



AMBIUS 2: SYSTEMATIK

We welcome you to the **Soundiron Ambius 2: Systematik**.

This library is an exploration of organic synthesis, an open-ended library that puts the power of sound design in the hands of the user. It represents a huge new step forward in our quest to build a truly flexible and adaptive sample based atmospheric synth. We wanted a broad collection of richly nuanced flavors with the ability to freely layer, blend and reshape a wide mix of percussive, tonal and textural elements into custom multi-layered dynamic and evolving instruments. We wanted a unified and powerful interface to combine detailed performance and tone shaping controls with a wide pallet of experimental and environmental convolution effects. We wanted a built-in tempo-locking step-sequenced filter and LFO engine that could be adapted to just about any other GUI control parameter on the fly without missing a beat. Ambius 2 is all of that and far more. The UI is incredible, thanks to some brilliant artwork by Dickie Chapin and Chris Marshall's genius systems designs and each sound has been individually custom-designed by the Soundiron crew.

One of the driving forces behind the development of our second atmospheric synth collection was the desire for a fresh sound based on real organic recordings that was both super flexible for those of us who like to knob tweak and yet still easy to dive into for those who want it to sound great right out of the box with minimal fuss. It allows you to blur the line between lead and ambient textures and just as easily morph between tight, tuned percussive and smooth, dreamy pads. We've created a deep pool of elements to choose from and shape, with a wide palette of sonic flavors ranging from fat lo-fi leads to crisp, complex hi-fi soundscapes. All of the sounds we created for Ambius 2 were sourced from live acoustic instruments and hand-sculpted individually into unique and fully customizable playable concepts.

The foundation of Ambius 2 is in the layer building concept, which allows you to combine a range of tuned percussive attack samples with a broad variety of richly detailed sustaining pads and leads. Each layer is equipped with independent core parameter control and can be swapped out on the fly through the GUI or with CC/host automation so your instrument can evolve with the music. We then take it a step farther with the Instrument Designer concept, with 6 independent hand-picked layers that absolutely blow the creative possibility wide open. Each layer can be freely blended and warped with different tonal, shape and dynamic behaviors that allow your sound to radically transform itself based totally on the way you play.

The next step was to turn the entire beast into a rhythmic monster. We engineered an entirely new way to provided tempo-locked filtering and LFO based parameter automation. We started with a pair of 32-beat step-sequencer graphs that let you freely draw resonance and cutoff values from one step to the next, with time divisions from whole notes to 128^{ths}. You can choose from Lowpass, Highpass, Bandpass and Vowel filter types.

We've also smoothed parameter changes to prevent ugly zippering, but with the ability to dial in ultra-tiny time-signature divisions and extreme filter settings, you can get as gnarly and screeching or warm and mellow as your heart desires. You can also assign just about any parameter to each step sequencer table with the simple right-click/cmd-click learn function whenever that table is running. You can even skip the filter stage and simply use it for tempo-synced CC parameter control by choosing the "Thru" filter type or bypass the whole system instantly with the LFO Pause and do your filter tweaking and sweeping by hand.

There's also a free/syncable amplitude oscillator, full EQ tone controls, our custom convolution reverb loaded with dozens of spaces and special FX and of course, our ever advancing Uberpeggiator meta-arpeggiation system. The dual-layer sustaining ambient presets also feature simulated polyphonic legato with polyphony, bend, speed and range control. You'll find cutting edge Kontakt 5 presets that allow step sequencer and uberpeggiator table graph preset saving/loading and the latest filter options, classic Kontakt 4-friendly presets with classic filter types and resource efficient lite presets that save ram and CPU resources without the filter LFOs or a deep offset range. They're perfect for on-the-go laptop composing or when you just need the basics, without sacrificing sonic quality or control options.

More about the presets and features...

The primary "**Instrument Designer**" .nki presets feature a proprietary system that allows the user to select from a wide range of specially modified tuned acoustic transients and combine them with hand-designed sustaining tonal elements. The Transient and Sustain phases can each be independently replaced, reshaped and re-tuned in real-time and feature their own separate parameter controls. They can be layered together as a single unified sound, or the user can smoothly cross-fade between them with the Blend slider. Nearly every parameter in these instrument, including transient and sustain layer sound selection, can be fully automated using your host's automation routing, standard CC assignments or routed directly through the integrated LFO step sequencer tables.

The **Transients** .nki presets allow combinations of 2 separate selectable tuned percussive elements and the **Sustains** .nki presets allow custom dual-layer ambience design. These presets are essentially auxiliary to the Instrument designer presets, but they allow you direct access to just the specific elements in the library they need and focus in on them to create different sonic combinations. The Transients have a sharper, more aggressive attack and normal decay, while the Sustains are more atmospheric and infinitely looping.

The special "**Layer Builder**" presets combine 4 different transient elements and 2 sustaining elements, each with individual controls to allow the creation of unique complex and evolving acoustic-synthetic hybrids. These are more resource intensive, but can create unique and complex musical sounds that the user can easily sculpt to create their own original sound concepts in any number of ways. In all of these presets, you can choose from a wide array of different sounds and then completely reshape them with the interface to create a limitless musical variety.

Every instrument preset also features a range of powerful integrated tools. First, we have the heavily upgraded **LFO** panel. This section includes the Filter and Tremolo controls. The Tremolo section of the LFO panel contains a standard volume LFO, for tempo-synching or Hz-based tremolo effects. You can select waveform type, time signature/rate and intensity. However, this is where things really go way beyond anything we've done before. In the filter section of the LFO panel, you can select from 4 different filter types and manually control/automate cut-off and resonance. You can also assign cutoff and resonance to our unique step-filter system, the Kronostepper. This step-sequenced tempo-synching LFO engine allows complex tempo-based midi parameter oscillation with two fully independent sequencer tables. The tables default to cutoff and resonance for the filters. However, they can *also* be used to drive tempo-locked step sequenced automation for *any other* knob or slider in the instrument preset. If you want to use the Kronostepper to control instrument parameters without the filters enabled, you can select the "-Thru-" filter mode to pass through the automation to drive any Kontakt parameter at all. If you want to kill the automation or assign a control to a midi CC without locking it to the table LFO system, simply press the LFO Pause button in the top right corner to bypass the sequencer loop.

We've also integrated our **Uberpeggiator** system for adaptive step-sequenced arpeggiation, with full control over scale, key, rhythm, velocity and a variety of custom parameters, as well as a time-scalable velocity table. In the Kontakt 5 ("K5") presets, you can also import and export your own custom table sequences for both the Uberpeggiator and the LFO filter step sequencer table system as .nka files and these custom presets can even be shared between the two systems. The .nka table preset files are stored in this library's Data folder.

See Pages 6 - 12 for more detailed information and tips on using these powerful tools.

SOUNDIRON

AMBIUS 2: SYSTEMATIK

version
1.0

OVERVIEW

65 open-format Kontakt 4 instruments / 41 open-format Kontakt 5 instruments
 1,672 Samples
 4.9 GB Installed
 24bit / 48kHz stereo PCM wav samples (non-encrypted)
 Powerful custom performance and FX control interface
 51 custom convolution reverb impulses integrated into the GUI Reverb tab

Note:

- The full version of Kontakt 4.2.4 (for K4 presets) and Kontakt 5.0.3 or later is required.
- The free Kontakt "Player" does not support this library.

CREDITS

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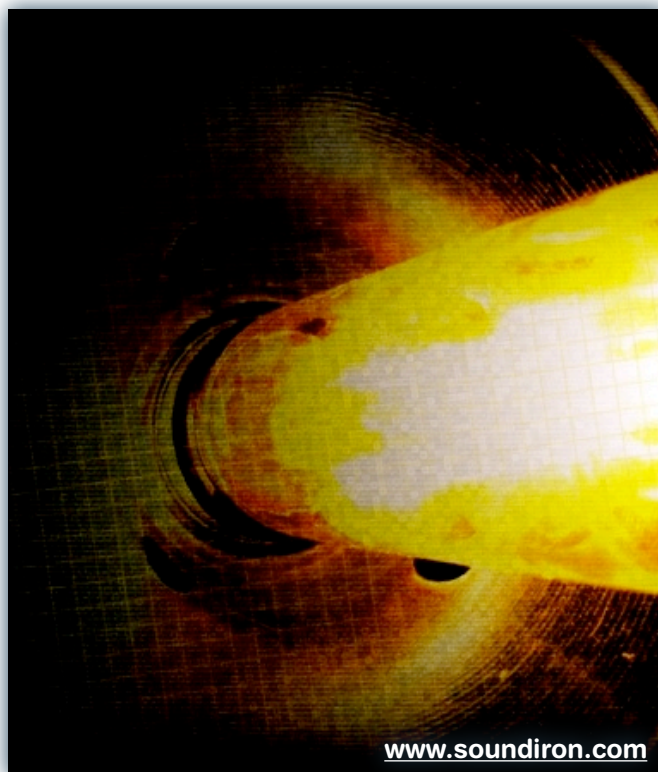
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ABOUT THIS LIBRARY

Fidelity

This library was recorded in wide stereo at 48kHz / 24bit, with some content recorded on location in a variety of live and synthesized environments, so you'll hear environmental coloration and tone. We feel these subtle natural imperfections add life and character to the sound. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile samples.

Format Accessibility

All of the sample content and impulse files are included as standard non-encrypted PCM wav files and standard open-format Kontakt presets to allow you easy access to manipulate, reprogram and customize the sounds however you prefer. We know that it's important for many users to be able to go beyond the limitations of any one sampler or preset structure, so we've kept this library's directories and files open for advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

Keep in mind that to use and/or edit the Kontakt presets, you'll need the full retail version of Native Instruments Kontakt 4.2.4 (K4) or Kontakt 5.0.3 (K5) or later. Please be aware that the free Kontakt "Player" and any other version or form of Kontakt that came bundled with any other library or software product (other than NI's "Komplete" package) will not support this library. The free Kontakt Player is NOT a full version of Kontakt and cannot load or play standard open-format Kontakt instruments or libraries.

Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

While you can reprogram the samples or presets to other formats, we always recommend using Kontakt for best results, since it widely considered the industry standard and easily the most powerful sample programming and playback platform on the market. However, if you wish to convert or reprogram the wav files and instrument presets into any other sampler or softsynth format, be aware that not all settings and properties will translate accurately, reliably or even at all from one instrument or audio format to the next, due to vast differences in standards, behaviors, structures and capabilities that each platform relies on.

Custom Convolution Impulses

We enjoy capturing the unique acoustic characteristics of spaces and locations that we come across from time to time. Sampling environments is similar to sampling instruments in many ways. It's done with portable loudspeakers to produce a special sine wave sweep that covers a wide spectrum, from 22 Hz to 22 kHz. We then use dedicated deconvolution software to decode the resulting audio into an impulse response file, which is a wav file with special phase, frequency and timing information embedded in the audio.

Most impulses sound like an odd sort of sharp snap, like a balloon pop or starting pistol fired in the environment that was captured – which is in fact how impulses used to be made. When loaded into a compatible convolution reverb effect (such as the one built into Kontakt), these impulses impart their sonic properties fairly well into most sounds. Of course, it's an imperfect science and much is lost in the translation, especially if the sound being played through it also has its own strong tonal, phase or reflective properties. Sometimes the results are incredibly lifelike and just as often, they can be completely surreal. It all depends on the sound, the impulse, the settings you choose.

We've included a hand-selected collection of impulse files that we think compliment this library's sound directly built into the GUI. You can load them into most instrument presets by using the Reverb control panel tab and selecting an impulse from the Impulse drop-down menu.

You can also manually import any of your own ways into the Convolution effect within Kontakt's instrument editor view, down in the Insert Effects module. Just make sure to set the Reverb control to On and Custom to enable convolution impulse wav import and custom preset saving. Be aware that convolution processing can often create powerful and piercing resonances when applied to many audio sources – especially loud sounds that contain strong mid to low frequency harmonic components.

System Requirements

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 4GB of system ram, a quad-core cpu and a 7200 rpm SATA hard disk or better before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on older machines.

Download & Installation

We provide the Continuata Connect download manager to offer high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You may also need to add special permissions to your security software for the downloader, if it blocks applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Make sure to leave out any spaces before or after the code. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is fully complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

Don't move, rename, delete or modify any of the files or folders created during the download until after you see the status message for all files in your download queue display the word **"INSTALLED"**. Please don't close the downloader while it's actively downloading, unless you press the pause button first. To resume downloading, press the Resume button. If you need to resume

downloading after closing the downloader, run it again and enter your code and press Download again. Then select the same download/installation location on your computer that you chose originally.

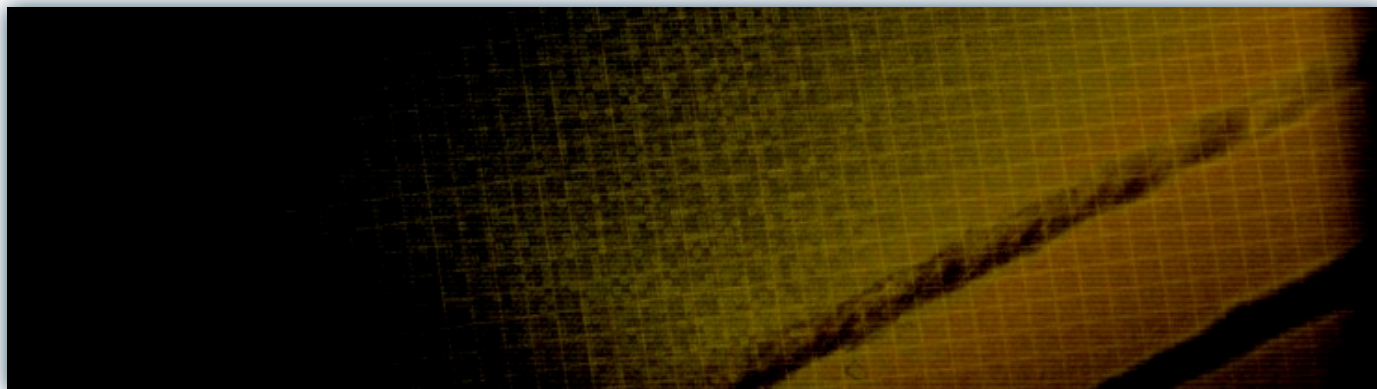
If the downloader reports a DL Error or Install error, it will automatically try to download the file again until it successfully downloads and verifies all the data it needs. It's best to allow it to finish the process before trying to move or access the library data. Please see your download email for more detailed instructions.

Manual Download

If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code. Or, if you used the downloader originally, but you need to re-install the library manually for any reason at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library. Please note that Stuffit Expander and Winzip DON'T support many types of common rar files.

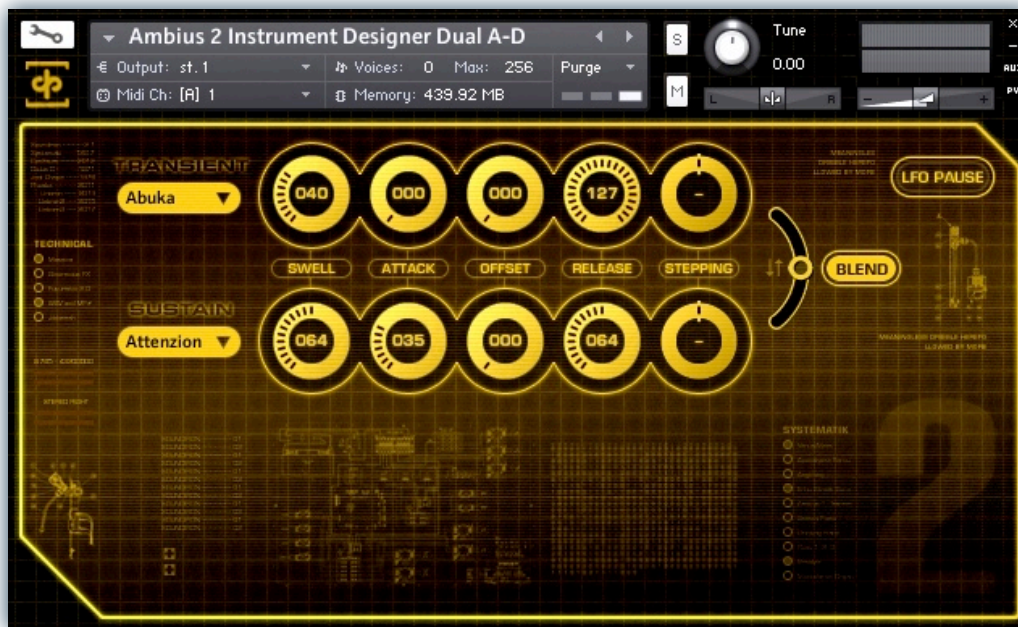
Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow presets to finish loading completely before loading a new one. You can't use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view. The "Add-Library" function does not support this product or any other open-format Kontakt library. This library doesn't require any special activation.



Main Front Panel Controls

This instrument has a variety of special front panel performance controls that allow real-time customization. Not all instrument presets include all controls listed below, depending on the specific features suitable for each preset. Some may also use alternate CC mappings. You can see each control's assignment by clicking on each UI control to display the "hint" text in the **Info** bar at the bottom of Kontakt.



Each layer in Ambius 2 presets have individual controls for basic sound-shaping and performance adjustments. Each is also bound to a different midi CC to allow for easy automation.

Swell - (CC 72 & 73)

This knob controls the volume swell of the respective layer.

Attack - (CC 74 & 75)

This knob controls the sharpness of attack. Increasing the value causes the sound to attack more softly.

Offset - (CC78 & 79)

This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound.

Release - (CC76 & 77)

This controls the release time of the main note samples. Lower settings cause the sound to be damped and cut off, while higher settings allow notes to blend together.

Stepping

This knob controls the pitch of each layer in semitones with a range of +/- 36 semitones..

Blend Button

When active, allows smooth crossfade blending between the two layers.

Blend Slider

When "Blend" is active, this slider controls the crossfade between the two layers.

Transient/Layer 1 Dropdown

Use this dropdown to select the articulation for the Transient or Layer 1 (depending on preset). Users can automate this dropdown by assigning an automation to the label above the dropdown.

Sustain/Layer 2 Dropdown

Use this dropdown to select the articulation for the Sustain or Layer 2 (depending on preset). Users can automate this dropdown by assigning an automation to the label above the dropdown.

LFO Pause Button

This bypasses the LFO system. Use this to temporarily suspend an active step sequencer cycle if you wish to assign CCs to any UI control without having it also auto-mapped to the step sequencer tables. This button only has an effect while the LFO, filter or tremolo systems are currently in the On mode.

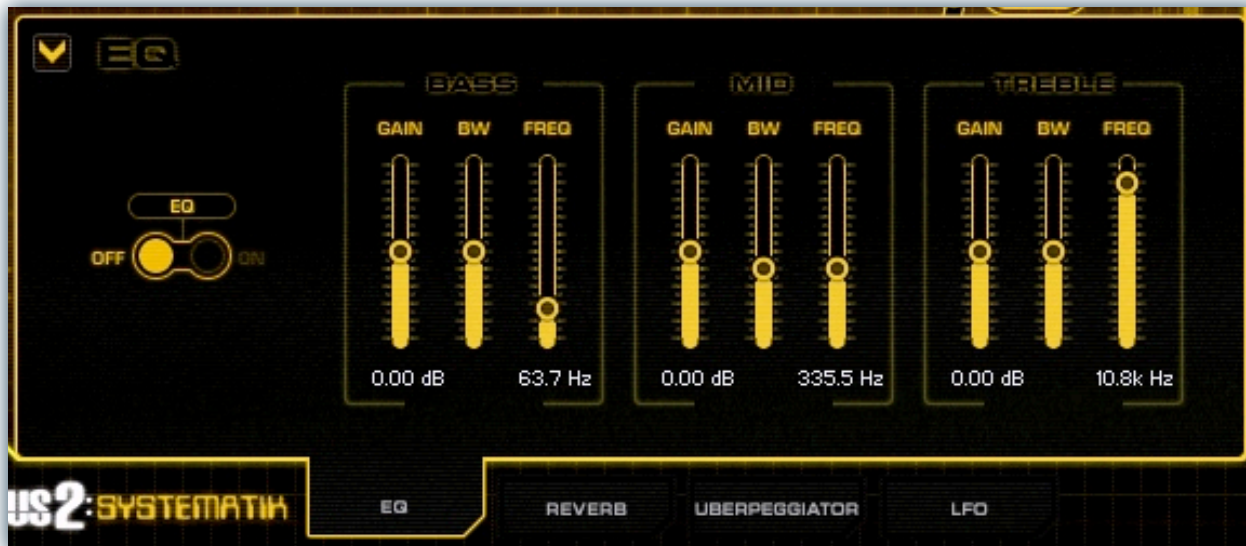
Tab Area Button Bar Controls

EQ, Uberpeggiator, LFO, Reverb and **Legato**. These buttons change which controls are displayed on the lower right panel of the UI, allowing one to control the various parameters of each effect. See more detailed descriptions of these controls later in this document. Note: The Uberpeggiator tab is replaced by the Legato tab in all Sustain presets.



EQ Controls

The EQ tab contains a full three-band equalizer. This special panel can be found in all of the instrument presets.



EQ3 On/Off

This button enables/disables the 3-band Parametric EQ.

Bass Gain

This knob sets the amount of gain for the bass frequency band.

Bass BW

This knob sets the bandwidth for the bass band.

Bass Freq.

This knob sets the frequency for the bass band.

Mid Gain

This knob sets the amount of gain for the mid frequency band.

Mid BW

This knob sets the bandwidth for the Mid band.

Mid Freq.

This knob sets the frequency for the mid band.

Treble Gain

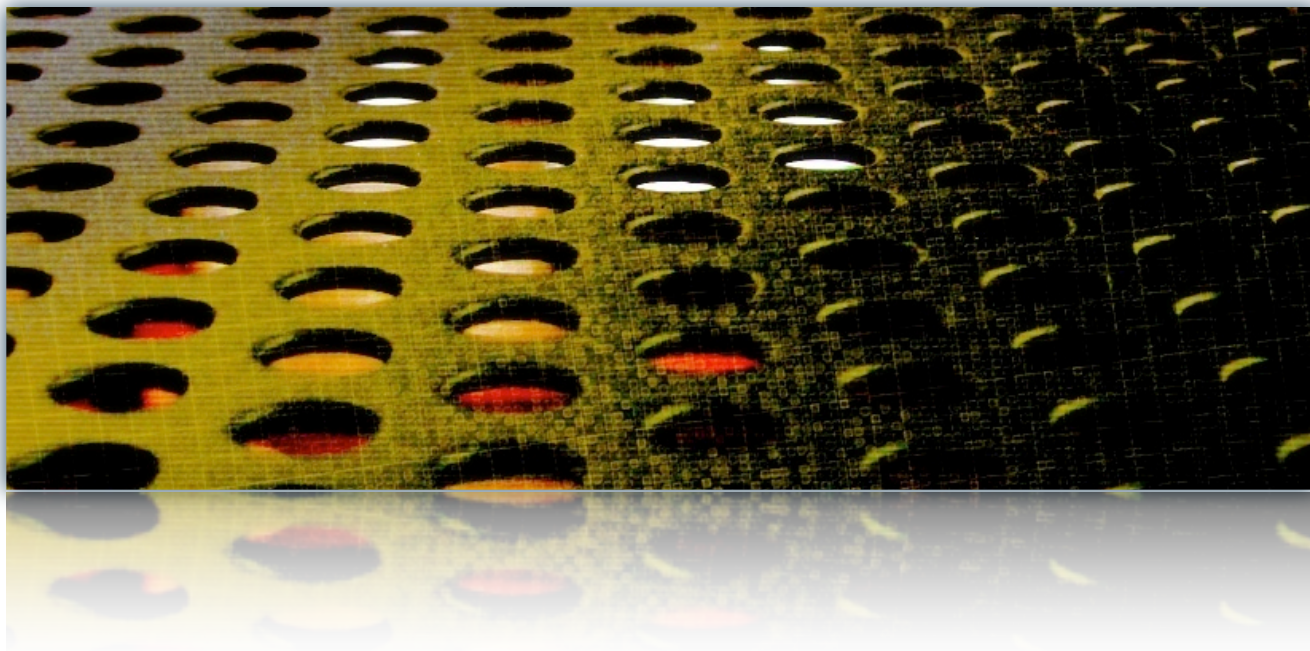
This knob sets the amount of gain for the treble frequency band.

Treble BW

This knob sets the bandwidth for the treble band.

Treble Freq.

This knob sets the frequency for the treble band.



Uberpeggiator Controls

Ambius 2: Systematik features a flexible, custom arpeggiator system to expand the instant creative potential of some of the presets. It includes automatable performance controls that shape all aspects of the arpeggiator. When used normally, pressing a key causes the note to self-repeat as long as a key is held down. If additional notes are played, it adds them to the sequence of repeats in various ways, depending on the settings you choose and can be used to produce complex melodic chains, plucking patterns and other effects.



Mode

This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely.

- **On** sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates.
- **Hold** sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating.
- **Hold +-** sets it to allow new notes to be added to the automated chain of repeats.
- **EZ-Roll** sets it to allow polyphonic rolls to be played.

Hits and Hit % Knobs

Sets the number of repeats of each note **BEFORE** moving on to the next note in the arp sequence, and Hit % sets the intensity fall-off rate for each repeat, before resetting for the next note.

Repeat Setting

This sets the direction of the up or down repeats.

Rhythm

This sets the speed of arpeggiation, as measured in musical time, ranging from whole bars to 128th notes. Fast settings can yield interesting results, but keep in mind that the faster the speed, the more voices you use.

Random

This knob humanizes the velocity and timing of each Uberpeggiator step.

Note Order Menu

This drop-down menu allows you to select any number of simple or complex cycle patterns that the arpeggiation will follow as it plays through the sequence of notes you have triggered. Choosing “As Played” will cause it to follow the original order you played the notes in, with the newest note always added to the end of the chain.

Swing

This sets the amount of rhythmic offset (swing) between notes. Values below zero cause the notes to play ahead of the beat. Values above zero cause the notes to play after the beat.

Duration

This knob allows the user to fine-tune the length of each note. Using this, one can shorten the note to staccato-like pulses or extend them beyond the normal beat length.

Key Selector Knob

Binds the arpeggiation **scale** you've chosen to a specific key.

Scale Selector

Control binds the arpeggiation sequence to a specific scale that you can choose by turning the knob.

Free/Constrain Button

Limits and adjusts any new note to the currently selected scale and key.

Velocity Graph Sequencer

This graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

Reset

This button resets all steps in the graph to a default value of 0 (blank).

Steps

This setting determines the number of sequencer steps (2 - 32) that can be set with the velocity graph step sequencer.

As Played / Table

This activates the Graph. When active, the arpeggiation follows the velocities that you've drawn on the graph from left to right. When it is bypassed, each note is played at the velocity that it was originally played at.

Save / Load

These buttons (available only in K5 Presets) allows users to save and load Uberpeggiator table patterns.

Convolution Reverb Controls

We've incorporated our custom convolution impulses into each instrument preset, with full control over all available convolution effect parameters.



Convolution On/Off

This button enables/disables the convolution reverb effect.

Custom On/Off

Turning this button "On" allows for custom impulse loading. It bypasses the ability to load any of our provided impulses so users can save custom presets with custom impulses.

Dry

Sets the amount of dry gain (+/-) that is passed through the effect.

Wet

Sets the amount of wet gain (+/-) that is passed through the effect.

Size

Sets the simulated room size of the convolution.

Low Pass

Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

High Pass

Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Delay

Sets the amount of pre-delay time before the wet signal is returned

Impulse menus

These menus allow you to select from a wide variety of custom convolution reverb impulses that we've personally captured or created for you, separated into experimental FX impulses and simulated real-world spaces.

Effects

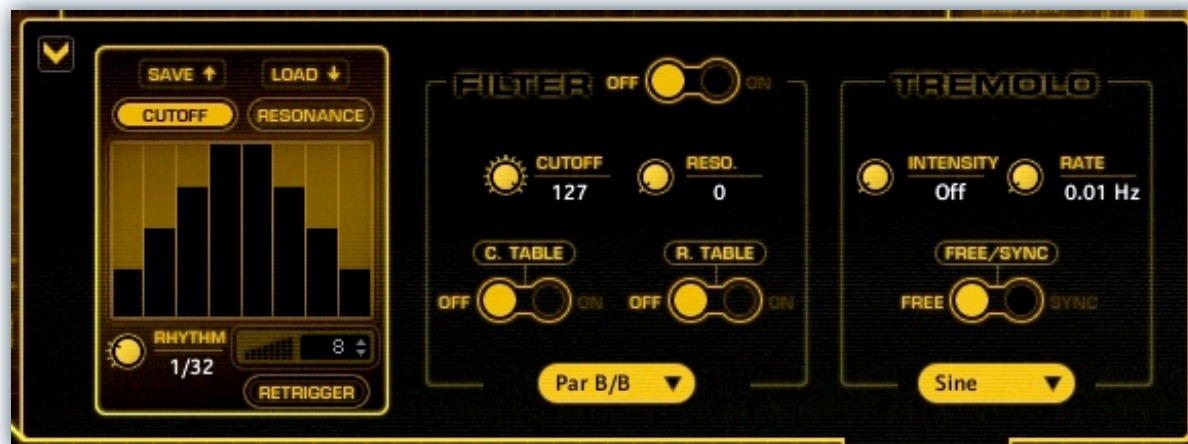
This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

Spaces

This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.

LFO Controls

Ambius 2 features a brand-new, flexible LFO system that allows users to design their own waveforms and select from a variety of different filters.



FILTER

Filter On/Off

This button enables/disables the filter effect.

Cutoff (CC92)

Controls the frequency cutoff for the filter effect.

Resonance (CC93)

Controls the resonance for the filter effect.

C.Table On/Off

This enables/disables the table step sequencer. When switched Off, the filter cutoff settings are controlled by the Cutoff knob. When On, the cutoff frequency locks to the tempo-synced step sequencer table.

R.Table On/Off

This enables/disables the table step sequencer. When switched Off, the filter Resonance settings are controlled by the Resonance knob. When On, the filter Resonance locks to the tempo-synced step sequencer table.

Filter Select Dropdown

Use this dropdown to select the type of filter. The list of available filters differs between the Kontakt 4 and Kontakt 5 versions. Each preset features a “-Thru-” mode which allows users to bypass the filters, while still being able to sequence any automatable control in the instrument to the step sequencer tables.

Save /Load

These buttons (only available in Kontakt 5 presets) allow the user to save and load table sequences into the table window currently displayed. Custom presets are stored in the Data folder as .nka preset files.

Cutoff / Resonance Buttons

These buttons choose which table is currently displayed for editing, switching between cutoff frequency or resonance.

Rhythm

This knob controls how much time in standard rhythmic divisions each step in the table will represent. For example: Quarter notes, eighth notes, 64th notes, etc...

Steps

Sets the number of total of steps in the current sequence loop for the currently displayed table.

Retrigger Button

This button toggles whether the table sequence should re-trigger on each new note event or proceed at a fixed continuous cycle. For example: leaving this mode on is great for filter echo effects, while turning it off is better for stutter effects.

TREMOLLO

Intensity (CC90)

This knob controls the intensity of the Tremolo effect. Turning the knob all the way to the left turns the effect “Off.”

Rate

This knob controls the rate of the tremolo effect. This is either in Hz or musical divisions depending on the Free/ Sync setting.

Free/Sync Buttons

These buttons toggle whether the “Rate” of the tremolo effect should be in Hz or tempo-synced musical divisions.

Waveform Dropdown

Use the dropdown to select the type of waveform of the tremolo effect.

Legato Controls

Sustains presets contain most of the standard sound-shaping controls as normal presets, but also offer some different functionality. In place of the Uberpeggiator, these patches contain a Legato tab.



XFade

This knob controls the amount of crossfade between samples during legato transitions.

Polyphony

This knob controls the available number of separate legato positions. Using this allows for up to three separate legato melodies to be played simultaneously.

Range

This knob controls the interval range within which a legato transition will occur. When used with Polyphony, any legato transition played greater than this setting will trigger another legato position.

Speed

In Sustains presets, the Speed knob controls the speed of the pseudo-legato pitch bend when it is enabled. When turned all the way down, the bend is slow; turned all the way up, the bend is fast.

Bend On/Off

This button toggles on/off simulated pitch bending during legato transitions.

Legato On/Off

This button toggles legato mode on/off.

Layer Builder Controls

The Layer Builder presets are special presets that combine 6 different articulations together allowing you to sculpt original tuned percussive and sustaining instrument hybrids.



Layer Selection Button

Click on one of the layer selection buttons to activate the controls for the selected layer. Note that the Volume, Attack, Offset, Release, Stepping and Curve are individually editable per layer. The Swell is global for the entire preset.

Volume Slider

Each layer has an individual volume slider that controls the volume for only that layer.

Solo Button

Each layer has a solo button that mutes all other layers and only plays that layer.

Mute Button

Each layer has a mute button that mutes that layer, allowing for more customization.

Swell (Global) - (CC72)

This knob controls the volume swell of all layers.

Attack (CC106-111)

This knob controls the attack of the currently selected layer. Use this control to make a layer behave essentially as a pad.

Offset (CC100-105)

This knob controls the offset of the currently selected layer. This allows you to skip past the transient and farther into the note, to create unique soft notes, or to isolate only the resonant decay.

Release (CC94-99)

This knob controls the release of the currently selected layer. Reducing this value makes the layer more staccato-like.

Stepping

This knob controls the Stepping (pitch) for the currently selected layer and can be adjusted +/- 24 semitones. This control is useful for creating interesting octave and harmonic layers when combined with other layers at different Stepping values.

Vel. Curve

These buttons control an added layer of dynamics to the currently selected layer. The first mode, Normal mode, adds enhanced dynamics, further lowering the volume of soft notes, relative to the volume of hard notes, effectively making it a loud dynamic layer. The second mode, Invert mode flips the dynamic response upside down, reducing the volume as the velocity increase, effectively making it a soft dynamic layer. Finally, in Off mode, the layer's velocity behavior is unchanged.

INSTRUMENT PROGRAMS

The instrument presets are separated into 5 main categories: Customized, Instrument Designers, Layer Builders, Sustains and Transients. These categories are further subdivided into 3 types of each preset: K4, K5 and Lite. We designed this library for Kontakt 5 specifically, so many features require Kontakt 5.0.3 or higher. The K4 presets will work in Kontakt 4.2.4 or higher, but they lack saving and loading for table presets and have a slightly different selection of available filters.

Note: Lite patches are K4-compatible and designed for lighter systems with less RAM and lower CPU power. They do not include the LFO step sequencer system and rely more heavily on disk streaming to conserve ram. The Customized presets do not include "Lite" versions because of the lack of sequenced LFO support that would be needed to include them.

CUSTOMIZED

Customized presets are examples of the variety of sounds that are possible with the features of Ambius 2. Each of us at Soundiron customized a selection of presets with reverb, uberpegiator and our new sequenced filter LFOs.

Ambius 2 Bezildincer.nki

Custom undulating preset based of off our A-D Instrument Designer. This preset is mapped from C-2 – G8.

Ambius 2 Bounzer.nki

Custom arpeggiating preset with a slow filter sweep based of off our X-Z Transients. This preset is mapped from C-2 – G8.

Ambius 2 Buzzlexic.nki

Custom fuzzy preset with a vowel filter sweep based of off our E-S Instrument Designer. This preset is mapped from C-2 – G8.

Ambius 2 Darklyte.nki

Custom dark, echoey preset based of off our E-S Instrument Designer. This preset is mapped from C-2 – G8.

Ambius 2 Drance.nki

Custom arpeggiated preset based of off our T-W Instrument Designer. This preset is mapped from C-2 – G8.

Ambius 2 Ludovico.nki

Custom synthetic preset based of off our T-W Instrument Designer. This preset is mapped from C-2 – G8.

Ambius 2 Metrozine.nki

Custom sharp, droning preset based of off our T-W Instrument Designer. This preset is mapped from C-2 – G8.

Ambius 2 Mystek.nki

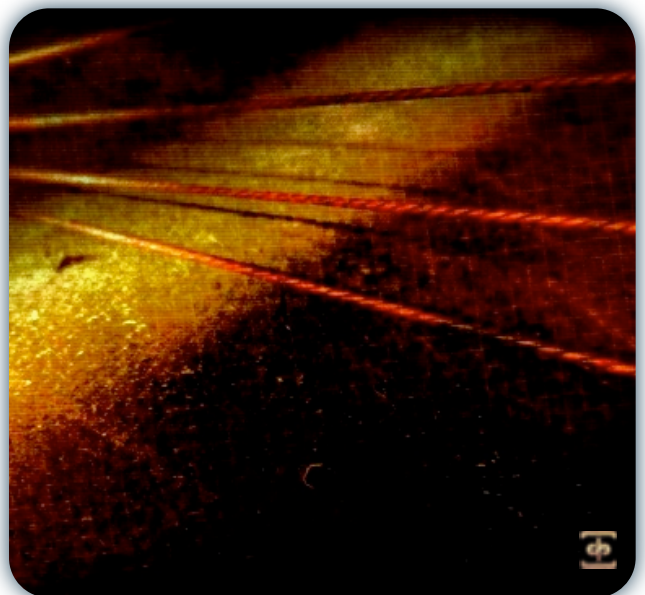
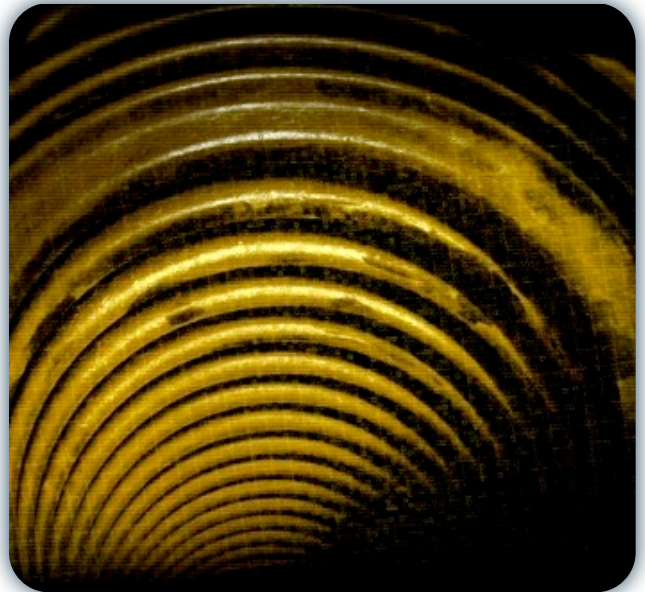
Custom gloomy, echo-delayed preset with sequenced blending based of off our X-Z Sustains This preset is mapped from C-2 – G8.

Ambius 2 Oxident.nki

Custom preset with floating, magical sound based of off our X-Z Instrument Designer. This preset is mapped from C-2 – G8.

Ambius 2 Pulstar.nki

Custom preset with slight fuzziness and extra slow sweeping filter based of off our A-P Instrument Designer Smooth preset. This preset is mapped from C-2 – G8.



CUSTOMIZED continued...

Ambius 2 Storblight.nki

Custom “talking” preset from outer space based off our A-D Instrument Designer preset. This preset is mapped from C-2 – G8.

Ambius 2 Stutterfunk.nki

Custom preset with sharp filter changes based off our A-D Sustains preset. This preset is mapped from C-2 – G8.

Ambius 2 Thistler.nki

Custom synthetic whistling preset with a wavy filter sweep based off our A-S Instrument Designer Pulse preset. This preset is mapped from C-2 – G8.

Ambius 2 Trouncer.nki

Custom alarm-like preset demonstrating sequenced controls based off our X-Z Instrument Designer. This preset is mapped from C-2 – G8.

Ambius 2 Xyode.nki

Custom arpeggiated preset with a sonar-like effect based off our X-Z Instrument Designer. This preset is mapped from C-2 – G8.

Ambius 2 Zztalker.nki

Custom horror preset based off our T-W Instrument Designer. This preset is mapped from C-2 – G8.

INSTRUMENT DESIGNER

Instrument Designer presets are dual-layer presets separated into Transients (impacts) and Sustains. These patches allow you to mix-and-match a large selection of transients with any of a large number of sustains. Each layer has individual performance controls to allow for unprecedented customization with over 1500 possible combinations.

Ambius 2 Instrument Designer Dual A-D.nki

Preset containing selectable transients and sustains with names A-D. This preset is mapped from C-2 – G8.

Ambius 2 Instrument Designer Dual E-S.nki

Preset containing selectable transients and sustains with names E-S. This preset is mapped from C-2 – G8.

Ambius 2 Instrument Designer Dual T-W.nki

Preset containing selectable transients and sustains with names T-W. This preset is mapped from C-2 – G8.

Ambius 2 Instrument Designer Dual X-Z.nki

Preset containing selectable transients and sustains with names X-Z. This preset is mapped from C-2 – G8.

Ambius 2 Instrument Designer Pulse A-S.nki

Preset containing all pulsing, rhythmic transients and sustains with names A-S. This preset is mapped from C-2 – G8.

Ambius 2 Instrument Designer Pulse T-Z.nki

Preset containing all pulsing, rhythmic transients and sustains with names T-Z. This preset is mapped from C-2 – G8.

Ambius 2 Instrument Designer Smooth A-P.nki

Preset containing all smooth arhythmic transients and sustains with names A-P. This preset is mapped from C-2 – G8.



Ambius 2 Instrument Designer Smooth O-Z.nki

Preset containing all smooth arhythmic transients and sustains with names O-Z. This preset is mapped from C-2 – G8.

LAYER BUILDERS

Layer Builders are special presets that feature 6 individual layers -- 4 transient and 2 sustain -- each fully customizable. Users can control the tuning, attack, release offset and even velocity curve of each layer.

Ambius 2 Layer Builder Ambotical.nki

Layer Builder with Abuka, Mebino, Ponos, Timpura, Clickwerk and Yailing. This preset is mapped from C-2 – G8.

Ambius 2 Layer Builder Bachus.nki

Layer Builder with Dhulu, Belfur, Piantino, Toombur, Mutzur and Zoneus. This preset is mapped from C-2 – G8.

Ambius 2 Layer Builder Fazerxylger.nki

Layer Builder with Fantasm, Cerbelz, Xylos, Lindrom, Vyntril and Vorger. This preset is mapped from C-2 – G8.

Ambius 2 Layer Builder Harbinger.nki

Layer Builder with Belsanto, Cerbelz, Zyegones, Xardly, Weight4it and Zoneus. This preset is mapped from C-2 – G8.

Ambius 2 Layer Builder Nausicaan.nki

Layer Builder with Xardly, Zephyr, Piantino, Toombur, Zenergize and Zunder. This preset is mapped from C-2 – G8.

Ambius 2 Layer Builder Orianz.nki

Layer Builder with Tohbull, Sazim, Ponos, Abuka, Elah and Frangle. This preset is mapped from C-2 – G8.

Ambius 2 Layer Builder Reznoir.nki

Layer Builder with Lindrom, Mebino, Punchpuppet, Zyktron, Dreeoo and Asoth. This preset is mapped from C-2 – G8.

Ambius 2 Layer Builder Strattock.nki

Layer Builder with Zephyr, Twizzer, Piandor, Grundo, Attenzion and Beedar. This preset is mapped from C-2 – G8.

SUSTAINS

Sustains presets are dual-layer presets that contain only sustains so they can be combined with a Transients preset for even more combinations. Instead of Uberpeggiator, these presets have polyphonic legato with controllable range, speed and pitch-bending.

Ambius 2 Sustains A-D.nki

Preset containing selectable sustains with names A-D. This preset is mapped from C-2 – G8.

Ambius 2 Sustains E-S.nki

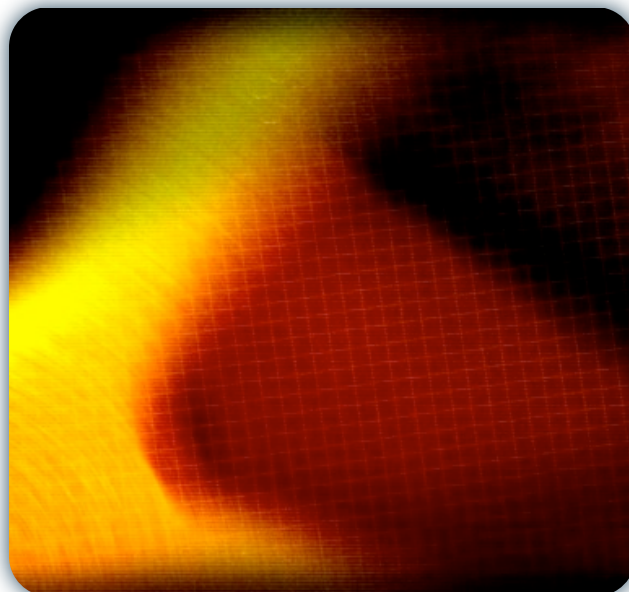
Preset containing selectable sustains with names E-S. This preset is mapped from C-2 – G8.

Ambius 2 Sustains T-W.nki

Preset containing selectable sustains with names T-W. This preset is mapped from C-2 – G8.

Ambius 2 Sustains X-Z.nki

Preset containing selectable sustains with names X-Z. This preset is mapped from C-2 – G8.



TRANSIENTS

Transients presets are dual-layer presets that contain only transients so they can be combined with a Sustains preset for even more combinations.

Ambius 2 Transients A-D.nki

Preset containing selectable transients with names A-D. This preset is mapped from C-2 – G8.

Ambius 2 Transients E-S.nki

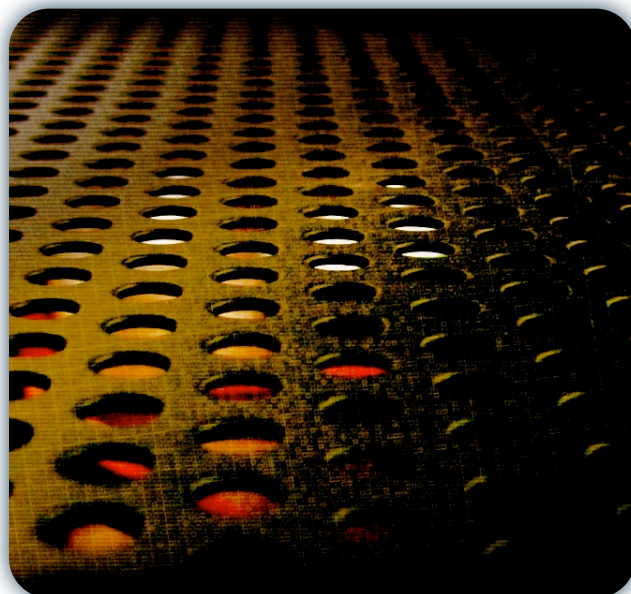
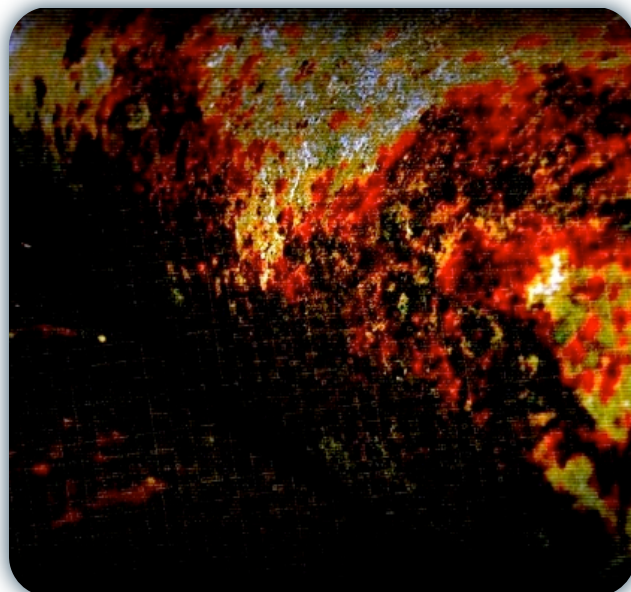
Preset containing selectable transients with names E-S. This preset is mapped from C-2 – G8.

Ambius 2 Transients T-W.nki

Preset containing selectable transients with names T-W. This preset is mapped from C-2 – G8.

Ambius 2 Transients X-Z.nki

Preset containing selectable transients with names X-Z. This preset is mapped from C-2 – G8.



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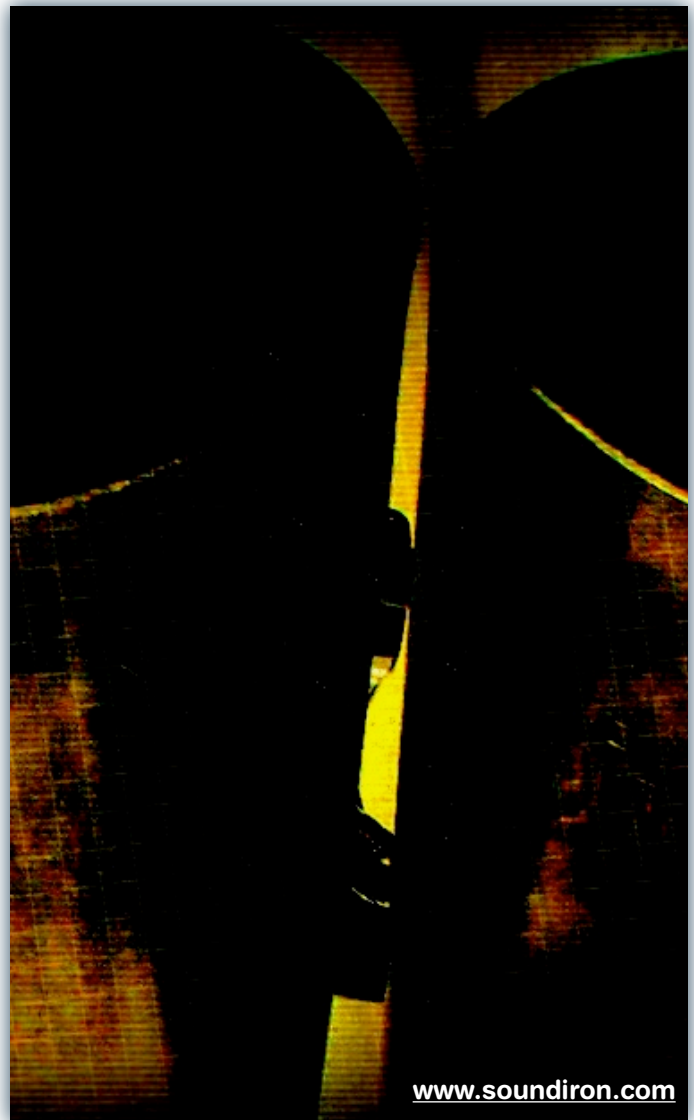
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much obliged,

Chris, Gregg and Mike



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