

Kinetic Brass Plus Motion Engine
by Kirk Hunter
The World's Most Flexible Ostinato Pattern
Brass

**Create Epic, Cinematic, Emotionally-
Charged cues in an instant!**

NEW FOR 2022:

You can now use the sustain pedal (MIDI CC64) to "sustain" any patterns that are enabled by the repetition switches. (See "Repetitions" below.)

FLEXIBLE

The World's Most Flexible Ostinato Pattern Brass

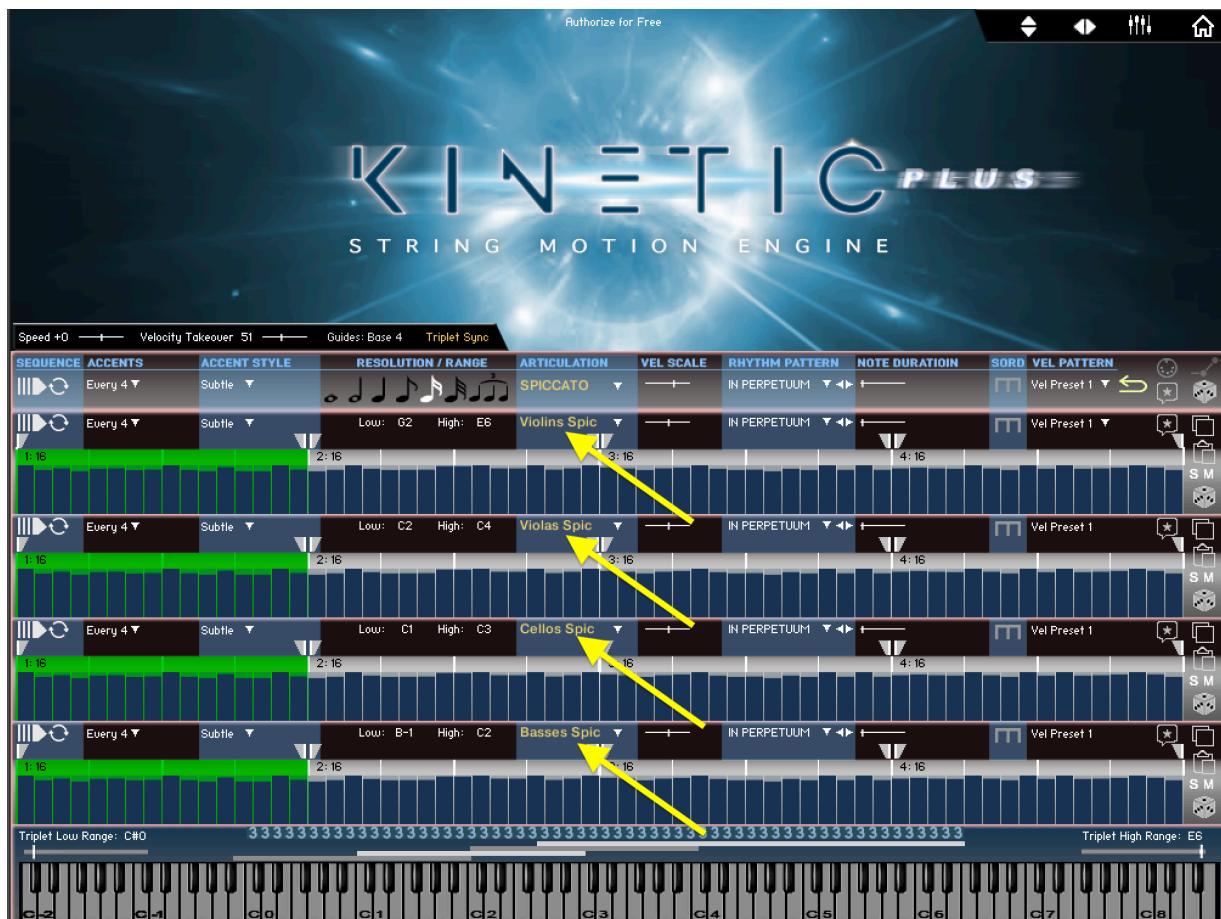
At the time of this publication, there does not exist another instrument that can let you play FOUR string sections (Trumpets, French Horns, Trombones and Tubas) at the SAME TIME. But with Kinetic, you get the entire string section in one instrument. That means you get a separate timeline for each section. Each timeline contains 64 note or rest events and can be divided into up to 4 "regions". And you can have each timeline play a different pattern whether you hold down a single note or chord!

Kinetic Brass Plus - 41 new and different pattern presets

included. Original presets in Kinetic Brass Original not included.

(Please note that the graphics used in this tutorial use the graphics for Kinetic Strings and Kinetic Strings Plus. Since the GUI is the same for both libraries, just substitute Trumpets for Violins, French Horns for Violas, Trombones for Cellos and Tubas for Basses.)

(Any timeline can contain any section or articulation now. Velocities are now added to the timelines.)



And of course, any or all of these patterns can be edited.

THE SOUND

16 Trumpets, 10 French Horns, 8 Trombones, and 4 Tubas.
Recorded at the First Presbyterian Church, Santa Monica
where A-list Los Angeles-based orchestras record and
perform.

Vicente Chamber Orchestra



Kaleidoscope Chamber Orchestra





We have included 3 different microphone positions, and included "room only" samples as well.

INSTALLATION:

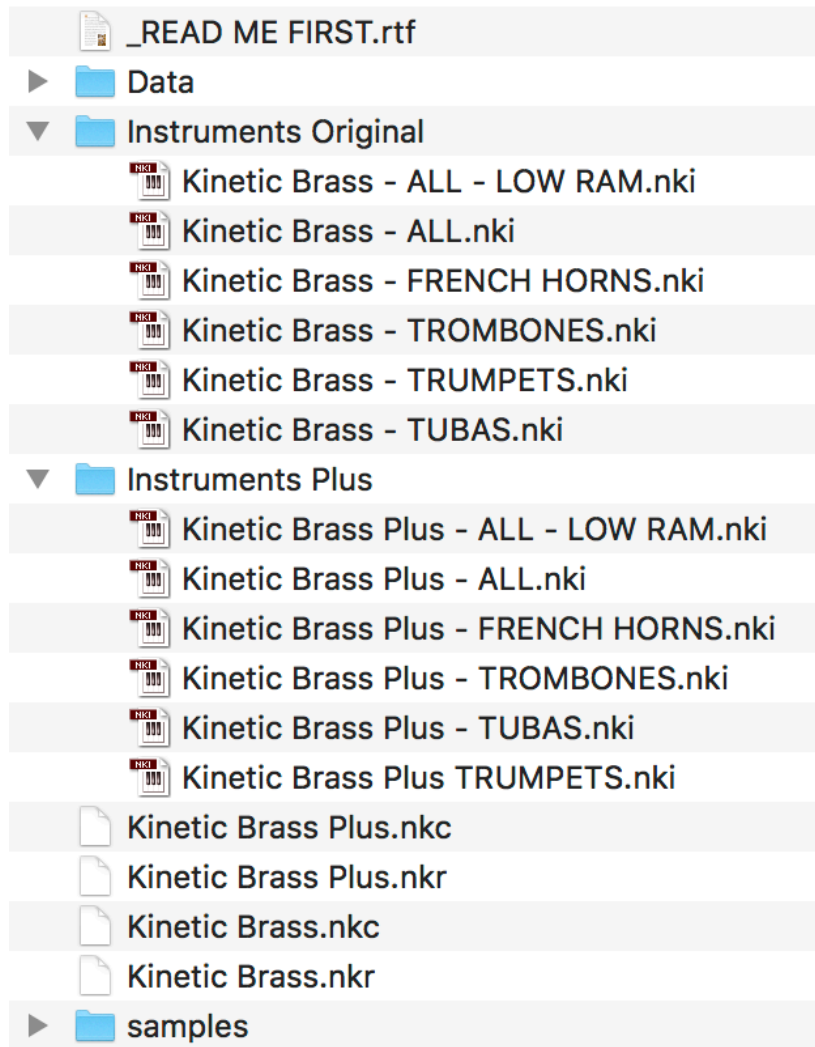
Find a location in your system with at least 21GB storage space. We recommend it to be an external drive other than your system drive.

Download the included .rar files.

Extract the .rar files. You should now have a directory

that looks like this:

Kinetic Brass PLUS



Since you do not need a serial number, you are now ready to load an instrument.

LOAD AN INSTRUMENT (PATCH)

There are 3 suggested methods to load an instrument:

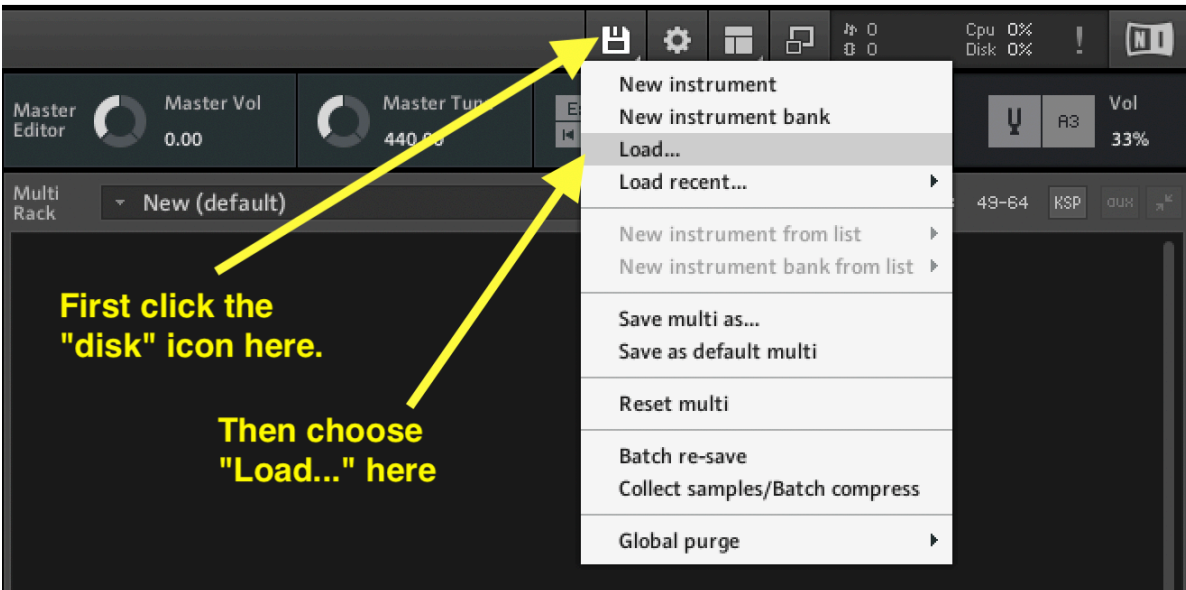
1 - From your system

Navigate to where you have installed the library. Click one of the instruments (.nki files).

Right-Click the .nki file, and choose "open with" And select

Kontakt. (Must be a full version of Kontakt 6.6.1 or newer!)

2 - From within the Kontakt File Loader



Then navigate to the "instruments" folder in your library

INTERFACE DEFINITIONS: (Please note that the graphics used in this tutorial use the graphics for **Kinetic Strings**. Just substitute **Trumpets** for **Violins**, **French Horns** for **Violas**, **Trombones** for **Cellos** and **Tubas** for **Basses**)

Timelines

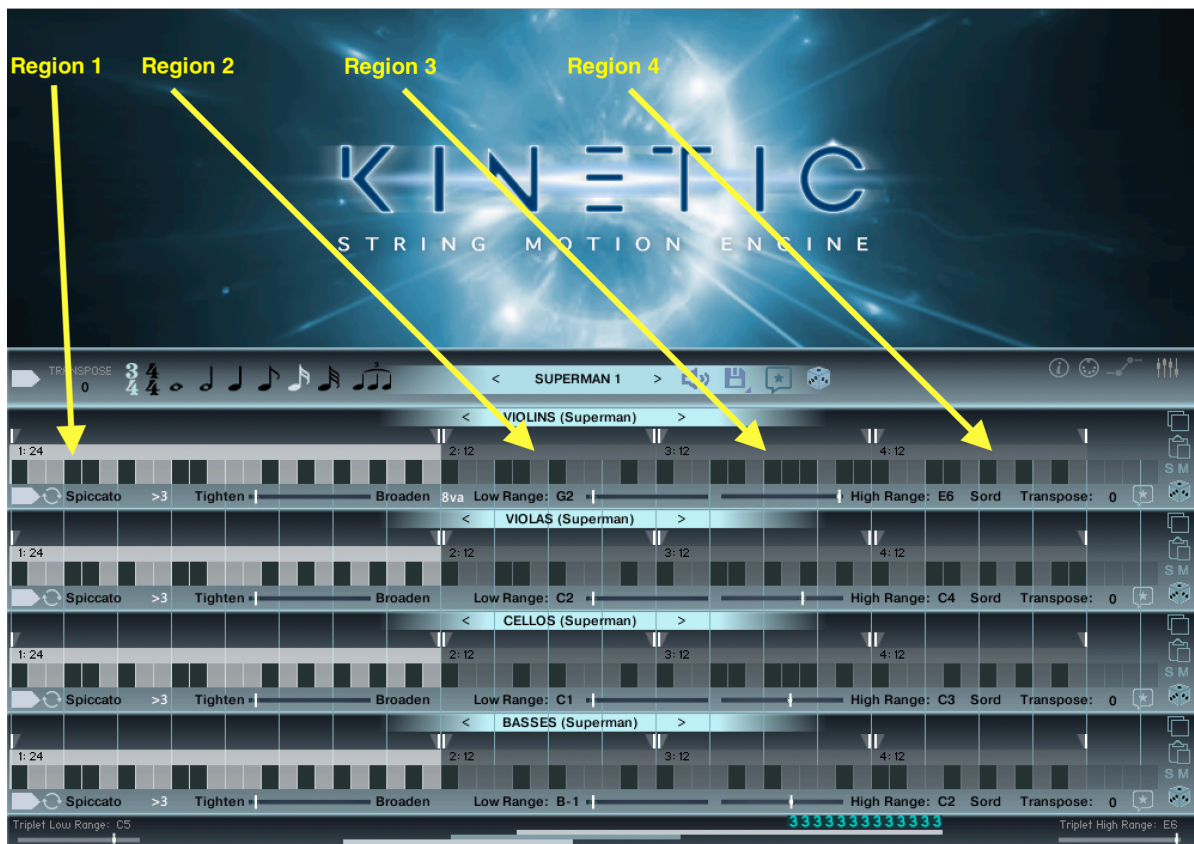
Kinetic Brass includes 4 **timelines**. Each timeline contains 64 note or rest events: (These note or rest events can easily be

edited to create your own custom patterns.)

Kinetic Brass Plus timelines can contain ANY section.

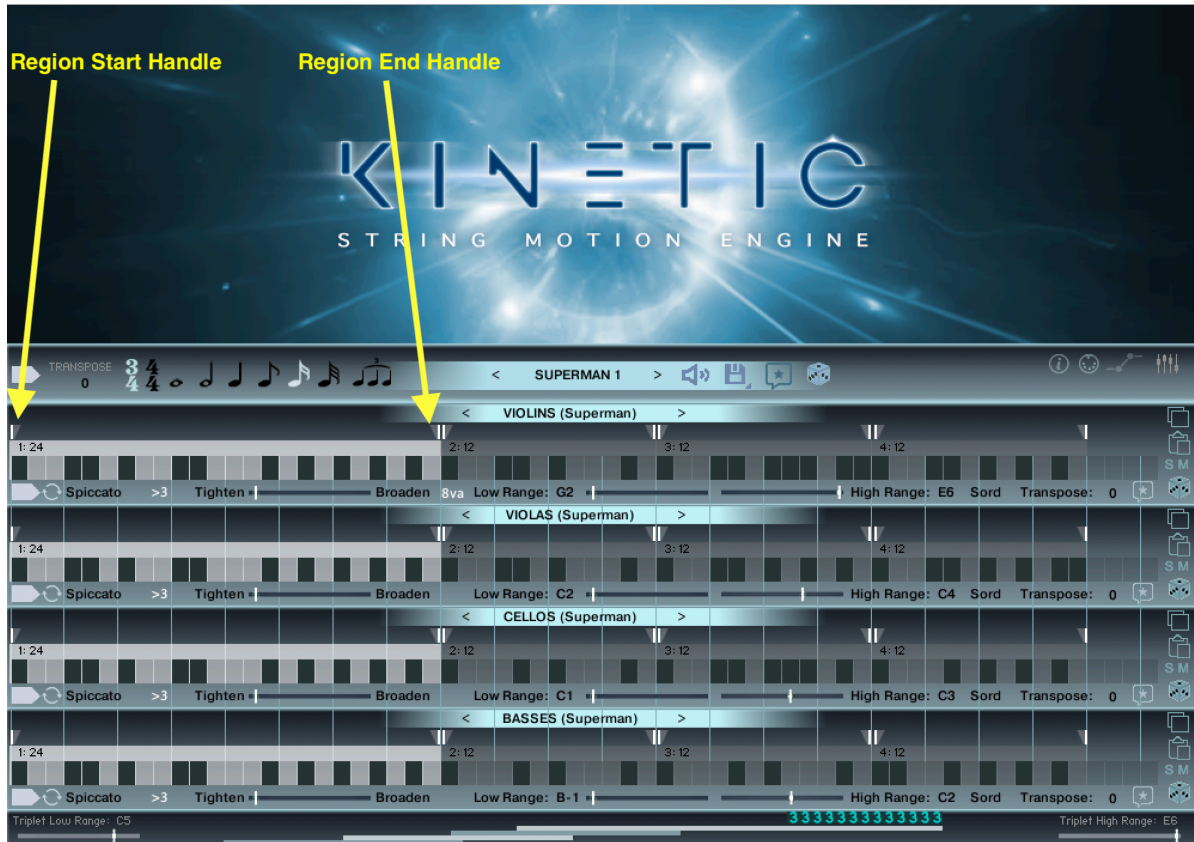
Regions (Same as Kinetic Brass Original)

Each timeline has 4 regions: (If the region is highlighted and not "dark", then it is the currently-playable active region. Selecting the header of a region will "activate" it, and cause it to become the currently playable region. So when you play a note or chord, the selected active region will be the first region to play.)



Region Boundaries (Same as Kinetic Brass Original)

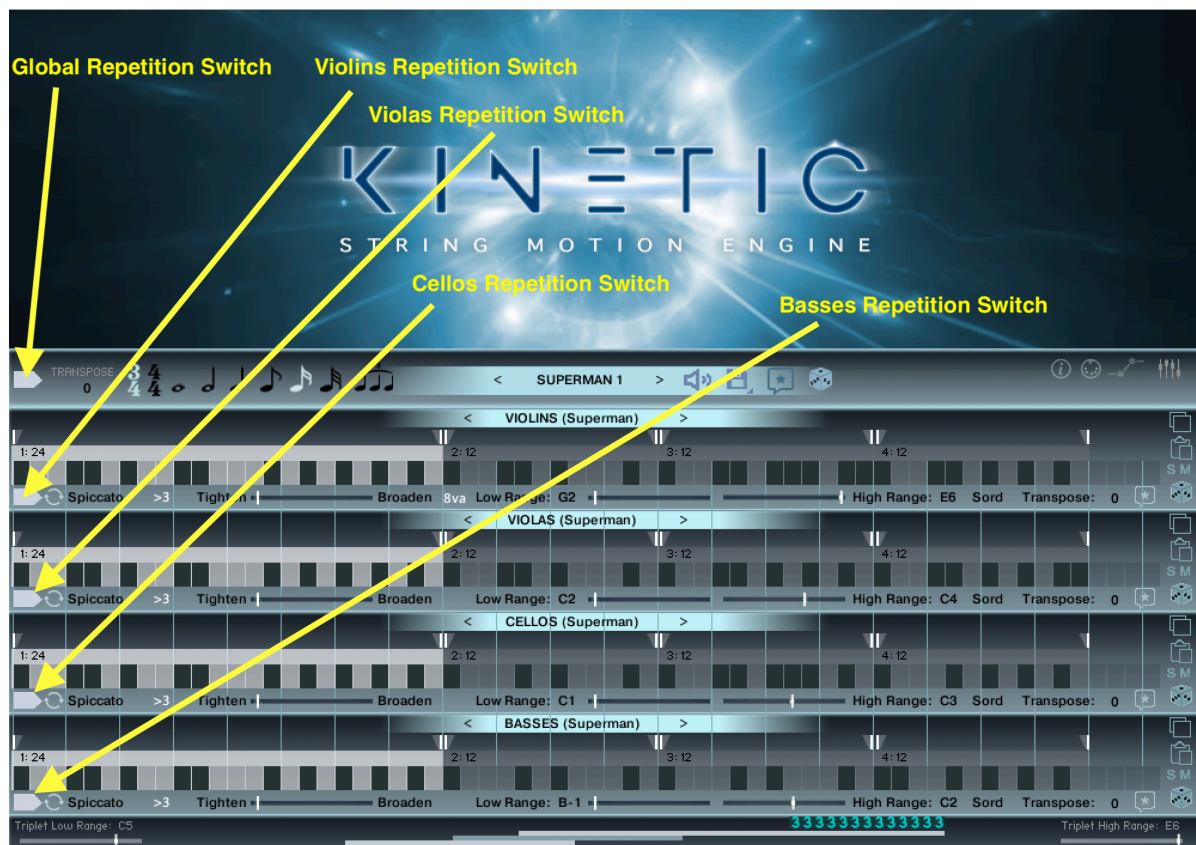
Each region's boundaries can be changed with these handles:



Region's boundaries CAN overlap if you wish.

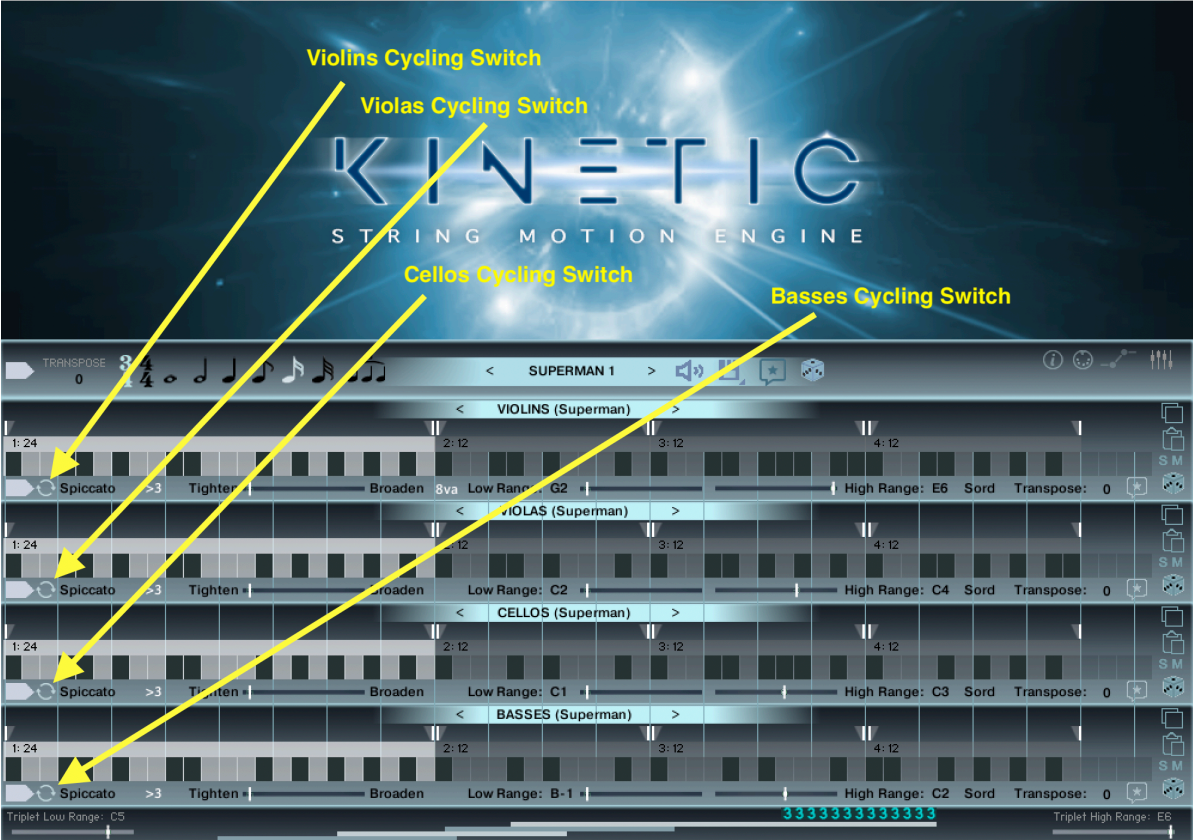
Repetitions (Same as Kinetic Brass Original)

You can turn on/off the repetitions here: (This effectively turns on/off any pattern, and allows you to play notes with/without any repetition.)



Region Cycling (Same as Kinetic Brass Original)

As stated before, each timeline has 4 regions. You can choose to have just the selected region cycle by itself, or cycle through all 4 regions sequentially. This switch turns on/off this region cycling:



Accents

Kinetic Brass Plus



Accents. One of the features that makes patterns sound more realistic is accents. With these menus, you can choose whether the accents occur every 2, 3, 4 or 6 events. Additionally, you can choose whether the accents are subtle, moderate or dramatic. Of course, you can choose to have no accent at all as well.

Note Length

Note Tighten/Broaden (Note Duration)

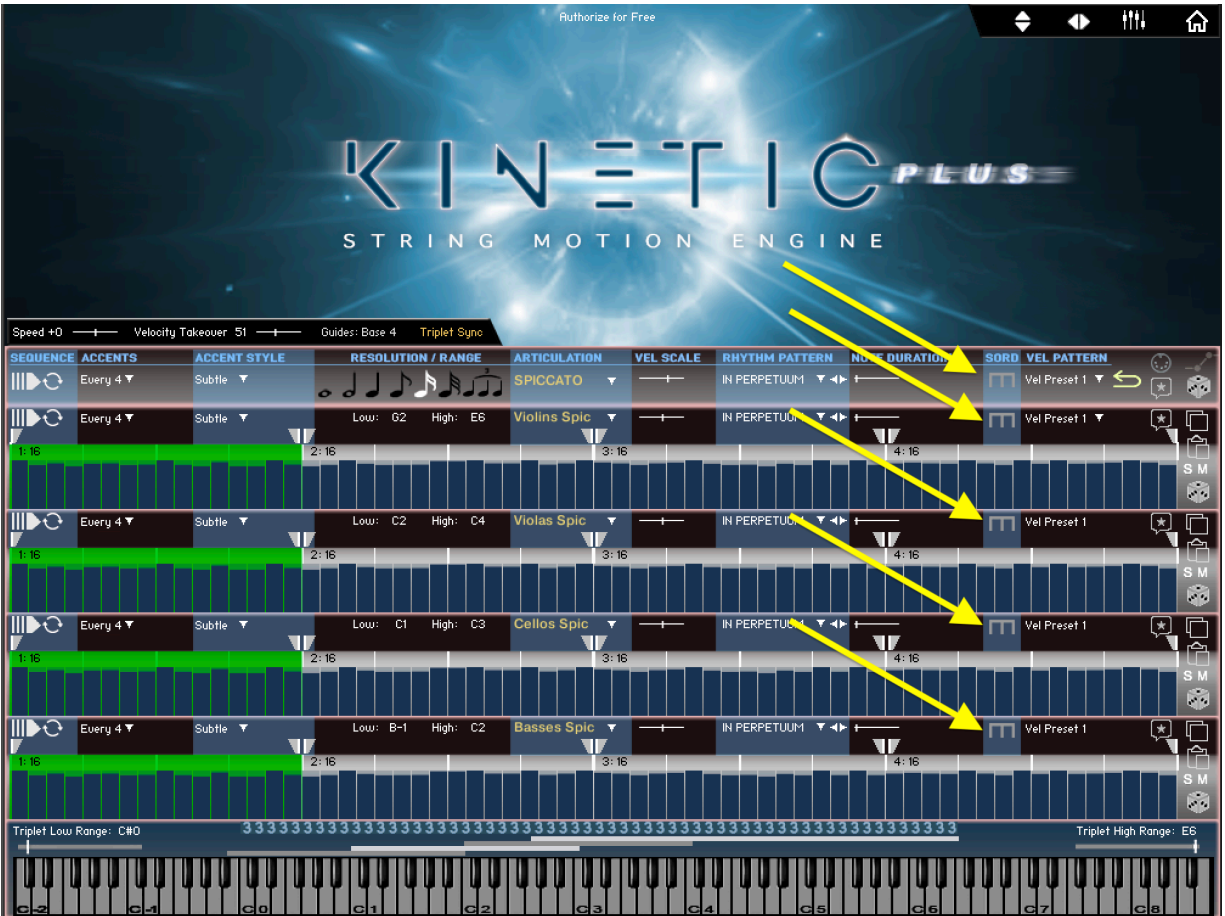
Kinetic Brass Plus



Use these sliders to increase or decrease (broaden/tighten) the note length. This is especially useful for getting a super tight and punchy repetition, or a more fluid or even "scrubby" pattern.

Section Ranges

Use the value edits to edit the playable range of each timeline:



Transpose

See *The Compose Page* below.

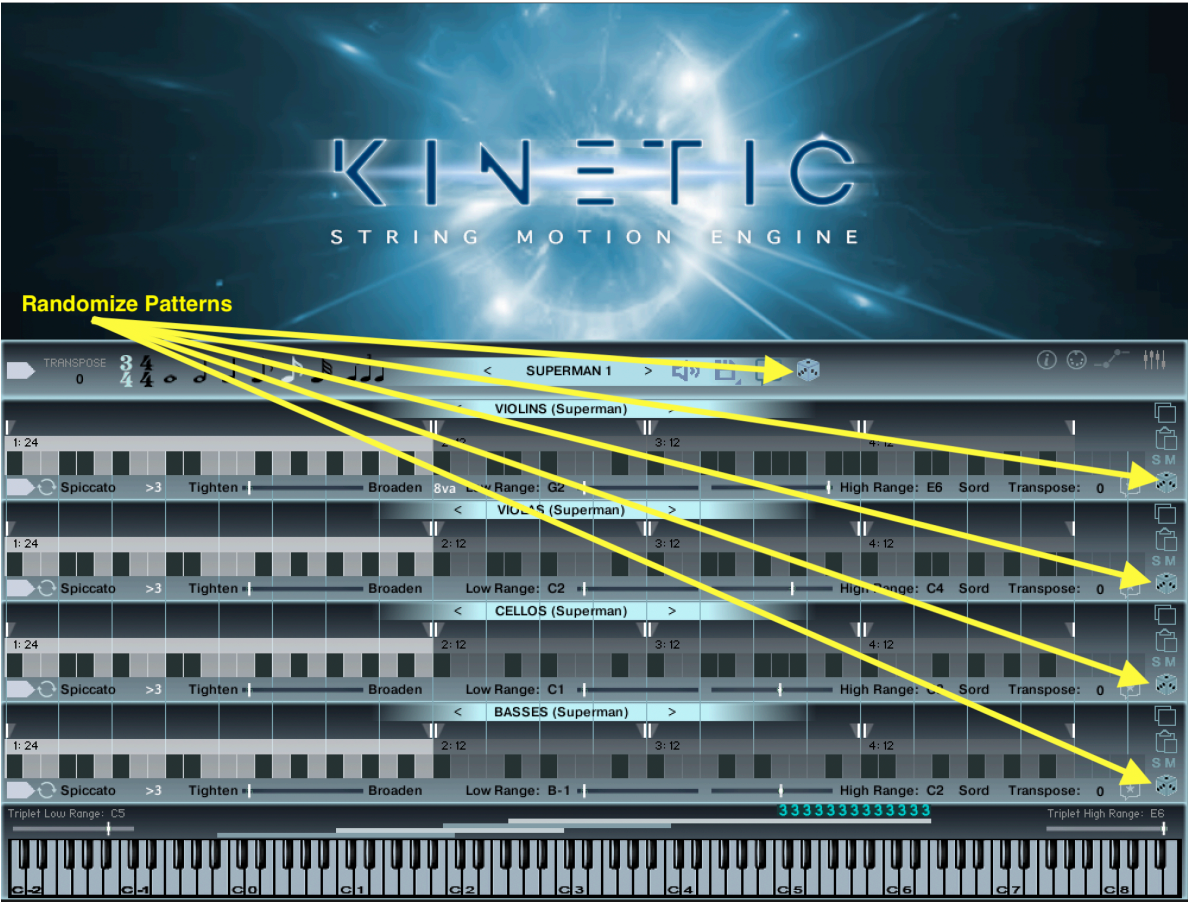
Popular Rhythms (Same as Kinetic Brass Original)

Use the switches below to bring up 6 popular rhythms. In the example below, we have chosen the popular rhythms switch for the Trumpets timeline. If we click one of the shown 6 rhythms, then the Trumpets timeline events would be changed to reflect that chosen rhythm.



Randomize Patterns (Same as Kinetic Brass Original)

You can randomize any or all of the timelines using the "dice" switches.



Solo/Mute (Same as Kinetic Brass Original)

Solo or Mute Timelines



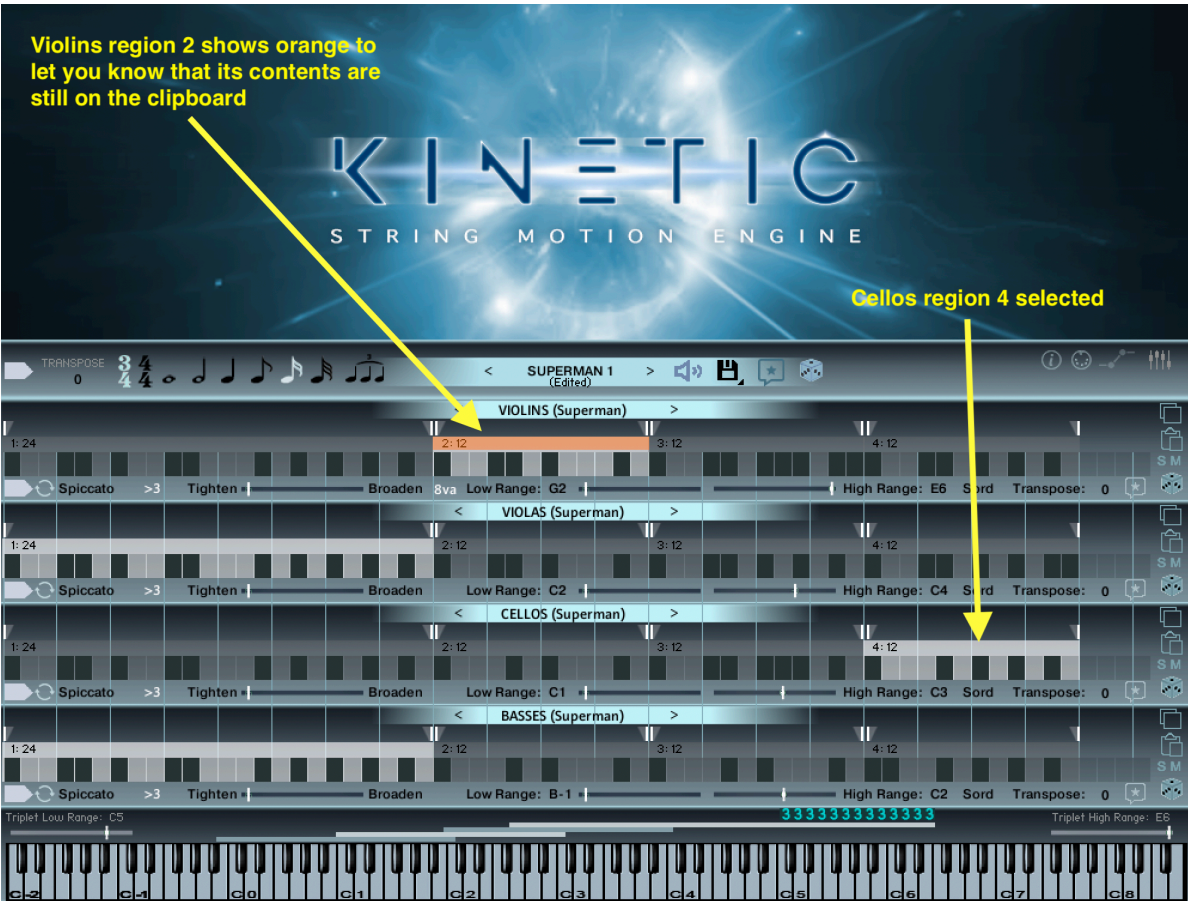
Kinetic Brass Plus - You can also use keyswitches. A6 = solo timeline 4. Bb6 = solo timeline 3. B6 = solo timeline 2. C7 = solo timeline 1.

Copy/Paste (Same as Kinetic Brass Original)

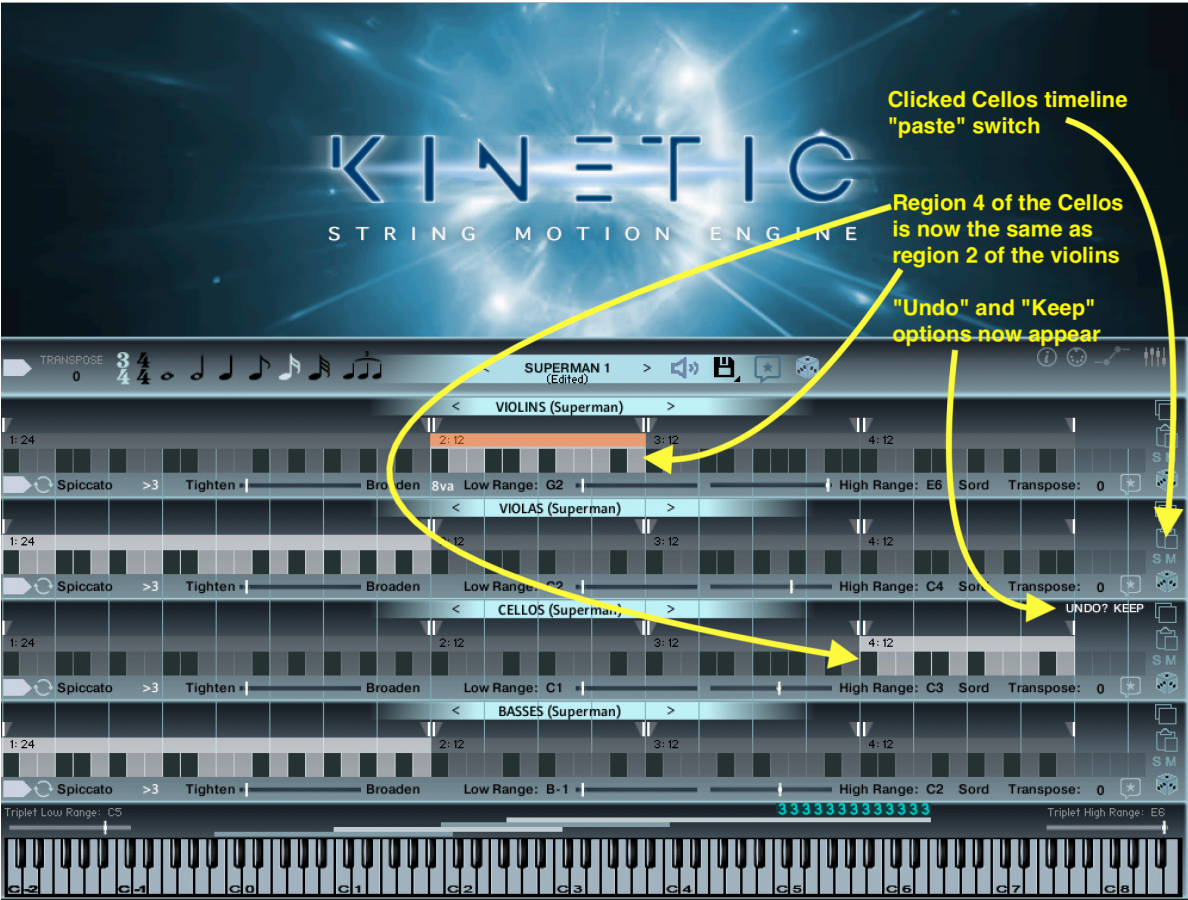
Copy and paste regions. You can copy and paste any region to any other region in any timeline. In the example below, we have selected region 2 of the Trumpets. This makes the region "active" as the playable region. Then we clicked the "copy" switch for the Trumpets timeline. This makes the selected region's header turn orange and copies the contents of Trumpets region 2 to the clipboard:



Let's say we want to paste the contents of the clipboard (region 2 of the Trumpets) to region 4 of the Trombones. We then select region 4 of the Trombones timeline by clicking it.



Now we can paste the contents of the clipboard (copied from region 2 of the Trumpets timeline) to region 4 of the Trombones by clicking the Trombones timeline "paste" switch.



Kinetic Brass Original - Choose "Keep" to retain the changes.

Kinetic Brass Plus - No need to "Keep". You can revert using the "revert" button.



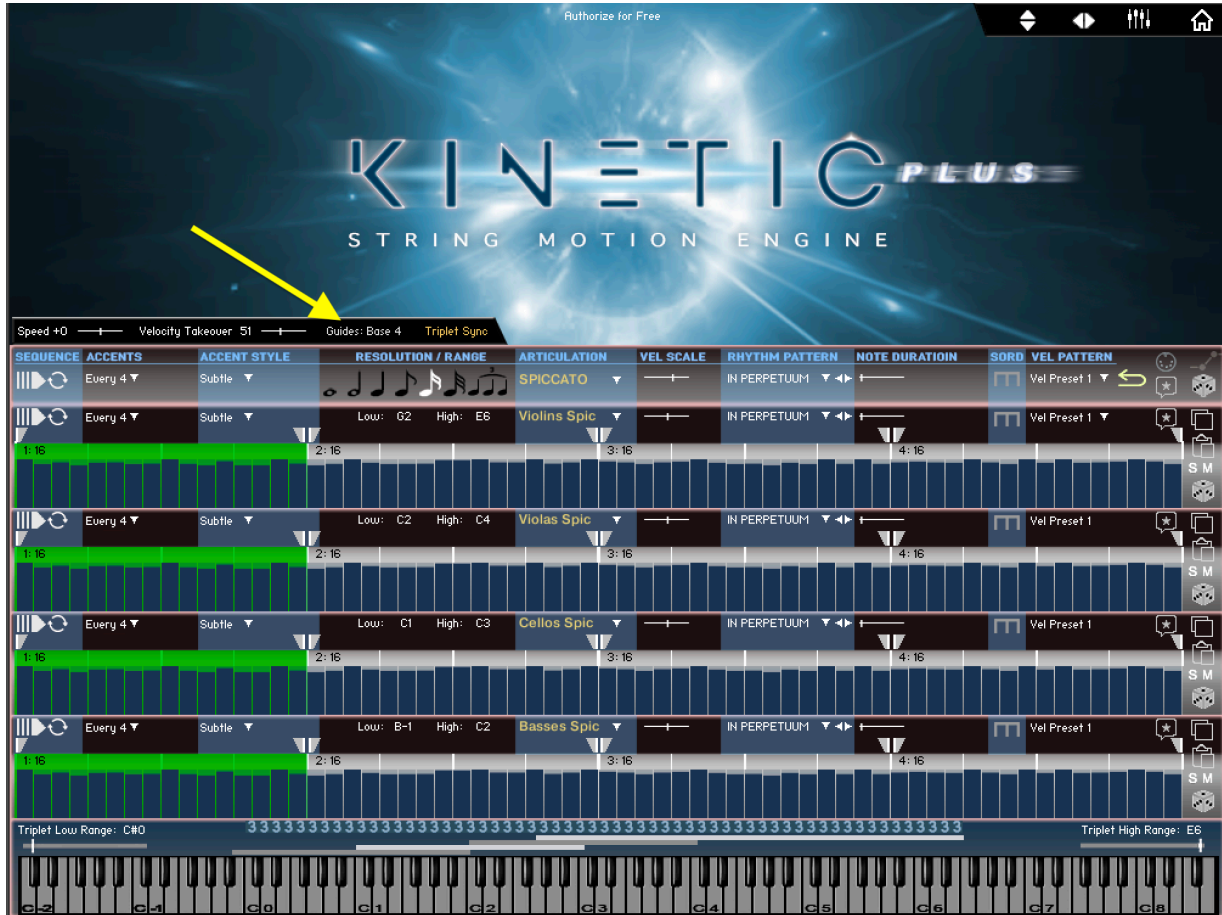
Kinetic Brass Original - Command-Click (Mac) or Control-Click (Windows) any region's header to clear the clipboard.

Kinetic Brass Plus - Click the yellow copy button again.



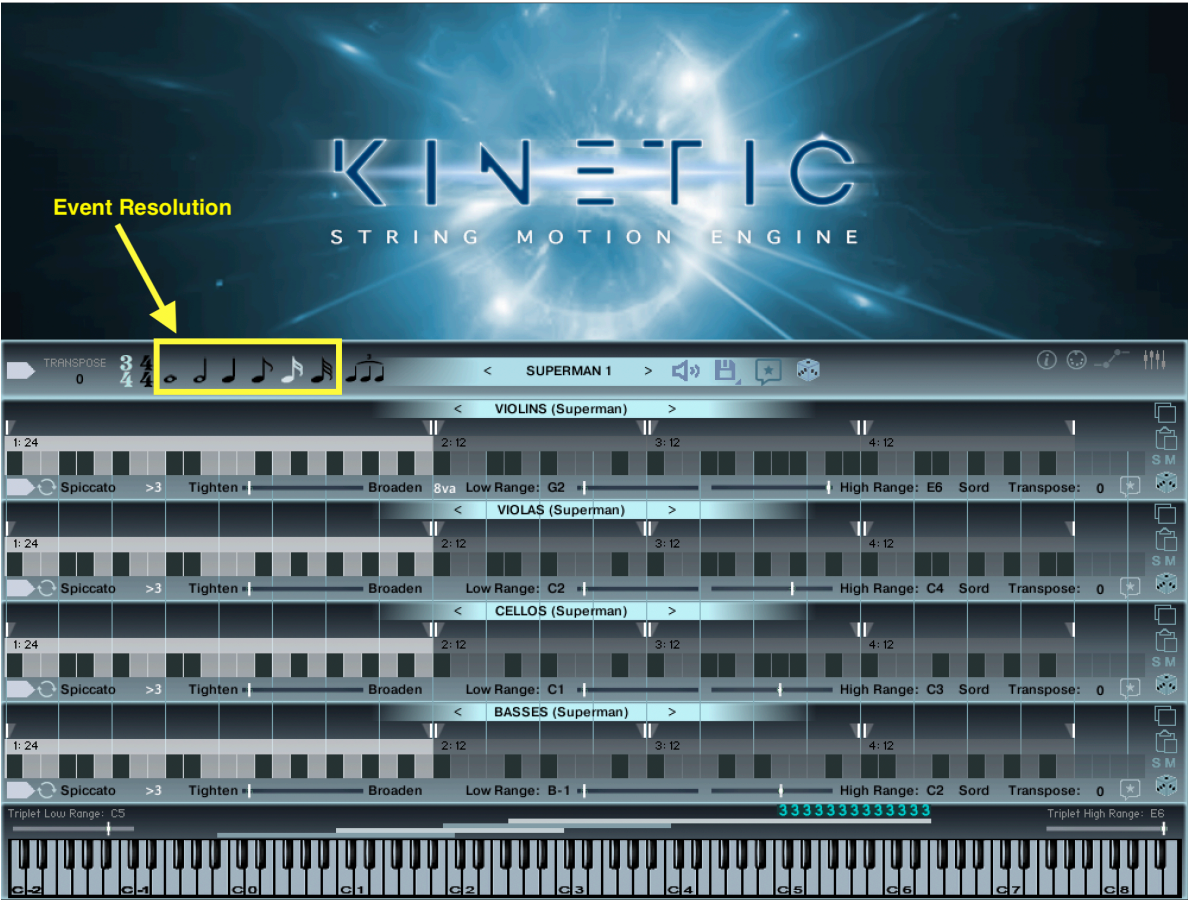
Grid

Sets grid markers every 3 or every 4 events to make editing easier.



Event resolution (Same as Kinetic Brass Original)

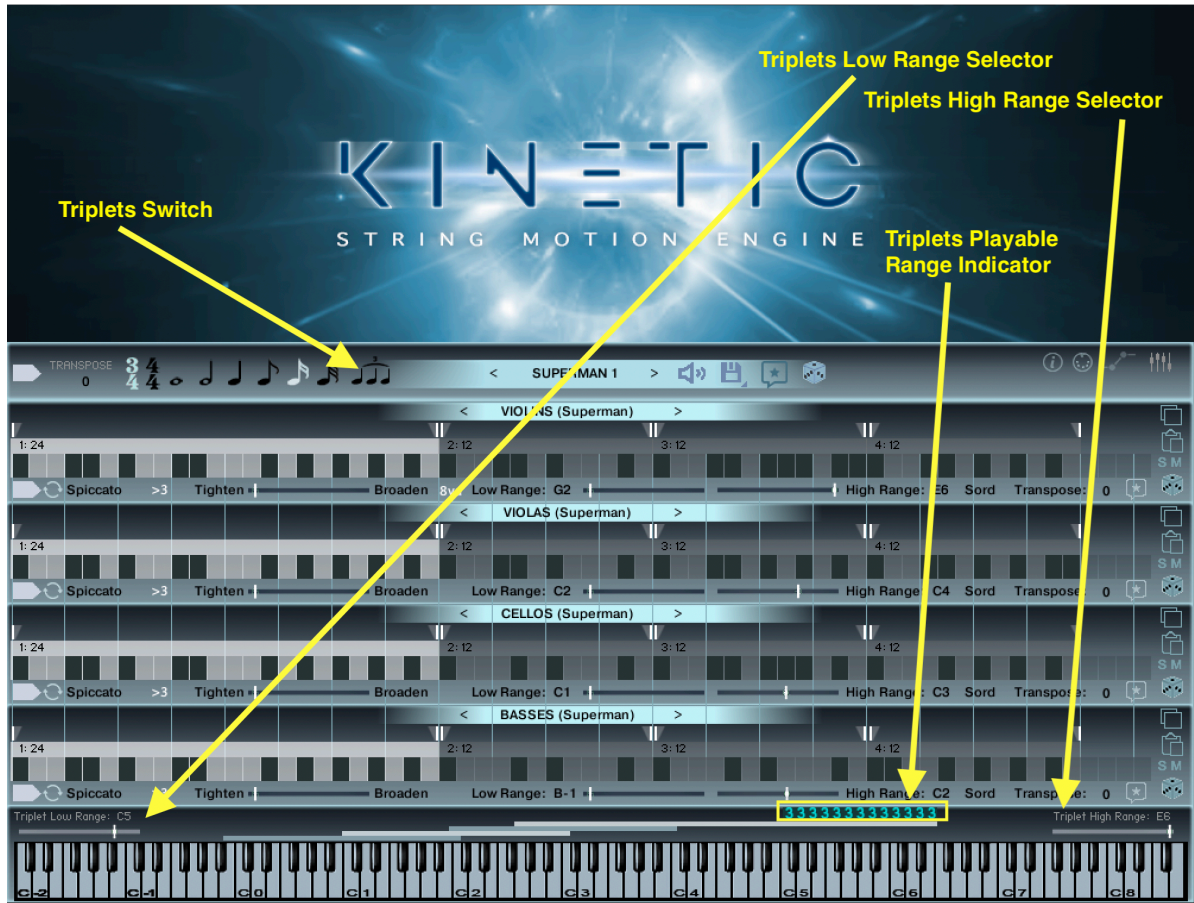
Choose any resolution from a whole note all the way up to a 32nd note. What this means is that the repetition events will be equal to the value you select here.



Triplets (Same as Kinetic Brass Original)

Activate triples with the Triplets Switch. Choose the range where you want triplets to play using the Triplets Low Range selector and Triplets High Range selector. In this way you can have the entire instrument play in triplets, or choose to have triplets play in only a selected range. In this way, you can have very interesting "3 on 2" rhythm patterns. In the example below, triplets will play between C5 and C6 only. So if we were to play a note in this range, it would play in triplets. However, anything played outside this range will NOT be played in triplets. Therefore, if you should play notes that are

in both the triplet range AND outside the triplet range, you would get triplets played on top of non-triplets.



Pattern Presets

Kinetic Brass Plus - 41 New Factory Pattern Presets. (Original presets in Kinetic Brass Original not included.) Choose from 41 fun-to-play presets. All of these presets can be edited.



Snapshots (Same as Kinetic Brass Original)

A method to save your custom patterns.
Make sure you are using "Snapshot View":



I will now edit the Tubas timeline to show no notes, and create a snapshot.



After clicking "Save" above, the new snapshot title appears. I can now close the instrument (no need to resave) and this snapshot will be available whenever I load Kinetic Brass again. Please note that the new snapshot is **ONLY** available when loading the same instrument (.nki file) in which the snapshot was created; in this case "Kinetic Brass".



MIDI Drag and Drop (Same as Kinetic Brass Original)

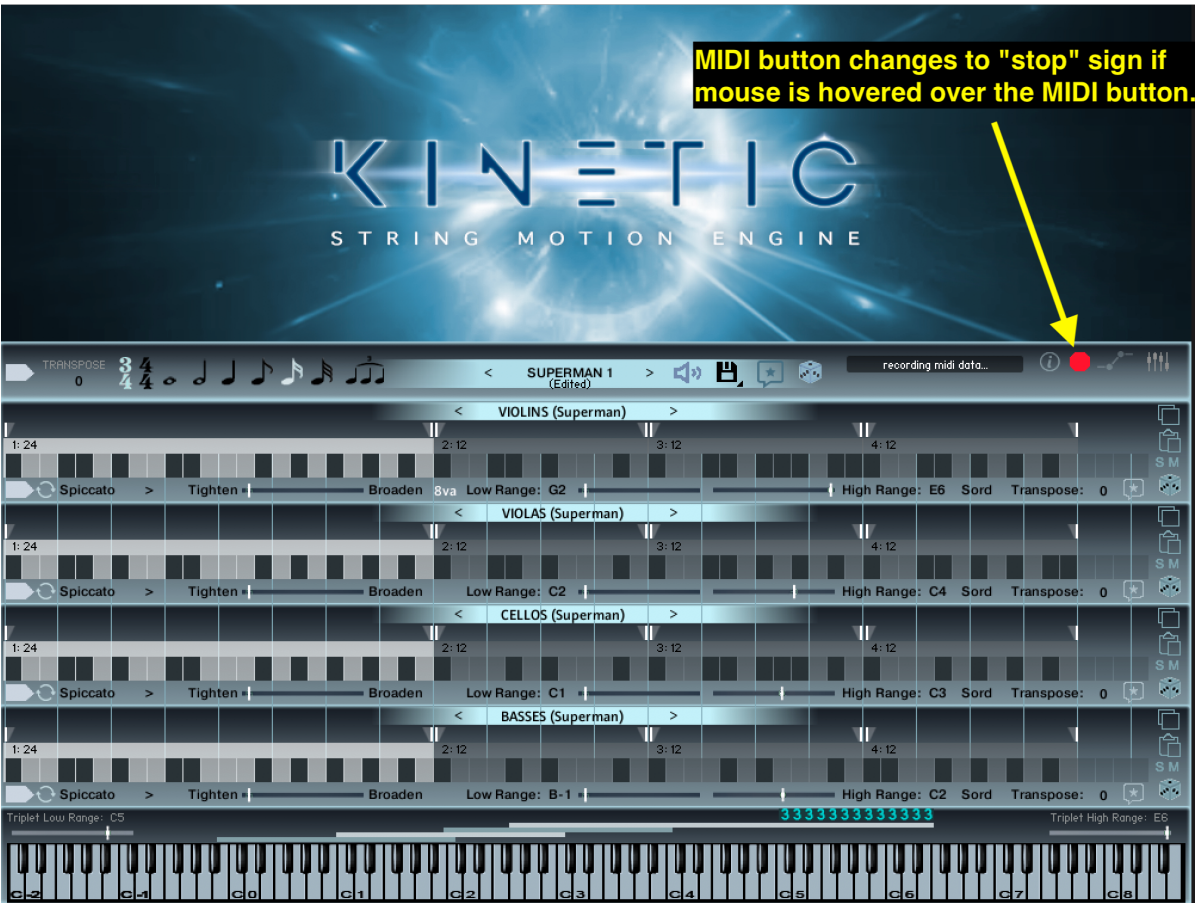
In the example below, I've clicked the MIDI button. The engine is now awaiting me to play. (Whether live or via MIDI events recorded in a DAW.)



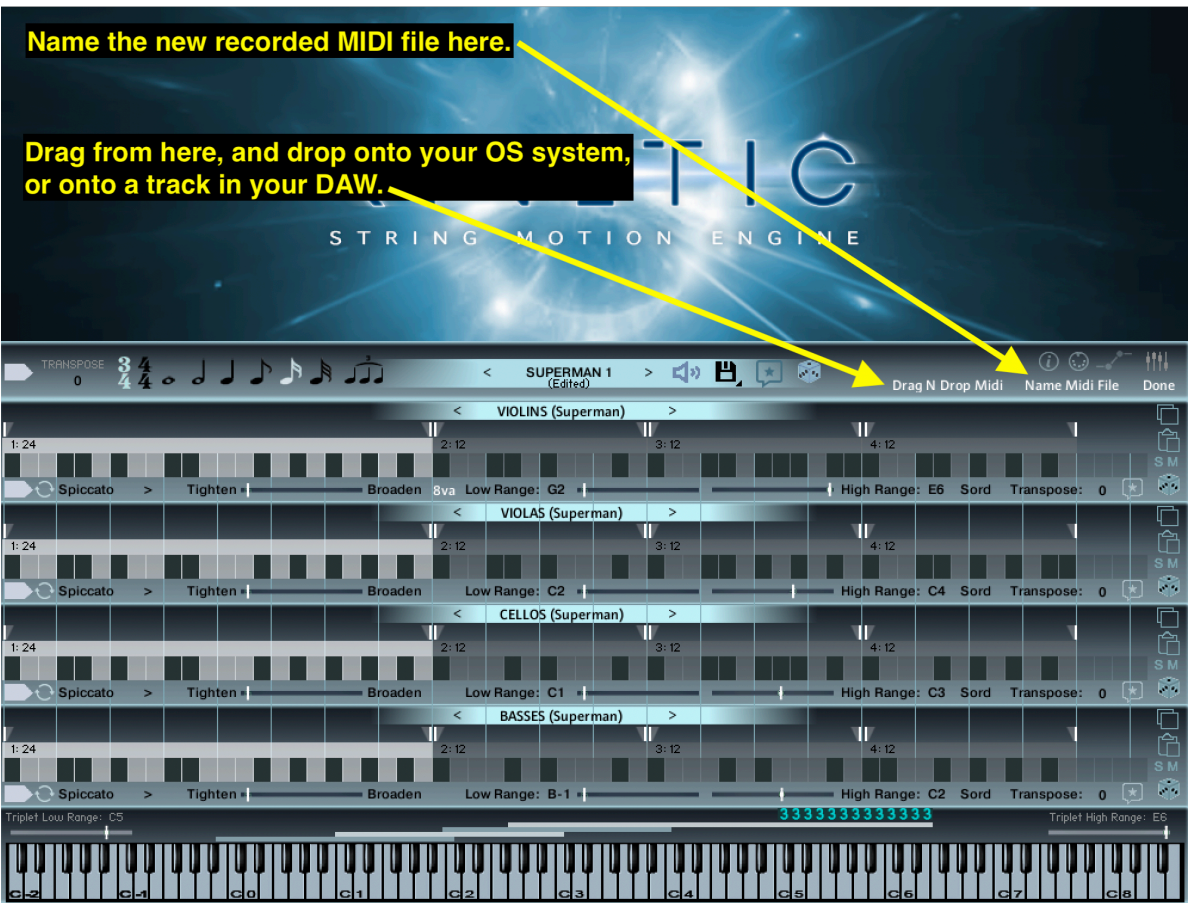
Once I start playing, the engine will start recording MIDI events exactly as the engine plays the repetitions. This included notes, rests, and velocity.



If I hover the mouse over the MIDI button, it will change to a stop sign. Click it to stop the MIDI recording.



Clicking the MIDI button now will stop the MIDI recording, and bring up the Drag and Drop options:



Automation (Same as Kinetic Brass Original)

Click the Automation button to reveal a list of features that need to be automated by means other than Kontakt's "Learn MIDI CC# Automation" method.

Select MIDI CC or keyswitch for the corresponding feature to the right.

CC 0	Turn on/off Triplet	CC 0	Violas Articulations
CC 0	Velocity Volume	CC 0	Violas Articulations
CC 0	Violas Region Chooser (1-4)	CC 0	Cellos Articulations
CC 0	Violas Region Chooser (1-4)	CC 0	Basses Articulations
CC 0	Cellos Region Chooser (1-4)	CC 0	Violas Accents
CC 0	Basses Region Chooser (1-4)	CC 0	Violas Accents
CC 0	Style	CC 0	Cellos Accents
CC 0	Style	CC 0	Basses Accents
CC 0	Style	CC 0	Style
CC 0	Transposition All	KS F6	Randomize Pattern - All
CC 0	Transposition Violas	KS F#6	Randomize Pattern - Violas
CC 0	Transposition Cellos	KS D6	Randomize Pattern - Cellos
CC 0	Transposition Basses	KS G#6	Randomize Pattern - Cellos
CC 0	Tempo	KS A6	Randomize Pattern - Basses
CC 0	Repetition Event Resolution		
CC 0	Humanize Repetition Speed		

Automation button

Show Mixer Page



Mixer Page. the Kinetic Brass (Plus) library uses velocity to control dynamics. So the harder you play, the louder, brighter and more dramatic the attack.

1 - Velocity Variation: This will scale a certain amount of randomness to the velocity to add realism. The higher the value, the more randomization.

2 - Velocity Sensitivity: This will scale the sensitivity of velocity on VOLUME ONLY. Brightness and attack are still governed by your velocity input

3 - Velocity Takeover: This control will "take over" the velocity amount you input and scale it according to this

control. This also effects the attack and brightness. However, it will not effect volume if you have set the velocity sensitivity to zero. Additionally, the Velocity Variation will still take effect according to your setting of the "Velocity Variation" slider.

4 - Mic Mixer: Set the mic levels for Close, Mid and Far mics. Purge or un- purge using the check boxes below the level faders.

5 - Section Mixer: Set the levels for Trumpets, French Horns, Trombones and Tubas. Purge using the check boxes below the level faders. Pan each section with the pan pots below the check boxes.

6 - Exciters. 3 exciters that add effects such as saturation, compression and loudness.



Note Mixing

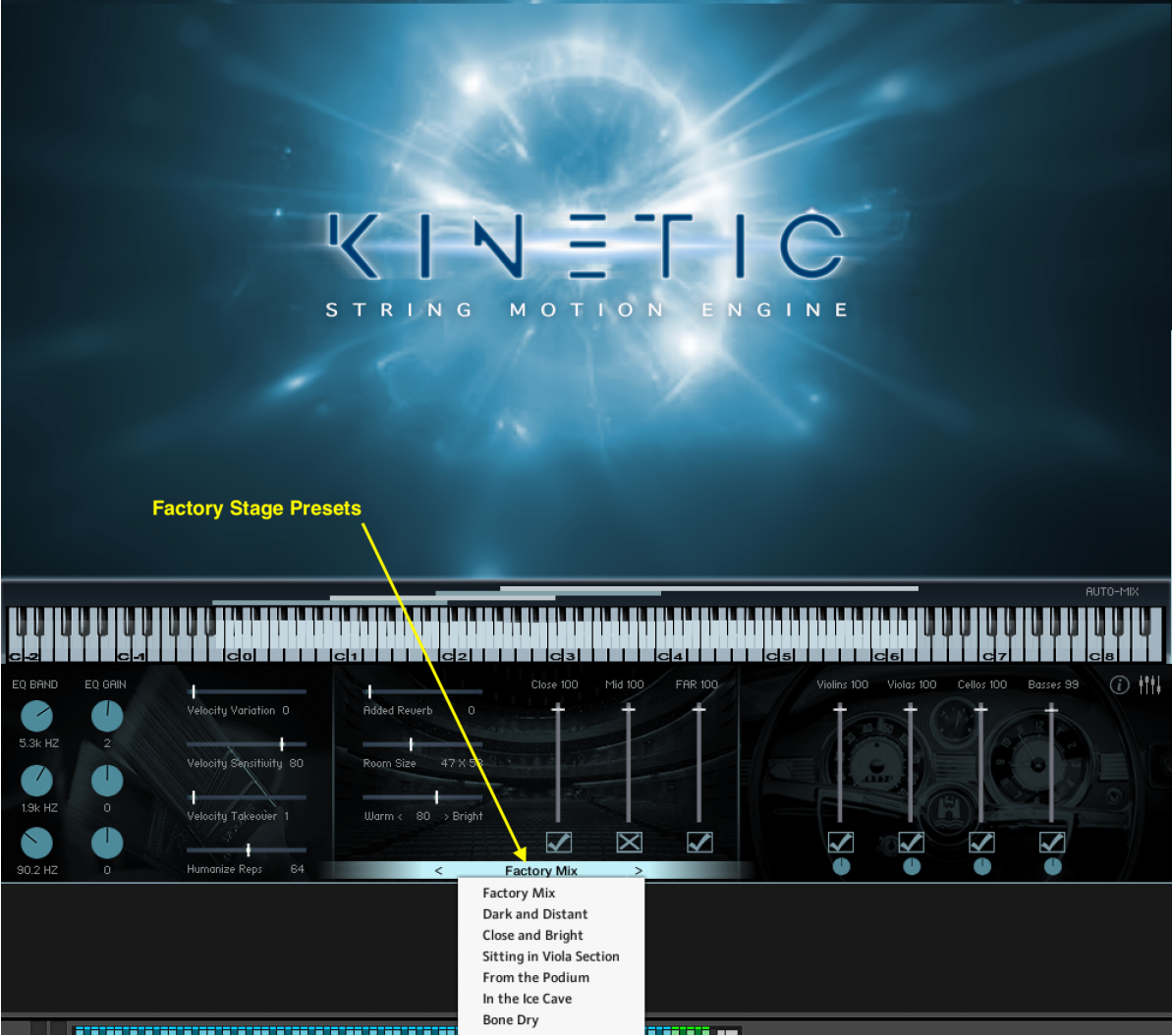
You can set the level for each timeline's notes. In the graphic below where Trumpets, French Horns, Trombones and Tubas are on timelines 1 through 4 respectively, you'll notice how there are reductions in some of the notes. This is to "smooth out" the areas where one section ends and another starts.



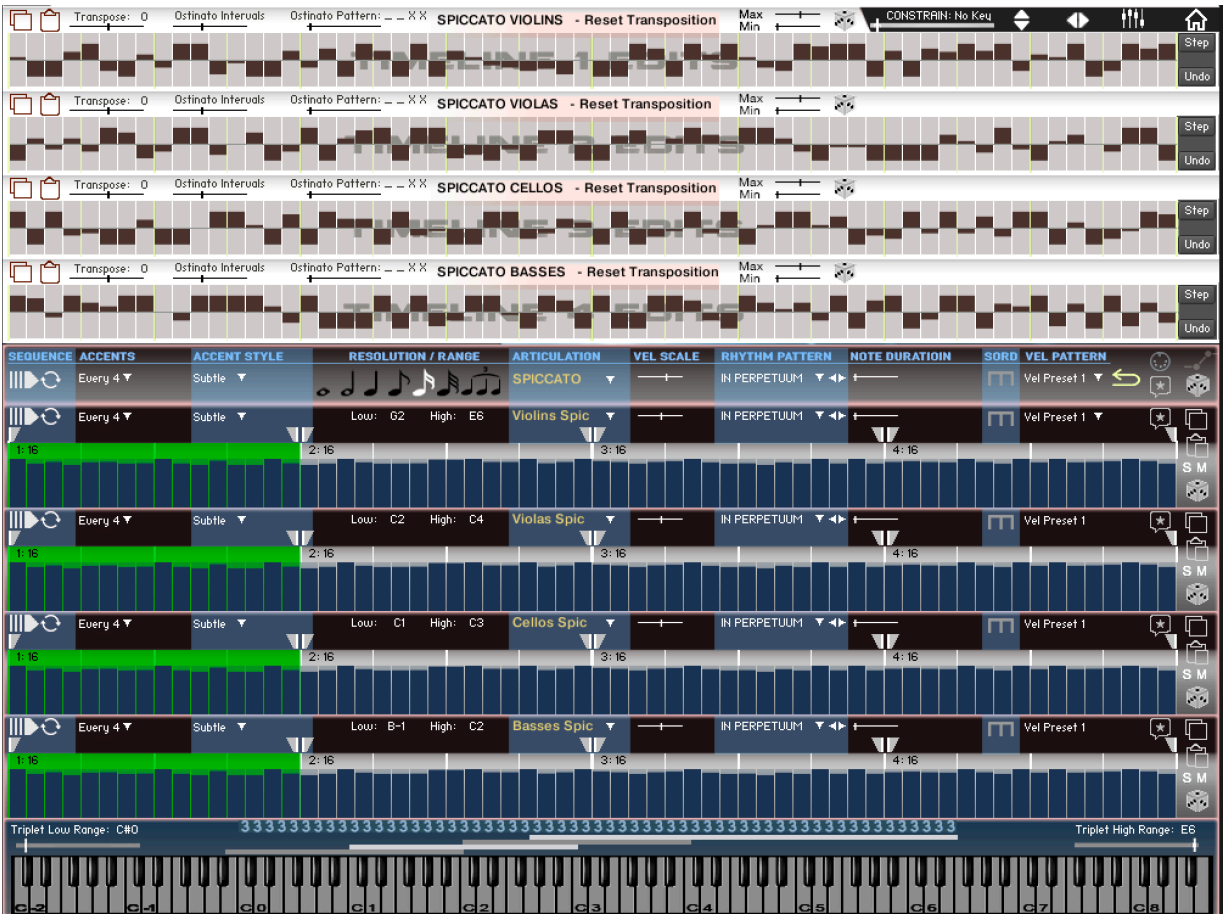
Additionally, you can select any section or articulation, and solo/mute on the mix page.

Stage Presets (Same as Kinetic Brass Original)

Kinetic Brass comes with 7 presets that setup a "stage" with different ambiences. Each one is completely editable. To save your changes here, you will need to re-save the instrument with a new name.



The Compose Page



The Compose Page gives you the ability to edit each event's transposition (+/- 1 octave) in real time. In the example above, we have chosen to "randomize" (dice button) the transposition. There are also interval presets, pattern presets, maximum and minimum transposition, constrain to a major or harmonic minor key, and step-record.