

VENKATT

20 x 4 Layers Ambient Machine

USER MANUAL

February 2020



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Audiofier EULA

BY DOWNLOADING AND INSTALLING VENKATT YOU AGREE TO THE FOLLOWING:

VENKATT library is licensed, not sold to you. This license is personal and non-transferrable.

YOU MAY use VENKATT in your own compositions (including library music) and/or commercial work for clients/media, without any restrictions or additional fees.
YOU MAY install VENKATT on multiple computers of yours, as long as you are using the library and you are not sharing/giving/lending your license with others.

YOU MAY NOT make copies of this library, as a whole or in part, with the intent to re-distribute, sell or give them away - this includes making available any of the content on a network, e.g. through internet file sharing services or pirate sites.

YOU MAY NOT re-use or re-package any of VENKATT content in another virtual instrument or sample library.

Installing VENKATT library implies that you agree to the above EULA. © 2020

A FEW IMPORTANT CONSIDERATIONS:

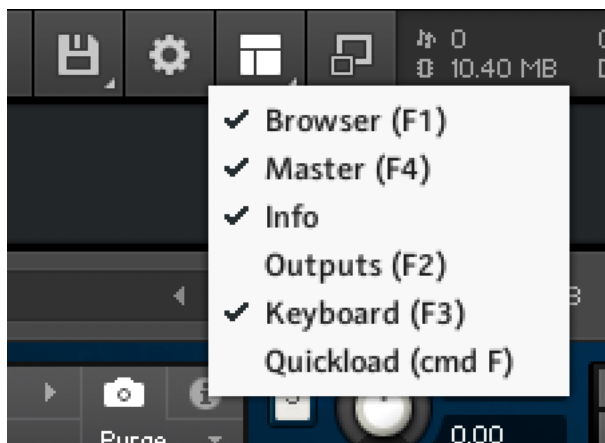
VENKATT is NOT a Kontakt player library. Therefore it does not come with an installer and won't require a serial number to be installed.

VENKATT presets use Kontakt Snapshots feature. As VENKATT is NOT a Kontakt player library, the snapshots/preset will have to be installed manually by the user.

VENKATT will not show up in the Libraries panel of Kontakt.

There are a few ways to load it into Kontakt:

- Drag VENKATT.NKI file directly into Kontakt's GUI.
- Use the file browser by accessing the "Floppy disk" icon located on the top of Kontakt's GUI.
- Use the "Files" Tab located on the left panel of Kontakt's GUI (if it is not visible, click on the workspace management icon and select the Browser.
- Once you load it the first time, use the Quick load function to add VENKATT to your favourites libraries list. To access the Quick load list, click on the workspace management icon and select the Browser.



MAC RECOMMENDED SYSTEM

- MacOS 10.12, 10.13 or 10.14 (latest update), i5, 8GB RAM
- FULL RETAIL VERSION of NI Kontakt 5.8.1(r43)

PC RECOMMENDED SYSTEM

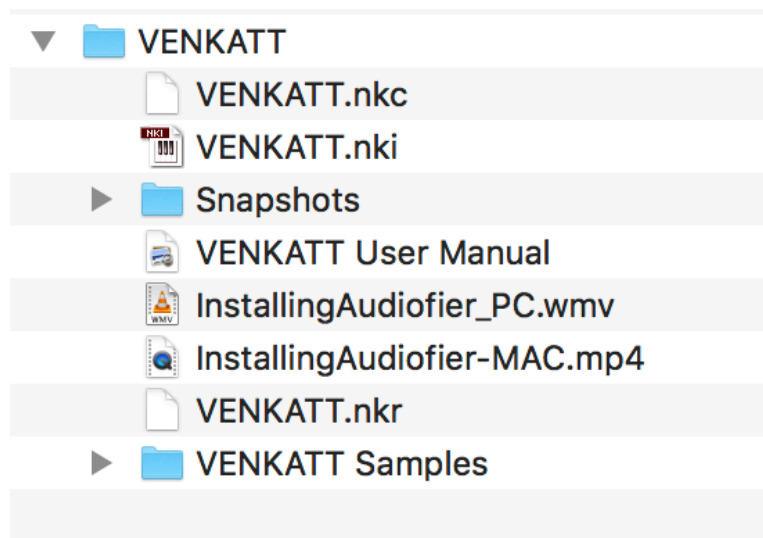
- Windows 7, Windows 8, or Windows 10 (latest Service Pack), Intel Core i5 or equivalent CPU, 8 GB RAM
- Sound card with ASIO drivers
- FULL RETAIL VERSION of NI Kontakt 5.8.1(r43)

INSTALLATION

After downloading the .zip files, use Unarchiver (MAC) or the File Extractor (Windows) to unzip each file, separately.

Manually drag the Samples folder inside the main VENKATT folder.

Now the file structure should look like in the following picture:



At this point drag VENKATT.nki file into Kontakt and the instrument is ready to play.

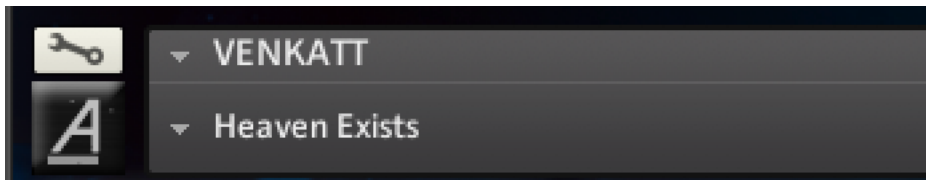
You may place VENKATT folder in any drive of your choice, but keep its file structure intact.

SNAPSHOTS INSTALLATION

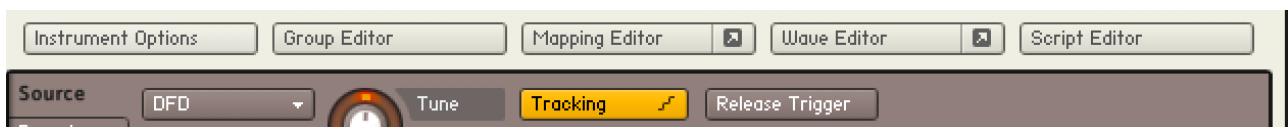
VENKATT comes with more than 200 presets, which Kontakt calls Snapshots. Since VENKATT is not a Kontakt Player library and therefore won't come with an installer, we will have to install the presets manually. If you own other Audiofier instruments, the procedure is exactly the same. We are going to use a MAC computer to do this, but in WINDOWS the procedure is exactly the same. Only the graphics will look different according to which operative system is used.

To install the Presets/Snapshots follow the list below:

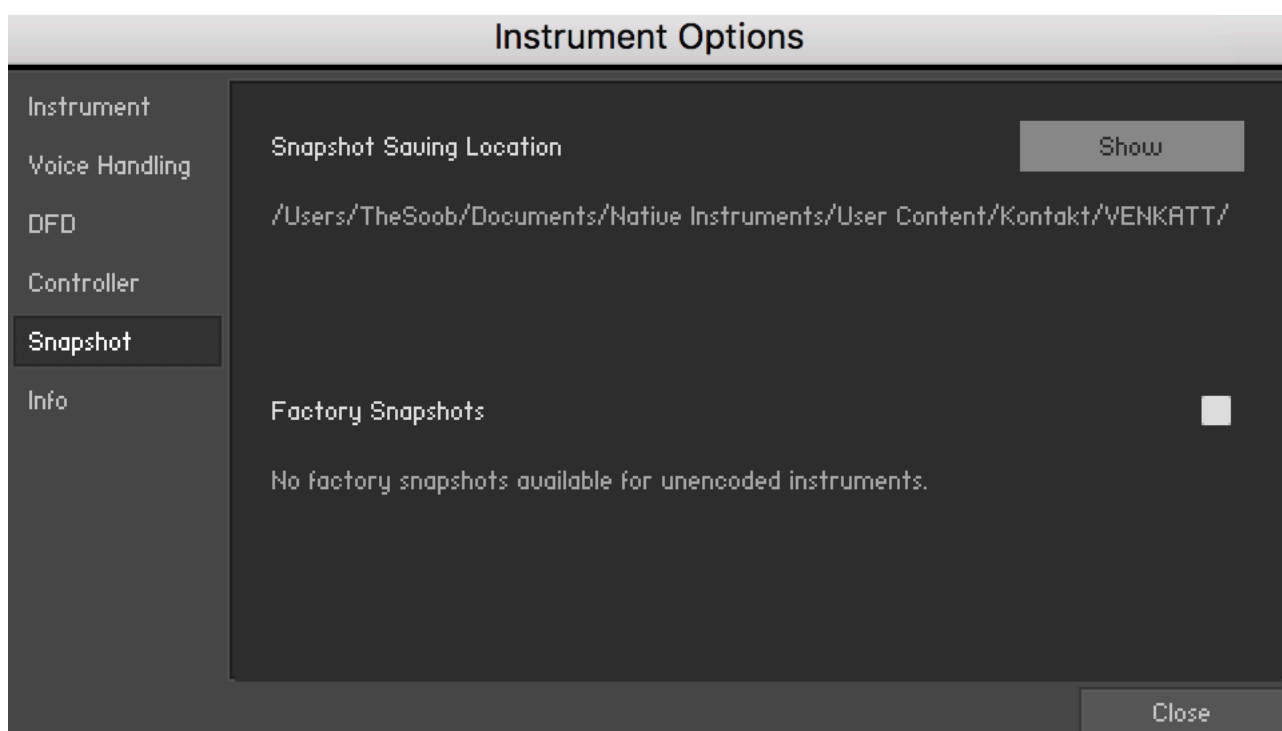
1 - Click on the wrench icon on Kontakt interface:



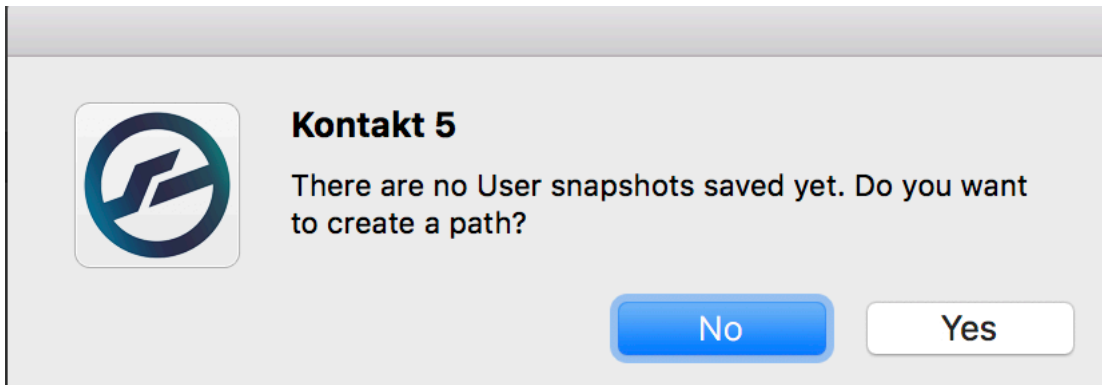
2 - Click on the INSTRUMENT OPTIONS TAB



3 - At this point a new window opens. Click on the SNAPSHOTS tab

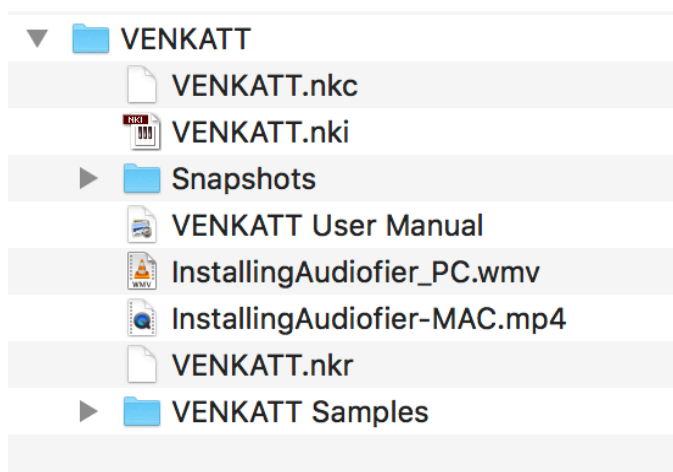


4 - Click on the SHOW button - A new dialog window will open.



5- Click on YES and new window will appear. This window has just been created by Kontakt. From now onwards we will refer to this window as the USER VENKATT SNAPSHOT FOLDER. Kontakt has named it automatically VENKATT, this name cannot be changed. Keep this window open.

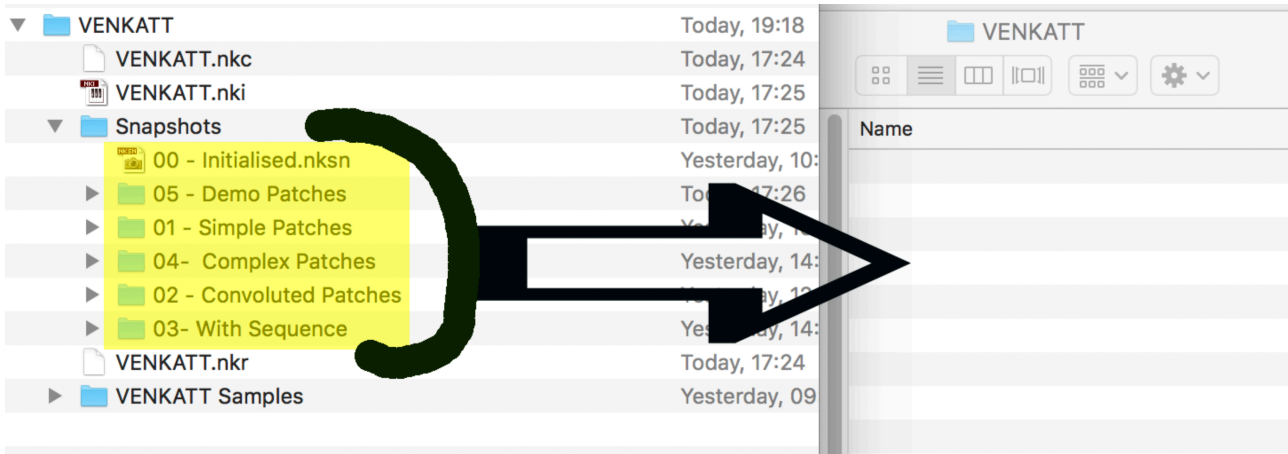
6 - Go back to VENKATT main folder and locate the folder called SNAPSHOTS



7 - Open the SNAPSHOTS folder, you will find several files and folders inside.



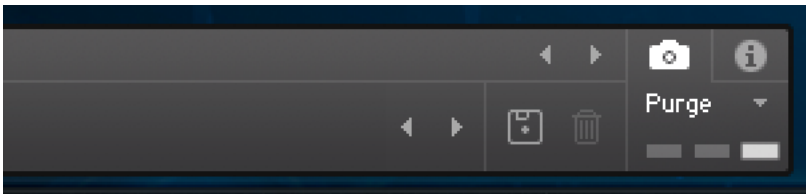
8 - Select all files and folders included in the SANPSHOTS folder and drag them in to the folder created by Kontakt (that we refer to as USER VENKATT SNAPSHOT FOLDER) which Kontakt has named VENKATT (see below).



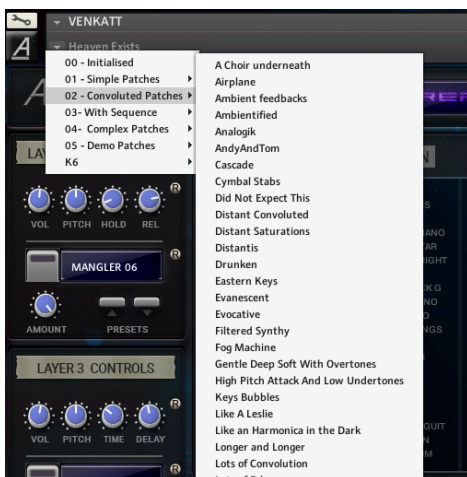
Once all the files have been moved or copied (depending on what drive you unzipped the files into), we can close all the windows and go back to Kontakt.

9 - Close Kontakt's INSTRUMENT OPTIONS window.

10 - Make sure Kontakt UI shows the SNAPSHOTS VIEW by clicking on the CAMERA ICON:



11 - Now by clicking on the Arrow near the Snapshot title (underneath VENKATT title), the snapshots menu should be visible:



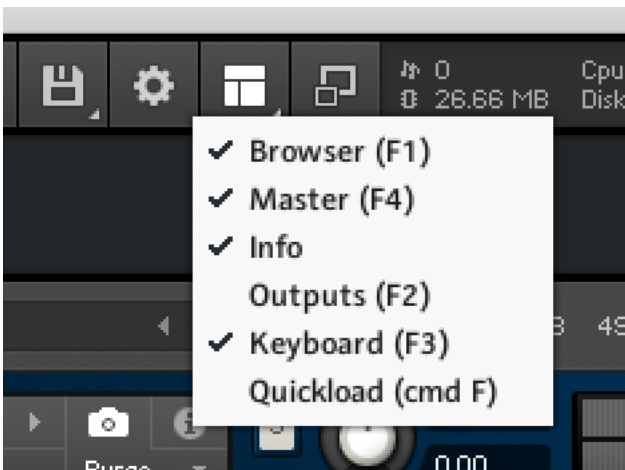
SO HOW DOES IT WORK?

VENKATT is probably Audiofier's easiest instrument to date. All the controls are visible at once in the main (and only) page available.

The sounds are mapped from C1 to C6. By opening the KEYBOARD VIEW in Kontakt the playable keys are immediately visible:



To open the KEYBOARD VIEW just click on the Workspace Management Icon on top of Kontakt GUI and TICK KEYBOARD in the list, or press F3 in Kontakt Standalone version.



The first thing we suggest is to load a few presets and explore the world of sounds that VENKATT can offer.

Then, play around with the controls and see what each one does.

The main features of VENKATT are the following:

SOUND LAYERS

1-ATTACK	2-SUSTAIN	3-REVERSE	4-RHYTHMIC
01 DULCIMER	01 DULCIMER	01 DULCIMER	01 DULCIMER
02 HARMONICS	02 HARMONICS	02 HARMONICS	02 HARMONICS
03 GUZHENG	03 GUZHENG	03 GUZHENG	03 GUZHENG
04 HAMMER PIANO	04 HAMMER PIANO	04 HAMMER PIANO	04 HAMMER PIANO
05 PIEZO NYLON	05 PIEZO NYLON	05 PIEZO NYLON	05 PIEZO NYLON
06 PLUCK UPRIGHT	06 PLUCK UPRIGHT	06 PLUCK UPRIGHT	06 PLUCK UPRIGHT
07 PSALTERY	07 PSALTERY	07 PSALTERY	07 PSALTERY
08 PIEZO AC. GUIT	08 PIEZO AC. GUIT	08 PIEZO AC. GUIT	08 PIEZO AC. GUIT
09 GRAND PIANO	09 GRAND PIANO	09 GRAND PIANO	09 GRAND PIANO
10 PREP PIANO	10 PREP PIANO	10 PREP PIANO	10 PREP PIANO
11 WEST ACOUSTIC	11 WEST ACOUSTIC	11 WEST ACOUSTIC	11 WEST ACOUSTIC
12 XYLOPHONE	12 ANGEL	12 ANGEL	12 XILOPHONE
13 GLASS	13 FIN GUITAR	13 FIN GUITAR	13 GLASS
14 PIZZICATO	14 QUARTET	14 QUARTET	14 PIZZICATO
15 JETHRO FLUTE	15 STRATO BOW	15 SUSTAIN GUIT	15 JETHRO
16 EL PIANO	16 SINE WAVE	16 FLUTE RIFF	16 EL PIANO
17 MARIMBA	17 SAW WAVE	17 CRYSTALS	17 MARIMBA
18 STICKS	18 FEEDBACK GUIT	18 RATTLES	18 STICKS
19 SPICCATOS	19 MUSETTE	19 ECHOES	19 SPICCATO
20 BAMBOO	20 HARMONKEYS	20 GRANULES	20 BAMBOO

VENKATT offers four sound layers. Each layer includes 20 sounds that **can be played at once in any combination** (in the picture below in fact we see that one attack and one sustain sound are chosen, and 2 Reverse and one Rhythmic sounds are selected as well. If the CPU and RAM allow it, all 80 sounds could be virtually selected at once, even though, perhaps, the resulting sound will not be as pleasant as one could imagine.)

1. **ATTACK:** The sounds included in this layer are the transient portion of a sound. For instance the difference in sound between a guitar played with the plectrum and one with the fingers consists actually only in the transient part of the sound, the initial percussive noise, which is very important to define the unique character of each instrument.
2. **SUSTAIN:** These sounds consist in “what happens” after the initial percussive sound that we called transient. For instance, in most bass instruments after the initial transient, all that remains is a sine wave of some sort. PCM based keyboards like Yamaha SY99 made use of this technique: using a very short sample for a fingered bass sound and attaching it to a sine wave to create a sustaining sound.
3. **REVERSE:** These 20 sounds are offered in reverse mode. Their timing/playback speed can be adjusted (see in the next few pages).
4. **RHYTHMIC:** This layer offers sounds that will use a sequencer. Once a sound is selected in the list, the sequencer will automatically be active. No other layer can be used with the sequencer. Also these sound are meant to be played through a 100% wet signal convolution effect, although some of the Dry signal can be mixed in if required (see in the next few pages).

CREATE BUTTON



This feature generates new sounds automatically based on a few selections made by the user:

In the picture above 4 numbered buttons are visible. By **choosing one of them and then pressing the CREATE button**, VENKATT will randomly select the correspondent number of Sounds PER LAYER. The CREATE feature will generate different types of sounds also depending on which ALLOW CREATE BUTTONS are active (see below).

CREATE UNDO AND PATCH RESET FUNCTIONS

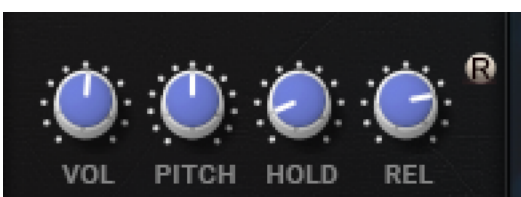


On either sides of the CREATE button there are 2 very useful buttons:

The CREATE UNDO Button allows to restore the patch the exact way it was before the CREATE Button was pressed and consequently a new sound was generated. This function is very handy when a sound is generated, then a new one also is generated after that, and suddenly we realised that the previous sound was actually better than the latest one.

The PATCH RESET function, which can be activated with the corresponding button, instead allows to reset the instrument effects and sequencer to the initialised state. Only the currently chosen sounds will be kept. This is very useful when it is required to program a sound from scratch.

ALLOW CREATE BUTTONS



These are 9 selectors that are located in specific places on the GUI. Each of them, when active, allows the controls near it to be randomised in the sound generation process activated by pressing the CREATE button. They are recognisable by the “R” letter on their graphic. We can find them:

- on the right of the LAYERS 1-2 CONTROLS knobs
- on the right of the LAYER 3 CONTROLS knobs
- on the right of the LAYER 4 CoNTROLS knobs
- on the right of each of the 4 CONVOLUTION TYPES menus
- on the right of the EFFECTS knobs
- on the right of the sequencer table

When none of the 9 selectors are activated, only the sounds in LAYER 1 and 2 will be used by VENKATT to generate new sounds (by the means of CREATE button). All other parameters and effects will stay the same and won't change when the CREATE button is pressed to generate a new sound.

CONTROL PANELS

Each of the four Layers (Attack, Sustain, Reverse and Rhythmic) offers a few controls for fine-tuning the sound.

LAYERS 1-2 CONTROLS



VOLUME: This knob controls the volume of both LAYER 1 and 2. CMD+CLICK or CTRL+CLICK to set this control to its default value.

USE MODWHEEL to crossfade Layers 1+2 and Layers 3+4. At MODWHEEL value '0' the volume knobs values are kept intact. From MODWHEEL value '1' to '127' the layers will crossfade, with 50% values at MODWHEEL '64'

It has 2 special functions as well:

- SHIFT+CLICK to adjust LAYER 2 only
- ALT+CLICK to set LAYER 1 and 2 to the same volume.

PITCH: This knob controls the Pitch of both LAYER 1 and 2. From -12 semitones to +12 semitones. No individual pitch for either layers is offered. CMD+CLICK or CTRL+CLICK to set this control to its default value. .

HOLD: This knobs controls the length of LAYER 1 sound. CMD+CLICK or CTRL+CLICK to set this control to its default value. .

RELEASE: This knobs controls the release of LAYER 2 sound. CMD+CLICK or CTRL+CLICK to set the volume to its default value.

All those 4 controls can be included in the sound generation when the correspondent ALLOW CREATE BUTTON ("R") is activated (on the right of the RELEASE knob).

The next section in the same panel includes the CONVOLVER 1 controls:



CONVOLVER SWITCH: This switch enables the CONVOLVER.

CONVOLVER TYPE MENU: This menu offers the full list of Impulse responses available for LAYER 1.

CONVOLVER AMOUNT: This knob adjusts the DRY/WET signal for the CONVOLVER. When the knob is set to the minimum value (all the way to the left) only the DRY sound (no convolution effect) will be heard. When the knob is set to the maximum value (all the way to the right) only the WET sound (only the convolution effect) will be heard. At 12 o'clock (middle position) WET and Dry sounds will be heard in the same amount (50/50). CMD+CLICK or CTRL+CLICK to set this control to its default value. .

PRESETS SCROLLERS: These arrows allow to scroll through the impulse responses list either going upwards in the list (UP ARROW) or downwards (DOWN ARROW).

The impulse response and the amount of effect can be included in the random generation of a sound (CREATE function) by activating the correspondent **ALLOW CREATE BUTTON** ("R" - located on the right of the **CONVolver TYPE MENU**).

LAYER 3 CONTROLS



VOLUME: This knob controls the volume LAYER 3. CMD+CLICK or CTRL+CLICK to set the volume to its default volume.

USE MODWHEEL to crossfade Layers 1+2 and Layers 3+4. At MODWHEEL value '0' the volume knobs values are kept intact. From MODWHEEL value '1' to '127' the layers will crossfade, with 50% values at MODWHEEL '64'

PITCH: This knob controls the Pitch of LAYER 3. From -12 semitones to +12 semitones. No individual pitch for either layers is offered. CMD+CLICK or CTRL+CLICK to set this control to its default value. .

TIME: This knobs controls the length of LAYER 3 sound. We can also interpret it as the speed at which each sample is played. It is useful to sync the reversed sound to the music tempo. CMD+CLICK or CTRL+CLICK to set this control to its default value. .

DELAY: This knobs controls the amount of the delay effect for LAYER 3. No other controls or parameters are available for this delay effect. CMD+CLICK or CTRL+CLICK to set this control to its default value. .

All those 4 controls can be included in the sound generation when the correspondent **ALLOW CREATE BUTTON** ("R") is activated (on the right of the **DELAY knob**).

The next section in the same panel includes the CONVOLVER 3 controls:



CONVOLVER SWITCH: This switch enables the CONVOLVER.

CONVOLVER TYPE MENU: This menu offers the full list of Impulse responses available for LAYER 3.

CONVOLVER AMOUNT: This knob adjusts the DRY/WET signal for the CONVOLVER. When the knob is set to the minimum value (all the way to the left) only the DRY sound (no convolution effect) will be heard. When the knob is set to the maximum value (all the way to the right) only the WET sound (only the convolution effect) will be heard. At 12 o'clock (middle position) WET and Dry sounds will be heard in the same amount (50/50). CMD+CLICK or CTRL+CLICK to set this control to its default value. .

PRESETS SCROLLERS: These arrows allow to scroll through the impulse responses list either going upwards in the list (UP ARROW) or downwards (DOWN ARROW).

The impulse response and the amount of effect can be included in the random generation of a sound (CREATE function) by activating the correspondent ALLOW CREATE BUTTON ("R" - located on the right of the CONVOLVER TYPE MENU).

LAYER 4 CONTROLS



VOLUME: This knob controls the volume LAYER4. CMD+CLICK or CTRL+CLICK to set the volume to its default volume.

USE MODWHEEL to crossfade Layers 1+2 and Layers 3+4. At MODWHEEL value '0' the volume knobs values are kept intact. From MODWHEEL value '1' to '127' the layers will crossfade, with 50% values at MODWHEEL '64'

PITCH: This knob controls the Pitch of LAYER 4. From -12 semitones to +12 semitones. No individual pitch for either layers is offered. CMD+CLICK or CTRL+CLICK to set this control to its default value. .

OCTA: This knobs sets the number (-2 to +2) that the
AUDIOFIER

sequencer will use to generate random jumps of octaves. When set to “0” no octave jump will be performed. CMD+CLICK or CTRL+CLICK to set this control to its default value. .

DELAY: This knobs controls the amount of the delay effect for LAYER 4. No other controls or parameters are available for this delay effect. CMD+CLICK or CTRL+CLICK to set this control to its default value. .

All these 4 controls can be included in the sound generation when the correspondent ALLOW CREATE BUTTON (“R”) is activated (on the right of the DELAY knob).

The next section in the same panel includes the CONVOLVER 4 controls:



CONVOLVER SWITCH: This switch enables the CONVOLVER.

CONVOLVER TYPE MENU: This menu offers the full list of Impulse responses available for LAYER 4.

DRY IN: This knob adjusts the DRY signal for the CONVOLVER effect. It is useful to mix in some of the dry signal, unaffected by the convolution. At its minimum value no dry signal will be heard. CMD+CLICK or CTRL+CLICK to set this control to its default value. .

HIGH PASS (HP): This knob controls the amount of HIGH PASS filter for LAYER 4. It is useful to tame certain low frequencies produced by some Impulse responses. This filter affect both the Dry and Wet signals. CMD+CLICK or CTRL+CLICK to set this control to its default value. .

PRESETS SCROLLERS: These arrows allow to scroll through the impulse responses list either going upwards in the list (UP ARROW) or downwards (DOWN ARROW).

The impulse response and the amount of effect can be included in the random generation of a sound (CREATE function) by activating the correspondent ALLOW CREATE BUTTON (“R” - located on the right of the CONVOLVER TYPE MENU).

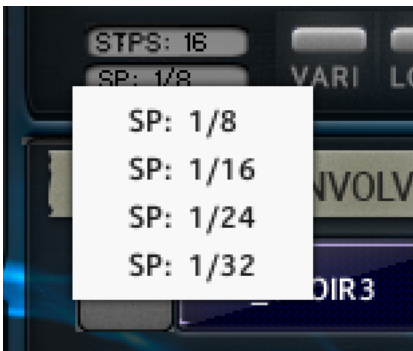
The next section in the same panel includes the SEQUENCER controls:



SEQUENCER TABLE: Adjust the velocity values of each step to generate a rhythm by changing the steps column height. When the column value is "0" no sound will be heard for that step.

STPS VALUE EDIT: This control sets the amount of steps in the SEQUENCE TABLE (from 2 to 16 max).

SPEED (SP): this menu offers a list of the available speeds for the sequencer steps:



All the sequencer parameters can be included in the random generation of a sound (CREATE function) by activating the correspondent ALLOW CREATE BUTTON ("R" - located on the right of the SEQUENCER TABLE).

MASTER CONVOLVER PANEL



This convolution effect is applied to the whole resulting sound.

CONVOLVER SWITCH: This switch enables the CONVOLVER.

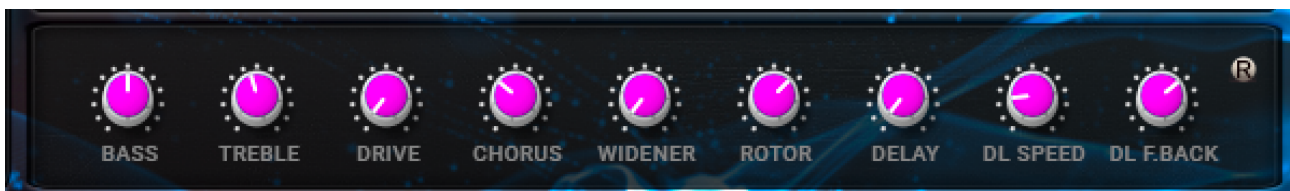
CONVOLVER TYPE MENU: This menu offers the full list of Impulse responses available.

CONVOLVER AMOUNT: This knob adjusts the WET amount signal for the CONVOLVER. When the knob is set to the minimum value (all the way to the left) only the DRY sound (no convolution effect) will be heard. CMD+CLICK or CTRL+CLICK to set this control to its default value. .

PRESETS SCROLLERS: These arrows allow to scroll through the impulse responses list either going upwards in the list (UP ARROW) or downwards (DOWN ARROW).

The impulse response and the amount of effect can be included in the random generation of a sound (CREATE function) by activating the correspondent ALLOW CREATE BUTTON ("R" - located on the right of the CONVOLVER TYPE MENU).

EFFECTS PANEL



This panel offers several knobs that control different master and individual effects. CMD+CLICK or CTRL+CLICK to set each knob to its default value.

BASS and TREBLE knobs: These knobs affect the overall sound. The BASS knob controls the amount of 100hz while the TREBLE knob controls the amount of 5000hz. In the middle position (12 o'clock) no effect is added. At their minimum value a dip of -18db is applied. At their maximum value an increase of +18db is applied. All the values in between are obtainable by adjusting each knob as desired.

DRIVE: This knob controls the amount of distortion effect. It is applied mainly to LAYER 1, but also a smaller percentage of gain is applied to LAYER 2.

CHORUS: This knob controls the amount of CHORUS effect for LAYER 1 and 2 only.

WIDENER: This knob controls the amount of stereo width effect and it is applied to the whole sound.

ROTOR: This knob controls the amount and a few parameters at once of Leslie (rotation) effect. It is applied only to LAYER 2 and LAYER 3.

DELAY: This knob controls the amount of delay for LAYER 1 and 2.

DL SPEED: This knob controls the speed of the delay for LAYER 1 and 2.

DL F.BACK: This knob controls the feedback (number of repetitions) of the delay for LAYER 1 and 2.

All these effects parameters can be included in the random generation of a sound (CREATE function) by activating the correspondent ALLOW CREATE BUTTON ("R" - located on the right of the DL F.BACK knob).

We at Audiofier would like to thank first of all
GOD for His ever-present help and inspiration.

A big thank to:

ICE NEAL, OSCAR LO BRUTTO, BILL AUDREY, JASON FILLIGANES.