

GRANULAR MOON for Kontakt 6 by Soundethers

- “Granular Moon” is a work of dedication to explore ever-evolving sounds. One year in the making, it contains atmospheres, pads, field recordings and an additional arp section.
- All atmospheres and pads are assigned to Mod Wheel and become pulsing sounds, synced to your bpm, for the most flexible use as underscore textures.
- The real core of “Granular Moon” is in the Multis folder, here you will find the whole potential of these evolving sounds.

TECH INFOS:

- **250+** patches, divided in 5 categories, with **Mod Wheel assigned to all sounds**.
- **ARPS** (36) – additional unusual arps, made with the basic Kontakt arpeggiator script.
- **ATMOSPHERES** (66) – evolving sounds with intervals - long samples (up to 4 minutes!!).
- **FIELD LOOPS** (28) – raw environments recorded at hi-res in different locations.
- **MULTIS** (91) – the real core folder of this library, explore it!
- **PADS** (30) – tonal playable sounds - analog sources processed with granular synthesis.
- All 127 original samples (3.73 Gb) are delivered in wave format at 48 Hz - 24 bit resolution, ready to use in your favorite DAW too.
- Very long samples are used (up to 4 minutes) in all categories, so let the “Granular Moon” sounds **evolve over time** for best atmospheric results.
- Please, **explore mid-low and mid-high register**, to get an idea of what these sounds can do.
- “Granular Moon” is made for Kontakt 6 Full Version Only! / Version 6.0.2 (works in demo mode in the Free Kontakt Player, 15 min. only)

Thank You for Supporting Us!



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INSTRUCTIONS



- You can open Granular Moon from the Files Tab. You will not find it in the Libraries Tab. Simply navigate to the folder in your HD where you placed Granular Moon.

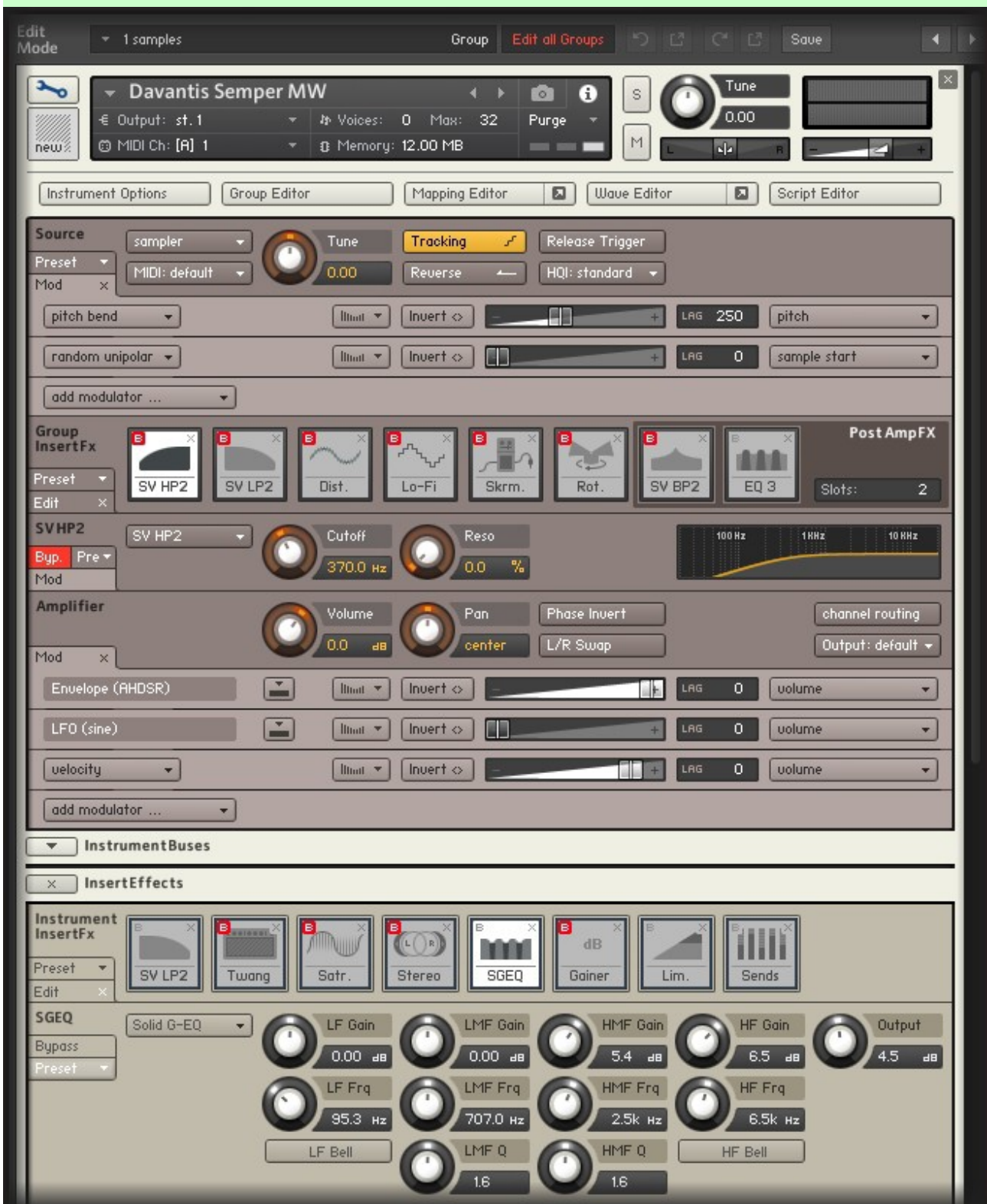


- This library has a very basic GUI: click the “wrench” (on the left of the patches name) and edit all parameters (FX, Filters, LFOs, Envelopes, EQs) in one single screen.

Once you get familiar with EDIT MODE, you'll find very comfortable to have all the available parameters in one screen. For those users which did not delve into Kontakt deepest features yet, this will be a chance to learn how it works inside.

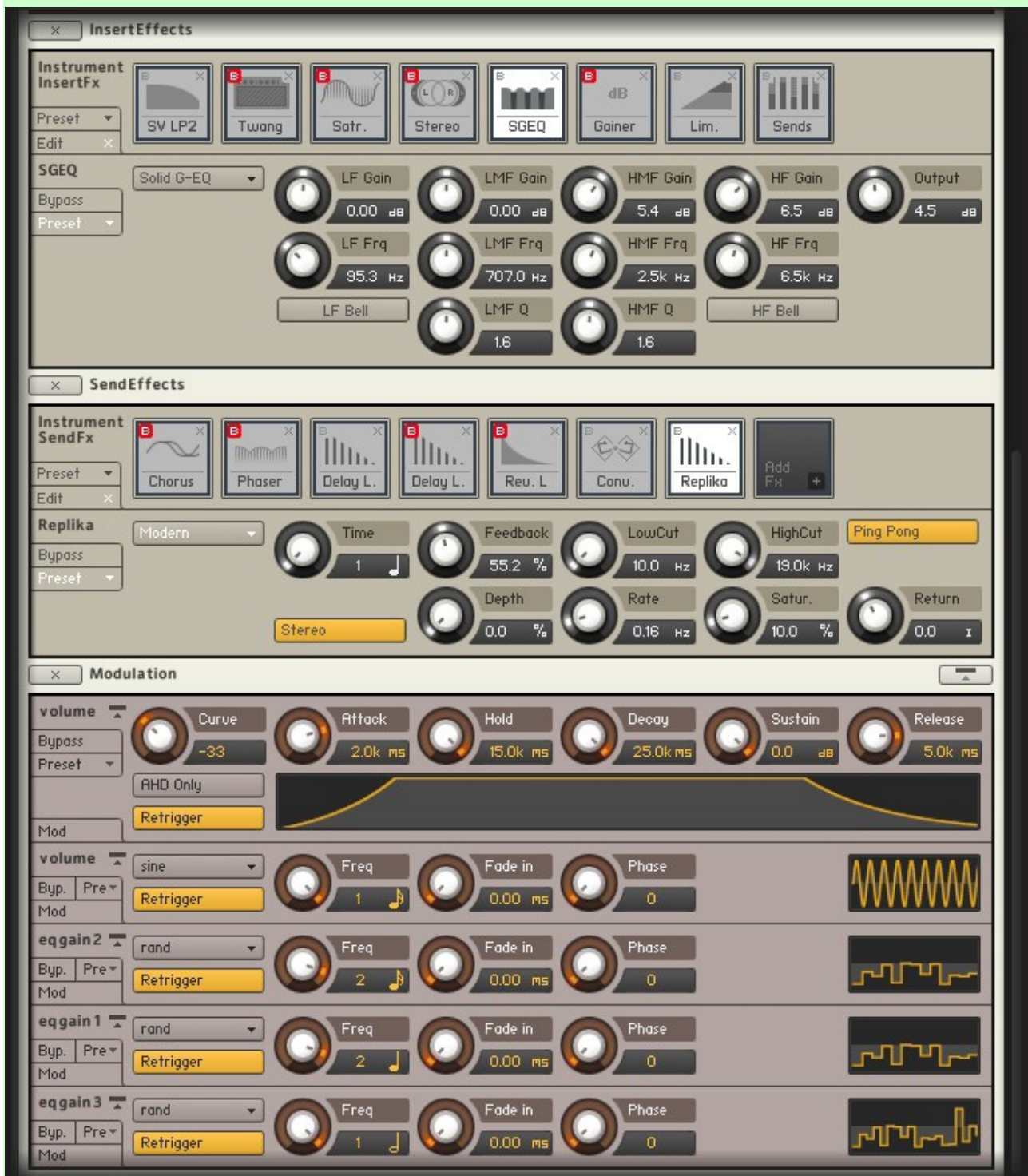
Note that all Kontakt instruments on the market can be deeply re-programmed in EDIT MODE.

Here are two screenshots of the entire EDIT MODE you find in GRANULAR MOON.



EDIT MODE (screenshot 1)

Here you find the GROUP INSERT FX: all parameters of these effects can be modulated by Envelopes and LFO. Simply right click on any knob and choose the modulator you prefer, the possibilities are endless. Note that no actual scripted GUI can offer you such a flexibility.



EDIT MODE (screenshot 2)

Here you find all INSERT EFFECTS, SEND EFFECTS and MODULATION section with Envelopes and LFOs. You can change Effects, add more, edit the LFO settings and more.

EDIT MODE is where your creativity can be totally free.



- All Pads and Atmospheres will become synced Pulsing sounds when using the Mod Wheel. You will find LFOs are often in random mode, this can be easily changed to your liking.

Right click in the “FREQ” tab to choose the rhythmic subdivision you like. You can choose the LFO shape (Random, Square, Sine, etc.) from the highlighted menu.



- Mostly, LFOs are assigned to the main volume in the Amplifier section, and to the EQ parameters in the Group Insert Fx section.

With Button 1, you go back to the LFO you are editing (which will be highlighted).

With Slide 2 you can automate how much the LFO will affect the sound.

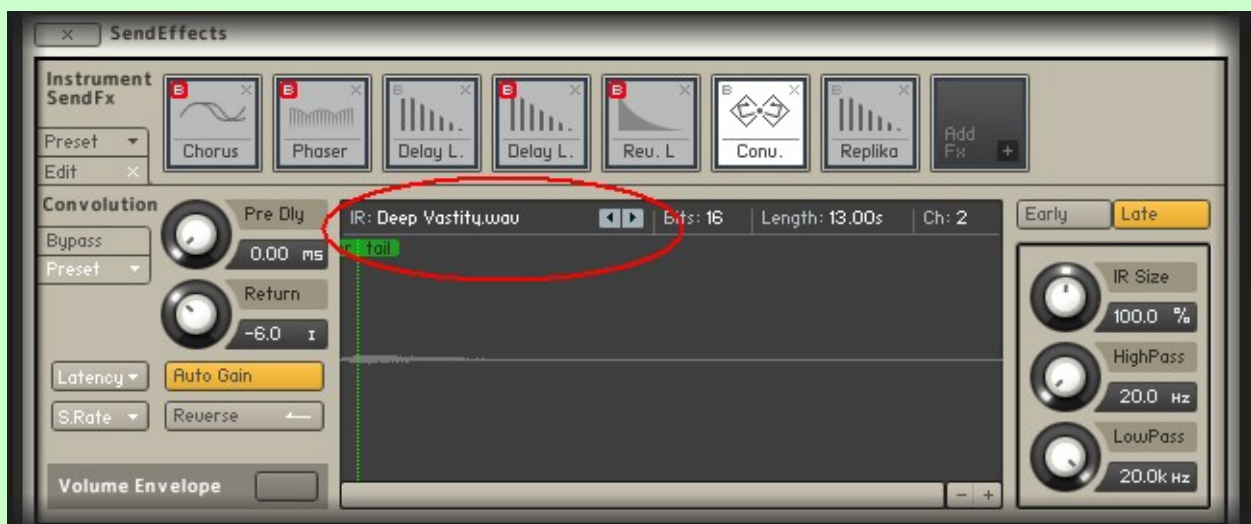
With Menu 3 you can choose which EQ parameter will be controlled by the LFO.



- Patches are in “sampler” mode, to take advantage of “Random Unipolar” function, to randomize sample start position (applied when needed). You can easily switch to DFD mode, if so you prefer, but you will lose the sample start randomization option then.
- The horizontal slide lets you decide how much the Random function will affect the sound. You can choose to randomize the following parameters:



CUSTOM CONVOLUTION REVERB



- The library features 9 original impulse responses (use the arrows!) for very long convolution reverb effects (up to 13 seconds); by default the “Deep Vastity” IR is used on all patches.
- We used the beautiful “Replika Delay” featured in Kontakt 6, to widen the sound space: you will find free slots and you can easily add, edit, change all Fx.



In the MAPPING EDITOR and the WAVE EDITOR, you can easily edit:

1. The KEY RANGE, useful when you want to split the zones of your midi controller.
2. The ROOT NOTE, useful to harmonize layers.
3. The SAMPLE VOLUME, useful to create balanced layers.
4. The FINE TUNE, this is very precise in Kontakt and allows perfect tunings.
5. The SAMPLE to play, without affecting all other parameter programmed (explore it!!).
6. The SAMPLE LOOP, you can disable it if you need a one shot play mode.
7. The SYNC MODE, Kontakt offers a variety of sync mode/time stretch functions to explore.



Every ARP Patch in EDIT MODE shows Kontakt's built-in Arpeggiator script. Simply try to use the highlighted parameters to adjust the ARP to your need. You can radically change how the ARP behaves with very few clicks.

This was a brief and (hopefully) comprehensive explanation of all the parameters that allows you to deeply enjoy GRANULAR MOON.

I hope many of those who were not familiar yet with the amazing features of Kontakt's EDIT MODE will find it clear and useful, and that this will open up further knowledge to freely design your own sounds in Kontakt.

For any questions, issues, tips, feedbacks, please write me directly here soundethers@gmail.com



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