Dynamic Sound Sampling

ORCHESTRAL STRING FX

USER MANUAL

www.dynamicsoundsampling.com

DETAILS

Orchestral String FX is a library composed of string glissandi, clusters, bends, and percussive stabs and effects. The samples were recorded in a dry room to give the user more control over the space. The string orchestra consists of 16 first violins, 14 second violins, 12 violas, 10 celli, and 8 double basses. Each section of the orchestra is separated in every instrument patch allowing the user to piece together their own effects by either having different sections playing a different effect type, or multiple variations of an effect.

All samples have only one velocity layer with the exception of most clusters which are separated by note.

CC PARAMETERS

Create-a-Gliss

CC7 (volume) : Primary Volume Level
CC1 (modulation) : Secondary Volume Level
Velocity : Glissandi Length

Create-a-Cluster

CC7 (volume) : Primary Volume Level
CC1 (modulation) : Secondary Volume Level

Create-a-Stab

CC7 (volume) : Primary Volume Level
Velocity : Secondary Volume Level

GENERAL INFORMATION

Hard Disk Space Required: 1.4 GB
Samples: 1,082
Instruments: 17
Audio Format: Compressed *.ncw
Audio: 44.1khz, 24-bit
REQUIRES RETAIL VERSION OF KONTAKT 4.2+

INSTRUMENT AND ARTICULATION LIST

Create-a-Cluster_FULL

- Sustained Bends
- Long Bends *(high strings only)*
- Sustained Cluster Bends
- Harmonic Cluster Bends
- Jitters *(high strings only)*
- Pizz Jitters
- Trill Surges
- Tremelo Clusters

Create-a-Cluster Sustain Bends
Create-a-Cluster Long Bends
Create-a-Cluster Random Sustain Bends
Create-a-Cluster Random Harmonic Bends
Create-a-Cluster Jitters
Create-a-Cluster Pizz Jitters
Create-a-Cluster Trill Surges
Create-a-Cluster Tremelo Clusters

Create-a-Gliss_FULL

- Sustained *
- Tremelo *
- Sustain to Tremelo *
- Harmonic
- Rip *
- Jitters *(high strings only)*

Create-a-Gliss Sustain
Create-a-Gliss Tremelo
Create-a-Gliss Sustain to Tremelo
Create-a-Gliss Harmonic
Create-a-Gliss Rip
Create-a-Gliss Jitters

*(All glissandi patches contain 3-4 lengths at 4 beats, 6 beats, 8 beats, and 16 beats at 100 bpm. * contains downward glissandi)*

Create-a-Stab_FULL

- Col Legno (battuto)
- Behind-the-bridge attacks
- Taps and knocks
- Stabs

KEYSWITCHES AND INSTRUMENT UI

Orchestral String FX uses a unique method for changing the styles of an effect.
Keyswitches are used per section, as opposed to per patch. Each color corresponds
to a specific section (see picture below for example)

The MASTER button of the left sets all of the styles to one. You may also click the buttons
to change the section to that style. There is a default convolution "room" set up in Kontakt
that can be bypassed by pressing the "Bypass Room" button at the top of the instrument.

Each note from each section plays a different recorded pitch/cluster - there are no pitch-
bended samples in this library! You will never receive phasing from playing too many notes.

Why am I not hearing anything?

The sample volume from the gliss and cluster patches are controlled not only by volume, but with modulation as well. Try moving the modulation wheel.

The product says **DEMO** after the sample name and it stops working after a certain period of time!

Orchestral String FX requires the RETAIL version of Kontakt 4.2+, and will not work with the Kontakt Player.

I can't open the *.rar file.

Dynamic Sound Sampling uses a product called Win-Rar to compress the files. You may download the product for free at the website below:

PC - http://win-rar.com/download.html

OSX - http://unrarx.com

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www.dynamicsoundsampling.com