

SOUNDIRON Elvish Choir

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Elvish Choir

Produced by Mike Peaslee.

Welcome to Soundiron's Elvish Choir library.

This is one part of a strange collection of quasi-musical oddities mostly captured in one epic recording session somewhere around Thanksgiving in '09 involving lots of Belgian beer, balloons, helium, oxygen deprivation, us and a few of our closest friends. While there is a bit of a winter or even some sort of pseudo-Christmas theme running through this library, it's definitely intended to fit in well with content from Soundiron's Antidrum and other experimental libraries.

This library represents the beauty that can emerge when sound is captured in the moment, when inspiration and creativity trumps planning and organization. Drinking, merriness and sound design make wonderful bedfellows.

These instruments are ideal for Seasonal Holiday, children's and comedic music, experimental electronic, glitch and even industrial music. Don't let the cute theme fool you. There are some aggressive and powerful sounds to be found within.

This library was originally released by Tonehammer Inc. as part of "Microhammer Gnomehammer v.1"

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Elvish Choir

Overview:

8 Kontakt Instruments
 313 Samples
 95.9 MB Installed
 Sample resolution: 44.1Khz / 24Bit stereo .wav format
 Format(s): Kontakt and .wav

Note: Native Instruments Kontakt 3.5 / 4 full retail versions required.

Note: Free Kontakt Player will only work for 30 minutes with this product. Full version required to remove this restriction.

INSTALLATION

We Use Winrar (version 3.80 or later) or other compatible program to un-compress the "soundiron_elvish_choir.rar" file into its own folder in your sample library directory. Make sure to preserve the included folder structure. This is usually done by selecting the "extract to'..." option in Winrar or UnrarX.

Here's a link to winrar for PC:

<http://www.win-rar.com/download.html>

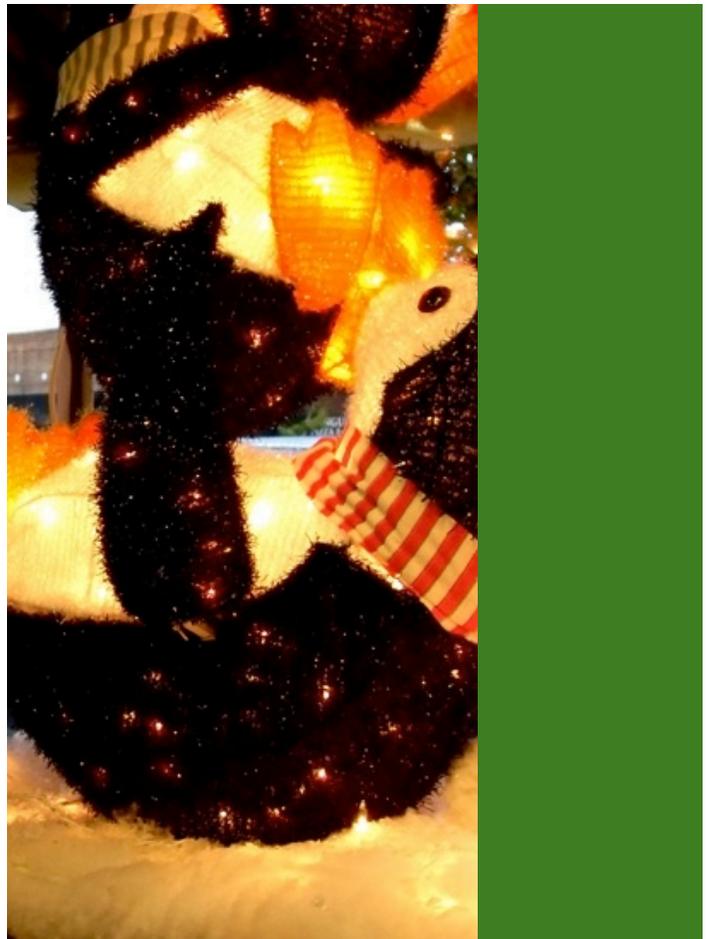
Here's a link to UnRarX for OSX:

<http://www.unrarx.com/>

You should now be able to open and play the .nki files. Be aware that all of our .nki files are compatible with full retail versions of Kontakt 3 or Kontakt 4 only.

Note: The Free Kontakt Player and any bundled Kontakt or Kompakt Players that come included with other software, hardware or built into other sample libraries won't be able to load this library. You may be able to run the library for a 30 minute "demo" period, but the full retail version of Kontakt is required for full use.

However, since our wave directories are open, you can translate the patches into whatever format you like. There are a few conversion utilities available that can make the translation process much easier.



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Programming Notes:

Elvish Choir:

We originally called this set the Helium Choir and Elvish Ball Choir. Both were created by gathering the whole family together and sucking down an entire tank of helium and then attempting to sing. We think the result is some kind of strange cross between a noble elvish choir and a pack of miniature football hooligans. The “Ball Choir” is what happens when Elves have a little too much to drink, make a mess of Santa's workshop and need to be punished. With a hammer. To the balls.

`elvish_choir_all_ks_mw.nki`

Allows you to switch between sustains and staccatos, by using key-switches at C0 and D0. Also allows cross-fading between baritone and tenor staccatos by using the modwheel. Modwheel also controls vibrato intensity for the sustain notes.

`elvish_choir_staccato_mw.nki`

Allows crossfading on the modwheel to increase intensity and tone, by laying more baritone voices on top of the tenor.

`elvish_choir_staccato.nki`

Baritone and Tenor Staccato notes separated.

`elvish_choir_sustain_mw.nki`

Modwheel controls vibrato intensity.

`elvish_choir_effects.nki`

Lots of extra effects from the session. Why not?

`elvish_choir_spizzicato.nki`

Just the sounds of the elves singing in the key of agony, with 8 lovely round-robins per note.

`elvish_choir_ball_choir_mw-crunch.nki`

Use the modwheel to control the amount of force in the hammer swing.

`elvish_choir_ball_crunch.nki`

Oh my, why have they stopped singing? Could they be asleep? Hit them some more to wake them up! Tuned tri-velocity layered impacts on the left, individual impact elements on the right.



Custom Control Interface

All of the instrument patches in this library feature custom front panel controls. Saving the instrument patch will store the current user settings for both controls for later recall. When setting or automating these controls in your host sequencer, we recommend that you save a custom version of the patch with your project. Of course, if you do overwrite the default settings, you can always return them to the default zero values and re-save the patch at any time.

The "stepping" knob allows you to step the tuning up or down by up to +/- 12 semitones, in even semitone intervals. This allows for easy integration with similar functionality in this library and allows for easy external automation of real-time note re-tuning.

The "response" knob allows you to fine-tune special performance style controls that are specific to each type of instrument patch. It allows for easy external host automation in most sequencers or directly, through Kontakt's "Auto" (automation) view in the Browser pane on the left side.

In most of the Elvish Choir patches, the "response" knob (and modwheel) control note sustain duration and general intensity, allowing a wide range of fine-tuning and custom manipulation.

Special notes

Please be advised that there may be three major known Kontakt-related bugs to be aware of with several of the patches in this library. These bugs are caused by engine problems in some versions of the Native Instruments Kontakt software, but can usually be corrected or avoided by the end user. Our Ambient, Special FX or Tempo-synching patches are often effected by these bugs, while the standard percussion patches are unlikely to have any issues at all.

You may experience popping and clicking due to a bug in the way the Tonemachine and Timemachine features respond to the automation ranges used in these patches. This can sometimes be fixed by manually adjusting the speed control, but there's no full solution available at this time. Kontakt 4 is still currently too new and buggy to definitively say all of our instruments are 100% compatible with it, although most instruments will work properly.

Some instrument patches that use the "tonemachine" engine built into Kontakt may occasionally stop responding or cause Kontakt to unexpectedly quit after loading in Kontakt 2.2.4 and earlier. This can be fixed by closing and reloading Kontakt and the instrument patch. This problem hasn't been reported in later versions of Kontakt, as far as we know.

THANK YOU.

We wanna thank you for buying the Soundiron elvish choir.

If you have any questions, concerns, love-letters or hate mail feel free to send it to:

info@soundiron.com

Love,

Mike Peaslee, Gregg Stephens and Chris Marshall
Soundiron LLC.

www.soundiron.com



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