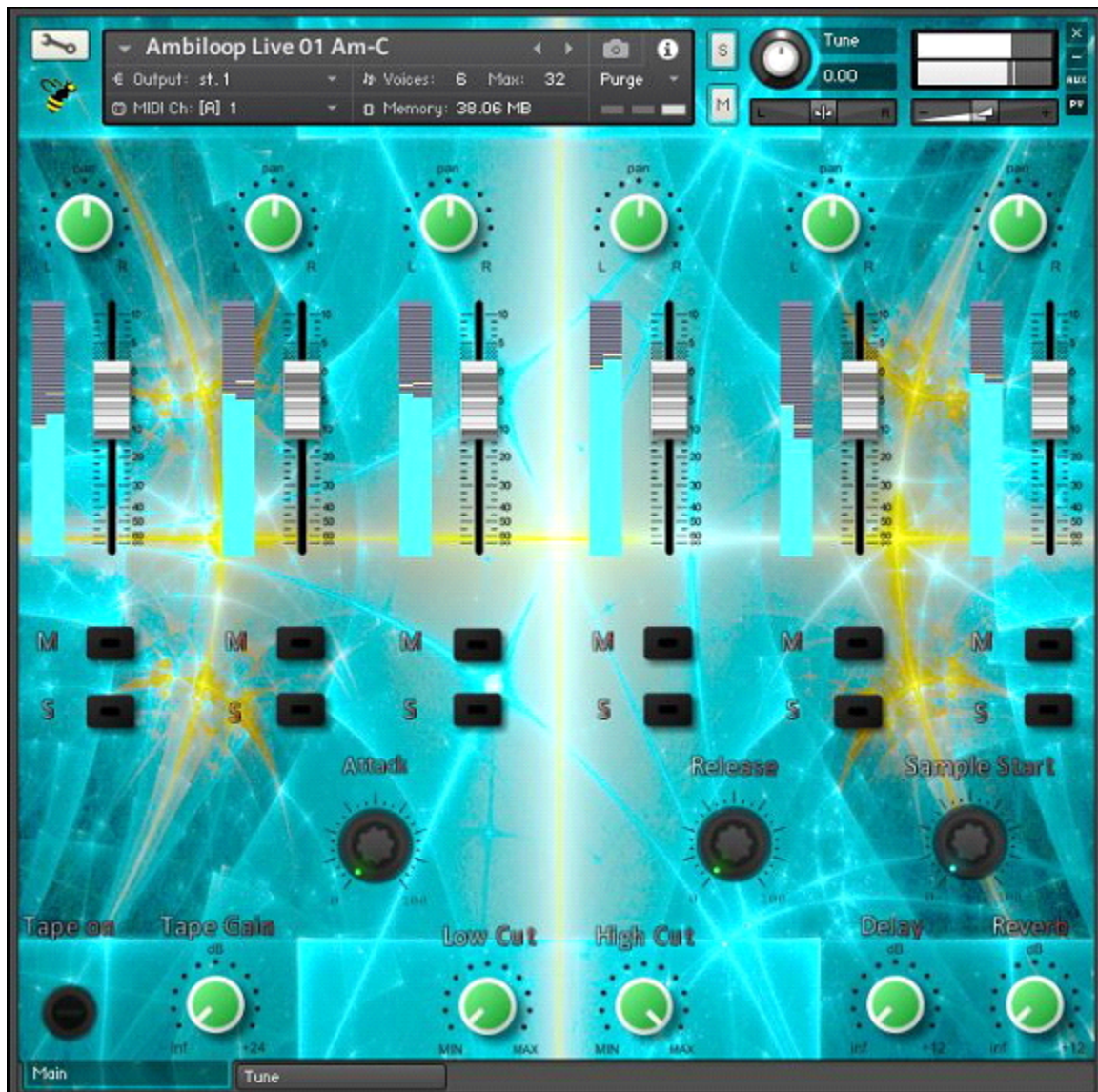


Ambiloop Live manual





Introduction

Thanks for purchasing the Ambiloop Live library. In this document are some explanations about it. It comes in Kontakt format (full version 5.5 and up required, Kontakt Player not supported-it will time out the cause of limitation of player version), SFZ (any software that can use sfz patches), and WAV loops format (44,1 KHz/24 bit). Please don't break the internal folder structure cause that will break patches. There are no duplicates of files, same wav loops are used in all formats.

Ambiloo Live is sample based software instrument for NI Kontakt (5.5 and up), sfz, or it can be used as a sample/loop pack.

Its name comes from ambient live guitar (in this case) looper sessions. All samples were made using electric guitar and various effects.

Ambiloo Live explores the technique of asynchronous looping, which is layering tape loops of differing lengths, no bpm, all are non-synchronous loops. With that technique, it creates ever-evolving soundscape.

AFAIK there are not many instruments like this for a reason, it must be used in a little less ordinary way.

In an ordinary soundscape sample, you can usually use eq to filter out unwanted "stuff". In Ambiloo Live kits you can just mute tracks you don't want and use only what you like.

The recommended way of using

If using wav loops in a daw they must not be stretched to fit time by a daw but used as-is. Then just duplicate each of the loops and use a volume envelope to bring tracks in/out.

If using made instruments for Kontakt/sfz, use very long notes instead.

In software like NI Maschine this can be tricky because everything is always synced and to use Ambiloo Live only workaround is to use very long scenes. (note: Haven't checked recently Maschine updates, maybe is already possible to have separate lengths per pattern.)

Why this way?

Lets say you made a scene with 4 bars in Maschine (or a DAW). When 4 bars end it will go to the next 4 bars or loop from start. Since all the loops are different in length some will play 60%

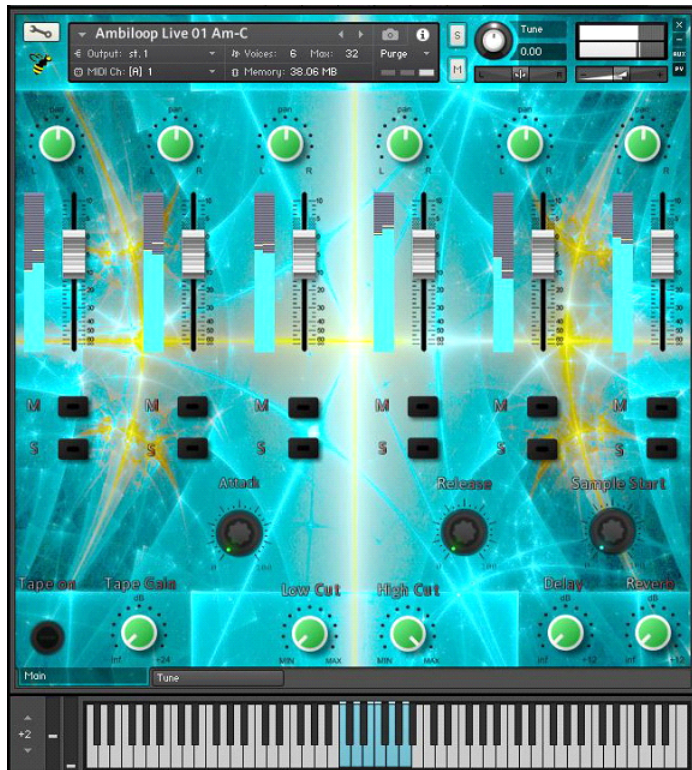
percent then start from the beginning if in the next 4 bars is a new note, some will play 120%, some 180%. That won't make a clean transition nor it will be actual asynchronous looping.

A small workaround is to add some "release" on the Ambilop Live Kontakt GUI. That way once again it will be retriggered with a new note but the old one will fade out instead of cut. There might be a small volume increase (when sound is retriggered) but Ambilop Live is a background instrument. That would solve abrupt change but it is still not an asynchronous looping.

If lengthy notes were covering all areas where we want Ambilop Live to play, some loops will play 2 times, some 8, etc without a hard cut in each of its cycles, making sound ever-evolving.

We also made single track instruments in which you can use them in a "standard way".

There are 2 types of instruments: Kits and Single instruments.



Kits are complete looper dumps ie 1 recording session per kit. Each kit consists of 6 tracks/loops which sound good in any combination with each other. In all kits bass is on the lowest note/channel and in the wav loops, it's always track 1. Others vary. You can find kit instruments in the folder "Instruments" (kontakt version) and in SFZ. They are named like this: Ambiloop Live 01 Am-C 01 represents the kit number while Am-C the key. To play those instruments you use white keys on a keyboard starting from middle C.

Hint: you can of course combine sounds from other kits. They are all in the same key.

Another hint: using all 6 tracks at once from a kit most of the time is too "busy" sounding. 3-4 sound nice together. There are more

tracks in a kit than that because this way it's easier to create variations and different sections in a song.

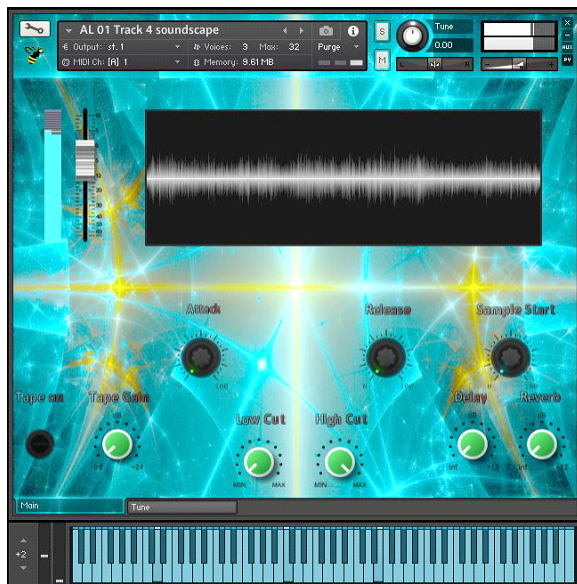
Example: 1+2 plays, then come in track 3, later 4, then after some time track 3 fades out while track 5 is coming in, etc.

You can find lots of useful controls on the kontakt instruments interface. Adding attack is advisable, you can also experiment with the sample start option.

Known bugs: solo will solo just the last track where it was activated without turning off glowing solo button from other track where we previously used. It's just a visual thing. If you want GUI tidier use mute buttons or remember to un solo before soloing something else.

Single instruments are in folders: Instruments Single (for Kontakt) and for sfz: SFZ single and SFZ single major (more about that later).

they are just 1 track - 1 instrument but you can play them polyphonically and use the feature of a sampler live retuning which can turn any of the provided samples into a soundscape or drone.



Tune tab (for kits)

On this page, you can adjust tuning to fit your project key. There is a table you can use.

Ambiloop Live 01 Am-C

Output: st. 1 | Voices: 0 Max: 32 | Purge | MIDI Ch: [R] 1 | Memory: 38.06 MB

Tune: 0.00

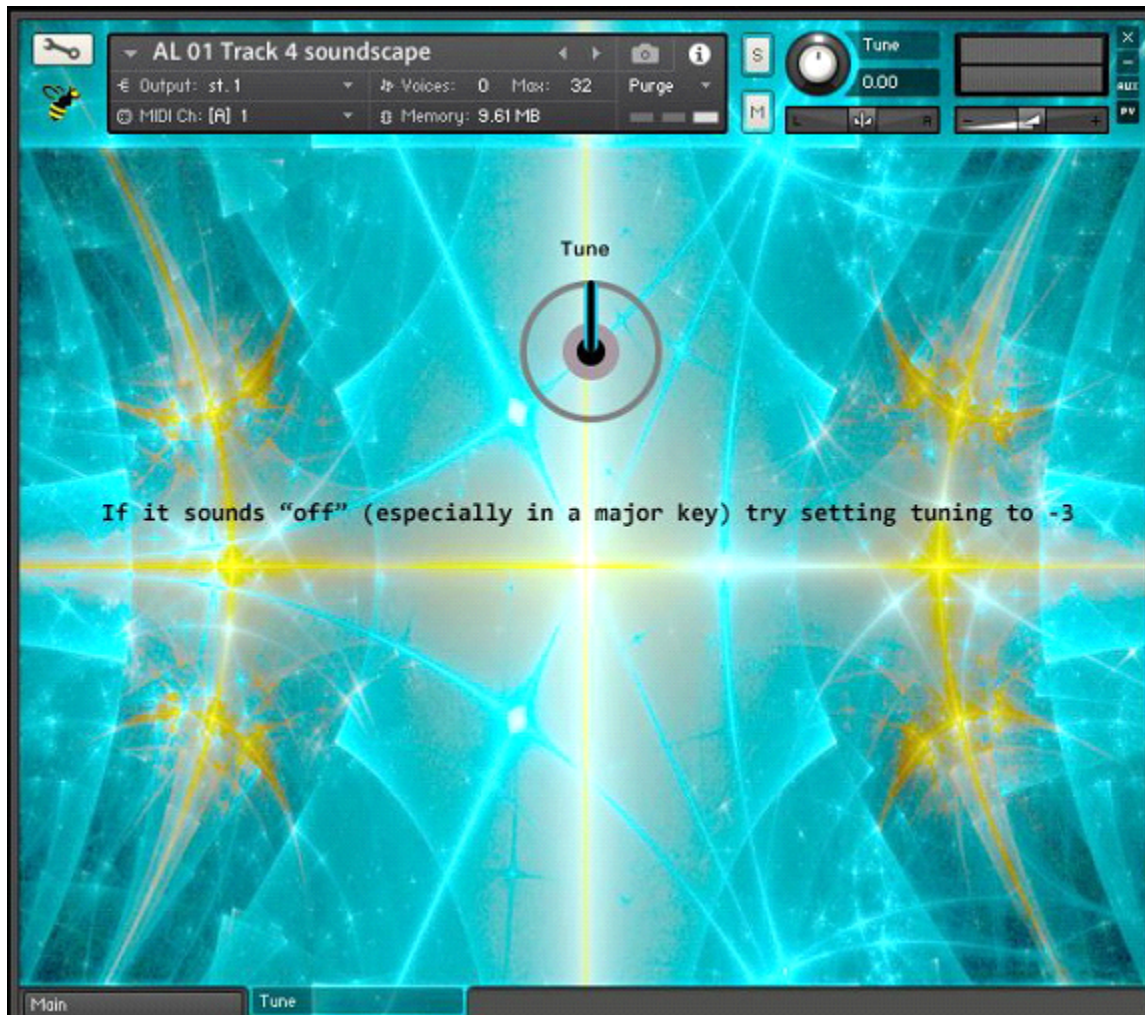
Tune Reference

-----Minor/Major-----

Am / C	= 0	(+12, +24, +36)	or	(-12, -24, -36)
A#m/ C#	+ 1	(+13, +25)	or	- 11 (-23, -35)
Bm / D	+ 2	(+14, +26)	or	- 10 (-22, -34)
Cm / D#	+ 3	(+15, +27)	or	- 9 (-21, -33)
C#m/ E	+ 4	(+16, +28)	or	- 8 (-20, -32)
Dm / F	+ 5	(+17, +29)	or	- 7 (-19, -31)
D#m/ F#	+ 6	(+18, +30)	or	- 6 (-18, -30)
Em / G	+ 7	(+19, +31)	or	- 5 (-17, -29)
Fm / G#	+ 8	(+20, +32)	or	- 4 (-16, -28)
F#m/ A	+ 9	(+21, +33)	or	- 3 (-15, -27)
Gm / A#	+ 10	(+22, +34)	or	- 2 (-14, -26)
G#m/ B	+ 11	(+23, +35)	or	- 1 (-13, -25)

Main | Tune

Tune tab (for single instruments)



There is not a table in there but just text: " If it sounds off (especially in a major key) try setting tuning to -3."

You must understand that these are polyphonic samples played in A minor. As we know Am uses the same notes as C major so it can fit in there also without re-tuning.

In some kits, we haven't used the root (Am) in a chord progression.

Why -3? What that will do is that it will make like the sample is mapped on C3 as root instead A2 where it is in instruments.

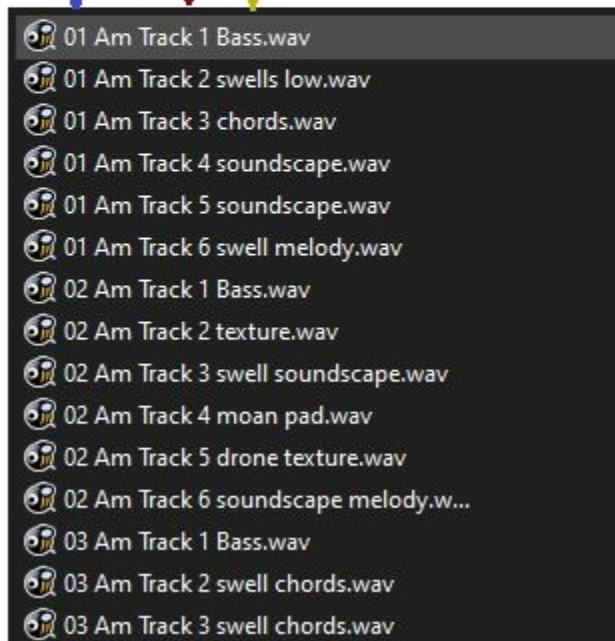
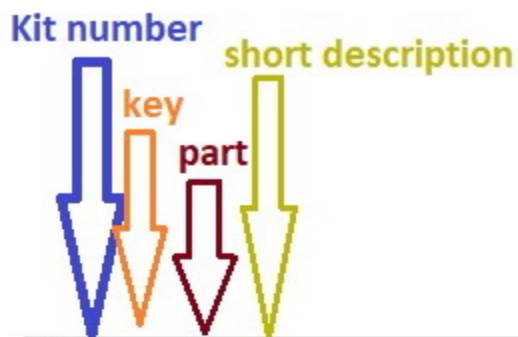
It's more convenient than going in Kontakt "under the hood" and changing the root key of the sample.

sfz instruments are a bit different regarding this. Some sfz players don't have a tuning knob so we made separate patches for that case in the folder: SFZ single major.

You don't need to use those but it's good to have them there.

Sforzando by Plogue has a tuning knob, it's called transpose in there.

Samples naming convention



Chord progressions used (Key Am) if you want to jam over Ambiloop Live:

- 01 Progression i-iv-VI-v
- 02 Progression i-VI
- 03 Progression v-iv-i
- 04 Progression III-i
- 05 Progression VI-VII-i
- 06 Progression i-v-VI
- 07 Progression III-i
- 08 Progression VI-v-iv-i
- 09 Progression VI-i
- 10 Progression i-III-VII-VI
- 11 Progression i-VII-VI-VII
- 12 Progression iv-III-VI-v

We tried to use III as much as we could because that is relative major and a progression for example III-i in A minor can be written as I-vi in C major while everything else is the same.

Note:

Although this manual makes it seem like it is hard to use and a user have to "jump through hoops" to be able to use it, in reality, it is very easy (harder to put in a written form) but we wanted to explain the concept behind the instrument and all details that a user might need.

Final note

Please don't share this product over the internet, a lot of time went into making it. We'll make sure prices will always be affordable but we can't make new products if we don't get any support.

Thanks again for purchasing!

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