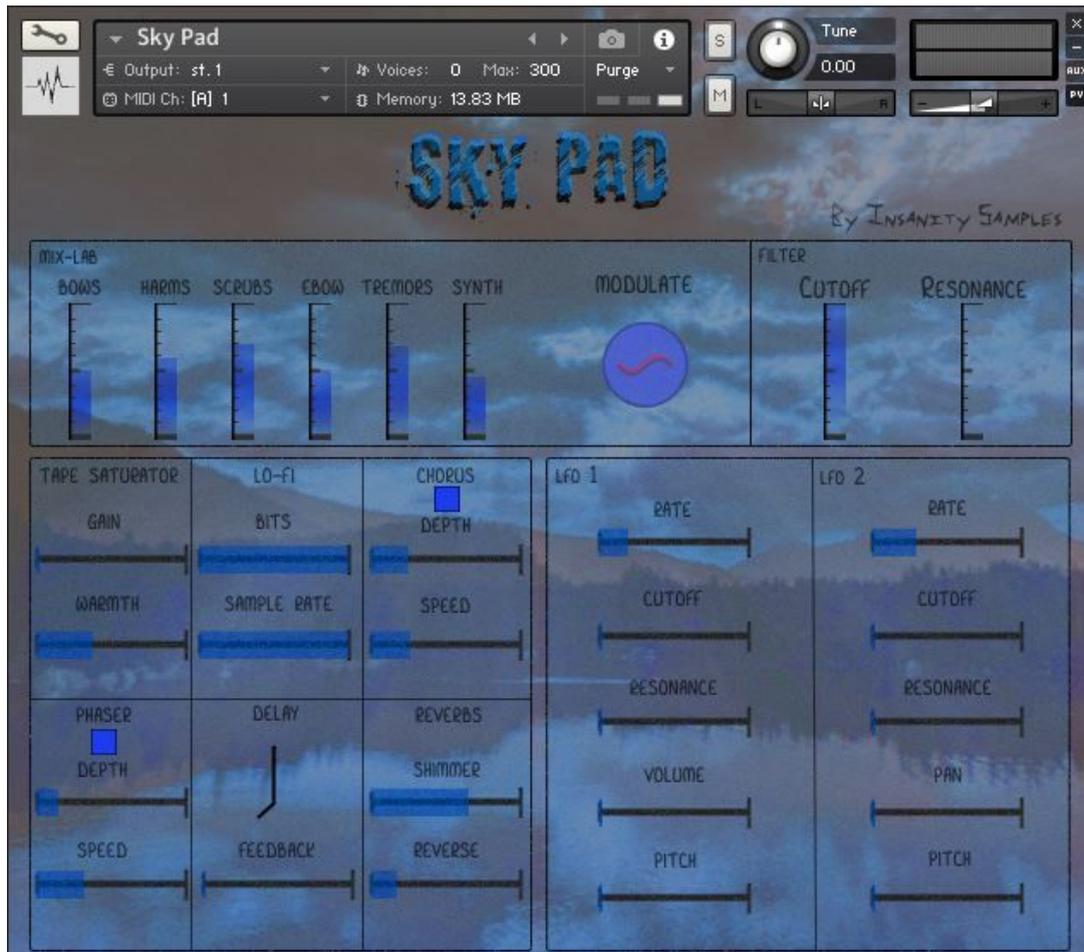# INSANITY SAMPLES

Presents

An ethereal instrument of pad textures, made from organic sound sources. That are bowed, time stretched, processed, and moulded into a lush blanket of sound. A beautiful place to start something new, or wrap around a piece to add balance and intrigue.

Thank you for your purchase, and welcome to the offensive world of Insanity Samples.

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<u>OVERVIEW</u>

SKY PAD is a hybrid organic pad instrument, with predominantly organic sound sources, with a hint of analogue synth pad samples that can be blended in.

The instrument comprises of 4 main sections. The MIX-LAB, FILTER, FX, & LFOs. With vast modulation and sound moulding possibilities.

An instrument perfect for creating rich and complex beds, drones, or all encompassing soundscapes capable of standing entirely alone.

Build to inspire, the interface is simple and to the point. With a collection of pre-baked presets, to then adapt or completely overhaul.

With Kontakt's simple to use MIDI CC assigning capabilities, any area of this instrument can become a part of your performance. With simple right click and wiggle assigning, your outboard faders and dials can bring the instrument into the room!

THE MIX-LAB
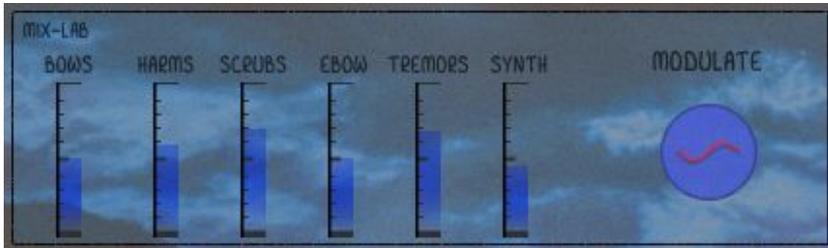
The Mix-Lab is where your leveling and bulky sculpting work is done. With 6 sound sources to choose from and mix between. Additionally, there is a 'MODULATE' button described below.

BOWS
The first fader is for a simple recorded solo Cello texture.

HARMS
This fader is a recording of Cello harmonics. Played in an improvised random way. Leaping around harmonic textures based around the root note(s) you have pressed. Great as a stand alone slightly haunting sound, or as an additional texture to layer in to taste.

SCRUBS
This fader is a texture on strings where the player scrapes the bow around the string in a circular motion. Creating a scratching and scrubbing sound, that occasionally includes harmonics, and what feels like a constant switch between sul pont (bright metallic) and sul tasto (warm and woody).

TREMORS
 This fader will bring in a heavily processed texture, which was originally a human whistle recording.

SYNTH
This is a specially designed patch on a modern classic analogue synth, to introduce a little electronic textures.

MODULATE
This button turns on a series of hidden LFOs that work to fade between the 6 above faders. Giving an endlessly modulating and unpredictable sound mix of the instruments raw components.

<u>FILTER</u>
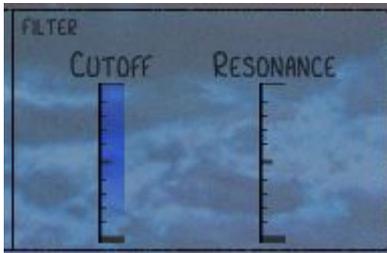
The filter section is a typical LOWPASS filter, the type usually found on a standard Synth. With CUTOFF and RESONANCE as the fader options, allowing for a softer lease bright sound when the cutoff fader is dropped, or interesting harmonic textures when hyping the resonance.

FX
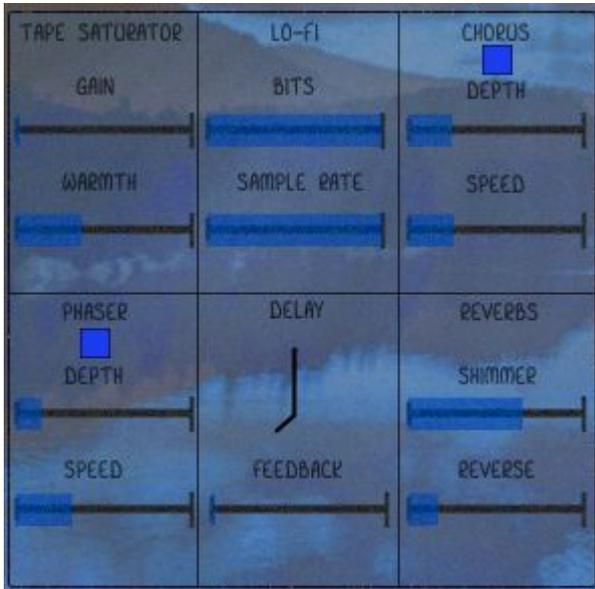
In the FX section we find the following effects.

TAPE SATURATOR
Great for adding a little analogue warmth, when used sparingly. Or for creating crazy, near distorted, textures when being used in the extreme.

LO-FI
This allow you to lower the BIT rate, and the SAMPLES rate. Effectively lowering the quality of the sound being produced. Which gives a cool and slightly broken sound when used lightly. Creating crazy granular effects when used heavily.
PLEASE NOTE – Both the BITS and SAMPLE RATE faders work in reverse. As when the faders are fully up (all blue), the bit rate is as high as possible, and so is the sample rate. So in effect, they are now bypassed. The effect only starts working as you lower the slider, reducing their rates, and bringing in the effect.

CHORUS
A classic chorus effect with ON/OFF, DEPTH & SPEED as changeable options.

PHASER
A classic phaser effect with ON/OFF, DEPTH & SPEED as changeable options.
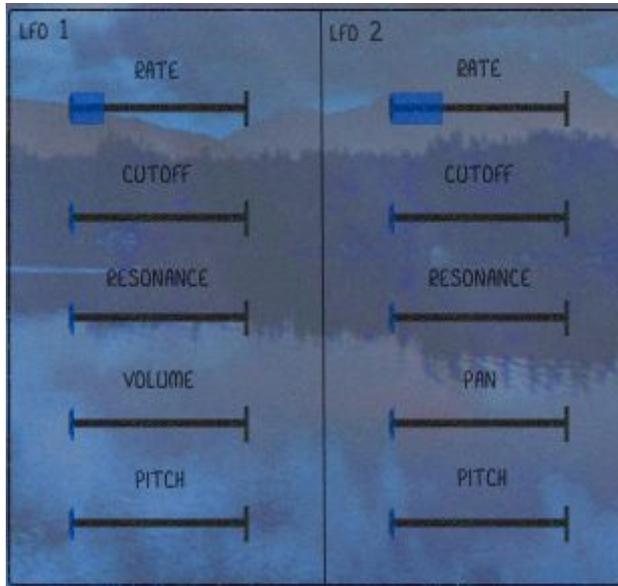
DELAY
A classic delay effect with both delay time (just choose the note value you require), and feedback amount.

REVERB
2 different verbs. The first a glistening SHIMMER reverb, the second a hall verb that is processed to be REVERSED.

LFO'S

The SKYPAD has 2 multi-waveform LFO's, and as a result are incredibly versatile and powerful modulators.

RATE
This adjusts the speed at which the LFOs modulate.

Modulation destinations:

CUT
The cutoff frequency of the Filter.

RES
The resonance of the FIlter.

VOLUME (LFO 1 only)
The volume of the instrument

PAN (LFO 2 only)
Modulates the placement of the instrument in a stereo field.

PITCH
Modulates the pitch of the entire instrument.

PRESETS/SNAPSHOTS

THE BELOW INFORMATION IS FROM THE OFFENSIVE SYNTH MANUAL. HOWEVER ALL OF OUR INSTRUMENTS WORK IN THE SAME WAY, SO THE PROCESS IS STILL THE SAME ON SKPAD.

The synth comes preloaded with a plethora of preset patches to choose from. Either to use out of the box, or to use for inspiration before moulding your own unique sound (as all presets are fully customisable just like the initial patch that loads with the instrument). This is particularly useful if you are only just starting out with synthesis and need to study the fader positions to learn what each section does.

Before you are able to access the presets, you need to move the .nksn files from the supplied 'presets' folder you received on download, into the relevant Native Instruments folder on your computer. Below is a detailed walkthrough of the easiest way to set this up.

1. Open Kontakt and load the OFFENSIVE SYNTH - Also have the folder 'presets' (from the instrument folder you downloaded) open. You'll need this later as it has all factory presets within it.
2. Press the spanner icon in the top left hand side.

3. Click on 'Instrument Options and navigate to the 'Snapshots' tab.
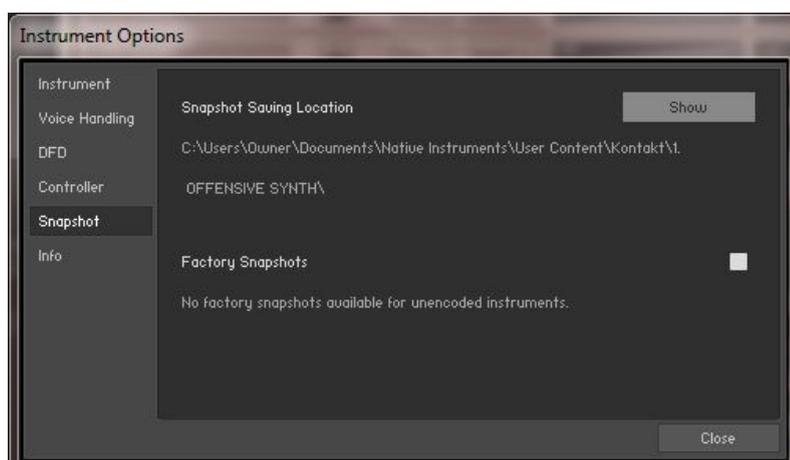
4. At this point there may not be a file path in place for this instrument, and you will be asked to create one. Choose 'YES'.
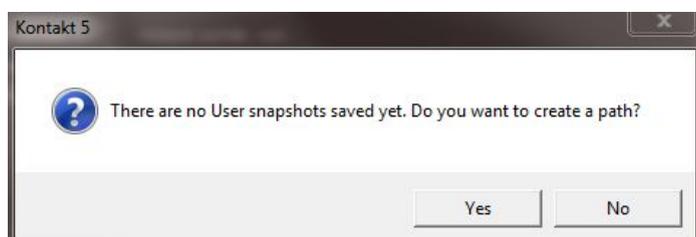
5. This will create an empty folder within your computers NI file directory. At this point you can select all presets from the 'presets' folder you opened earlier, and drop them into the newly created snapshots folder for the instrument.

6. You are now able to save all future presets and access all factory presets from within the main GUI of the instrument. You're done!

Once the presets have been moved to the correct folder within your computer, loading presets (snapshots) within Kontakt is easy. Snapshots are captured moments in time that allow you to recall parameter settings and load them within seconds onto the already loaded instrument.


When you first load the instrument, you will have loaded the 'INITIAL' patch. This patch is just the first sawtooth wave of oscillator 1, with all other parameters either fully off or fully open. This is then ready to create a patch from scratch. However, if you would prefer to listen through to our pre-made patches, you will need to click on the little camera button located next to the highlighted 'i', as shown in the above picture.

Clicking this button with change the view from what you see above, to this:

You can now see the snapshot that is currently loaded. 'INITIAL PATCH'.
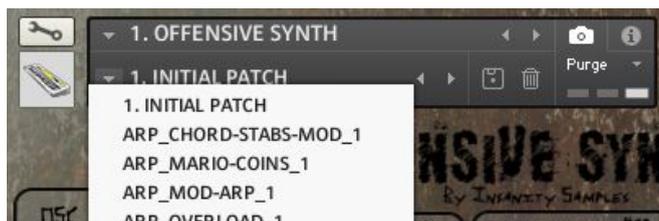
By clicking on that writing you will entre a drop down menu, where you can now choose from our presets.

This is also where you would save a patch once you

have made your own. By simply clicking on the floppy disc image. You can also delete as patch using the bin.

ASSIGNING CC's

THE BELOW INFORMATION IS FROM THE OFFENSIVE SYNTH MANUAL. HOWEVER ALL OF OUR INSTRUMENTS WORK IN THE SAME WAY, SO THE PROCESS IS STILL THE SAME ON SKPAD.

As with all Kontakt instruments and libraries, assigning midi CC's so you can control a fader or parameter by using a fader/dial/knob/button on your midi controller couldn't be easier. With the instrument loaded, simply right click on any of the faders/buttons/dials etc… and click on 'learn MIDI CC#'.
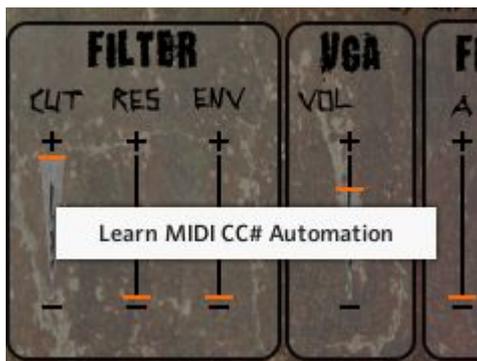
Here is a picture of the cut off fader being assigned to a CC on a midi controller. Once the assigning has worked, you will see in the right clicked drop down menu the name of the CC that you have now assigned. With the option to remove the mapping.
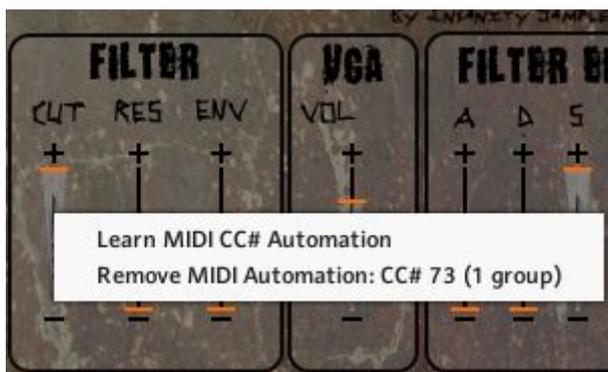
And that is it! You are MIDI'd up and ready to use your hardware to play this synth with the feel of a real analogue machine.

Thank you and happy sculpting! - Insanity Samples!