

WORLD STRINGS

SAZ

MANUAL

INTRODUCTION

Welcome to our World Series. Our award winning team has gone to extraordinary lengths to capture the performances of top tier musicians in a world class scoring stage. With state-of-the-art technology, and an exquisite instrument. This library offers unprecedented quality, and endless creativity. We have invested thousands of hours to ensure that this library will add a new dimension of authenticity to your next production. Like our other product lines we always aim to capture lively and human performances making sure the instrument is fun and intuitive to play.

INSTALLATION

All World Series instruments work with both the latest full and player version of Kontakt.

To download you will need to enter your serial number into Native Instruments 'Native Access' application. Please follow the steps provided by the application. Once downloaded you will be able to access the instrument via Kontakt's library tab menu.

INTERFACE FEATURES

Home

VR Stage

By dragging the icon(s) around the virtual stage you can change the instrument's position in the room. Please note that this process uses actual recorded microphone positions not artificial reverb. For example if you move the icon to the front of the stage the VR algorithm will favour the close and overhead microphones. If you move it to the back of the stage it will favour the room and far microphones.



INTERFACE FEATURES

Home

Traditional Mixer

If you wish to have more control over the mix you can use the traditional mixer. Here you can apply pan and volume adjustments to individual microphones. You can solo, mute and assign different output routings. To unload a microphone channel simply click on the glowing dot next to the microphone name. In addition you can click on the up or down arrow to the bottom right to load or save your own mix settings.



INTERFACE FEATURES

Home

Icons (bellow the VR stage)

Virtual Stage/Traditional Mixer Icon

Click on this icon to switch between virtual stage mode and the traditional mixer

Microphone Icon

Click this icon to run in mix down mode. This will reduce the instruments memory load.

Pick Icon

Click on this icon to reveal the arpeggiator/chord engine.

Cog Icon

Click on this icon to reveal additional performance controls.



INTERFACE FEATURES

Home

Reverb

Convolution reverb control. This is separate to the VR stage and is useful in adding additional length to the sound.

Attack and Release

A global setting to adjust the instrument attack and release.

Now Playing Display

This shows the current playing articulation.



INTERFACE FEATURES

Performance Page

Tremolo

Humanize - This controls the degree of human feeling in a tremolo performance. It can go from robotic to very loose.

Speed - This controls the speed of the tremolo performance.

Pick Direction

Controls the pick playing direction.

Transitions

Turns the transitions on/off. If transitions are turned off you will not hear any hammer on/off or portamento slides during your performance.

Mute

This is used to mute the sustain note.





INTERFACE FEATURES

Arpeggiator and Chord Engine

Power On

Turn the Engine On/Off.

Division

Use this to change the rhythm of the loop.

Steps

Use this to change the amount of steps with in a loop.

Load and Save Patterns

Use this to load or save your patterns.

Chord and Arp Mode

Use this to select between Chord and Arpeggiator mode.

Humanize

Use this to add a bit of humanisation to the performance.



Advanced

Velocity Curve

By clicking on the curve and moving the mouse up or down you can adjust the curve shape to suite your keyboard playing style.

Transition Behaviour

Transition Priority Mode - In this mode the engine favours transitions over sustain notes. For example if you play a connected series of notes you will hear a number of transitions before the next sustain note is played.

Pick Priority Mode - In this mode the engine plays pick sustain notes with no transitions for the bottom section of the keyboard. And sustains with transitions for the top part. This is handy if you want to play a bass note drone with the left hand while the right hand plays a melody.

Attack and Release

A global setting to adjust the instrument attack and release.



Articulations

Here you can very simply load/unload an articulations round robin count and assign them to different midi triggers.

Keyswitch - Control articulations via keyswitch.

Articulations

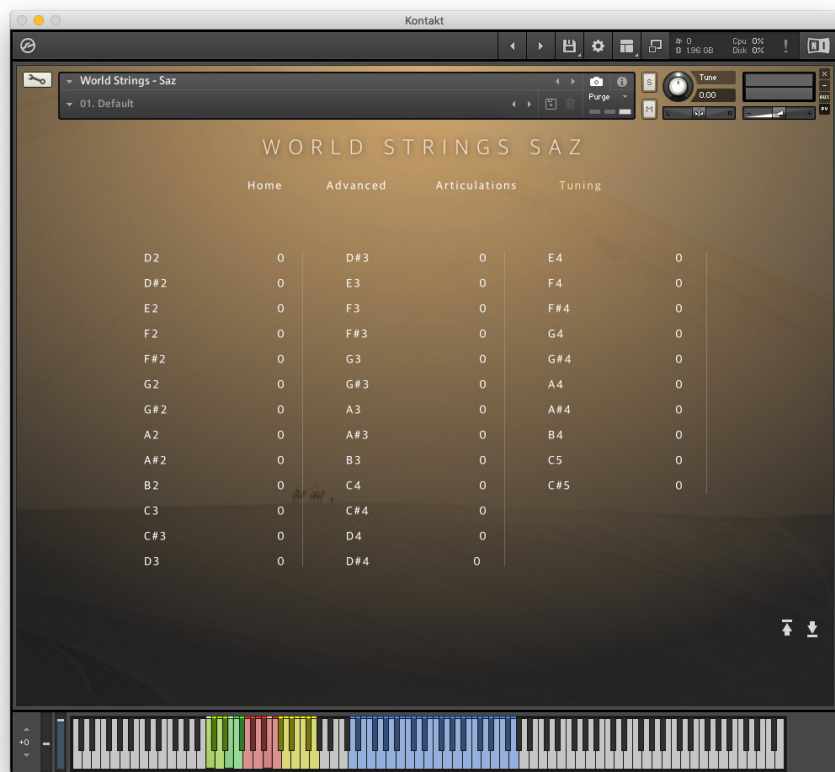
Midi CC - Assign articulations to both velocity and midi cc.



Articulations

Midi Channel - Assign articulations to midi channel.





Tuning

Here you can apply micro tuning to individual notes. This is great to experiment with different world tunings. In addition, you can click on the up or down arrow to the bottom right to load or save your own tuning settings.



NKS Support:

All World Series instruments are NKS compatible. Please refer to your NKS hardware manual for more information.

For more information please check out our website:

www.evolutionseries.com

Or for technical support enquiries please email us at:

info@evolutionseries.com

