
All unison programs in SYMPHOBIA are ensemble recordings. Each instrument section was recorded in a specific range and mapped accordingly on the keyboard. The bass sections do not have an overlap into the adjacent instrument section. All other sections have natural overlaps. Unless stated otherwise in the reference tables below, all ensemble recordings are live. They were not layered or mixed together at a later stage. This means the instrument and section overlaps blended naturally in the concert hall, as they would in a live orchestration or performance.

The illustrations below show the different instrument ranges and section overlaps. Please note that these are global overlaps. They might differ slightly for the various articulations in the library.

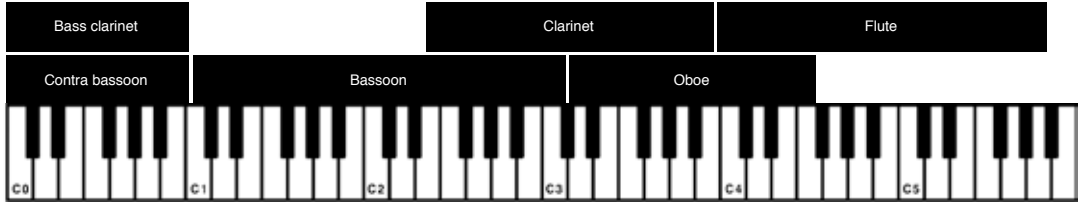
String section ensemble:



Brass section ensemble:



Woodwind section ensemble:



The following sections offer details about each of the ensembles and programs in SYMPHOBIA.

STRING SECTION
1 ENSEMBLE

Patch: 01 STR ENS SUSTAIN
Layers: 4
Rel trigger: yes
Instruments: vln vla vcl cb
Control: velocity
Description: Full string section sustained notes. X-fade velocity switched. Softest layer played with sordino. Range: pp-ff.

Patch: 02 STR ENS SUSTAIN DYN
Layers: 3
Rel trigger: yes
Instruments: vln vla vcl cb
Control: modwheel
Description: Full string section sustained notes. X-fade dynamics controlled by modwheel. Range: p-ff.

Patch: 03 STR ENS SUSTAIN ST
Layers: 1
Rel trigger: yes
Instruments: vln vla vcl cb
Control: -
Description: Full string section sustained notes. Forte and mezzo-forte layers stacked for bigger sound.
No velocity switching.

Patch: 04 STR ENS SUSTAIN DYN
Layers: 2
Rel trigger: yes
Instruments: vln vla vcl cb
Control: modwheel
Description: Full string section sustained notes, soft layers only. X-fade dynamics controlled by modwheel. Range: pp-p.

Patch: 05 STR ENS SORDINO LOOP

Layers: 1
Rel trigger: yes
Instruments: vln vla vcl cb
Control: -
Description: Full string section sustained sordinos. Looped version. Velocity filtered.

Patch: 06 STR ENS SORDINO NOLOOP

Layers: 1
Rel trigger: yes
Instruments: vln vla vcl cb
Control: -
Description: Full string section sustained sordinos. Unlooped version, natural play-through of the sustains. Velocity filtered.

Patch: 07 STR ENS TREMOLO

Layers: 1
Rel trigger: yes
Instruments: vln vla vcl cb
Control: -
Description: Full string section tremolos. Velocity filtered.

Patch: 08 STR ENS TREMOLO DYN

Layers: 1
Rel trigger: yes
Instruments: vln vla vcl cb
Control: -
Description: Full string section tremolos. Dynamic filter controlled by modwheel.

Patch: 09 STR ENS CRESCENDO

Layers: 1
Rel trigger: no
Instruments: vln vla vcl cb

Control: -
Description: Full string section crescendo, 5 seconds, chromatically matched lengths.

Patch: 10 STR ENS MARCATO
Layers: 1
Rel trigger: no
Instruments: vln vla vcl cb
Control: -
Description: Full string section marcato, 1 second. 2 Alternations. Velocity filtered.

Patch: 11 STR ENS STACCATO
Layers: 3
Rel trigger: no
Instruments: vln vla vcl cb
Control: velocity
Description: Full string section staccato. 3 Alternations. X-fade velocity switched.

Patch: 12 STR ENS STACCATO SH
Layers: 3
Rel trigger: no
Instruments: vln vla vcl cb
Control: velocity
Description: Full string section staccato. Short edit of original staccato. 3 Alternations. X-fade velocity switched.

Patch: 13 STR ENS STACCATO ST
Layers: 1
Rel trigger: no
Instruments: vln vla vcl cb
Control: velocity
Description: Full string section staccato. Fortissimo and forte layers stacked for double-size orchestra. 3 Alternations.

Patch: 14 STR ENS STACCATO PNO
Layers: 3
Rel trigger: no
Instruments: vln vla vcl cb pno
Control: velocity
Description: Full string section staccato. Piano staccatos added in lower range. 3 Alternations. X-fade velocity switched.

Patch: 15 STR ENS SPICCATO
Layers: 1
Rel trigger: no
Instruments: vln vla vcl cb
Control: -
Description: Full string section ensemble spiccato-only. 3 Alternations. Velocity filtered.

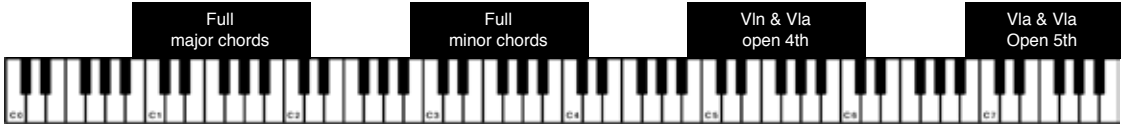
Patch: 16 STR ENS SPICCATO SH
Layers: 1
Rel trigger: no
Instruments: vln vla vcl cb
Control: -
Description: Full string section spiccato-only. Short edit of original staccato. 3 Alternations. Velocity filtered.

Patch: 17 STR ENS PIZZICATO
Layers: 1
Rel trigger: no
Instruments: vln vla vcl cb
Control: -
Description: Full string section pizzicato. 5 Alternations. Velocity filtered.

Patch: 18 STR ENS COL LEGNO
Layers: 1
Rel trigger: no
Instruments: vln vla vcl
Control: -

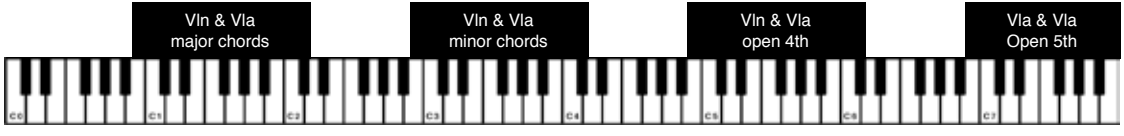
Description: String section tuned col legno. 2 Alternations. Velocity filtered. Additional untuned col legnos available for contrabasses mapped to C0 key.

Patch: 19 STR ENS CHORD FULL



Layers: 1
Rel trigger: yes
Instruments: vln vla vcl cb
Control: -
Description: String section chord performances. Full orchestrations. Major, minor, open 4th and open 5th. See diagram below for mapping.

Patch: 20 STR ENS CHORD HIGH



Layers: 1
Rel trigger: yes
Instruments: vln vla vcl
Control: -
Description: String section chord performances. Light orchestrations with bass note omitted. Major, minor, open 4th and open 5th. See diagram below for mapping.

Patch: 21 STR LOW SUSTAIN

Layers: 2
Rel trigger: yes
Instruments: vcl cb
Control: velocity
Description: Celli and contrabasses playing in octaves, low range only. Sustained notes, velocity switched.

Patch: 22 STR LOW SUSTAIN DYN

Layers: 2
Rel trigger: yes
Instruments: vcl cb
Control: modwheel
Description: Celli and contrabasses playing in octaves, low range only.
Sustained notes, x-fade dynamics controlled by modwheel.

Patch: 23 STR LOW SUSTAIN BS DYN

Layers: 2
Rel trigger: yes
Instruments: vcl cb
Control: modwheel
Description: Celli and contrabasses playing in octaves, low range only.
Sustained notes, x-fade dynamics controlled by modwheel. Bass synth added for additional low-end.

Patch: 24 STR LOW STACCATO

Layers: 2
Rel trigger: no
Instruments: vcl cb
Control: velocity
Description: Celli and contrabasses playing in octaves, low range only, staccato. 3 Alternations. X-fade velocity switched.

Patch: 25 STR LOW PIZZICATO

Layers: 1
Rel trigger: no

Instruments: vcl cb
Control: -
Description: Celli and contrabasses playing in octaves, low range only, pizzicato. 3 Alternations. Velocity filtered.

Patch: 26 VLN SECT SOFT PORT
Layers: 1
Rel trigger: no
Instruments: vln
Control: -
Description: First violins only. Soft portato notes. 3 Alternations. Velocity filtered.
Tip: Repeating violin chords or layering on top of slower, expressive melody

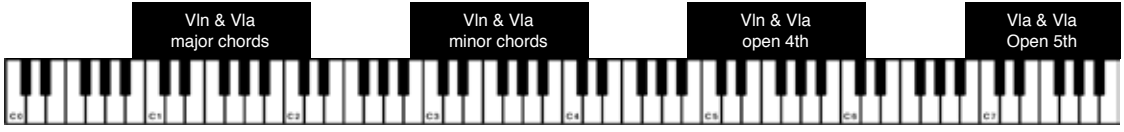
Patch: 27 VLN SECT SHORT TREM
Layers: 1
Rel trigger: no
Instruments: vln
Control: -
Description: First violins only. Short tremolo notes. 3 Alternations. Velocity filtered.
Tip: Fast tremolo lines or fast repetition simulation

Patch: 28 VLN SECT FLAG SUS
Layers: 1
Rel trigger: yes
Instruments: vln
Control: -
Description: Violins only. 4th Flageolet sustained notes. Velocity filtered.

Patch: 29 VLN SECT FLAG PORT
Layers: 1
Rel trigger: yes
Instruments: vln
Control: -
Description: Violins only. 4th Flageolet soft portato notes. No alternations. Velocity filtered.

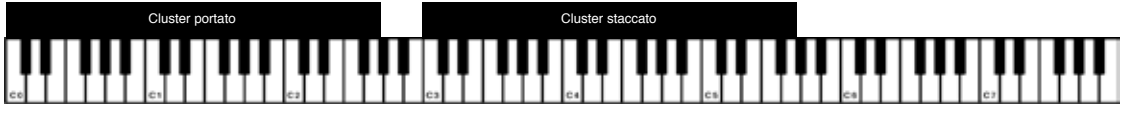
STRING SECTION
2 EFFECTS

Patch: 01 STR ENS CLUSTER TU DIV



Layers: 1
Rel trigger: no
Instruments: vln vla vcl cb
Control: modwheel
Description: Cluster performances of all strings playing together. Crescendo fast, crescendo slow, crescendo diminuendo, tremolo and flageolet combinations. 2 recorded takes are available of each effect, switched by using the modwheel (down = take 1, up = take 2). See diagram below for mapping.

Patch: 02 STR ENS CLUSTER TU SH



Layers: 1
Rel trigger: no
Instruments: vln vla vcl cb
Control: -
Description: Cluster performances of all strings playing together. Portato and staccato. 2 Alternations. Velocity filtered. Each articulation mapped from low to high. See diagram below for mapping.

Patch: 03 STR ENS CLUSTER SUS

Layers: 1
Rel trigger: no
Instruments: vln vla vcl cb
Control: -
Description: Cluster performances, sampled in a number of ranges. Sustained. Mapped from low to high (C2-A#3). Matched with cluster bend, trem and credim.

Patch: 04 STR ENS CLUSTER BEND

Layers: 1
Rel trigger: no
Instruments: vln vla vcl cb
Control: -
Description: Cluster performances, sampled in a number of ranges. Sustained while slowly bending note up and downwards. Looped. Mapped from low to high (C2-A#3). Matched with cluster sus, trem and credim.

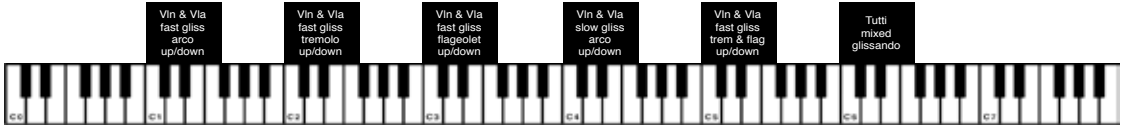
Patch: 05 STR ENS CLUSTER TREM

Layers: 1
Rel trigger: no
Instruments: vln vla vcl cb
Control: -
Description: Cluster performances, sampled in a number of ranges. Tremolo. Mapped from low to high (C2-A#3). Matched with cluster sus, bend and credim.

Patch: 06 STR ENS CLUSTER CREDIM

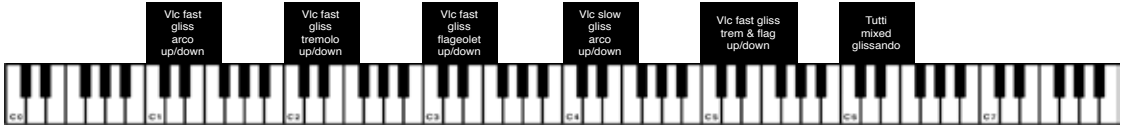
Layers: 1
Rel trigger: no
Instruments: vln vla vcl cb
Control: -
Description: Cluster performances, sampled in a number of ranges. Crescendo diminuendo. Mapped from low to high (C2-A#3). Matched with cluster sus, bend and trem.

Patch: 07 STR ENS GLISS VLN VLA



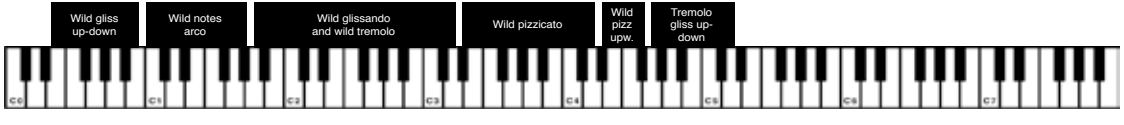
Layers: 1
Rel trigger: no
Instruments: vln vla
Control: modwheel
Description: Glissando performances by all violins and violas. Upwards and downwards switched by modwheel. Various articulations. See diagram below for mapping.

Patch: 08 STR ENS GLISS VCL



Layers: 1
Rel trigger: no
Instruments: vcl
Control: modwheel
Description: Glissando performances by all cellos and contrabasses. Upwards and downwards switched by modwheel. Various articulations. See diagram below for mapping.

Patch: 09 STR ENS WILD TEXTURES



Layers: 1
Rel trigger: no
Instruments: vln vla vcl
Control: -
Description: Wild ad lib performances, sampled in a number of ranges. Various articulations.
See diagram below for mapping.

Patch: 10 STR ENS LOW EFFECTS

Layers: 1
Rel trigger: no
Instruments: cb
Control: -
Description: Contrabass textures. Low range wild plucks, textures and open strings. See diagram below for mapping.

Patch: 11 STR ENS COL LEGNO

Layers: 5
Rel trigger: no
Instruments: vcl cb
Control: -
Description: Cello + contrabass col legno hits. Untuned and dampened. 2 Alternations. X-fade velocity switched.

BRASS SECTION
1 ENSEMBLE

Patch: 01 BRS ENS SUSTAIN

Layers: 2
Rel trigger: yes
Instruments: hn trp tbn tb
Control: velocity
Description: Full brass ensemble sustained notes. Includes trumpets. X-fade velocity switched.

Patch: 02 BRS ENS SUSTAIN DYN

Layers: 2
Rel trigger: yes
Instruments: hn trp tbn tb
Control: modwheel
Description: Full brass ensemble sustained notes. Includes trumpets. X-fade dynamics controlled by modwheel.

Patch: 03 BRS ENS SUSTAIN NOTRP

Layers: 2
Rel trigger: yes
Instruments: hn tbn tb
Control: velocity
Description: Full brass ensemble sustained notes. No trumpets playing. X-fade velocity switched.

Patch: 04 BRS ENS SUSTAIN NOTRP DYN

Layers: 2
Rel trigger: yes
Instruments: hn tbn tb
Control: modwheel
Description: Full brass ensemble sustained notes. No trumpets playing. X-fade dynamics controlled by modwheel.

Patch: 05 BRS ENS SUSTAIN NOTRP ST

Layers: 1
Rel trigger: yes
Instruments: hn tbn tb
Control: -
Description: Full brass ensemble sustained notes. No trumpets playing.
Mezzoforte and fortissimo layers stacked for double-size orchestra.

Patch: 06 BRS ENS CRESCENDO

Layers: 1
Rel trigger: no
Instruments: hn trp tbn tb
Control: -
Description: Full brass ensemble crescendo, 5 seconds, chromatically matched lengths.

Patch: 07 BRS ENS SFZ CRESCENDO

Layers: 1
Rel trigger: no
Instruments: hn trp tbn tb
Control: -
Description: Full brass ensemble sforzando-crescendo, 5 seconds, chromatically matched lengths.
Patch “08 Brs Ens marcato” samples used for marcato attack.

Patch: 08 BRS ENS MARCATO

Layers: 1
Rel trigger: no
Instruments: hn trp tbn tb
Control: -
Description: Full brass ensemble marcato. 2 Alternations. Velocity filtered.

Patch: 09 BRS ENS STACCATO

Layers: 2
Rel trigger: no

Instruments: hn trp tbn tb
Control: velocity
Description: Full brass ensemble staccato. 3 Alternations. X-fade velocity switched.

Patch: 10 BRS ENS STACCATO SH
Layers: 2
Rel trigger: no
Instruments: hn trp tbn tb
Control: velocity
Description: Full brass ensemble staccato. Shorter edit of original staccato. 3 Alternations. X-fade velocity switched.

Patch: 11 BRS ENS STACCATO PNO
Layers: 2
Rel trigger: no
Instruments: hn trp tbn tb
Control: velocity
Description: Full brass ensemble staccato. Piano staccatos added in lower range. 3 Alternations. X-fade velocity switched.

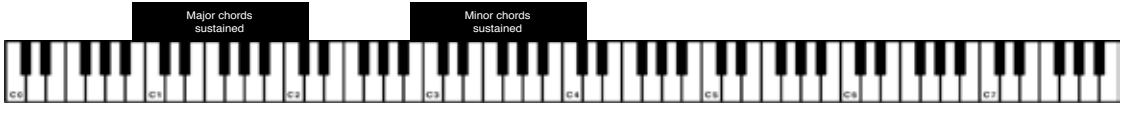
Patch: 12 BRS ENS MUTE SUSTAIN
Layers: 2
Rel trigger: yes
Instruments: hn trp tbn
Control: velocity
Description: Full brass ensemble muted sustained notes. Tuba not playing. X-fade velocity switched.

Patch: 13 BRS ENS MUTE STACCATO
Layers: 1
Rel trigger: no
Instruments: hn trp tbn
Control: -
Description: Full brass ensemble muted staccato. 2 Alternations. Tuba not playing. Velocity filtered.

Patch: 14 BRS ENS MUTE STACCATO SH

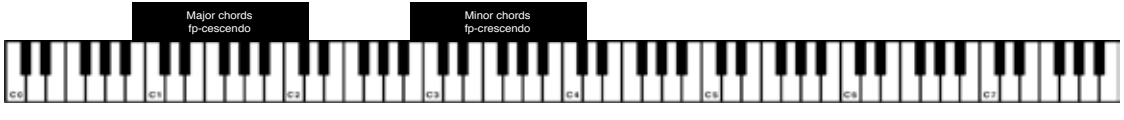
Layers: 1
Rel trigger: no
Instruments: hn trp tbn
Control: -
Description: Full brass ensemble muted staccato. Shorter edit of original staccato. 2 Alternations. Tuba not playing. Velocity filtered.

Patch: 15 BRS ENS CHORD



Layers: 2
Rel trigger: yes
Instruments: hn trp tbn tb
Control: -
Description: Full brass ensemble chord performances. Major and minor, sustained. X-fade velocity switched. See diagram below for mapping.

Patch: 16 BRS ENS CHORD FP CRESC



Layers: 1
Rel trigger: no
Instruments: hn trp tbn tb
Control: -
Description: Full brass ensemble chord performances. Major and minor, sforzando-crescendo. See diagram below for mapping.

Patch: 17 BRS LOW SUSTAIN
Layers: 1
Rel trigger: yes
Instruments: tbn tb
Control: -
Description: Trombones and tuba playing in octaves, low range only. Sustained notes. Velocity filtered.

Patch: 18 BRS LOW CRESCENDO
Layers: 1
Rel trigger: no
Instruments: tbn tb
Control: -
Description: Trombones and tuba playing in octaves, low range only. Crescendo, 5 seconds. Velocity filtered.

Patch: 19 BRS LOW STACCATO
Layers: 2
Rel trigger: no
Instruments: tbn tb
Control: -
Description: Trombones and tuba playing in octaves, low range only. Staccato. 2 Alternations. Velocity filtered.

Patch: 20 BRS COMB HRN TBN
Layers: 1
Rel trigger: yes
Instruments: hn tbn
Control: -
Description: Combo orchestration of horns and trombones playing in unison, sustained note. Velocity filtered.

Patch: 21 BRS COMB HRN TBN MRC
Layers: 1
Rel trigger: yes
Instruments: hn tbn
Control: -

Description: Combo orchestration of horns and trombones playing in unison, sustained note with marcato attack. Velocity filtered. Patch “25 Hn Sect marcato ST” samples used for marcato attack.

Patch: 22 BRS COMB TRP HRN

Layers: 1
Rel trigger: yes
Instruments: hn trp
Control: -
Description: Combo orchestration of horns and trumpets playing in unison, sustained note. Velocity filtered.

Patch: 23 BRS COMB TRP HRN MRC

Layers: 1
Rel trigger: yes
Instruments: hn trp
Control: -
Description: Combo orchestration of horns and trumpets playing in unison, sustained note with marcato attack. Velocity filtered. Patch “25 Hn Sect marcato ST” samples used for marcato attack.

Patch: 24 HN SECT MARCATO

Layers: 1
Rel trigger: no
Instruments: hn
Control: -
Description: Horn section only performing short marcato notes, fortissimo. 2 Alternations. Velocity filtered.

Patch: 25 HN SECT MARCATO ST

Layers: 1
Rel trigger: no
Instruments: hn
Control: -
Description: Horn section only performing short marcato notes, fortissimo. Alternations stacked for double-size orchestra. Velocity filtered.

BRASS SECTION
2 EFFECTS

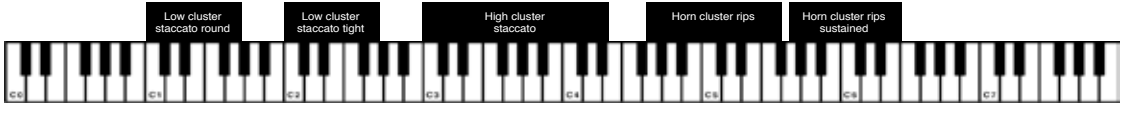
Patch: 01 BRS ENS CLUSTER CRESC

Layers: 1
Rel trigger: no
Instruments: hn trp tbn
Control: modwheel
Description: Cluster performances, sampled in a number of ranges. Crescendo. No tuba. 2 recorded takes are available of each effect, switched by using the modwheel (down = take 1, up = take 2). Mapped from low to high (C1-A#3).

Patch: 02 BRS ENS CLUSTER TUTTI

Layers: 1
Rel trigger: no
Instruments: hn trp tbn tb
Control: modwheel
Description: Cluster performances of all brass playing together. Sustained, crescendo and crescendo-diminuendo. 2 recorded takes are available of each effect, switched by using the modwheel (down = take 1, up = take 2). See diagram below for mapping.

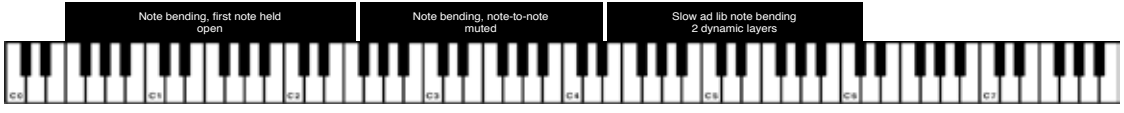
Patch: 03 BRS ENS CLUSTER SHORT



Layers: 1

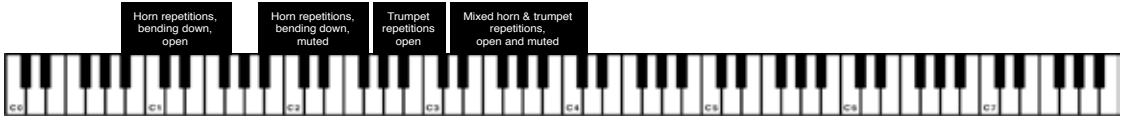
Rel trigger: no
Instruments: hn trp tbn tb
Control: -
Description: Cluster performances of all brass playing together. Staccato and rips.
Rips available at the top of the keyboard. See diagram below for mapping.

Patch: 04 BRS ENS NOTE BENDING



Layers: 1
Rel trigger: no
Instruments: hn trp tbn
Control: -
Description: Unison performances, sampled in a number of ranges. Sustained while slowly bending note up or downwards. Muted and unmuted. No tuba. Chromatically mapped. See diagram below for mapping.

Patch: 05 BRS ENS FX REPETITIONS



Layers: 1
Rel trigger: no
Instruments: hn trp
Control: modwheel
Description: Fast repeated note performances, sampled in a number of ranges. Different playing techniques.
Muted and unmuted. No tuba. 2 takes recorded, switched by modwheel (down = take 1, up = take 2).
Chromatically mapped. See diagram below for mapping.

WOODWIND SECTION
1 ENSEMBLE

Patch: 01 WW ENS SUS VIB

Layers: 1/2
Rel trigger: yes
Instruments: cbn bcl bn cl ob fl
Control: velocity
Description: Full woodwind ensemble sustained notes, with vibrato. Mid and high range (C1 to G5) performed by bassoon, clarinet, oboe and flute, available in 1 layer. Low range (A-1 to B0) performed by contra bassoon and bass clarinet, available in 2 layers. Velocity switched and/or filtered.

Patch: 02 WW ENS SUS NONVIB

Layers: 1/2
Rel trigger: yes
Instruments: cbn bcl bn cl ob fl
Control: velocity
Description: Full woodwind ensemble sustained notes, without vibrato. Mid and high range (C1 to G5) performed by bassoon, clarinet, oboe and flute, available in 1 layer. Low range (A-1 to B0) performed by contra bassoon and bass clarinet, available in 2 layers. Velocity switched and/or filtered.

Patch: 03 WW ENS SUS VIB DYN

Layers: 1/2
Rel trigger: yes
Instruments: cbn bcl bn cl ob fl
Control: modwheel
Description: Full woodwind ensemble sustained notes, with vibrato. Mid and high range (C1 to G5) performed by bassoon, clarinet, oboe and flute, available in 1 layer. Low range (A-1 to B0) performed by contra bassoon and bass clarinet, available in 2 layers. Low range: modwheel dynamics. Mid and high range: modwheel filter control.

Patch: 04 WW ENS SUS NONVIB DYN

Layers: 1/2

Rel trigger: yes
Instruments: cbn bcl bn cl ob fl
Control: modwheel
Description: Full woodwind ensemble sustained notes, without vibrato. Mid and high range (C1 to G5) performed by bassoon, clarinet, oboe and flute, available in 1 layer. Low range (A-1 to B0) performed by contra bassoon and bass clarinet, available in 2 layers. Low range: modwheel dynamics.
Mid and high range: modwheel filter control.

Patch: 05 WW ENS PORTATO VIB

Layers: 1
Rel trigger: no
Instruments: cbn bcl bn cl ob fl
Control: -
Description: Full woodwind ensemble portato notes, with vibrato. Mid and high range (C1 to G5) performed by bassoon, clarinet, oboe and flute, 2 alternations. Low range (A-1 to B0) performed by contra bassoon and bass clarinet. Velocity filtered.

Patch: 06 WW ENS PORTATO NONVIB

Layers: 1
Rel trigger: no
Instruments: cbn bcl bn cl ob fl
Control: -
Description: Full woodwind ensemble portato notes, without vibrato. Mid and high range (C1 to G5) performed by bassoon, clarinet, oboe and flute, 2 alternations. Low range (A-1 to B0) performed by contra bassoon and bass clarinet. Velocity filtered.

Patch: 07 WW ENS STACCATO

Layers: 1/2
Rel trigger: no
Instruments: cbn bcl bn cl ob fl
Control: velocity
Description: Full woodwind ensemble staccato notes. Mid and high range (C1 to G5) performed by bassoon, clarinet, oboe and flute, available in 1 layer, 2 alternations. Low range (A-1 to B0) performed by contra

bassoon and bass clarinet, available in 2 layers. Velocity switched and/or filtered.

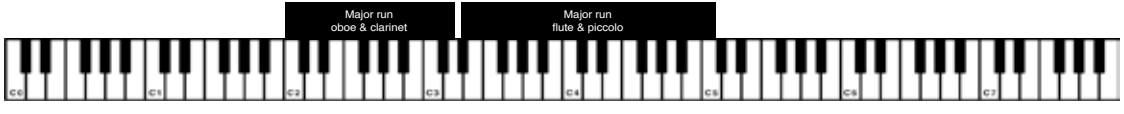
Patch: 08 WW ENS STACCATO SH

Layers: 1/2
Rel trigger: no
Instruments: cbn bcl bn cl ob fl
Control: velocity
Description: Full woodwind ensemble staccato notes. Shorter edit of original staccato. Mid and high range (C1 to G5) performed by bassoon, clarinet, oboe and flute, available in 1 layer, 2 alternations. Low range (A-1 to B0) performed by contra bassoon and bass clarinet, available in 2 layers. Velocity switched and/or filtered.

Patch: 09 WW ENS STACCATO PRC

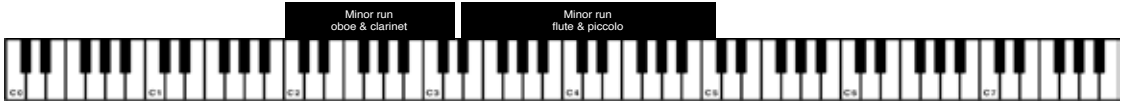
Layers: 1/2
Rel trigger: no
Instruments: cbn bcl bn cl ob fl
Control: velocity
Description: Full woodwind ensemble staccato notes. Shorter edit of original staccato. Mid and high range (C1 to G5) performed by bassoon, clarinet, oboe and flute, available in 1 layer, 2 alternations. Low range (A-1 to B0) performed by contra bassoon and bass clarinet, available in 2 layers. Velocity switched and/or filtered. Xylophone added to high range.

Patch: 10 WW ENS OCT RUN MAJ



Layers: 1
Rel trigger: no
Instruments: cl ob fl pfl
Control: modwheel
Description: Full woodwind ensemble octave runs in major scale. Performed by clarinet + oboe and by flute + piccolo flute. Upward and downward direction controlled by modwheel. See diagram below for mapping.

Patch: 11 WW ENS OCT RUN MIN



Layers: 1
Rel trigger: no
Instruments: cl ob fl pfl
Control: modwheel
Description: Full woodwind ensemble octave runs in minor scale. Performed by clarinet + oboe and by flute + piccolo flute. Upward and downward direction controlled by modwheel. See diagram below for mapping.

Patch: 12 WW ENS GRACE

Layers: 1
Rel trigger: no
Instruments: fl pfl
Control: modwheel
Description: Full woodwind ensemble short, minor grace notes. Performed by flute + piccolo flute. Upward and downward direction controlled by modwheel.

WOODWIND SECTION
1 EFFECTS

Patch: 01 WW ENS CLUSTER SUSTAIN

Layers: 1
Rel trigger: yes
Instruments: cbn bcl bn cl ob fl
Control: -
Description: Cluster performances, sampled in a number of ranges. Sustained. Mapped from low (cbn + bcl), to mid (bn + cl + ob), to high (fl + pfl). Mapping matched with other cluster programs. Velocity filtered.

Patch: 02 WW ENS CLUSTER CREDIM

Layers: 1
Rel trigger: no
Instruments: cbn bcl bn cl ob fl
Control: -
Description: Cluster performances, sampled in a number of ranges. Crescendo diminuendo. Mapped from low (cbn + bcl), to mid (bn + cl + ob), to high (fl + pfl). Mapping matched with other cluster programs. Velocity filtered.

Patch: 03 WW ENS CLUSTER BENDING 1

Layers: 1
Rel trigger: no
Instruments: cbn bcl bn cl ob fl
Control: -
Description: Cluster performances, sampled in a number of ranges. Sustained while slowly bending note up or downwards, version A. Mapped from low (cbn + bcl), to mid (bn + cl + ob), to high (fl + pfl). Mapping matched with other cluster programs. Velocity filtered.

Patch: 04 WW ENS CLUSTER BENDING 2

Layers: 1
Rel trigger: no
Instruments: cbn bcl bn cl ob fl
Control: -

Description: Cluster performances, sampled in a number of ranges. Sustained while slowly bending note up or downwards, version B. Mapped from low (cbn + bcl), to mid (bn + cl + ob), to high (fl + pfl). Mapping matched with other cluster programs. Velocity filtered.

Patch: 05 WW ENS MULTIPHONICS

Layers: 1
Rel trigger: no
Instruments: cbn bcl
Control: -
Description: Multiphonic textures, performed by contra bassoon and bass clarinet.

Patch: 06 WW ENS PHRASES 1

Layers: 1
Rel trigger: no
Instruments: bn cl ob fl
Control: -
Description: A wide variety of short phrases, ad lib gestures and textures, performed by bassoon, clarinet, oboe and flute in a number of orchestrations and combinations.

Patch: 07 WW ENS PHRASES 2

Layers: 1
Rel trigger: no
Instruments: bn cl ob fl
Control: -
Description: Additional set of short phrases, ad lib gestures and textures, performed by bassoon, clarinet, oboe and flute in a number of orchestrations and combinations.

Patch: 08 WW ENS THE BIRDS

Layers: 1
Rel trigger: no
Instruments: cl ob fl
Control: -
Description: Ad lib performances of bird-like sounds using special techniques and instrument mouthpieces.

Patch: 09 BCL SLAP NOTES

Layers: 1
Rel trigger: no
Instruments: bcl
Control: -
Description: Bass clarinet staccatos performed with slap technique.

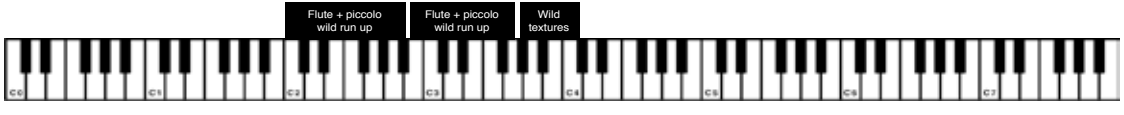
Patch: 10 CBN SLAP NOTES

Layers: 1
Rel trigger: no
Instruments: cbn
Control: -
Description: Contra bassoon staccatos performed with slap technique.

Patch: 11 FL OVERBLOWN STAC

Layers: 1
Rel trigger: no
Instruments: fl
Control: -
Description: Overblown flute staccatos, chromatically mapped from C#3 to D#5.

Patch: 12 FL PFL WILD TEXT RUNS



Layers: 1
Rel trigger: no
Instruments: fl pfl
Control: -
Description: Wild, ad lib textures and runs performed by flute and piccolo flute. See diagram below for mapping.

STRINGS AND BRASS SECTION
1 ENSEMBLE

Patch: 01 STRBRS ENS SUSTAIN

Layers: 2
Rel trigger: yes
Instruments: hn trp tbn tb vln vla vcl cb
Control: velocity
Description: Sustained ensemble notes performed by strings and brass playing together. Mid and high range (G2 to C5) performed in unison by horns, trumpets, violins and violas. Low range (B0 to F#2) performed in octaves by trombones, tuba, celli and contrabasses. X-fade velocity switched.

Patch: 02 STRBRS ENS SUSTAIN DYN

Layers: 2
Rel trigger: yes
Instruments: hn trp tbn tb vln vla vcl cb
Control: modwheel
Description: Sustained ensemble notes performed by strings and brass playing together. Mid and high range (G2 to C5) performed in unison by horns, trumpets, violins and violas. Low range (B0 to F#2) performed in octaves by trombones, tuba, celli and contrabasses. X-fade dynamics controlled by modwheel.

Patch: 03 STRBRS ENS SUSTAIN ST

Layers: 1
Rel trigger: yes
Instruments: hn trp tbn tb vln vla vcl cb
Control: modwheel
Description: Sustained ensemble notes performed by strings and brass playing together. Mid and high range (G2 to C5) performed in unison by horns, trumpets, violins and violas. Low range (B0 to F#2) performed in octaves by trombones, tuba, celli and contrabasses. Mezzoforte and fortissimo layers stacked for double-size orchestra.

Patch: 04 STRBRS ENS SUSTAIN PRC

Layers: 2
Rel trigger: yes
Instruments: hn trp tbn tb vln vla vcl cb tmp
Control: velocity
Description: Sustained ensemble notes performed by strings and brass playing together. Mid and high range (G2 to C5) performed in unison by horns, trumpets, violins and violas. Low range (B0 to F#2) performed in octaves by trombones, tuba, celli and contrabasses. Timpani added in the lower range.
X-fade velocity switched.

Patch: 05 STRBRS ENS CREDIM

Layers: 1
Rel trigger: no
Instruments: hn trp tbn tb vln vla vcl cb
Control: -
Description: Crescendo-diminuendo ensemble notes performed by strings and brass playing together.
Mid and high range (D#2 to C5) performed in unison by horns, trumpets, violins and violas.
Low range (B0 to D2) performed in octaves by trombones, tuba, celli and contrabasses.

Patch: 06 STRBRS ENS CREDIM MID

Layers: 1
Rel trigger: no
Instruments: hn trp tbn vln vla vcl
Control: -
Description: Crescendo-diminuendo ensemble notes performed by strings and brass playing together.
Extended unison mid range (starting at D#1, one octave below patch “05”) to high range (up to C5) performed by horns, trumpets, violins and violas. No low range in octaves.

Patch: 07 STRBRS ENS MARCATO

Layers: 1
Rel trigger: no
Instruments: hn trp tbn tb vln vla vcl cb
Control: -

Description: Marcato ensemble notes performed by strings and brass playing together. Mid and high range (F#2 to C5) performed in unison by horns, trumpets, violins and violas. Low range (B0 to F2) performed in octaves by trombones, tuba, celli and contrabasses. 2 Alternations. Velocity filtered.

Patch: 08 STRBRS ENS MARCATO PRC

Layers: 1
Rel trigger: no
Instruments: hn trp tbn tb vln vla vcl cb tmp
Control: -
Description: Marcato ensemble notes performed by strings and brass playing together. Mid and high range (F#2 to C5) performed in unison by horns, trumpets, violins and violas. Low range (B0 to F2) performed in octaves by trombones, tuba, celli and contrabasses. 2 Alternations. Timpani added in the lower range. Velocity filtered.

Patch: 09 STRBRS ENS STC TU

Layers: 1/2
Rel trigger: no
Instruments: hn trp tbn tb vln vla vcl cb
Control: velocity
Description: Staccato ensemble notes performed by strings and brass playing together. Mid and high range (G2 to C5) performed in unison by horns, trumpets, trombones, violins and violas, available in 1 layer. Low range (B0 to F#2) performed in octaves by trombones, tuba, celli and contrabasses, available in 2 layers. 3 Alternations. Velocity switched/filtered.

Patch: 10 STRBRS ENS STC TU SH

Layers: 1/2
Rel trigger: no
Instruments: hn trp tbn tb vln vla vcl cb
Control: velocity
Description: Staccato ensemble notes performed by strings and brass playing together. Short edit of original staccato. Mid and high range (G2 to C5) performed in unison by horns, trumpets, trombones, violins and violas, available in 1 layer. Low range (B0 to F#2) performed in octaves by trombones, tuba, celli and contrabasses, available in 2 layers. 3 Alternations. Velocity switched/filtered.

Patch: 11 STRBRS ENS STC TU PNO

Layers: 1/2
Rel trigger: no
Instruments: hn trp tbn tb vln vla vcl cb pno
Control: velocity
Description: Staccato ensemble notes performed by strings and brass playing together. Mid and high range (G2 to C5) performed in unison by horns, trumpets, trombones, violins and violas, available in 1 layer. Low range (B0 to F#2) performed in octaves by trombones, tuba, celli and contrabasses, available in 2 layers. 3 Alternations. Piano staccatos added to the lower range. Velocity switched/filtered.

Patch: 12 STRBRS ENS STC TU PRC

Layers: 1/2
Rel trigger: no
Instruments: hn trp tbn tb vln vla vcl cb pno tmp
Control: velocity
Description: Staccato ensemble notes performed by strings and brass playing together. Mid and high range (G2 to C5) performed in unison by horns, trumpets, trombones, violins and violas, available in 1 layer. Low range (B0 to F#2) performed in octaves by trombones, tuba, celli and contrabasses, available in 2 layers. 3 Alternations. Piano staccatos and dampened timpani added to the lower range. Velocity switched/filtered.

Patch: 13 STRBRS ENS STC NTB

Layers: 1/2
Rel trigger: no
Instruments: hn trp tbn tb vln vla vcl cb
Control: velocity
Description: Staccato ensemble notes performed by strings and brass playing together. Same as patch “09”, but without trombones playing in mid range for a rounder mid range sound. Mid and high range (G2 to C5) performed in unison by horns, trumpets, violins and violas, available in 1 layer. Low range (B0 to F#2) performed in octaves by trombones, tuba, celli and contrabasses, available in 2 layers. 3 Alternations. Velocity switched/filtered.

Patch: 14 STRBRS ENS STC NTB SH

Layers: 1/2
Rel trigger: no
Instruments: hn trp tbn tb vln vla vcl cb
Control: velocity
Description: Staccato ensemble notes performed by strings and brass playing together. Short edit of original staccato. Same as patch “10”, but without trombones playing in mid range for a rounder mid range sound. Mid and high range (G2 to C5) performed in unison by horns, trumpets, violins and violas, available in 1 layer. Low range (B0 to F#2) performed in octaves by trombones, tuba, celli and contrabasses, available in 2 layers. 3 Alternations. Velocity switched/filtered.

Patch: 15 STRBRS ENS STC NTB PNO

Layers: 1/2
Rel trigger: no
Instruments: hn trp tbn tb vln vla vcl cb pno
Control: velocity
Description: Staccato ensemble notes performed by strings and brass playing together. Same as patch “11”, but without trombones playing in mid range for a rounder mid range sound. Mid and high range (G2 to C5) performed in unison by horns, trumpets, violins and violas, available in 1 layer. Low range (B0 to F#2) performed in octaves by trombones, tuba, celli and contrabasses, available in 2 layers. 3 Alternations. Piano staccatos added to the lower range. Velocity switched/filtered.

Patch: 16 STRBRS ENS STC NTB PRC

Layers: 1/2
Rel trigger: no
Instruments: hn trp tbn tb vln vla vcl cb pno tmp
Control: velocity
Description: Staccato ensemble notes performed by strings and brass playing together. Same as patch “12”, but without trombones playing in mid range for a rounder mid range sound. Mid and high range (G2 to C5) performed in unison by horns, trumpets, violins and violas, available in 1 layer. Low range (B0 to F#2) performed in octaves by trombones, tuba, celli and contrabasses, available in 2 layers. 3 Alternations. Piano staccatos and dampened timpani added to the lower range. Velocity switched/filtered.

Patch: 17 STRBRS LOW SUSTAIN

Layers: 2
Rel trigger: yes
Instruments: tbn tb vcl cb
Control: velocity
Description: Sustained ensemble notes performed in octaves by celli, contrabasses, trombones and tuba, low range B-1 to A#1. X-fade velocity switched. Separate element from patch “01”.

Patch: 18 STRBRS LOW CRESCENDO

Layers: 1
Rel trigger: no
Instruments: tbn tb vcl cb
Control: -
Description: Crescendo ensemble notes performed in octaves by celli, contrabasses, trombones and tuba, low range B-1 to A#1. Crescendo length: 4 seconds.

Patch: 19 STRBRS LOW CREDIM

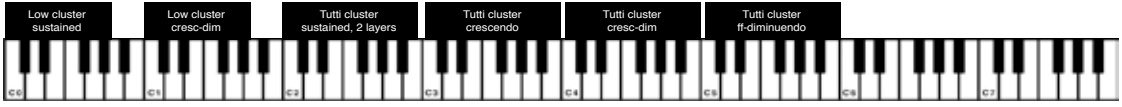
Layers: 1
Rel trigger: no
Instruments: tbn tb vcl cb
Control: -
Description: Crescendo-diminuendo ensemble notes performed in octaves by celli, contrabasses, trombones and tuba, low range B-1 to A#1. Separate element from patch “05”.

Patch: 20 STRBRS LOW STACCATO

Layers: 2
Rel trigger: no
Instruments: tbn tb vcl cb
Control: velocity
Description: Staccato ensemble notes performed in octaves by celli, contrabasses, trombones and tuba, low range B-1 to A#1. 2 Alternations. X-fade velocity switched. Separate element from patch “09”.

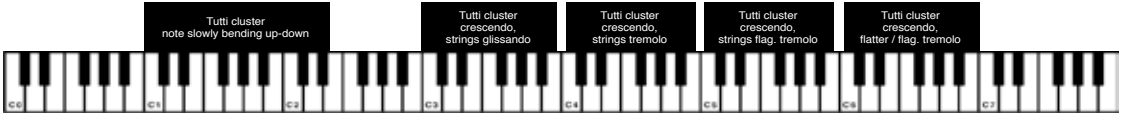
STRINGS AND BRASS SECTION
2 EFFECTS

Patch: 01 STRBRS ENS CLUS SU DY



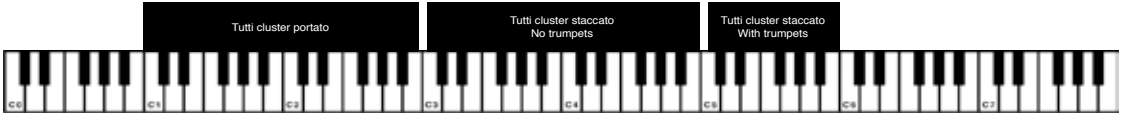
Layers: 1
Rel trigger: no
Instruments: hn trp tbn tb vln vla vcl cb
Control: modwheel
Description: Cluster performances, sampled in a number of ranges and varieties. Sustained, crescendo, crescendo-diminuendo. 2 takes recorded per effect, switched using the modwheel (down = take 1, up = take 2). See diagram below for mapping.

Patch: 02 STRBRS ENS CLUS SPEC



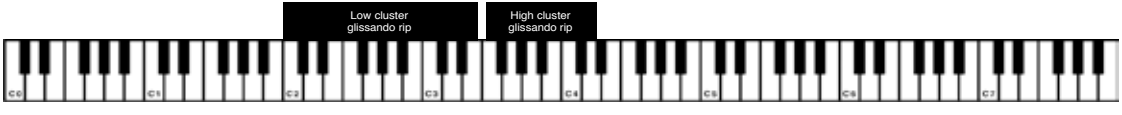
Layers: 1
Rel trigger: no
Instruments: hn trp tbn tb vln vla vcl cb
Control: modwheel
Description: Cluster performances, special articulations. Bending (sustained while slowly bending note up and downwards), crescendo, tremolo, mutes. 2 takes recorded per effect, switched using the modwheel (down = take 1, up = take 2). See diagram below for mapping.

Patch: 03 STRBRS ENS CLUS SHORT



Layers: 2
Rel trigger: no
Instruments: hn trp tbn tb vln vla vcl cb
Control: modwheel
Description: Cluster performances, short articulations. Portato, staccato. Portato: 2 takes recorded per effect, switched using the modwheel (down = take 1, up = take 2). Staccato: 2 alternations. Velocity switched. See diagram below for mapping.

Patch: 04 STRBRS ENS GLISS RIPS



Layers: 1
Rel trigger: no
Instruments: hn tbn tb vln vla vcl cb
Control: -
Description: Cluster rips and glissandi in a variety of ranges and orchestrations covering low range and high range. See diagram below for mapping.

SOLO STRING ENSEMBLE

Patch 01: SOLO STR SUSTAIN ACC

Layers: 1
Rel trigger: yes

Instruments: 2vln, 1vla, 1vcl, 1cb
Control: -
Description: String quintet, sustained forte with accent. Looped.

Patch 02: SOLO STR SUSTAIN ESP
Layers: 1
Rel trigger: yes
Instruments: 2vln, 1vla, 1vcl, 1cb
Control: -
Description: String quintet, sustained mezzoforte without accent. Looped.

Patch 03: SOLO STR MARCATO
Layers: 1
Rel trigger: no
Instruments: 2vln, 1vla, 1vcl, 1cb
Control: -
Description: String quintet, marcato. 2 Alternations. Velocity filtered.

Patch 04: SOLO STR STACCATO
Layers: 1
Rel trigger: no
Instruments: 2vln, 1vla, 1vcl, 1cb
Control: -
Description: String quintet, staccato. 3 Alternations. Velocity filtered.

Patch 05: SOLO STR PIZZICATO
Layers: 1
Rel trigger: no
Instruments: 2vln, 1vla, 1vcl, 1cb
Control: -
Description: String quintet, pizzicato. 3 Alternations. Velocity filtered.

ADDITIONAL CONTENT
1 ETHNIC FLUTE PHRASES

Patch: 01 DUDUK PHRASES

Layers: 1

Description: The duduk is an Armenian instrument with ancient origins. Both the reed and instrument body have developed a lot over the last centuries, resulting in the very resonant modern duduk, of which the body is made of apricot wood, and the large tubular reed is made of cane. The instrument is widely used in Armenia today, at weddings and other festivities. There are two main styles of duduk playing. One is the very folky reed-like style that is comparable to the mijwiz, and on the other hand, there's the mournful soft voice-like timbre. The Duduk phrases in SYMPHOBIA were performed in C minor scale.

Patch: 02 NATIVE AM FLUTE PHRASES

Layers: 1

Description: Similar to the modern western European recorder, the Native American flute belongs to the family of fipple flutes. As in most parts of the world, fipple flutes of bone have been found, which suggest that these later developed into the wooden flutes used by the Hopi, Ute and other tribes. The modern Native American flute is mostly tuned in a minor pentatonic scale, and has a range of just over an octave, since the flute does not overblow. The Native American flute differs from the recorder in that it has two air chambers instead of one. The top chamber mostly has a square hole with a block (or animal shaped fetish) on top of it. The ancient instrument saw a revival in the 1960's, when new age music arrived. The Native American Flute phrases in SYMPHOBIA were mainly performed in E-flat scale.

Patch: 03 SHAKUHACHI PHRASES

Layers: 1

Description: The Japanese shakuhachi is an end-blown minor-pentatonic flute which is said to have its origins in India, and according to some, even relates to the Egyptian ney. More closely, the shakuhachi is related to the Chinese xiao. In 13th century Japan, the flute became the instrument of the Buddhist komusu (priests of emptiness), replacing sutra chanting. Today, the two main shakuhachi schools are kinko-ryu and tozan-ryu. These schools have different repertoires, both consisting of meditative solo pieces (honkyoku) and ensemble pieces (e.g. sankyoku). The low octave of the shakuhachi is called otsu, and the second octave kan. The third octave is called daikan, and is the hardest to achieve, as it requires a lot of embouchure. The Shakuhachi phrases in SYMPHOBIA focus on effects and were not performed in a specific key or scale.

ADDITIONAL CONTENT
2 GRAN CASSA II

Patch: 01 GRAN CASSA II HITS

Layers: 7

Description: This orchestral bass drum set was originally offered as a free download for SAM True Strike users. It features single hits in 7 velocities and 2 alternations, plus 3 crescendo phrases in different lengths.

BONUS CONTENT

Patch: ASSORTED BONUS EFFECTS

Layers: 1

Rel trigger: partly

Instruments: vln vla vcl cb hn trp tbn tb prc

Controls: -

Description: This effects patch offers a selection of new orchestral effects. All effects are one-hit samples, except for the sustained rumble textures, which are looped and release triggered. You will find very slow string glissandi (forte tremolo and piano arco) and low string + brass tutti rumble textures (sustained and crescendo). Please see the graph below for mapping:

Patch: BRS CHORDS STR BASS DYN

Layers: 2

Rel trigger: yes

Instruments: vcl cb hn trp tbn tb

Controls: modwheel

Description: This cool new patch combines the fast attack lower strings with newly recorded brass ensemble chords. The brass chords were performed without tuba or a bass note. This way, you can add your own bass function (performed by the basses and celli in the lower half of the keyboard) to any major or minor brass chord (performed by trumpets, horns and trombones in the upper half of the keyboard). This way you can intuitively create more complex chords and progressions that were not possible with the original Symphobia brass chords, such as D#m/D to F#m/C# or F/D to A/D. Because the chords are real performances by the brass players, the result will sound absolutely real. Try playing octaves with your left

hand (strings) and single notes with your right hand (brass chords). Note that the upper range of the key board is split up between major chords and minor chords, both covering one octave, similar to the original Symphobia 1.0 chords. Expressive dynamics are controlled by the modulation wheel. All notes are looped and have realistic release triggers. For a mapping overview see the graph below:

Patch: STR ENS SUSTAIN ACC DYN

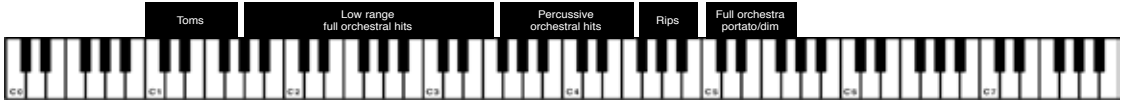
Layers: 2
Rel trigger: yes
Instruments: vln vla vcl cb
Controls: modwheel
Description: These are newly recorded String Ensemble sustains (included in the 1.1 update) with a slightly accented attack. This makes them much more playable in situations where a softer attack is not responsive enough. The patch has two very flexible dynamic layers that are controlled using the modulation wheel. The full range of the String Ensemble is available from B-1 to C6. All notes are looped and have realistic Release triggers.

Patch: STRBRS ENS TRILL

Layers: 1
Rel trigger: no
Instruments: vln vla hn
Controls: modwheel
Description: This new StrBrs (tutti Strings + Brass) articulation features three kinds of minor trill articulations by violins and horns playing together. Using the modulation wheel (3 positions) you can switch between crescendo (all the way down), marcato (in the middle) and staccato (all the way up). The patch has a very aggressive and cinematic sound to it. The mapped range is G2 to D4

FULL ORCHESTRA

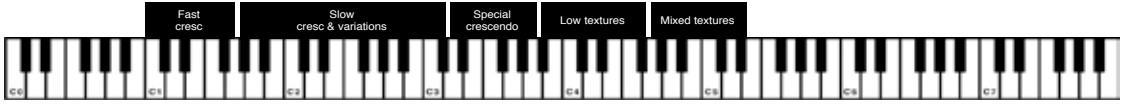
Patch: 01 SYMPHOBIA HITS RIPS



Layers: 1

Description: Epic, pre-recorded/pre-mixed hits, stabs and rips played by the full orchestra, for fast out-of-the-box results. Most effects can be recreated using individual elements from the library. Percussion samples used are from ProjectSAM True Strike. Velocity filtered. See diagram below for mapping.

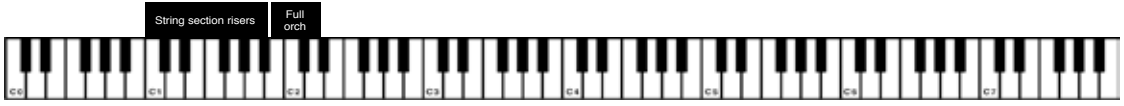
Patch: 02 SYMPHOBIA CRESC TEXT



Layers: 1

Description: Haunting, pre-recorded/pre-mixed crescendos and sustained textures played by the full orchestra, for fast out-of-the-box results. Most effects can be recreated using individual elements from the library. Percussion samples used are from ProjectSAM True Strike. Velocity filtered. See diagram below for mapping.

Patch: 03 SYMPHOBIA TRAILER RISERS



Layers: 1
Description: Trailer-esque, pre-recorded/pre-mixed glissandi and risers played by the full orchestra, for fast out-of-the-box results. Most effects can be recreated using individual elements from the library. Percussion samples used are from ProjectSAM True Strike. Velocity filtered. See diagram below for mapping.

DYSTOPIA II

Dystopia II, the dark side of SAM, is the sequel to the Dystopia I sound set found in ProjectSAM True Strike 2.
For Dystopia II, the samples and recordings of SYMPHOBIA were processed, tweaked and altered to create otherworldly textures, spheres, pads and kits. An extremely inspiring addition to the acoustic string, brass and woodwind instruments found in this library. The Dystopia II programs are structured into four categories:

- Kits and Effects
- Pads (tonal sounds)
- Percussive
- Spheres (atonal sounds)

Most of the programs use the modwheel for control over filter, reverb or other effects.

MULTIS

The “Multis” folder contains a selection of inspiring, stylized program combinations, layering ensembles, effects and articulations together, creating ready-to-go combos for different musical genres. The naming of each Multi will give you a good clue about its typical use. A few examples: “Acid For Blood”, “Chainsaw Attack”, “Cat ‘n Mouse” and “City Noir”. We invite you to explore them all!

SUPPORT

For product support related to the SYMPHOBIA library, please review the extensive Symphobia FAQ first at **www.projectsam.com** or e-mail us directly at **support@projectsam.com**. Please note that you need to register SYMPHOBIA first in order to qualify for technical product support. You can do this at the ProjectSAM website.

For support and updates related to the full version of the Kontakt sampler, visit Native Instruments at **www.native-instruments.com**.

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