

The Wineglass Drone

Licence and technical information

The Wineglass Drone is sample set and virtual instrument for Native Instruments Kontakt sampler, you need full version of Kontakt 4.24 or newer to open Kontakt patch.

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The Wineglass Drone

This instrument is based on recordings of a wineglass being bowed crudely with a finger. Unlike other wineglass sets, this one doesn't sound smooth and dreamy, but rather dark, dirty and scratchy. The microphone has been placed closely, above the glass opening. There are 12 hand looped samples, 96kHz, 24 bit mono WAV files, each 30 or more seconds long. More notes have been covered by re-tuning the sounds in sampler.

Interface overview

The instrument has AHDSR volume envelope, filters and two convolution reverbs. Also there is option of using second voice to create stereo effects, band split envelope or reverb send configuration. For example you can send first voice to one reverb type, create copy of the voice, detune it, filter it and send to a different reverb. Or you can use filters to split voices and create different volume envelopes for lower and higher frequency range.



Part of virtual keyboard has been colored black. This indicates samples that have been extensively stretched by tuning them down by more than two octaves. Additional filtering has been set for those sounds.

Round robin mechanisms

There are two mechanisms to create sample variation. Diverge will use different samples in round robin, tuning them to match incoming notes. Using diverge knob you can set range of notes to use, that is how many neighboring notes are to be considered for sample substitution. Offset roamer will use round robin mechanism to set different sample start point for each incoming note. These mechanisms can be used together or separately. Round robin calculations use pseudo-random number generator, which is synchronized with transport position, so when used in a project, the instrument should produce the same result at every playback/render.

Voice 2 settings

Use “on/off” switch to enable second voice. Note that all voice 2 related controls has no effect when it’s disabled. There are two trigger modes for secondary voice. In “clone” mode the secondary voice should be exact copy of first voice, including sample swapping and sample start offset setting adjusted by round robin mechanisms. “Mutate” mode will use round robin mechanisms to trigger a different sound from one being played by voice 1. If round robins are both disabled, activating “mutate” mode will make the machine use diverge method.

Offset setting is sample start difference, added to voice 1 setting. You can use it, for example, to create a stereo effect, when voices have different panning settings and second voice is delayed using offset. Note that offset setting only has practical effect in “clone” mode, as otherwise voice 1 and voice 2 sounds are already different.

You can use drop-down menu to select different send mode. If you select “wet only” mode, voice 2 dry signal will be muted and it will only be routed by reverb send knobs. It can be used to send a detuned, or otherwise modified signal to a reverb, while maintaining unchanged dry signal.



Common settings

For each voice there are settings for panorama, tune, volume envelope, filters and reverb send levels. Link switches can be used to manipulate both voices with one knob.

With link switch set on, controlling any voice panning will set a stereo spread for both voices.

You can set different range for detune knobs using drop-down menu. When range is wider than 1 semitone, you can use alt+click on the detune knob to round value to a semitone.

detune range:
 50 cents
 1 semitone
 2 semitones
 6 semitones
 1 octave

This switch will change envelope knobs functionality from "attack curve/attack/release" to "hold/decay/sustain".

hold decay sustain
 CAR HDS link

Activating envelope link switch will make machine copy envelope settings from voice 1 over to voice 2. Also when link is active any envelope control change will apply to both voices.

Reverbs

There are two convolution reverb units, that can be used to create more sophisticated reverb configurations. Each voice has send volume controls for both reverbs, also they can be linked in different ways to make it easier to sweep sounds between reverbs.

Convolution reverbs have simple browser that can be used to load different impulses from Kontakt's factory library, as long as it's present in configured location.

Impulse name, click to enable/disable reverb unit.

Browse 10 impulses backward.

Select previous impulse.

Select random impulse.

Select next impulse.

Browse 10 impulses forward.

Voice 1 reverb send levels.

Link switch.

Voice 2 reverb send levels.

Overall reverb mix level.

Link modes drop-down menu.

link mode:
 separate
 parallel
 cross
 cross parallel

SFZ mappings

There are two sfz mappings included. They can be used to quickly load the samples to another sampler or synthesizer which supports sfz files.

Mapping tagged as “randomize” is configured to select different sample start for each note, however this function might be not supported by some instruments.

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