



Welcome to Tuned Micro, a compact yet powerful multi-instrument collection focusing on a variety of our unique stringed and tuned percussion instruments. We took a dozen of the popular instruments found in our Stringed & Tuned Percussion Collection bundle and selected a core set of samples from each that offer a good introduction to the signature style, flavor, tone and quality you can expect from our full libraries. You'll find a useful taste of Bamblong, Circlebells, Cylindrum, Imbibaphones, Kalimba, Music Box, The Struck Grand, Toy Glockenspiel, Twine Bass, Waterharp, Whaledrum and Zitherette. These products can be heard in a long list of films, television shows, video games, trailers, commercials, and records around the world.

Each of these instruments were recorded in a variety of locations, from dry studios to underground artillery bunkers. We used high quality Neumann large diaphragm condenser microphones in wide stereo pairs, with full clarity, presence and body to allow easy custom arrangement and mixing. The libraries that these samples are drawn from are all rigorously sampled, with full key range recording, deep dynamic velocity layering and plenty of round-robin variations per layer. However, in to keep Tuned Micro light and simple, we've chosen an average of 2 round-robin variations and 2 velocity layers per instrument articulation, with spaced intervals between root notes. That said, we've carefully programmed each sample and zone for exceptionally organic playability and dynamic responsiveness to allow you to experience a slice of what you can expect from our full sized professional products.

We've also programmed this library with a very unique interface that combines some of our most powerful design features. First, we've provided a dual-layer matrix that allows any of the 20 individual instrument articulations available in Tuned Micro to be loaded and played instantly on demand. With two independently controllable layers, you can load and play any two articulations simultaneously (such as the Bamblong and Water Harp), with customizable volume, attack, start offset, release gating and pitch-shifting for each layer. Each of the controls can be automated and changed in real-time, allowing truly unique sonic possibilities.

Secondly, we've built our Uberpeggiator into the front panel, so that you can quickly design complex and adaptive arpeggiations, whether freehand or using the velocity table and a number of specialized controls that can be used to craft remarkably intricate musical passages on the fly. Third, we've integrated a fully sweepable 3-band equalizer with gain, frequency and bandwidth controls for each band. Lastly, we've added our convolution loading system, which allows you to select and modify 6 of our real-world spaces and 6 of our favorite special FX reverb impulses. Each of these features can be bypassed to save voices and processing power as needed.

While the vast depth of content we provide in the full version of the Stringed & Tuned Percussion Collection and all of our full sized individual libraries are far beyond anything you'll find in Tuned Micro, this provides a glimpse of the tone, concepts and range of features you can enjoy in the full versions.

Whether you've been curious about our multi-sample instrument libraries and are still on the fence, you're just now learning about us, or you're just looking for a few great new sounds to play around with, Tuned Micro is the perfect low cost and easy way to begin your journey.

If you're curious about learning more about the full version of our Stringed & Tuned Percussion Collection, visit us at <http://www.soundiron.com/stringed&tuned>

The Stringed & Tuned Percussion Collection includes 13 stringed and tuned percussion libraries:

Bamblong	The Struck Grand
Bizarre Sitar	Toy Glockenspiel
Circle Bells	Twine Bass
Cylindrum	Water Harp
Imbibaphones	Whaledrum
Kalimba	Zitherette
Street Erhu	

- Unmatched depth and realism
- Over 33 GB & 25,000 samples in total
- Hundreds of Kontakt presets
- Open format samples.
- Unique bonus pads, ambiences, soundscapes and atmospheres
- Custom FX and real-world custom convolution impulses
- Integrated dsp effects, sequencing, sound shaping, routing and automation
- For the full version of Native Instruments Kontakt 4 and later (VST/AU/RTAS)

SOUNDIRON

Tuned Micro

version
1.0

OVERVIEW

Unified Master Kontakt Preset with independently selectable instrument layers

2 Unique Stringed and Tuned Percussion Instrument Categories

Powerful custom performance and FX control interface:

- The Uberpegiator macro-arpeggiation system
- Convolution System with 12 custom fx and room impulses
- Full 3-band EQ

285 Samples

250 MB source \ 127 MB installed (w/ lossless ncw audio compression)

Note:

- The full version of Kontakt 4.2.4 or later is required
- The free Kontakt "Player" does not support this library.

CREDITS

Production, Recording, Editing, Programming & Design by
Mike Peaslee, Gregg Stephens & Chris Marshall

UI Design, Artwork & Photography
Chris Marshall, Mike Peaslee Gregg Stephens & Constructive Stumblings

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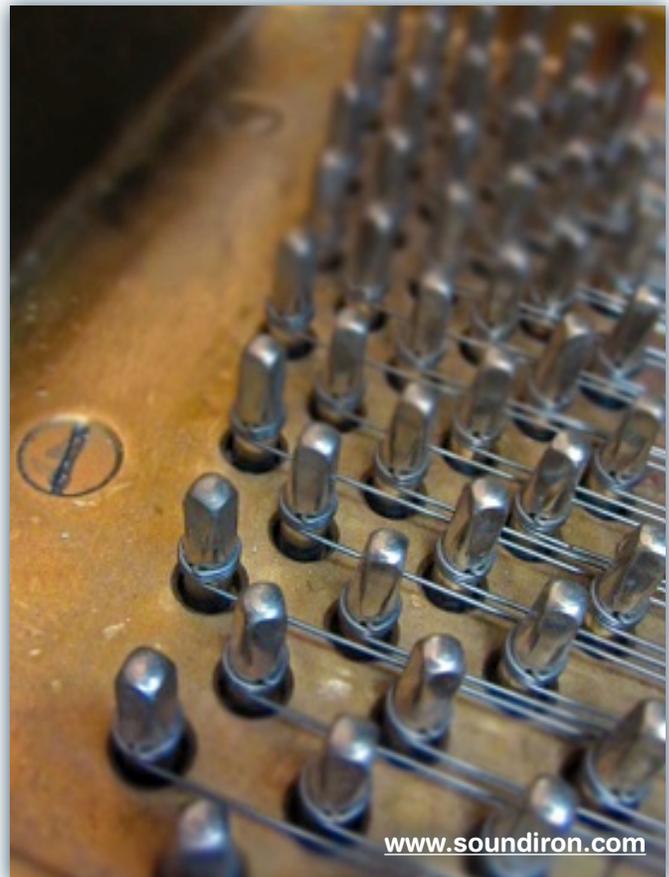
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www.soundiron.com

ABOUT THIS LIBRARY

Fidelity

This library was recorded in wide stereo, with some content recorded in a lush natural hall environment, so you'll hear room coloration and tone as well as a few background impurities in some samples, especially in the hall far C mic position. 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 quiet or 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 5.0.2 (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. Sometimes they're awful. It all depends on the sound, the impulse, the plugin and the settings used. Then again, you may find some unexpectedly useful and interesting results through a little experimentation.

We've included a hand-selected collection of impulse files that we think compliment this library's sound. You can load them into most instrument presets by using the "Convolution" control panel tab and selecting an impulse from the Impulse drop-down menu. You can also manually import any of the wavs in the Impulses directory into any IR wav-compatible convolution effect plugin of your choice. Just please just make sure to keep your speakers or headphones turned down while you experiment. 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 *at least* 2GB 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 Continuated 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'll also need Java v1.6 or later. 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 usually 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 and the email address you used to order. 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 preset 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 clicking on each UI control to display the "hint" text in the Info bar at the bottom of Kontakt.



Layer Selectors

There are two independently selectable instrument layers in the Tuned Micro master preset. You can use each one to load any one of the 20 individual articulations available in this library. Turning the Layer Selector knob all the way to the right will disable the layer, which is useful for conserving voices if you only need one instrument to play at a time.

Swell

This knob smoothly controls volume swelling for the instrument, allowing you to fine-tune volume, or fast or slow fades over time. Each layer has an independent Swell knob.

Attack

This knob controls the sharpness of attack. Increasing the value causes the sound to attack more softly. Each layer has an independent Attack knob.

Offset

This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound. Each layer has an independent Offset knob.

Release

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. Each layer has an independent Release knob.

Stepping

This knob controls the amount of pitch stepping, in semitones, allowing users to globally tune an instrument layer up or down by +/- 3 octaves. Each layer has an independent Stepping knob.

Button Bar (EQ, Verb)

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.

Uberpeggiator Controls

Tuned Micro features a flexible, custom arpeggiator system to expand the instant creative potential of this library. 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 and removed from the automated chain of repeats. Playing a new key will add it to the cycle, following the rules for the note order setting you select. Playing that same key again will remove it from the cycle.

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.

Swing

This sets the amount of rhythmic offset (swing) between notes.

Pitch

Sets the pitch up or down in quarter-tone intervals for each repeat AFTER the initial note is pressed and it remains in a pseudo legato state as long as any key is held down. Changing this setting in real-time allows extreme “glitch” stutter and stair-step effects and can self-generate strange grooves and beats, based on the combination of notes you hold.

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.

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.

Velocity Graph Sequencer

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

Reset

Resets the Graph to blank

Steps

This setting determines the number of steps that are used by the velocity graph step sequencer, starting from the left.

Table Velocities

This activates the Graph. When it is active, the arpeggiation follows the note velocities that you’ve drawn on the graph. When it is bypassed, each note repeat is played at the velocity that it’s original note was played at.

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.

EQ Controls

The EQ tab contains three separate sweepable equalizer bands each with gain, bandwidth and frequency.



EQ3 On/Off

This button enables/disables the 3-band EQ.

Low Gain

This knob sets the amount of gain for the low band.

Low Bandwidth

This sets the bandwidth for the low frequency node.

Low Frequency

This sets the center frequency for the low band.

Mid Gain

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

Mid Bandwidth

This sets the bandwidth for the mid frequency node.

Mid Frequency

This sets the center frequency for the mid band.

High Gain

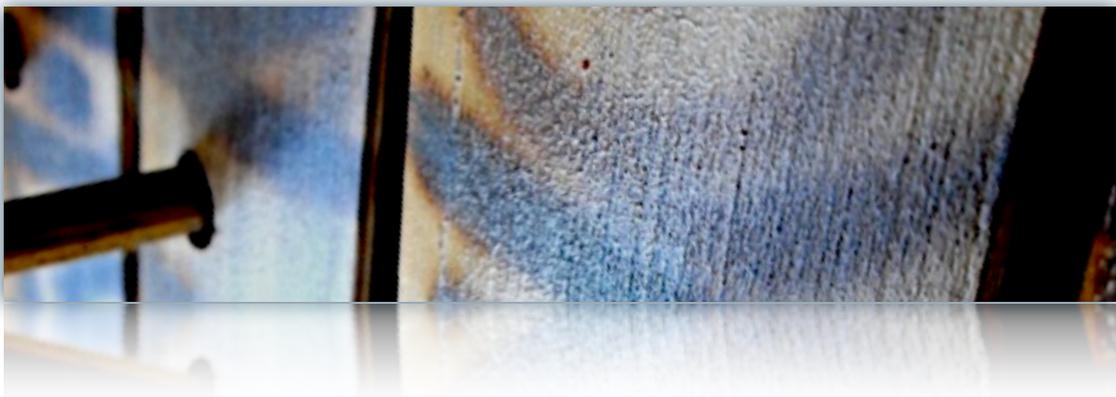
This knob sets the amount of gain for the high band.

High Bandwidth

This sets the bandwidth for the high frequency node.

High Frequency

This sets the center frequency for the high band.



Convolution Reverb Controls

We've incorporated our custom convolution impulses into the user interface, 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.

INSTRUMENTS

The instruments are divided into 12 sets, with a total of 20 articulation layer settings.

BAMBLONG

The **Bamblong** is a small tuned percussion instrument, similar in concept to a marimba. It has 4 long, hollow bamboo resonance chambers, ranging between 1½ – 2¼ inches wide and 8 – 14 inches long, with sound holes in the top of each. The playing surfaces are thin bamboo planks, suspended on pegs over each sound hole. It has a bright, warm, woody note with a short sustain.

The full version of our Bamblong library includes both wet hall and dry studio recordings, with a variety of articulations, including mallets, brushes and sustaining effects. It also includes a variety of custom designed pads and ambiences created from the source recordings. Each articulation was sampled with up to 20 velocity layers per note and 10 “round-robin” variations per layer, to provide life-like realism and dynamic playability. It includes over 2,500 samples and 1.44 GB of content.

This Tuned Micro library includes examples of both the wet and dry Bamblong mallet notes, with a total of just 36 samples. Look for them as “BamDry” and “BamWet” in the Layer Selector control menu. They’re the first two settings on the dial.

CIRCLE BELLS

The **Circle Bells** sounds like a strange cross between a gamelan, tuned bells, glass armonica and prayer Bowl, depending on how you play them. It’s a custom instrument by a local San Francisco area artisan, built from an array of 6 steel cone-shaped bells, ranging from 2” to 3 1/2” in diameter and each about 10” long. Each note has a sharp attack and very long, complex sustain, with a deep blend of beautiful overtones. We recorded the instrument up close and dry, with a wide stereo pair.

In the full version of our Circle Bells library, the tuned percussion articulations include soft mallets and hard metal picks, with deep dynamic layering and plenty of round-robin variations. The Sustaining articulations include viola bow sustains, staccatos and special effects, as well as soft mallet and metal pick sustaining rolls and crescendo effects covering a fully controllable range of speed and intensity. It also includes a selection of ambient pads and special FX. It includes over 2,800 samples and 5.04 GB of content.

Tuned Micro includes examples of both the mallet strike and viola bow long looping sustains (w/ independent release samples), for a total of 21 samples. Look for them as “CBBow” and “CBMal” in the Layer Selector control menu. They’re found at the 3rd and 4th settings.



CYLINDRUM

The **Cylindrum** is a massive tubular tuned percussion instrument, designed to use the principle of open and closed air column resonance. At around 4 meters long and made of large diameter corrugated ABS and smaller diameter hard PVC plastic, it has a total note range spanning 4 octaves, with both open and closed rubber striking heads. Played with ping pong paddles, bass drum mallets and bare hands, it has a sound like some strange organic synthesizer that has been morphed into a giant rack of tuned plastic tom-toms. The low end has hard-hitting bass and guttural punch, while the high end has a clear, crisp pop. It's an experimental percussionists dream come true.

The full version of our Cylindrum library includes both wet hall and dry studio recordings, with paddle, mallet and hand articulations. It also includes plenty of custom designed pads and ambiences created from the source recordings. Each articulation was sampled with an average of 7 velocity layers per note and 10 "round-robins" per layer, to provide a natural sound and deeply nuanced playability. It also includes a wide array of our custom designed sustaining pads and ambiences, each hand-created from the original source recordings. It includes over 3,365 samples and 957 MB of content.

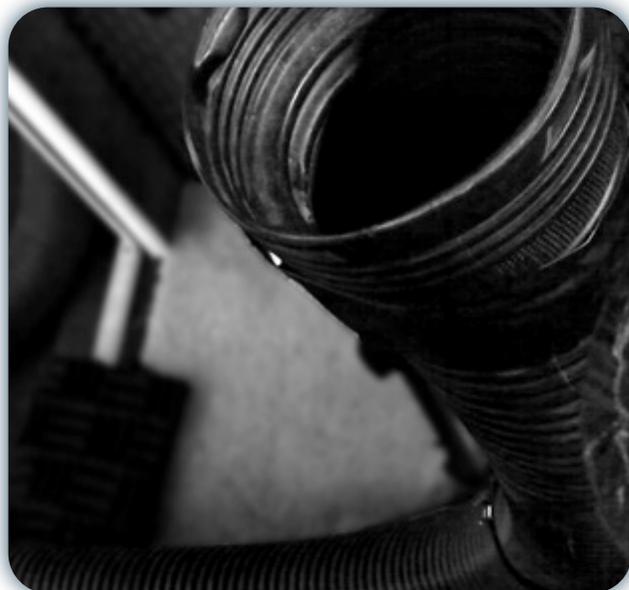
Tuned Micro includes examples of both the wet and dry Cylindrum mallet strikes, for a total of 45 samples. Look for them as "CylDry" and "CylWet" in the Layer Selector control menu. They're found at the 5th and 6th knob settings.

IMBIBAPHONES

Imbibaphones is a set of tuned glass instruments focusing on wine glasses, cocktail glasses and champagne flutes. Different notes are achieved by filling the glasses with specific volumes of water in graduated steps. The sound is an extraordinarily warm, rich, undulating sound with remarkable body and tone. While the wine glass became popular as a musical instrument in the 18th century, we've interpreted the concept in our own particular way. We've captured sustaining rim rubs and soft rubber mallet strikes and finger plucks on each glass. Each type of glass provided its own unique character and resonance. After a happy accident, a bit of broken glass even provided the source and inspiration for some added effects content. We then applied a variety of effects to create some great special FX and ambient instruments. We recorded the glasses up close and "dry" (in the figurative acoustic sense).

The full version of our Imbibaphones library features soft rubber mallet and finger tuned percussion, with deep dynamic layering and plenty of round-robin per note. The Sustaining articulations include tuned rim rubs on each of the glasses, covering a fully controllable range of speed and dynamic intensity. It also includes a selection of ambient pads and special FX. It includes over 750 samples and 1.07 GB of content.

Tuned Micro includes examples of both the mallet strike and long-looping viola bow sustains (w/ independent release samples), for a total of 20 samples. Look for them as "ImbBow" and "ImbMal" in the Layer Selector control menu. They're found at the 7th and 8th knob settings.



KALIMBA

The **Kalimba** is a small tuned percussion instrument that was invented by Englishman Hugh Tracey, who traveled to Africa in the 1920s and studied traditional African music. It was directly derived from the traditional African Mbira, a traditional sub-Saharan African instrument that dates back roughly 800 years. Also called a “Thumb Piano” and considered part of the “lamellophone” family it is usually comprised of a small, hollow flat topped wooden body and metal tines suspended by a screwed-down bridge over a sound hole cut-out in the body. The steel tines are cut to different lengths and hammered flat at the ends to allow easy finger plucking. It has a quirky sort of plonky sound, with strong overtones, a raspy attack and buzzy sustain, giving it an instantly recognizable innocent, playful and off-kilter vibe. Ours has a small balsa wood top and coconut shell, with 7 steel tines. The notes span about an octave and a half. It’s tuned with a screwdriver and since all of the tines share the same bridge, truly accurate and stable tuning is more or less impossible.

In the full version of the Kalimba library, we captured 10 round-robins per velocity layer, with up to 10 velocity layers per tine. We also captured multi-tine strumming effects. We recorded it in 3 different environments: up close and dry in our studio, out in a small bright tile hall and finally, deep down in a large underground bunker, for a long, dark and smooth natural reverb decay. It includes over 1000 samples and 580 MB of content.

Tuned Micro includes examples of both the wet and dry Kalimba plucks, with a total of 35 samples. Look for them as “KalDry” and “KalWet” in the Layer Selector control menu. They’re the 9th and 10th settings on the Layer dials.

MUSIC BOX

The **Music Box** is from an unreleased special edition library, although portions of it can be found in our Antidrum 2 library. Music boxes are usually comprised of small metal drums and a set of thin metal tines, with raised bumps around the surface of the drum in positions to pluck the tines as the drum is turned by clockwork or hand-crank. The mechanism is usually mounted to a wooden, glass or metal surface or housing to provide resonance and natural amplification.

Our Music Box library is focused on a set of classic music boxes. Some have been amplified by unconventional resonators and sounding boards to enhance the volume and reshape the tone. We also recorded in both a dry studio and in wet halls, to provide both flexibility and natural acoustics. It includes over 700 samples and 850 MB of content.

Tuned Micro has a dry example of one of our music boxes, with 16 samples. Look for it as “MusBox” in the Layer Selector control menu, located at the 11th setting on the Layer dials.



THE STRUCK GRAND

The **Struck Grand** is an extraordinary instrument collection that delves into unconventional string manipulations and playing methods with a Steinway 1926 Model L Parlor Grand piano. Expanded from the concept of a prepared piano or modified harp, we recorded the instrument up close and wide, with just a hint of natural but fully-adjustable room reflection. This collection shines as equal part stringed/tuned percussion and super-harp/mega-zither with a huge key range and rich, complex musical character.

The full Struck Grand library features string pick and finger muted plucks, steel hammering, harmonics, slides, mallet strikes, open and muted glisses, scrapes and otherworldly sustaining effects over the full note range. The “Layer Builder” system that allows you to easily design an endless variety of complex sonic flavors, with total control over 12 independent layers of sound. It also has a strum & gliss generation system that allows realistic and organic guitar-like strumming and harp-like gliss playing, with chord, scale, speed, tempo-synching, humanization and user-drawable string dynamics. You’ll also find tempo-synching LFO and filter effects and custom convolution reverb selection built in to the GUI. It also includes a deep collection of ambient drones, tonal pads and evolving sound-scapes, all with custom morphing and dual-layer mix control. It includes 4058 samples and 9 GB of content.

Tuned Micro features an example of the picked string articulation, with 7 samples. Look for it as “StrGrnd” in the Layer Selector control menu, located at the 12th setting on the Layer dials.

TOY GLOCKENSPIEL

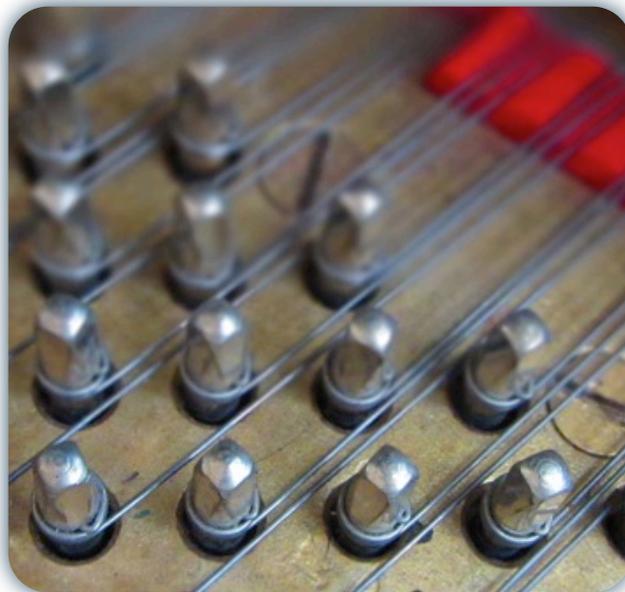
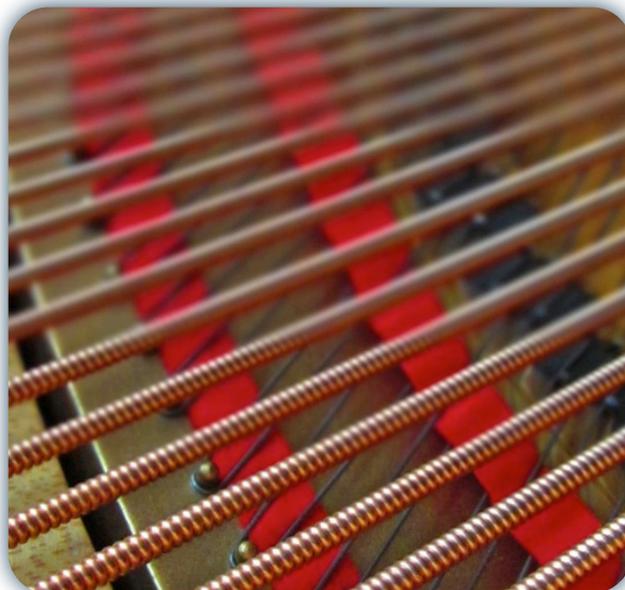
The **Toy Glockenspiel** library was created by capturing a wooden bodied steel keyed 8-note toy glockenspiel. Intended for kids, the instrument itself is naturally a bit out of tune, a tad plinky, perhaps clunky and at times rather shrill, having been originally built to substantially less than concert-grade design specifications. Still, we captured it close and dry with large-diaphragm mics and the utmost care given our humble subject.

The full version of the Toy Glockenspiel features a tuned version, a naturally un-tuned version, and a few special effect presets. We captured it with an average of 5 velocity layers per note and 5 variations per layer to provide organic playability. It includes 172 samples and 95 MB of content.

Tuned Micro features 24 of the Toy Glockenspiel samples. Look for it as “ToyGlk” in the Layer Selector control menu, located at the 13th setting on the Layer dials.

TWINE BASS

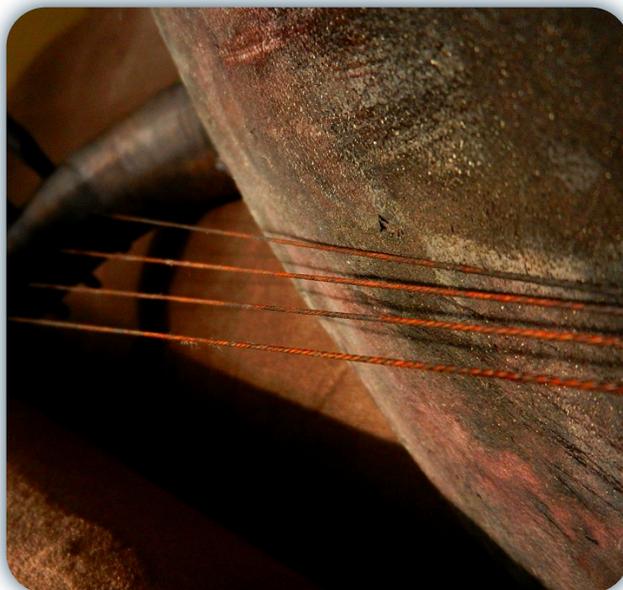
The **Twine Bass** contains a pair of very special instruments: a modified cello and a traditional Kenyan fretless stringed instrument called a Bolon. We strung the cello with rough hemp twine and played it like a stand-up bass. The resulting sounds are richly sonorous, with powerfully deep low end and a woody, soft quality. The bolon has a cow’s horn for a neck and a gourd as a body, with four twine strings attached to



wooden peg tuners and a goat-skin resonating head that the strings pass directly through and attach to the body internally.

The full version of the Twine Bass features deep-sampling on each string with 10x round-robin and up to 14 velocity layers. We also sampled a number of other sounds such as legato interval slides, string mutes, tuning peg pluck/twists, finger taps and brushes, and other percussive effects on the instrument's body. The unique custom UI features our exclusive glissando/ chord generator, giving you you control over a wide variety of strummed chord and glissando functions such as speed, range, scale, direction, humanization and more. We've also included a collection of ambient pads, atmospheric drones and evolving sound-scapes, giving this library a vast array of tonal possibilities. The Twine Bass is a massive library, containing 2000+ samples and weighing in at over 2 GB.

Tuned Micro includes examples of both the Twine Bass and Bolon string plucks, with a total of 10 samples. Look for them as "TBass" and "TGourd" in the Layer Selector control menu. They're the 14th and 15th settings on the Layer dials.

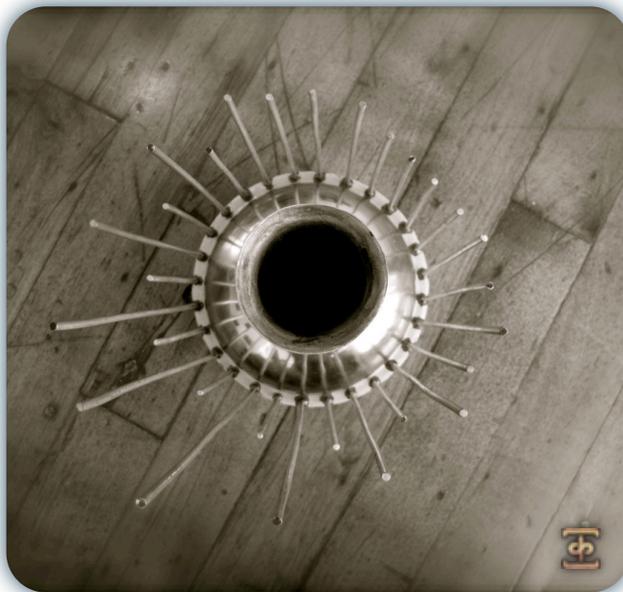


WATER HARP

Our **Water Harp** is a famously unconventional instrument that can be often heard in any number of horror soundtracks over the past 40 years. Based on the original Waterphone design invented by Richard Waters in the late 1960s, it is a hollow metal chamber with a tall neck, ringed by a large number of long upward-pointing metal tines each cut to various tuned lengths. The chamber is designed to be filled with water and the instrument is played by bowing or striking the tines individually or in a glissando sweep, while tilting and turning the body to shift the water and create strange undulating, bending, warping pitches and harmonic modulations. The body of the instrument can be played as well.

This huge library is divided into two main categories – "Bowed" & "Mallets". The Bowing section has viola bowing on the tines and body edges, with and without water in the chamber, creating ghostly warbling and growling sustains, sweeps, glissandos, stinger effects and staccatos. The Mallets section offers different types of hard and soft rubber, wood and metal percussion mallets, steel combs, bare hands and other contraptions, with the water chamber both full and empty. The library also contains a variety of experimental patches, including boiled water harp, hydrophone effects captured inside the water chamber, magnetic experiments and other goodies. We've also included a collection of ambient pads, atmospheric drones and evolving sound-scapes, giving this library a vast array of tonal possibilities. The Water Harp is a mighty library, containing 4.3GB and 2903 samples.

Tuned Micro includes examples of soft mallet tine strikes and long-looping viola bow sustains (w/ release samples), for a total of 24 samples. Look for them as "WHBow" and "WHMal" in the Layer Selector control menu. They're found at the 16th and 17th knob settings.



WHALE DRUM

The **Whale Drum** (aka tongue drum or slit drum) is one of the world's oldest known instruments. Tongue drums are found around the globe in various cultures spreading out from Africa to Asia and South America. The drums were originally made from hollow logs or wooden blocks which were struck to make musical tones. It is one of the few instruments considered to be likely older than the human voice itself. Modern slit drums are more refined and usually feature 6 or more tongues, with a marimba-like warm, rounded, dreamy tone and soft attack. The lower notes have an especially deep richness to them.

For the full Whaledrum library, we primarily sampled a 14" 8-tongued vermilion slit drum in a dry studio with mallets, wooden sticks and brushes. For the mallet articulations, we recorded each note at both tongue center and edge positions, with an average of 10 dynamic velocity layers per note and 10 "round-robin" variations per layer. We played it with sticks and brushes on multiple surfaces around the drum. We also captured a set with mallets and sticks in a large tile and stone hall from a medium distance, to provide the option of more naturally ambient acoustics. In addition, we also recorded a smaller 3-note slit drum and a small toy xylophone, which both complement the larger whale drum. The library also contains an bonus selection with delicate ambiences sculpted from original source material. The end result is the most comprehensive wooden slit drum library available anywhere. It includes 3158 samples and 1.08 GB of content.

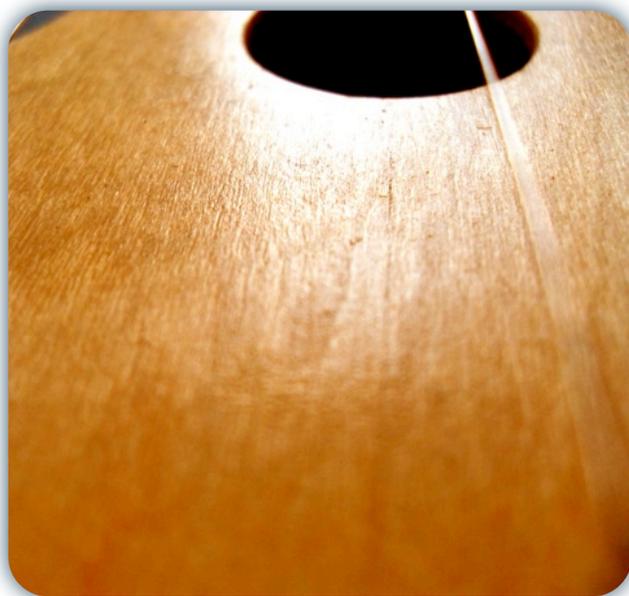
This Tuned Micro library includes examples of both the wet and dry Whaledrum mallet notes, with a total of 33 samples. Look for them as "WDDry" and "WDWet" in the Layer Selector control menu. They're the 18th and 19th settings.

ZITHERETTE

Lastly, the **Zitherette** is an enchanting little 8-string 12x20" steel-string zither. Zithers are a broad family of hollow-bodied string instruments common throughout all of Europe and Asia. Variants range from the dulcimer to the Koto, with countless other favors unique to each region and culture. Common to each of them is the arrangement of multiple strings over a hollow body. Our particular hand-held zither has a smooth, dark tone, with a clean biting attack and long, natural decay. At it's softest, it has a pristine, almost harp-like sound, while the hardest notes bend deeply on the attack, with a pronounced twang.

We sampled our little zither extensively, in a close, wide stereo configuration in a dry studio. Each string has an average of 8 velocity layers, with 4 round-robin variations per layer. We also captured palm mute release triggers. There are a variety of presets, to allow maximum flexibility and intuitive playability. We also created an array of custom sound-designed fx patches, extending the creative possibilities even further. IT includes 319 samples and 627 MB of content.

Tuned Micro features 14 of the Zitherette samples. Look for it as "Zith" in the Layer Selector control menu, located at the 20th setting on the Layer dials, just above the Layer 'Off' position setting that mutes each particular layer.



MORE INFO...

The Strings & Tuned Percussion Collection also currently features two additional libraries that aren't previewed in Tuned Micro :

Bizarre Sitar

The **Bizarre Sitar** may not seem so strange at first glance. It has most of the elements found on any other sitar, with its traditional gourd body, both main playable strings and sympathetic resonating strings, parda (adjustable curved frets), kunti (tuning pegs), dandi (neck), ghoraj (main bridge) all complete with orante hand-painted accents. At just over 24" in length, however, this little beauty is barely half the size of a standard sitar. Simply being small isn't bizarre by any means, but what is bizarre is how it can achieve such a lush, full-bodied sound while being so small.

At the heart of our Bizarre Sitar library are the strumming patches. Two main strumming tunings are included, a fifth and an octave/unison. An on-board "Speed" knob allows you to sculpt the speed of the individual strum from very tight, fast strums to slower, plucky strums. The strums are tuned and spread across the entire keyboard, providing deep, droning sounds in the low end and sharp, mandolin-like plucks in the high end. In addition, we've also included individual string plucks for lead lines and accents. Special combo patches give you both plucks in the high end and strums in the low-end for easy playability. Also included are fret scrapes, mutes, staccato bowing, tremolo bowing and sustained bowing. As usual, there are several ambience drones comprised entirely of source material from the bizarre sitar library. Combined with our custom front panel controls and included tone / effects controls with custom reverb convolutions the Bizarre Sitar library is extremely flexible and versatile. Bizarre Sitar includes 597 samples and 1.69 GB of content.

Street Erhu

Street Erhu is a truly unique live-performance phrase library with over 4600 high-quality traditional Chinese Erhu violin phrases. With over 6 GB of content, this collection covers 8 different Erhu violins, from bass to treble, in a variety of tunings. This one-of-a-kind library combines the authenticity of an emotive street musician with granular deep sampling fully controllable through our powerful custom user interface.

For the creation of Street Erhu, we worked with veteran street performer Qi Xin Huang and local Erhu craftsman Kenneth Lam. Qi Xin's playing is raw, emotive and authentic, evoking a traditional flavor not possible with a sterile and overly rigid performance. Each erhu sampled in this library offers its own unique flavor, creating a palette of different sounds fit for any stylistic need.

This Street Erhu features 83 presets for Kontakt. There are 1328 bass erhu, 2543 mid-range erhu and 341 treble erhu phrases recorded in a dry studio environment, plus 398 bowing and fingering sfx. There are also 12 additional songs recorded live on busy city streets and 40 songs recorded in a bustling underground subway station. We've also included 48 ambiances created from the source material allowing users to experiment with a wide range of sound-scapes and FX. As always there is a range of automatable LFO, EQ, filter, custom convolution and sound-shaping systems to expand on the creative possibilities that this library offers.



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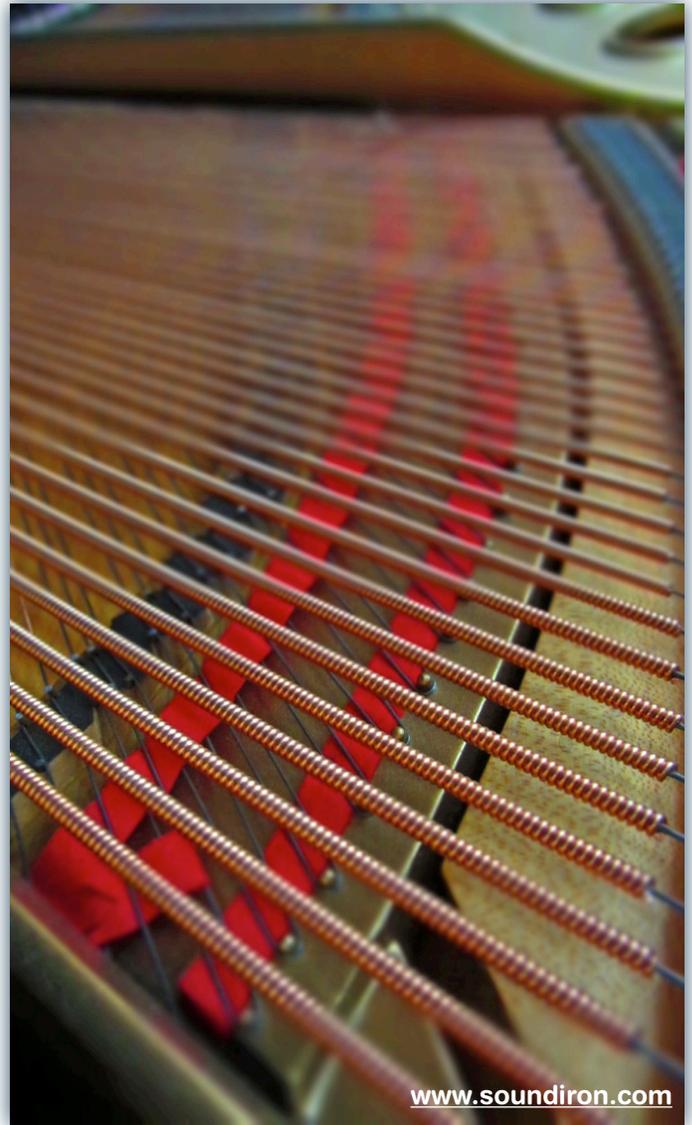
THANK YOU.

Thanks for purchasing the Soundiron Tuned Micro library. 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]