



DARK INTERVALS

USER MANUAL

ARTEFACT

ARTEFACT-TEXTURES AND PADS

WHEN YOU PURCHASE „ARTEFACT“ YOU WILL RECEIVE PRODUCT IN TWO SEPARATE FOLDERS
„ARTEFACT-AMBIENT CINEMATIC TOOLKIT“
„ARTEFACT-TEXTURES AND PADS“

IF YOU PURCHASED „ARTEFACT-TEXTURES AND PADS“, YOU GET JUST ONE FOLDER.

GENERAL INFORMATION

ARTEFACT is toolkit based on ambient pads, ambient motions and various sequences and textures..

As opposed to our previous pad instruments we released, these sounds are less synth sounding, and they are supposed to be your ambient bed for various type of exotic , meditational and similar sonic journey.

WHY TWO DIFFERENT GRAPHIC INTERFACES?

When you buy **Artefact**, you have a folder **ARTEFACT-AMBIENT CINEMATIC TOOLKIT**

It has 4 categories of instruments, in which two of them are looped, and two are not. All categories use TIME MACHINE PRO 2 playback mode from Kontakt Player, therefore voice number can be limited.

Because of that, if you play complex harmonies on some pad sounds, you might hear voice choke.

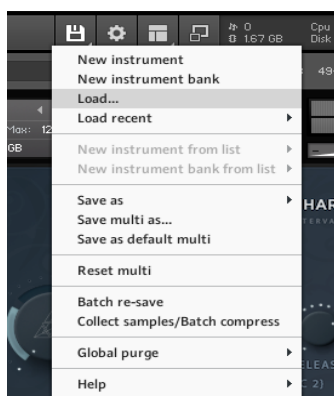
So that is why we took 2 categories based on pad sounds, and packed them in another GUI, which uses DFD playback option, and gives you much bigger number of voices, and put it into a folder : **ARTEFACT-TEXTURES AND PADS**

So you can choose which GUI you want to use when playing these specific instrument categories.

„ARTEFACT-TEXTURES AND PADS“ CAN BE PURCHASED AS A SEPARATE INSTRUMENT.
IN THIS CASE YOU DO NOT HAVE „AMBIENT MOTION“ AND „GUITAR WONDERLAND“ CATEGORIES OF SOUNDS!!

So, if you purchased „Pads and Textures“ version, be sure to see which data in this manual refers to it, and check INTERFACE 2 shown on page 5 .

ARTEFACT cannot be added as a library, so you must manually locate and load NKI file inside your product folder. (see picture below) After you successfully load your instrument, you will see the interface (see page 3, or page 5)



INSTRUMENT CATEGORIES, PRODUCT INFO, SYSTEM REQUIREMENTS

ARTEFACT	ARTEFACT <i>PADS AND TEXTURES</i>
CONTENT	CONTENT
• AMBIENT MOTION (27) • TEXTURES AND PADS (31) • ETHEREAL EXPERIMENTS (25) • GUITAR WONDERLAND (15)	• AMBIENT MOTION (27) • TEXTURES AND PADS (30)
PRODUCT INFO	PRODUCT INFO
• 5,5 GB Unzipped size • 48000 khz, 24-bit quality	• 2.32 GB Unzipped size • 48000 khz, 24-bit quality
SYSTEM REQUIREMENTS	SYSTEM REQUIREMENTS
• Any PC or Mac that can run Kontakt 6.3.2 • Full Kontakt 6.3.2 or higher • Free Kontakt Player is not supported! • 4gb of RAM or more • 5.5 gb of disk space	• Any PC or Mac that can run Kontakt 6.3.2 • Full Kontakt 6.3.2 or higher • Free Kontakt Player is not supported! • 4gb of RAM or more • 2.4 gb of disk space

1. AMBIENT MOTION are moving textures, loops, and various sounds that are seamelesly looped.

2. TEXTURES AND PADS is a combination of textures, clusters, pads and various sounds. Some of them are harmonically rich or even present entire chord on one note.

3. ETHEREAL EXPERIMENTS are mostly clusters, whether tonal or atonal.

4. GUITAR WONDERLAND are loops created with electric guitar processing.

All loops and sequences and other sounds are royalty free!

INTERFACE 1.



1. Chorus section with dedicated depth and speed knobs and on/off button (Label text is a button!)
2. Overdrive section with on/off button, and amount knob controlled by modwheel.
3. Envelope section with adjustable attack and release.
4. Speed buttons, with 1/2, x 1x and 2x speed.
5. Legato button, when activated, one note can be played at the time.

6. Reverse button, for reverse playback.
7. Adjustable stereo image section with dedicated horizontal slider.
8. Pan horizontal slider.
9. Switch between page 1 and page 2 menu.
10. HPF and LPF adjustment sliders with dedicated cut and resonance frequency.

When selecting page 2 menu, following will appear :
(See picture on page 4!)

11. Reverb activation button with adjustment knobs.
12. Delay activation button with adjustment knobs.
13. Reverb selection dropdown menu.
14. Delay selection dropdown menu.



Here you can edit reverb and delay parameters with knobs, and change different reverb and delay types, by pressing dropdown menu, next to activation buttons.
There is also a tempo sync feature for delay, which can be activated by pressing quarter note symbol (♩).

IMPORTANT :

1. Overdrive does not work the same with all patches. If the patch is already created with a source that has some overdrive in it, you can expect the sound to be more quiet and thin when drive button is on.
2. Chorus and Overdrive buttons produce unpleasant click noise when turned on or off during active playing. This is normal, and nothing to be worried about.
3. When delay is set to tempo sync, and you have tempo change in your project, this will result in unpleasant clicking artifacts. This is also normal.
4. Legato button is mostly used when you don't want overlapping notes.
5. Playback speed is mostly useful on loop sounds, not pads and textures, but you can try it on them, too. Who knows!

INTERFACE 2 („TEXTURES AND PADS“ VERSION)



1. Adjustment knobs (for envelope, hi-pass and lo-pass filters, depending which upper button you select)
2. Envelope, lo-pass and hi-pass selection buttons.
3. Reverb activation button
4. Reverb parameters adjustment knobs.
5. Reverb list (dropdown menu)
6. Delay activation button.
7. Delay parameters adjustment knobs.*
8. Delay list (dropdown menu)

FOR MORE INFORMATION, VISIT : WWW.DARKINTERVALS.ORG