



The Musique Box is a complete collection of deeply multi-sampled music boxes for Kontakt with a huge range of extended content, powerful custom interface and cutting-edge performance features. We captured 11 different music boxes plus wind-up sfx, in a variety of environments and configurations, from bone dry, to concert hall, to submerged in a bathtub. You have full control over every aspect of the sound right on the front panel, including sound selection, dynamic swelling, note attack, sample start offset, release gating, pitch shifting and key range control for two different instruments at a time. We've extended the note range to span the full scale, exposing powerfully rich bass tones and tight, percussive high notes well outside the limits of an ordinary music box.

We then created 24 long or infinitely sustaining ambient tuned instruments and evolving sound-scapes by using post-production effects and deep sonic manipulation to warp the raw organic sounds into new shapes and dimensions. You'll also find a set 8 stylized special-effect music boxes, with realtime FX shaping on the modwheel. Lastly, we include 10 custom presets that demonstrate some of the limitless creative potential you'll find in the main Musique Box preset with just a few knob turns.

Each and every preset also includes a powerful Effects control panel, featuring a parametric EQ for tone shaping and our powerful exclusive Uberpegiator system, capable of freestyle and 32-step tempo-synched humanized groove creation, sustaining rolls, chord- and key-constraint and custom arpeggiation pattern saving and loading. You can also place the instruments in a wide selection of different natural and other-worldly environments, using our custom reverb controls, with 45 real-world environmental and room impulses and 25 original FX convolutions.

Our goal wasn't to simply deliver the most comprehensive music box library possible, but to provide simply unmatched creative tools that turn these humble music boxes into heavy duty compositional power tools for custom tuned percussion design. Next to the Musique Box, the rest are just toys.

Enjoy!

SOUNDIRON

The Musique Box version 1.0

OVERVIEW

16 open format Kontakt .nki instrument presets
11 Music Boxes
3 Program Types
1680 Samples
2.16 GB Installed
24bit / 48kHz stereo PCM wav samples (non-encrypted)
Powerful custom performance and FX control interface
45 custom environmental reverbs and 25 special FX impulses integrated into the GUI

Note:

- The full version of Kontakt 4.2.4 (for K4 presets) and Kontakt 5.0.3 (for K5 presets) or later is required.
- The free Kontakt “Player” and special “Libraries” tab do not support this library.

CREDITS

Recording, Sound Design and Programming by
Mike Peaslee and Brad Halverson

Scripting & Systems Design by
Chris Marshall

UI Design, Artwork & Photography by
Constructive Stumblings, Chris Marshall and Mike Peaslee

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ABOUT THIS LIBRARY

Fidelity

This library was recorded in wide stereo at 48kHz / 24bit. Some content was recorded live and in natural environments, while other portions have been heavily manipulated with a variety of post production tools to create special effects. 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 and selecting an impulse from the Impulse drop-down menu.

You can also manually import any of your own wavs 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.

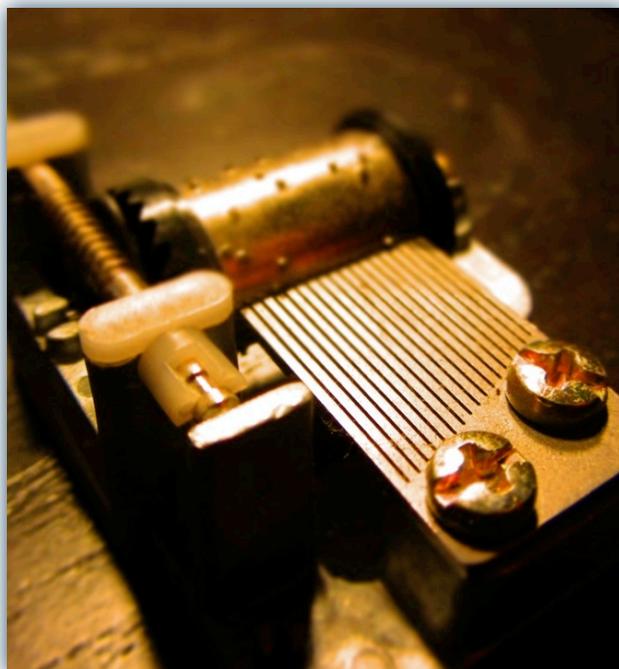
If the downloader reports a DL Error or Install error, it will automatically try to download the file again until it successfully downloads and verifies all the data it needs. It's best to allow it to finish the process before trying to move or access the library data. Please see your download email 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 deep real-time performance customization. You can see each control's internal midi CC assignment by hovering your mouse over many of the controls and looking down at the "hint" text displayed in the Info bar at the bottom of Kontakt. To turn on the Info bar, press the "i" button at the top of Kontakt.

To assign midi CC automation to any knob, simply right-click (PC) or Command-Click (Mac) on the knob and then click the Assign Midi CC button that appears. The next midi controller you move will automatically be assigned to the control. You can access more automation features in the "Auto" tab window on the left side of Kontakt.

You can customize and create your own custom presets by using the File Save/Load menu at the top of Kontakt. Just choose a new preset name and save it in the same Instrument folder location to insure that Kontakt can locate all necessary files the next time you load it. All custom control knob settings will be saved with the instrument preset.



Each layer in The Musique Box 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.

Musique Box 1 (Layer 1) Dropdown

Use this dropdown to select the music box sound for instrument layer 1. You can automate this dropdown menu by assigning an automation to the label to the left of it.

Musique Box 2 (Layer 2) Dropdown

Use this dropdown to select the music box sound for instrument layer 2. You can automate this dropdown menu by assigning an automation to the label to the left of it.

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.

Start Offset - (CC91 & 92)

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

Release - (CC93 & 94)

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 ring out longer.

Stepping

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

Key Range

This set of values controls the total available note range for each of the two layers, with a maximum span of C-2 to G8. You can use this to assign only part of the keyrange to each layer, or to constrain the note range of the instrument overall. Simply type in the midi note number (0-127) or note names (C-2 to G8) that you want to serve as the lowest and highest notes for each layer. You can also press the "Set" buttons to the left and right of the Key Range value fields and then simply play any midi note to automatically assign the value to that note.

Effects Panel Toggle Button

Press this to open and close the Effects control panel.



EQ Controls

EQ3 On/Off

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

HI Gain

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

LO Gain

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

Mid Gain

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

Mid Freq.

This knob sets the frequency for the mid band.



Convolution Reverb Controls

REVERB On/Off

This button enables/disables the convolution reverb effect.

Custom On/Off

Turning this "On" bypasses the our built-in impulses so you can save presets with your own impulses in the Insert FX module through Kontakt's Editor view.

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.

LO Pass

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

HI 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

Effects Menu

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 Menu

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.



Uberpeggiator Controls

The **Musique Box** 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 %

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

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.

Pitch

This is a unique quarter-tone detuning effect that offsets the pitch for all repeated notes after the first note played in an arpeggiation.

Key

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

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.

Humanize

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

Attenuate

This knob adds or subtracts from the velocity of each note, so it is an effective tool for creating crescendos in the Easy-Roll mode and for globally adjusting the dynamics of your velocity table or recorded midi sequences over time.

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.

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 or bypasses the Velocity 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.

MUSIC BOXES

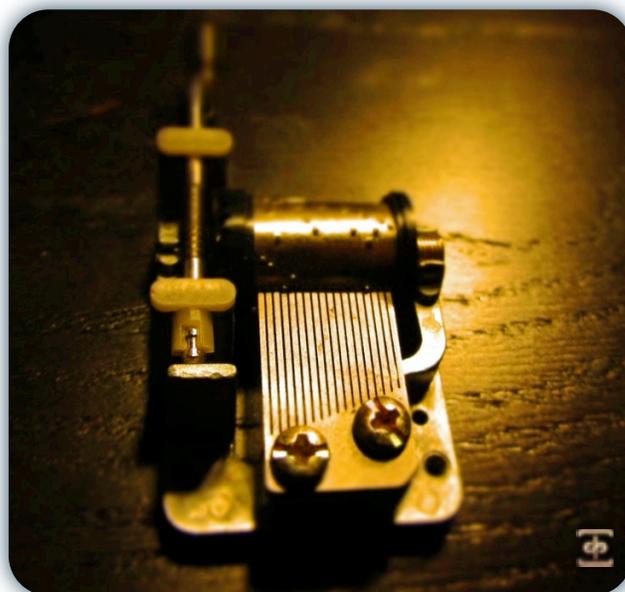
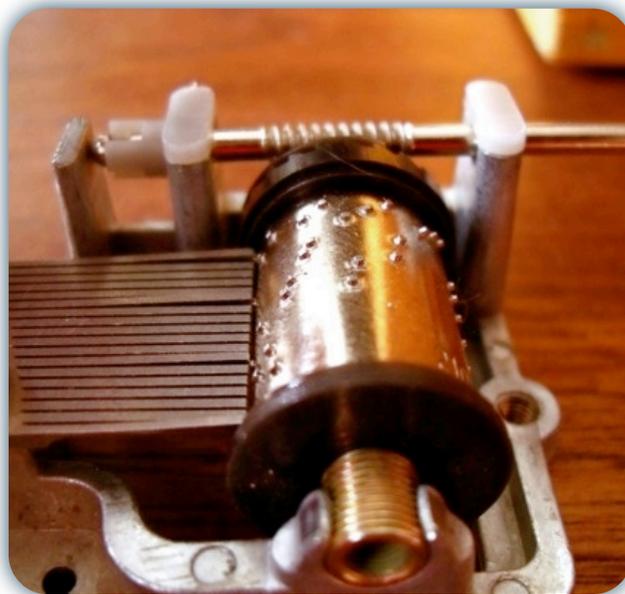
Soundiron The Musique Box.nki

The primary music box instrument collection is contained in this master preset. You can choose from any of the 11 music box types and 2 winding sfx soundsets on the fly, by using the layer selector drop-down. You can combine any two instruments and customize the performance settings and key range mapping for each layer ("Musique Box 1" and "Musique Box 2"). You can even automate instrument selection and change sounds instantly with midi by assigning a midi CC number to the label to the left of the layer selection drop-down menus.

Here's a brief description of each instrument:

- **Dry** – a close, warm dry sound.
- **Hollow** – this uses a hollow wooden resonance chamber.
- **Large Hall** – recorded in a large open scoring hall.
- **Raspy** – this variant features naturally rough imperfections.
- **Small Hall** – recorded in a small bright tile hall.
- **Steel Pot** – this uses a steel pot as a resonance chamber.
- **Stringy** – placed directly on the fretboard of an acoustic guitar.
- **Tank** – this uses a large steel tongue drum as a resonance chamber.
- **Chamber** – this uses a large, open wooden resonance chamber, recorded in a large hall.
- **Glass** – this instrument uses a large plate of glass to resonate more crisply.
- **Submerged** – an underwater music box, played inside a bathtub.
- **Winding 1** – mechanical music box crank winding sound effects.
- **Winding 2** – a different set of mechanical music box crank winding sound effects.

Note: The primary version of this preset is designed for Kontakt 5.0.3 or later to allow Uberpeggiator velocity table saving and loading. Kontakt 4.2.4 users must use the K4 version of this preset located in the "K4" sub-folder.



EFFECTS

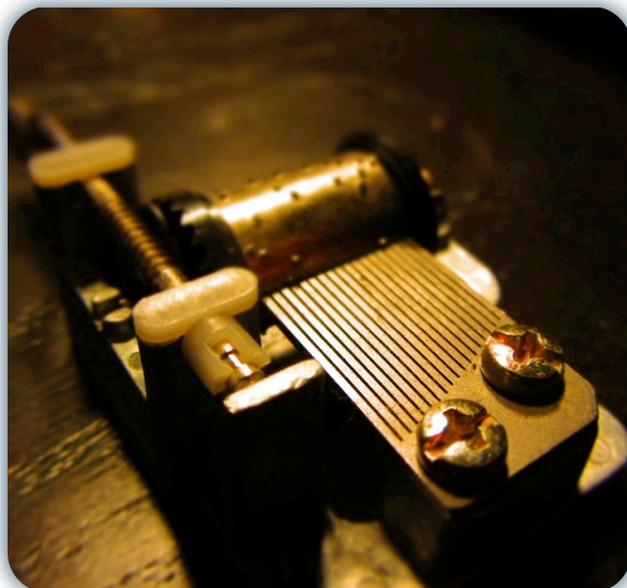
Soundiron The Musique BoxFX.nki

These special sound design instruments each utilize the modwheel (CCI) in a different way to smoothly control a unique real-time effect parameter. You use each one by itself or combine any two to create even more creative potential. You can further customize the sound with the standard GUI controls and the various features included on the Effects panel.

Here's a list of the instruments you'll find in the layer drop-down selectors.

- **Buztretec** – a resonant, warbling gritty sustaining tone that can be stretched or compressed with CCI.
- **Reversal** – a reversed note, with circular filtered delay intensity controlled by CCI.
- **Hamonized** – a simple harmonizer effect, with time stretching controlled by CCI.
- **Pingpong** – A sharp slap-back that can be stretched into a nearly infinite filtered delay loop with CCI.
- **Springer** – a repeating stutter/granulator effect that allows you to compress and accelerate with CCI.
- **Stutter** – a tempo-synching beat-sliced tremolo effect, with beat length set by CCI.
- **Rezobloom** – a smooth resonant filtered tone, with cut-off frequency set by CCI.
- **Glazer** – pitch warping into the note, with bend time and speed controlled by CCI.

Note: The primary version of this preset is designed for Kontakt 5.0.3 or later to allow Uberpegiator velocity table saving and loading. Kontakt 4.2.4 users must use the K4 version of this preset located in the “K4” sub-folder.



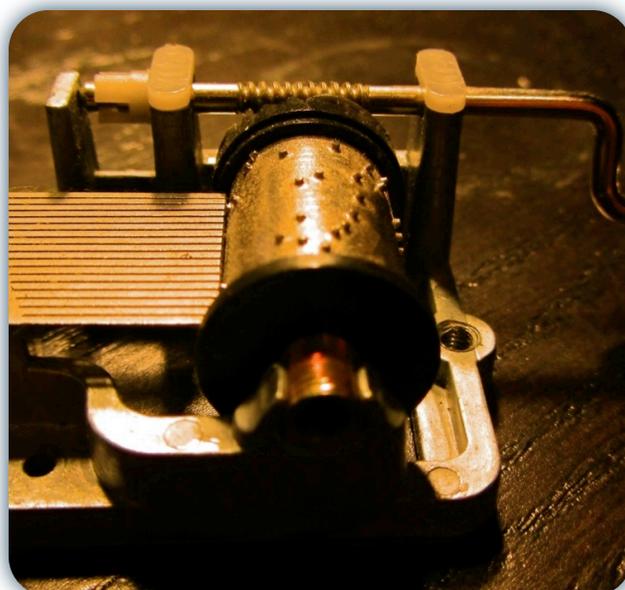
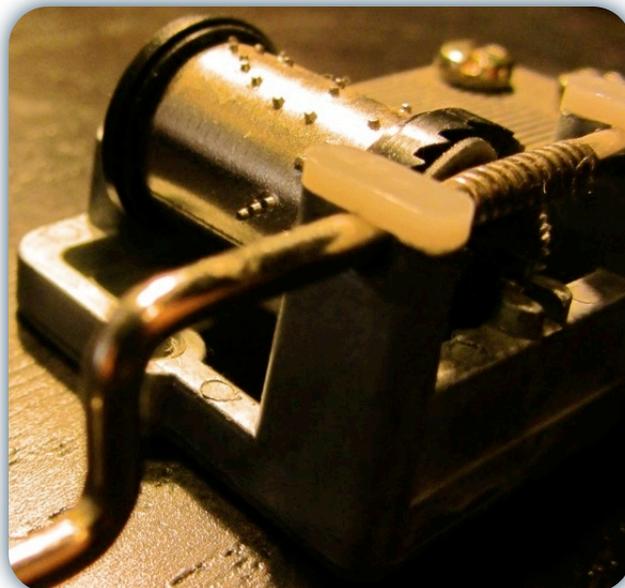
AMBIENCES

Soundiron The Musique Ambient.nki

This full collection of sustaining ambient instruments range for unique tuned percussion instruments to complex, moody, evolving sound-scapes. It's a perfect textural accompaniment tool to use with the music boxes and effects instruments in this library. Here's a list of the presets you can choose, manipulate and blend for each of the two independent layers. They defy easy description, so we just made up the names as we went along.

Fear
 Amnesia
 Ztretch
 Flang
 Mov
 Clustermod
 Clustor
 Underground
 Maji6
 Perco
 Minord
 DimFi
 Infi
 Undulus
 Glingular
 Nibuloz
 Nignoc
 Glizzord
 Nocto
 Opulus
 Ogulous
 Irdus
 Atreyu
 Softomics

Note: The primary version of this preset is designed for Kontakt 5.0.3 or later to allow Uberpeggiator velocity table saving and loading. Kontakt 4.2.4 users must use the K4 version of this preset located in the "K4" sub-folder.



CUSTOM PRESETS

These custom instruments are all based on the master Soundiron The Musique Box.nki, with various adjustments to the the main front panel and effects panel controls to create uniquely stylized sounds. We've included them to give you a few ideas and start you off on the road to creating your own custom presets. If you make any adjustments to the default settings and want to save them for later, you can use the main Kontakt File menu and choose "Save As" to save your new preset into this custom preset directory. Remember to give the new preset your own personalized title.

Clunket.nki

This rather percussive instrument has a hollow clay pot hand drum quality to it.

Disconnetic Blur.nki

This has a watery, slow-blooming mysterious sound.

Eastern Rain.nki

Gentle plucks like falling rain.

Frangicle.nki

A brittle, sharp metallic plucking sound.

Glass Armonica.nki

This instrument simulates the smooth gliding sound of a glass armonica, a unique instrument invented by Benjamin Franklin. The device is comprised of a series of tuned glass cups arranged in a scale and tightly stacked on a rotating spindle. The individual glasses are played by placing wet fingers on them as they turn, producing a resonant sustained crystalline tone. The spindle is rotated by pumping a foot pedal, which is simulated here by the soft wooden creaks of the music box mechanism itself.

Glitchtone.nki

A poppy, glitchy warm tuned percussion sound, perfect for glitch, electropop and IDM melodies.

Glockcelest.nki

This instrument evokes a unique combination of a celesta, marimbaphone and glockenspiel, with a sparkling bite and warm, rich tone.

Icegrinder.nki

A cold, dark, severe and jagged metallic sound with a swirling tail.

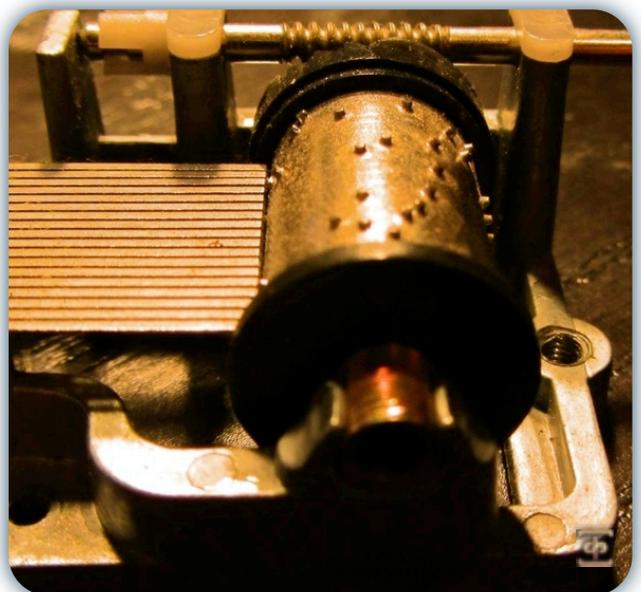
Plunk.nki

Short tuned staccato drips

Sunction.nki

A complex, dirty harmonic sound with a reversed reverberant tail and a claustrophobic atmosphere.

Note: These custom presets are designed for Kontakt 5.0.3 or later. Kontakt 4.2.4 users cannot use these presets, but they can each be easily recreated using the controls and impulse selections in the main Musique Box K4 preset.



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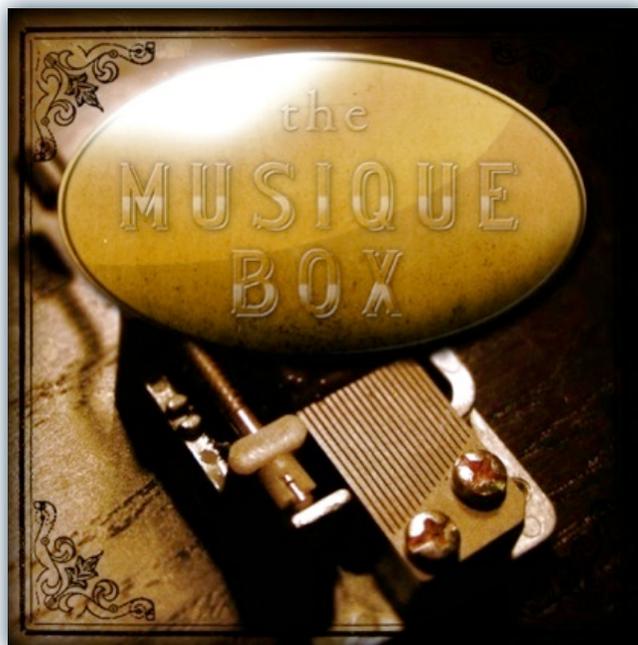
THANK YOU.

Thanks for purchasing Soundiron The Musique Box. If you enjoy this creation, we hope you'll also consider checking out some of our other premium virtual instrument libraries. If you have any questions, troubles, concerns, comments, love-letters or hate mail, feel absolutely free to send it on over to us:

info@soundiron.com

much obliged,

Chris, Gregg and Mike



[SOUNDIRON]