

Kontakt FULL version 6.4.2+ required

VEKTOR

User Guide

Over 3GB of detailed and morphed unique strings instruments, textures and sound design.

- 116 Instruments
- 201 Snapshots included
- 467 Beautifully Crafted Samples
- 10 Source Movement Presets
- 10 Filter Movement Presets

'Source Movement' Manipulation Pad, controlling the Gain Distribution Ratio

'Filter Movement' Manipulation Pad, controlling Filter Cutoff & Resonance on either all sources, or per-source

'Horizontal', 'Vertical' & 'Circular' Modulation Units, for both Manipulation Pads



'Modulation Page,' containing 4 LFO Modules, for modulating any source parameter, alongside 4 Envelope Modules, for controlling the dynamics of multiple different source parameters

Each of the four sound sources can be independently controlled. (Pitch, Pan, Env, EQ, Filter, Level ect)

Solo, Power, Random and Reverse functions for each source.

Adjustable start and end sample points.

Auto mapping drag and drop, with loop feature.

9 Effects to manipulate the sound (Chorus, Reverb, Delay, Spatial, Distortion, Filter, Phasis, Flair and Lofi)

Randomise Feature

Tempo Synchronised

VEKTOR Sources and Samples



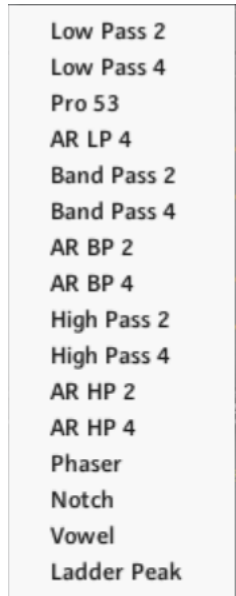
EQ Panel
3-band EQ with Frequency and Gain controls per band



Envelope Panel
Standard Attack, Decay, Sustain and Release controls along with a velocity sensitivity slider



Filter Panel
Controls for Cutoff, Resonance and Drive. Choose from 16 filter types.



Overview

The main section of Vektor contains 4 distinct sources which can be blended together to create unique sounds. Each source has independent controls for EQ, Envelope and Filter accessible by clicking the buttons at the top.

Each source has a master volume slider control along with a power button and a solo button. next to these are your tuning (+/- 36 semitones) and panning (-100/+100) control - Click and drag to change the values.

Next to these are the Random (Click to randomise the sound source) and the Reverse Buttons (click to play to current sample backwards)

Finally you have the source select dropdown menu containing 116 instruments and below this you have the sample display window which shows the current playing waveform. Drag the Start slider to adjust the start position of the sample.

VEKTOR Movement Panel (Sources)



Overview

The movement panel allows you to dynamically and instantly transform your sound in a number of unique ways.

Firstly you can click and drag the white dot inside the Source Movement XY pad to instantly blend between the 4 sound sources. This allows you to change the volume of each source in a relative manner very quickly. However, you also have access to controls which will change the blend over time. You can choose to blend horizontally or vertically (or both at the same time) or in a circular motion.

You can choose whether the movement should be in a clockwise or counter clockwise direction and you can choose whether the motion should be in sync with your DAWs tempo or free-running

Direction

Choose clockwise or counter-clockwise. Please note this control only works with circular motion

Power

Turns the selected movement on/off

Sync

Choose sync to sync the motion with your DAW-tempo. When selected the Speed control will lock and be replaced with a synth Rate value

Rate

Controls for Cutoff, Resonance and Drive. Choose from 16 filter types.



Speed

The speed at which the XY pad will cycle through the blend motion

Depth

This controls how far the XY pad will move in the chosen direction

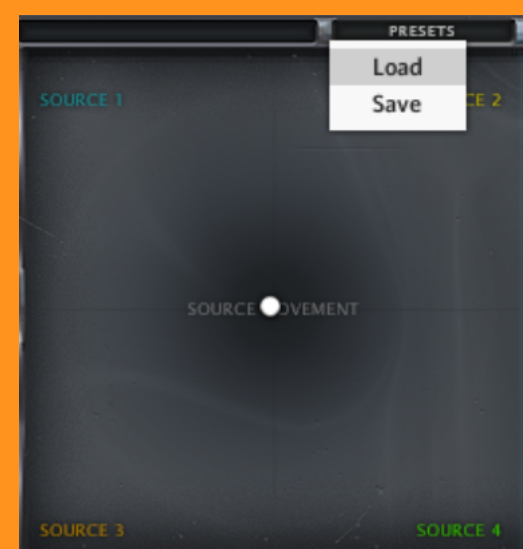
Smooth

This controls how smoothly the XY pad will cycle through the motion. Change this to the minimal value and the pad will jump from point A to B instantly allowing you to create choppy rhythms and syncopated patterns

Retrig

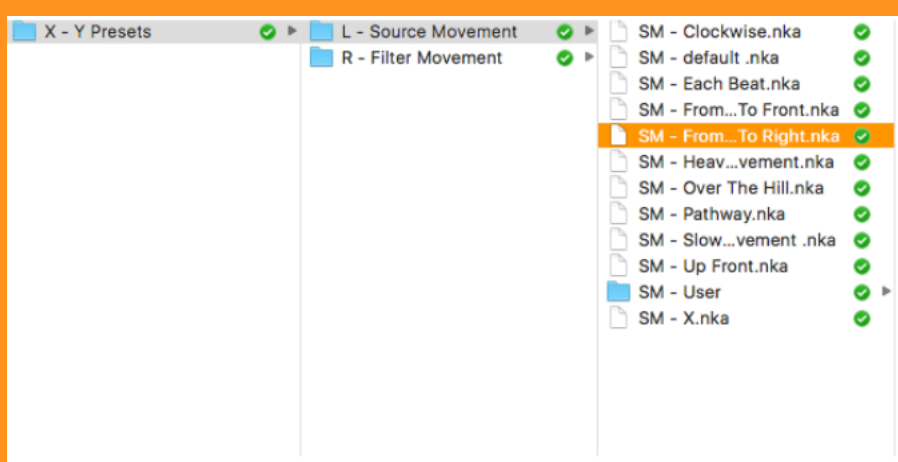
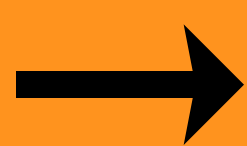
Dictates whether the movement should start again whenever a new key is pressed.

Presets There are 10 presets for each XY pad available for you to load and you can also save your own. Here's how to do that.



Loading

Click the small 'presets' text above the XY pad and choose 'Load'



Then select the corresponding movement (filter/source), select a preset and load.

Saving

to save a movement you have created just click save on the preset dropdown, select the corresponding folder and save under user.

VEKTOR Import Your Own Samples

Overview

Vektor comes with an innovative and easy to use drag and drop function.

Simply drag and drop your chosen sample into the source window, and it automaps the sample into that source. It's that easy.

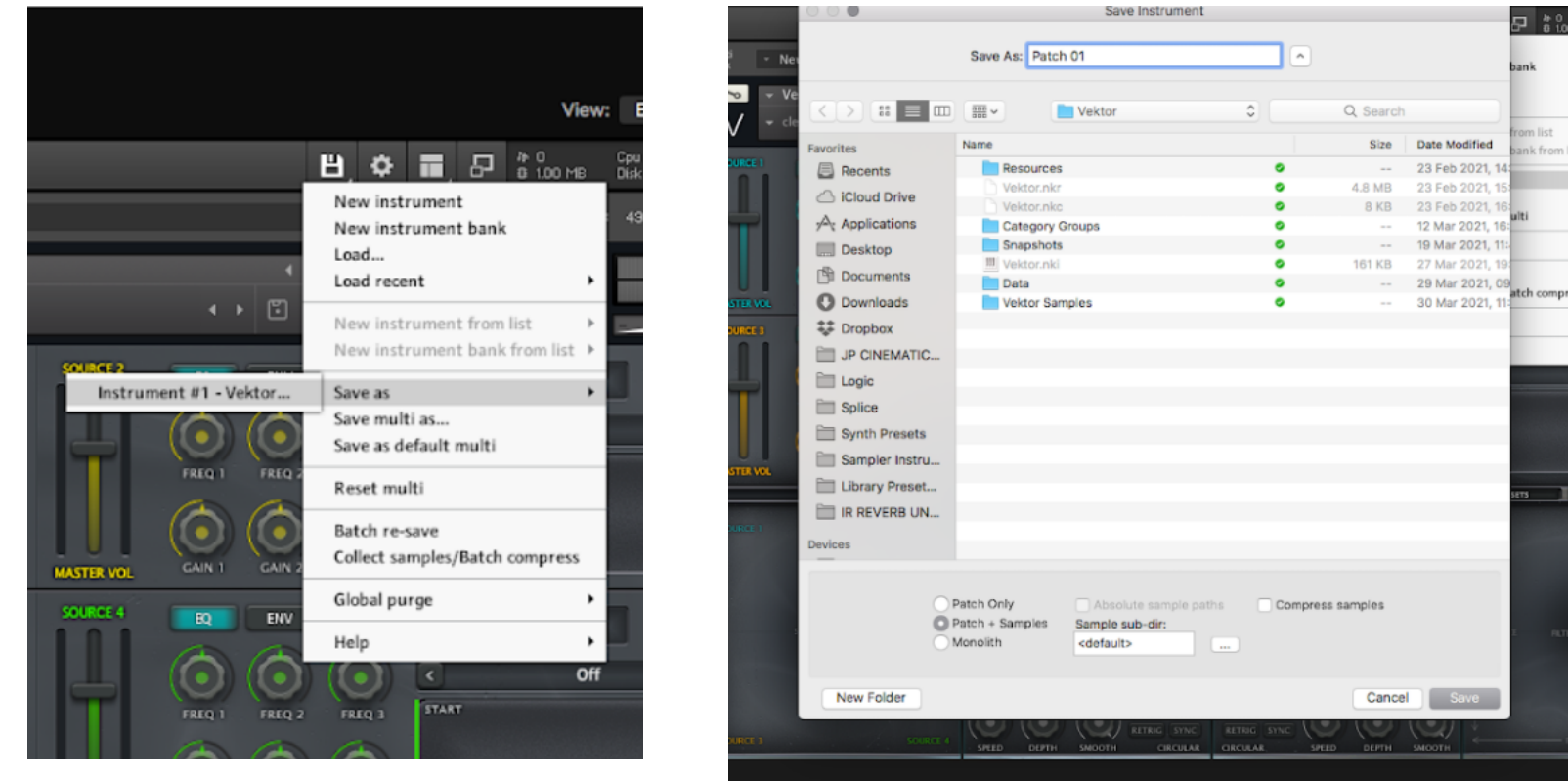


Once you have imported the sample a couple of things will change in the window. You will see a loop button appear and the loop start and end tabs so you can fully adjust your samples loop information.



Get Creative

Once you have created a patch simply save the patch like below.



Tip

Use your own samples to create new interesting sounds.

Vektor is a very powerful engine that can change any sound into an instrument.

VEKTOR Movement Panel (Filters)



Overview

The movement panel also allows you to control the filter frequency and resonance of each source independently or together

Subtle filter sweeps can be achieved with ease as well as complex, choppy, filtered rhythms and extreme dynamic changes



Select the source you want to move or select all to affect all four sources at once.

Tip

Always look into these controls.

They add a completely different dimension to your sounds.

Direction

Choose clockwise or counter-clockwise. Please note this control only works with circular motion

Power

Turns the selected movement on/off

Sync

Choose sync to sync the motion with your DAW-stempo. When selected the Speed control will lock and be replaced with a synth Rate value

Rate

Controls for Cutoff, Resonance and Drive. Choose from 16 filter types.



Speed

The speed at which the XY pad will cycle through the blend motion

Depth

This controls how far the XY pad will move in the chosen direction

Smooth

This controls how smoothly the XY pad will cycle through the motion. Change this to the minimal value and the pad will jump from point A to B instantly allowing you to create choppy rhythms and syncopated patterns

Retrig

Dictates whether the movement should start again whenever a new key is pressed.

VEKTOR

Modulation Panel



Overview

The Modulation Page gives you all the tools you need to create movement and excitement into your sounds. From gradually moving the pan to creating timed gate rhythms it is all on this page. There are 4 LFOs and 4 Envelopes and each of these can be assigned to a wide range of different controls.



LFO Control

Rate - The rate at which the LFO oscillates

Fade-In - the time it takes for the LFO to reach peak value

Depth - The depth at which the LFO will affect the destination

Shape - The shape of the LFO. Choose from the list below:

- Sine
- Square
- Triange
- Saw
- Random



Envelope Control

Attack, Decay, Sustan and Release controls along with a Depth control to determine how much the ADSR affects the destination

- Off
- SRC 1 Volume
- SRC 1 Tune
- SRC 1 Pan
- SRC 1 Cutoff
- SRC 1 Reso
- SRC 1 Drive
- SRC 2 Tune
- SRC 2 Pan
- SRC 2 Cutoff
- SRC 2 Reso
- SRC 2 Drive
- SRC 3 Tune
- SRC 3 Pan
- SRC 3 Cutoff
- SRC 3 Reso
- SRC 3 Drive
- SRC 4 Volume
- SRC 4 Tune
- SRC 4 Pan
- SRC 4 Cutoff
- SRC 4 Reso
- SRC 4 Drive

Destinations

Choose from any of the destinations using the dropdown menu as shown in the list above

Tip

Modulation can be very subtle or completely change the vibe of the sound. Adding a little modulation to panning always adds something interesting to the sound.

Subtle or Intense. The choice is yours

VEKTOR Effects Panel



Overview

The Effects Panel contains 9 powerful effects that operate on a global basis

Chorus

Speed: Rate of LFO assigned to delay time
Depth: Dictates the intensity of the effect
Wet: Affected signal mix



Distortion

Comes with Tube and Transistor styles.
Drive: Effects unit input gain
Damping: Speaker motion emulation, useful when controlling low-end tightness
Type: Component emulation selection



Phasis

Time based Phaser
Rate: Tempo-synced oscillation frequency
Notches: Number of notch filters
Wet: Affected signal mix



Flair

Time based Flanger
Rate: Tempo-synced oscillation frequency, controlling delay time
Feedback: Amount of output signal sent back into the effect; accentuating notches and resonances
Wet: Affected signal mix



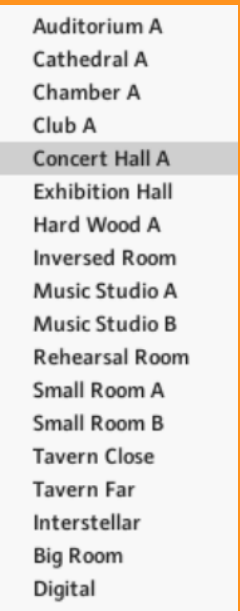
Spatial

Stereo Depth
Width: Subtle delay between left and right channels to create a variable stereo spread. (100% left results in a mono signal)
Pan: Pan stereo signal left or right



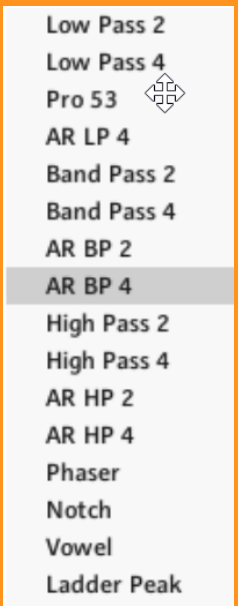
Convolution

18 purposely selected and diverse convolution reverbs.
Predelay: Time before onset of reverberated sound
Low Cut: High pass filter cutoff frequency
High Cut: Low pass filter cutoff frequency
Wet: Affected signal mix
Impulse Response: Selection of impulse response sample dictating the space to be modelled



Filter

Coming with a wide range selection of 16 filters.
Cutoff: Frequency of filter cutoff
Resonance: Gain boost at edge of cutoff frequency
Type: Filter type selection



Replika Delay

Feedback: Amount of output signal sent back into the effect; variable number of repeats
Wet: Affected signal mix
Rate: Tempo-synced time between repeats
Saturation: Mix of harmonic accentuations
Low Cut: High pass filter cutoff frequency
High Cut: Low pass filter cutoff frequency



Lofi

Rate: Tempo-synced oscillation frequency, controlling delay time
Feedback: Amount of output signal sent back into the effect; accentuating notches and resonances
Wet: Affected signal mix.



Tip

Adding any effects at this stage can dramatically change the sound, experiment as much as possible to take your sounds to the next level.

VEKTOR Randomisation



Overview

Nearly every element of Vektor can be randomised in creative ways.

Simply open up the randomisation page and selct the elements you want to randomised by ticking the boxes.

You can randomise:

Source Voices: Will just randomise with sample is loaded to each source

Source Filters: Will randomise all 4 source filter types and settings

All Sources: Will randomise all source samples and filters

XY Motion: Will randomise the settings and position of the XY source panel

XY Filter: Will randomise the settings and position of the XY filter panel

Modulation: Will randomise the settings on the modulation page

Effects: Will randomise the settings on the effects page

Everything: Will randomise all of the above at the same time.

Tip

You can tick more than one box at once to quickly randomise controls together.

Use randomisation to spark creative ideas and develop your own presets quickly and easily

Downloading

Vektor downloads as a single ZIP file.

Extracting

Once downloaded please extract the ZIP using your zip utility on your computer. You will be presented with one folder with the following contents

Name	Date modified	Type	Size
 Category Groups	12/03/2021 16:23	File folder	
 Data	26/03/2021 19:01	File folder	
 Resources	25/02/2021 08:47	File folder	
 Snapshots	19/03/2021 11:44	File folder	
 Vektor Samples	13/03/2021 12:52	File folder	
 Vektor.nkc	23/02/2021 16:09	NKC File	8 KB
 Vektor	27/03/2021 19:22	Kontakt nki File	158 KB
 Vektor.nkr	23/02/2021 15:03	NKR File	4,677 KB

Loading

Drag the Vektor.nki file into Kontakt to load.

Important: You must have the full version of Kontakt 6.4.2 to use Vektor

If you want to learn more about how to load Kontakt Instruments in various ways please visit this page: <https://www.lootaudio.com/blog/article/installing-kontakt-instruments>

VEKTOR Snapshots

Vektor comes with over 200 diverse snapshots ready for you to use or adapt in the following categories:

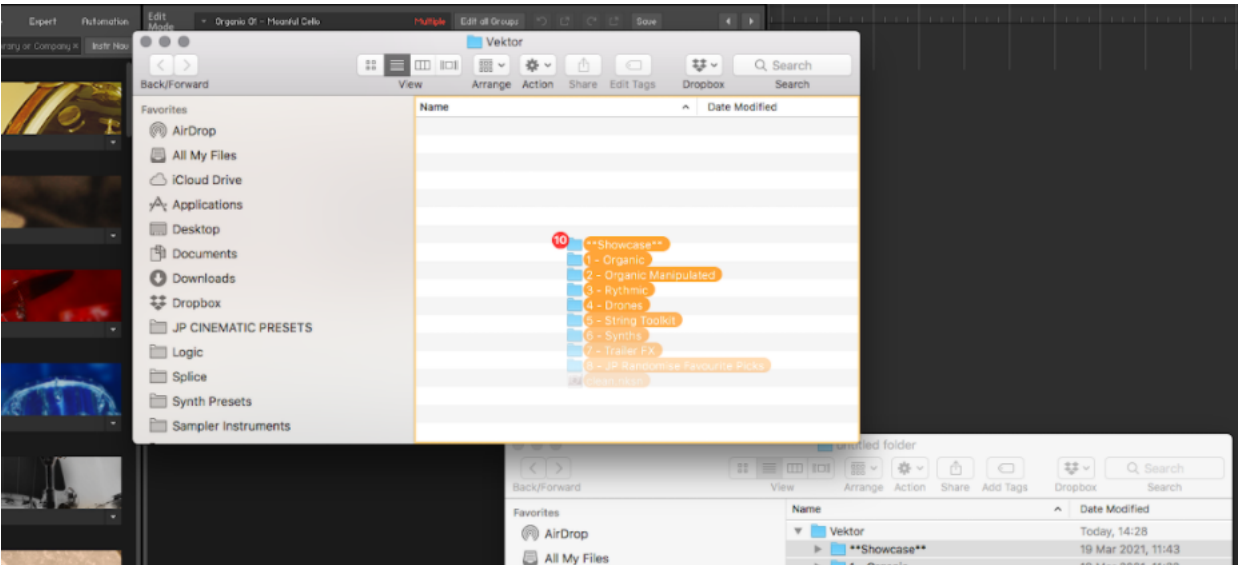
- Organic (Natural Sounds)
- Organic Manipulated (Morphed Sounds)
- Rhythmic (Moving Sounds)
- Drones (Long, Atmospheric Sounds)
- String Toolkit (String Pad Sounds)
- Synths (Synth Based Sounds)
- Trailer FX (Morphed FX)
- JP Randomise Favourite Picks (Top 20 JP Random Picks)

Installing these can be done like this:



1. Once Vektor has loaded, click on the spanner in the top left. Then click on the tab, "Instrument Options"
2. Once Instrument Options has loaded click on snapshots, then Show. It will then bring up the containing folder. Create a new folder if prompted.

Tip
These Snapshots can be easily adapted, trying changing the Filter and Source Movement.



3. Drag the contents of the snapshots folder that are with your downloaded files into this new folder



4. Close the windows and return to the main Kontakt interface. Use the dropdown menu to load snapshots. Please make sure you select the camera icon first or you will not see the dropdown manu.

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