

# **Kinetic Solo & Chamber Strings**

**by Kirk Hunter**

## **The World's Most Flexible Ostinato Pattern Solo & Chamber Strings**

**Create Creative, Unique, Emotionally-  
Charged cues in an instant!**

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

### **FLEXIBLE**

### **PLEASE NOTE:**

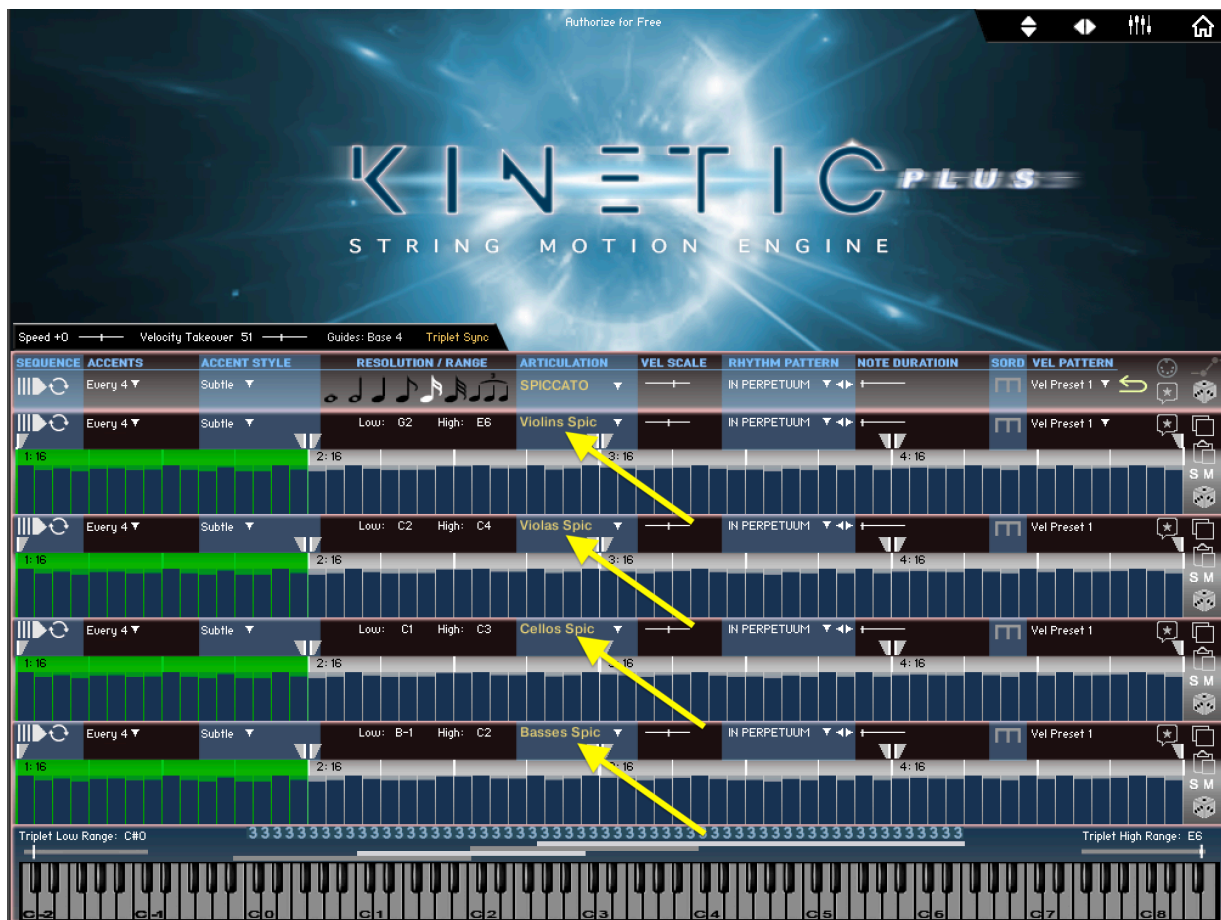
The interface images show "Kinetic Strings Plus" - a symphonic-sized string section. Kinetic Solo & Chamber Strings uses the exact same interface, so this tutorial can apply to both libraries.

### **The World's Most Flexible Ostinato Pattern Strings**

At the time of this publication, there does not exist another instrument that can let you play FOUR string sections (violins, violas, cellos and basses) 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!

(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

Two libraries in one - A) 2 violins, 2 violas, 2 cellos, and 2 basses, or B) solos. Recorded at the First Presbyterian Church,



Santa Monica where A-list Los Angeles-based orchestras record and perform.

Vicente Chamber Orchestra



Kaleidoscope Chamber Orchestra





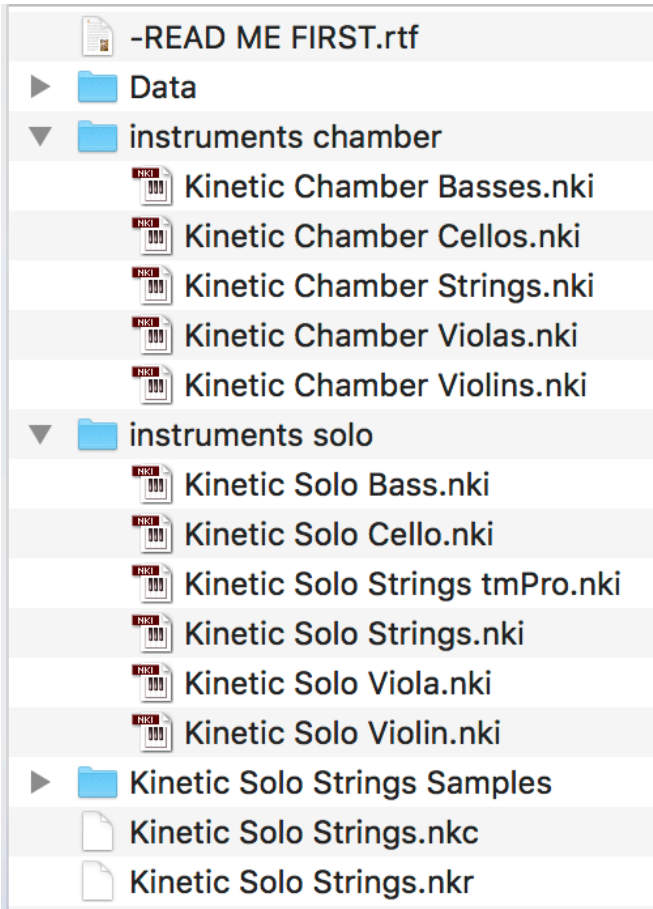
We have included 3 different microphone positions, and included "room only" samples as well.

### **INSTALLATION:**

Find a location in your system with at least 4GB storage space. We recommend it to be an external drive other than your system drive.

Download the included .zip file.

Extract the .zip file. You should now have a directory that looks like this:



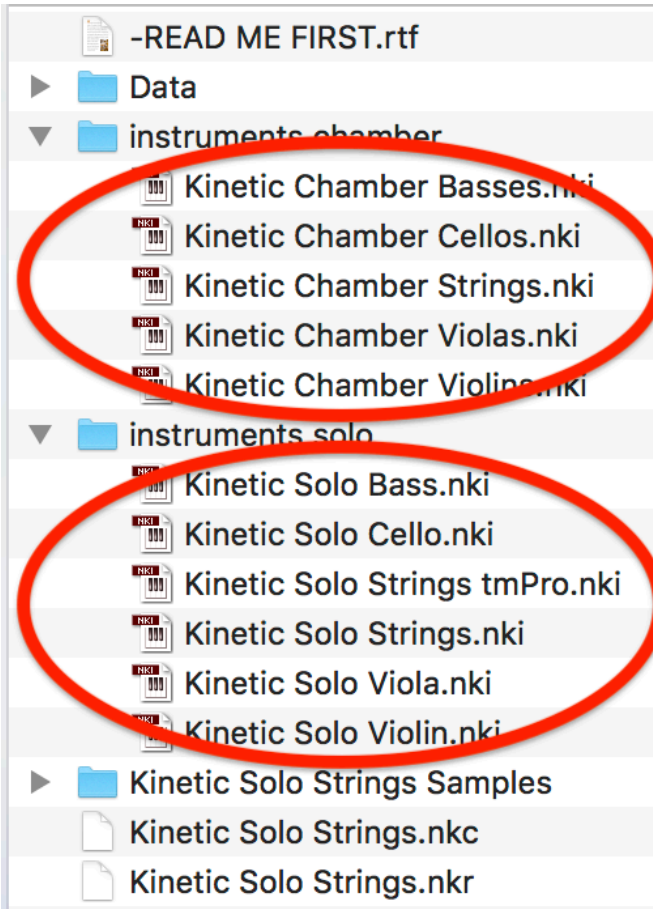
Since you do not need a serial number, you are now ready to load an instrument.

## **LOAD AN INSTRUMENT (PATCH)**

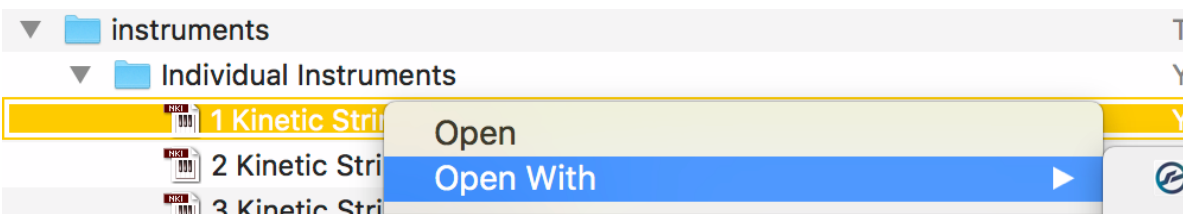
There are 3 suggested methods to load an instrument:

### **1 - From your system**

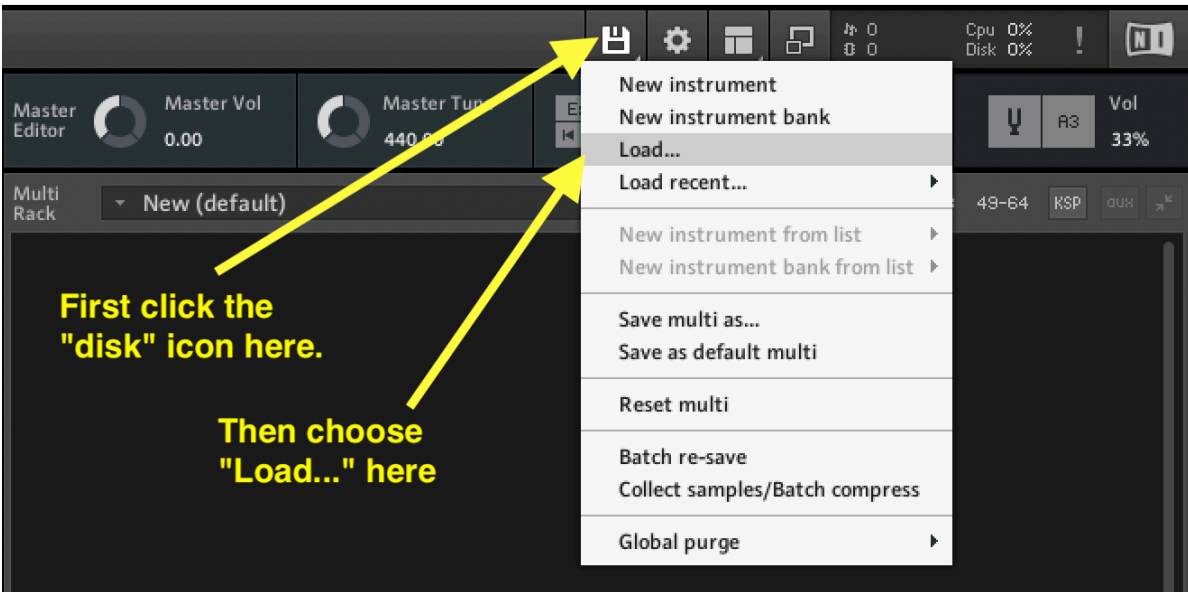
Navigate to where you have installed the library. Click one of the instruments (.nki files).



Right-Click the .nki file, and choose "open with" And select Kontakt. (Must be a full version of Kontakt 6.6.1 or newer!)



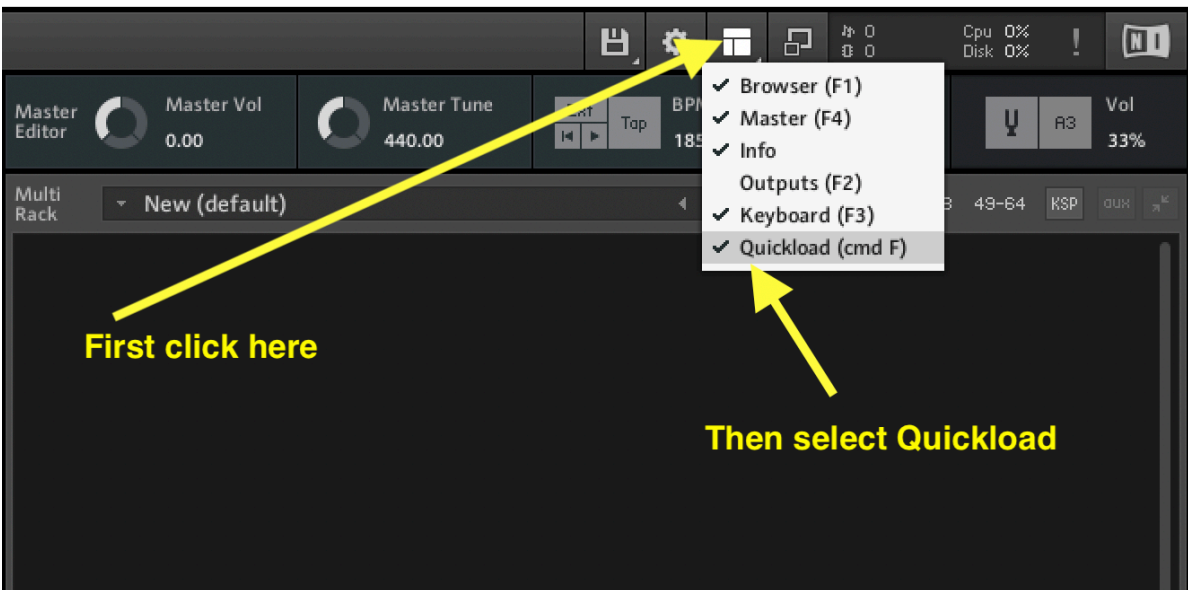
## 2 - From within the Kontakt File Loader



Then navigate to the "instruments" folder in your library

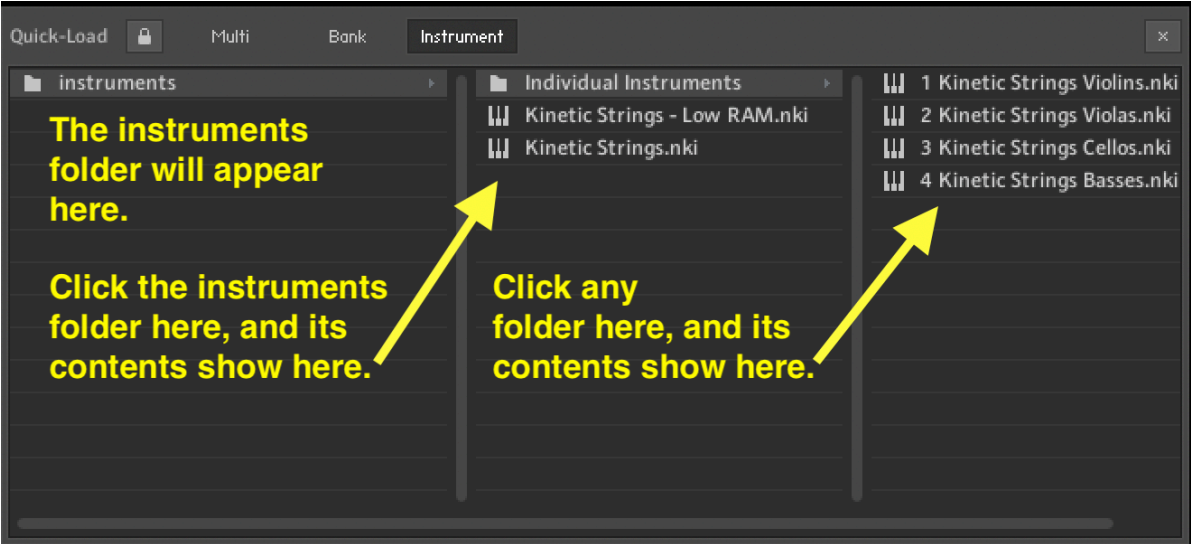
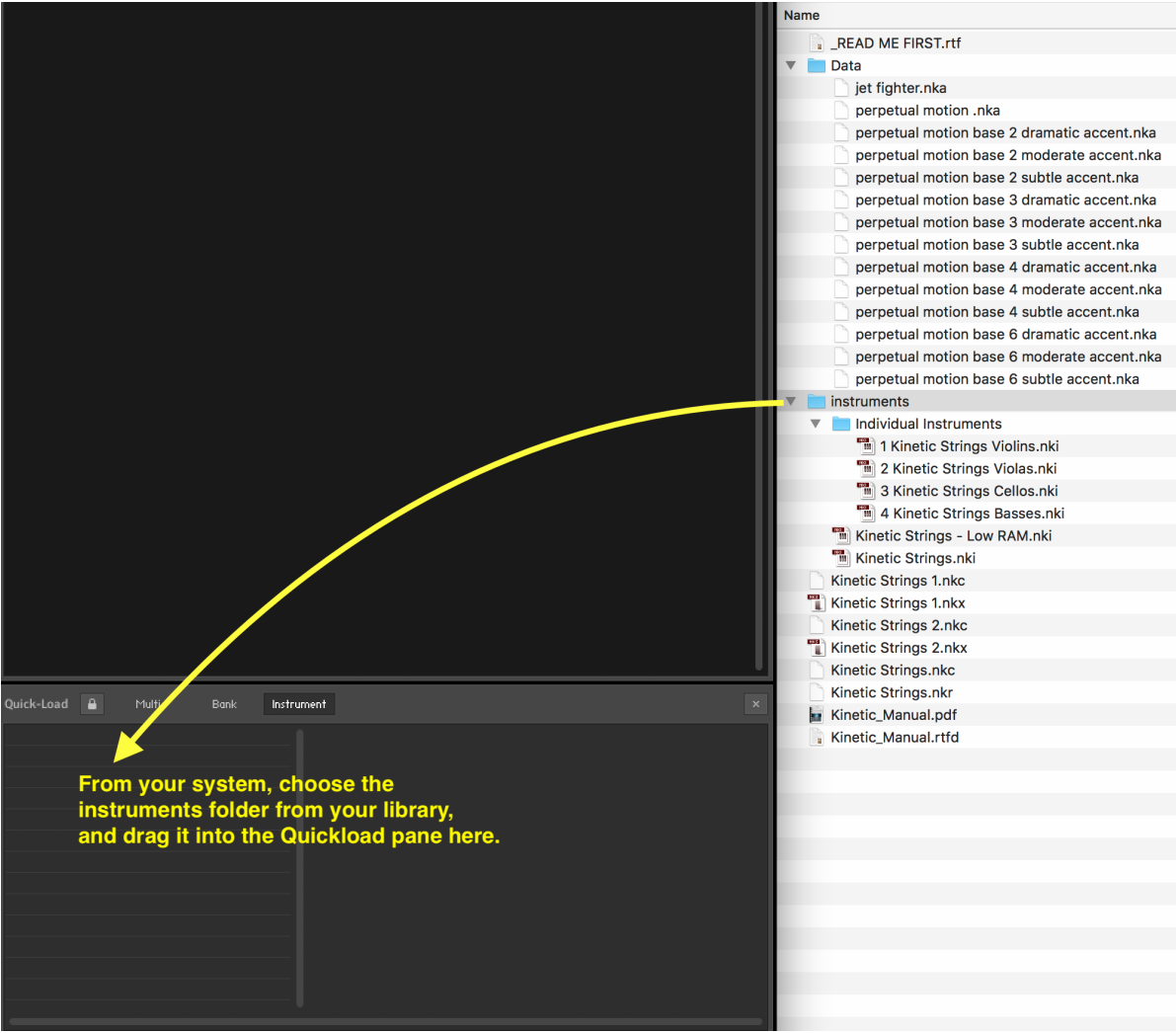
### 3 - From Kontakt's Quick Load feature

Open the Quick Load Pane in Kontakt









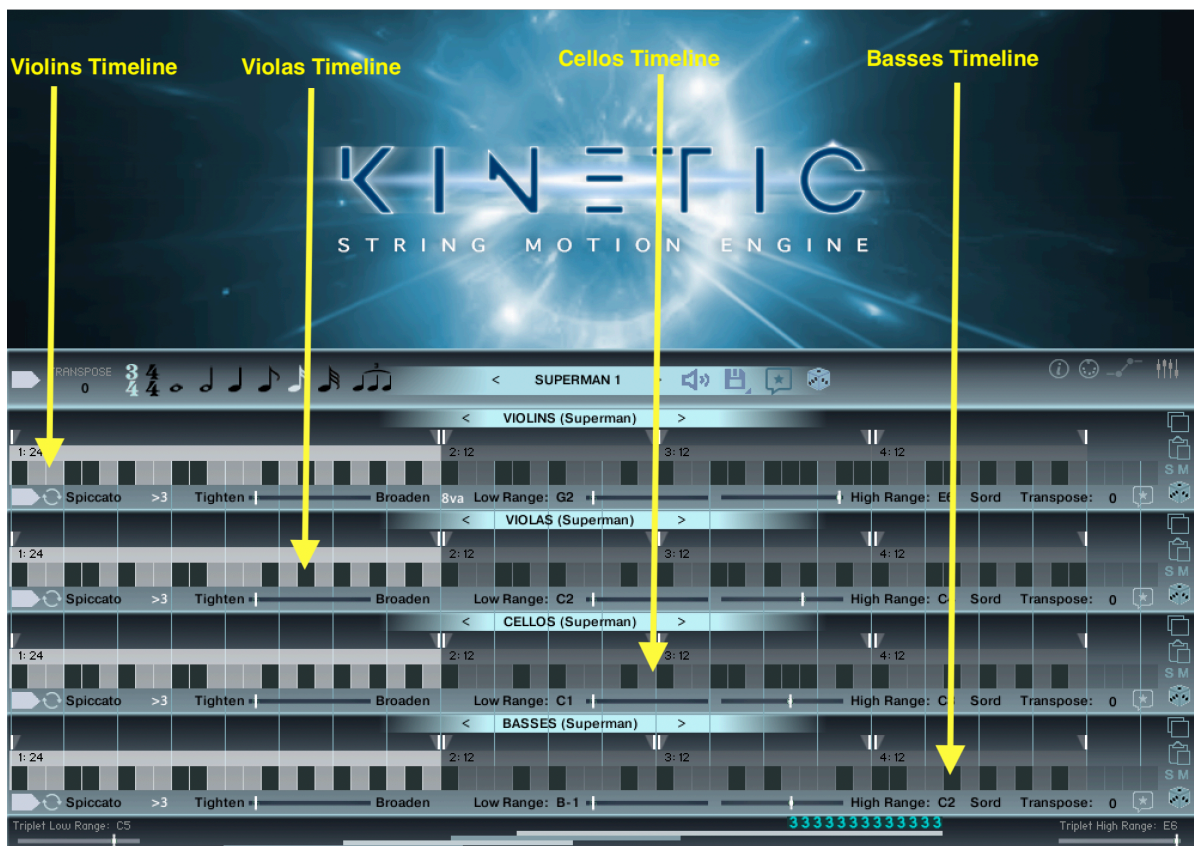
Now, whenever you launch Kontakt, the folder will show in

the Quickload Pane.

## INTERFACE DEFINITIONS:

### Timelines

Kinetic Solo & Chamber Strings 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.)



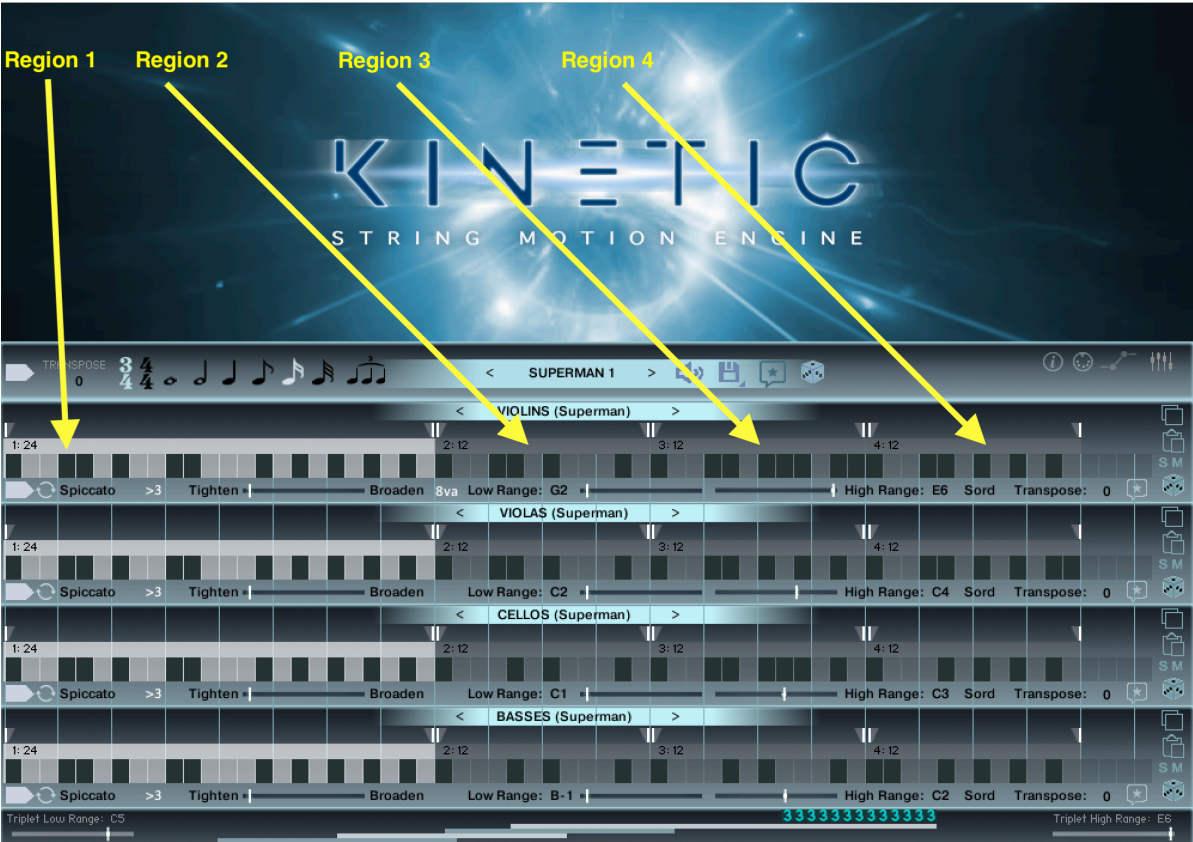
(Kinetic Solo & Chamber Strings timelines can contain ANY section.)

### Regions

Each timeline has 4 regions: (If the region is highlighted (or green in Kinetic Solo & Chamber Strings) 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

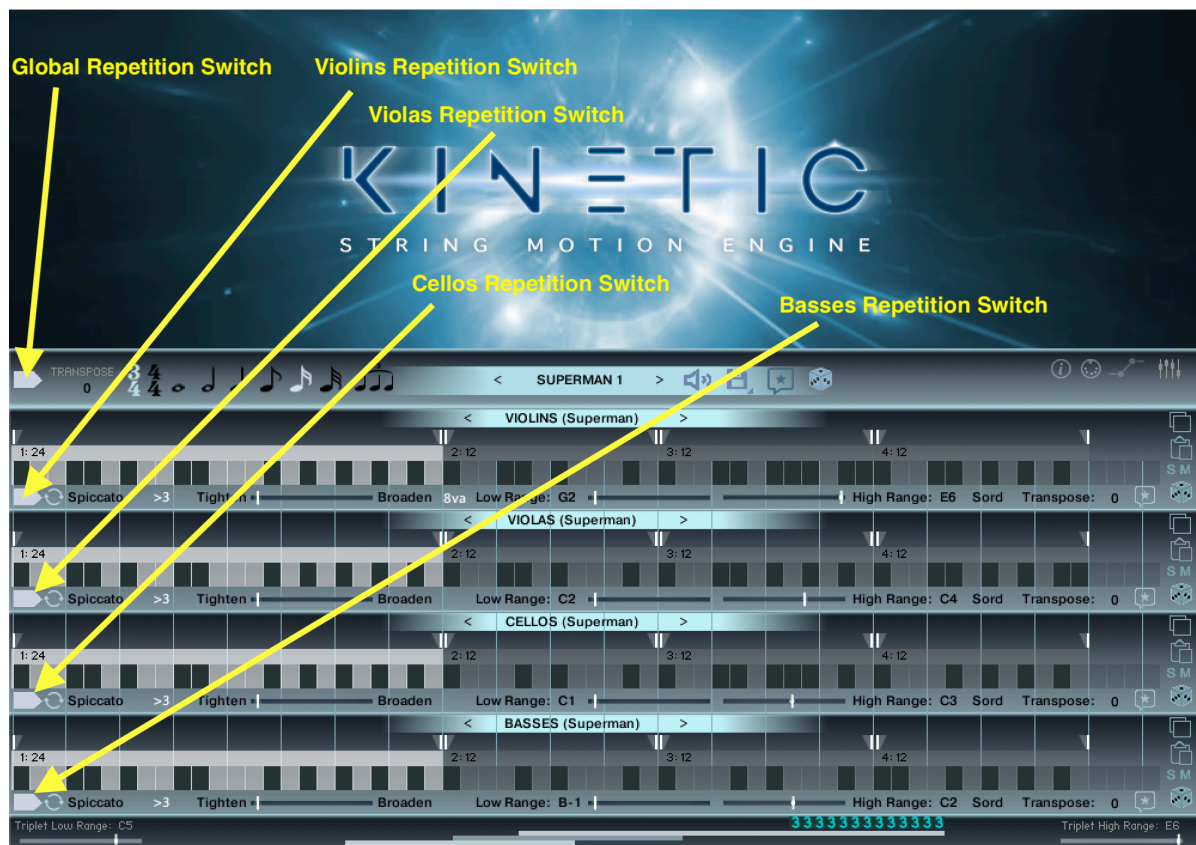
Each region's boundaries can be changed with these handles:



Region's boundaries CAN overlap if you wish.

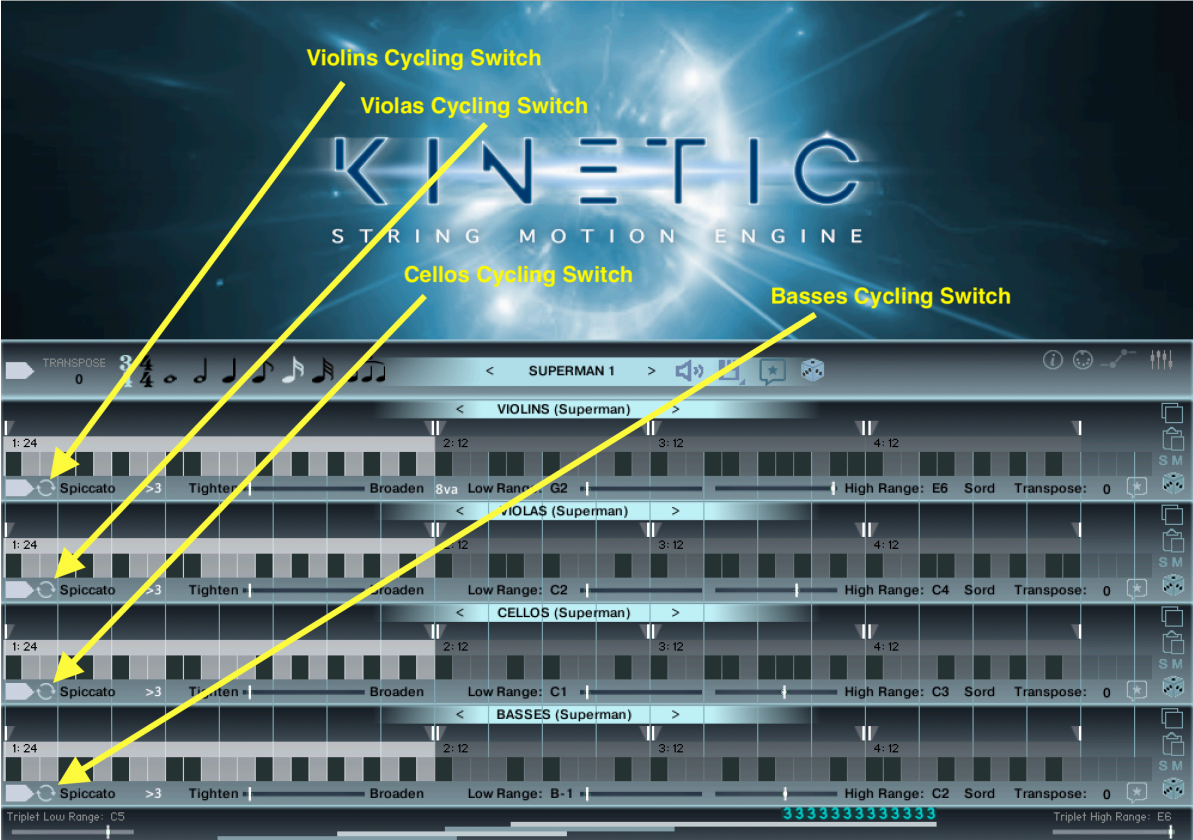
## Repetitions

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

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





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 Length)

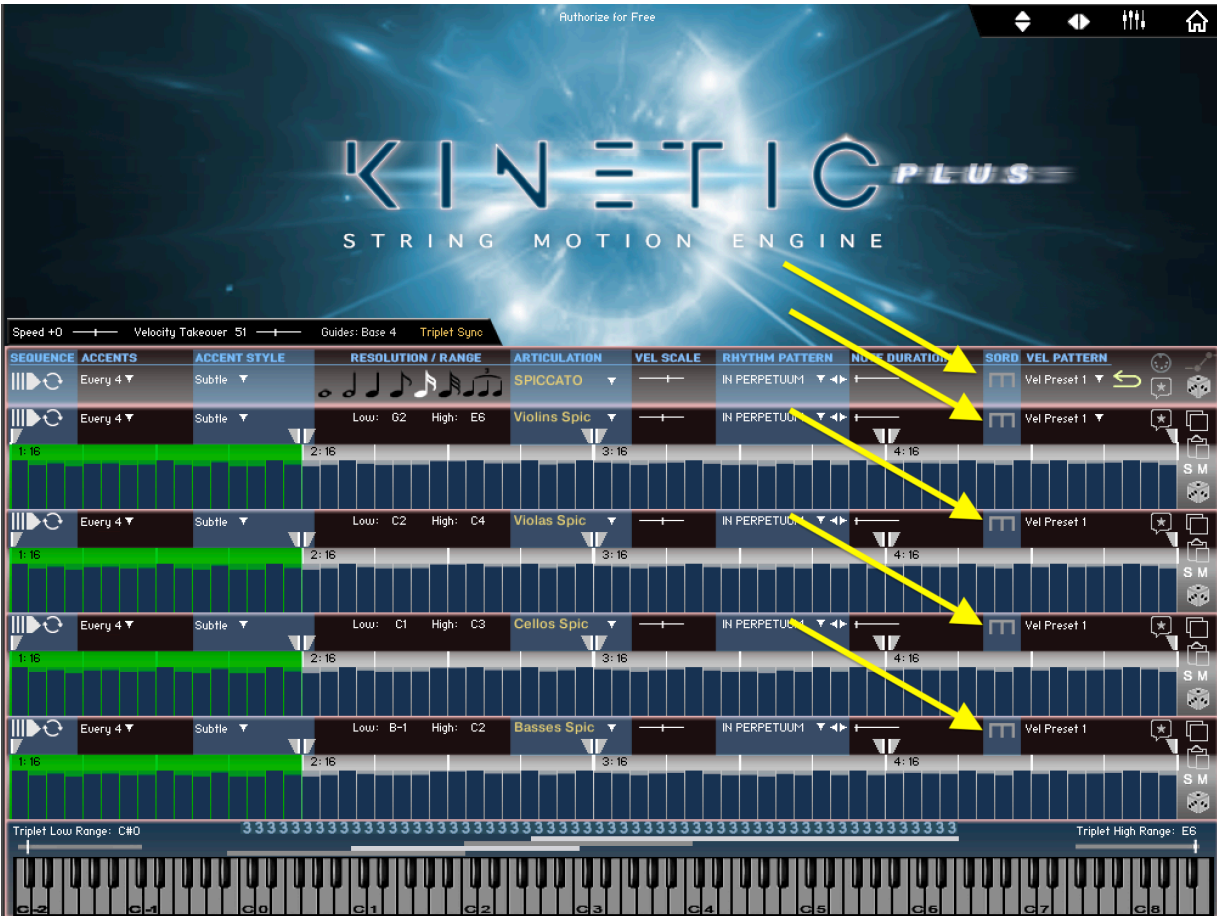


Use these sliders to increase or decrease (broaden/tighten) the note length. This is especially useful for getting a super tight and punchy repetition, or a more fluid or even "scrubby" pattern.

**Section Ranges**

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





## Transpose

See *The Compose Page* below.

## Popular Rhythms

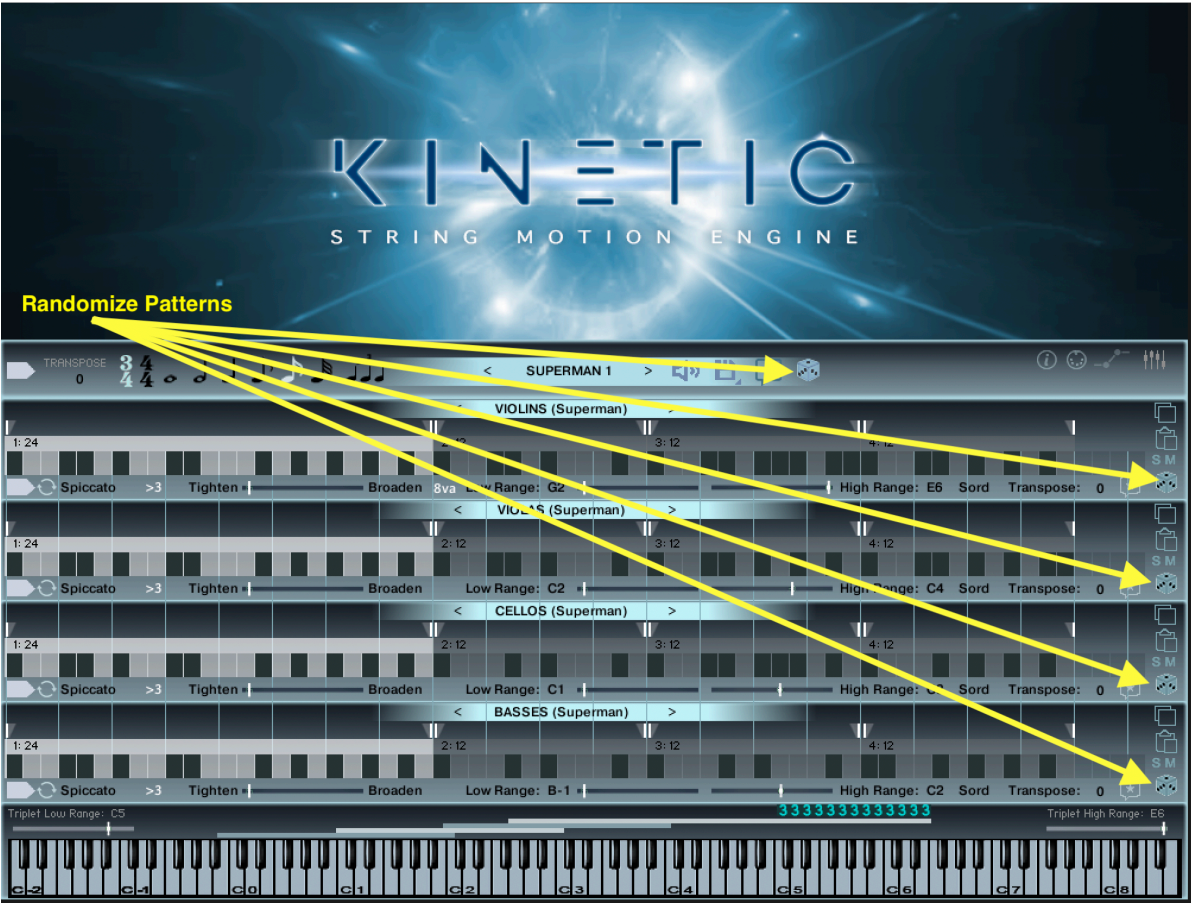
Use the switches below to bring up 6 popular rhythms. In the example below, we have chosen the popular rhythms switch for the violins timeline. If we click one of the shown 6 rhythms, then the violins timeline events would be changed to reflect that chosen rhythm.





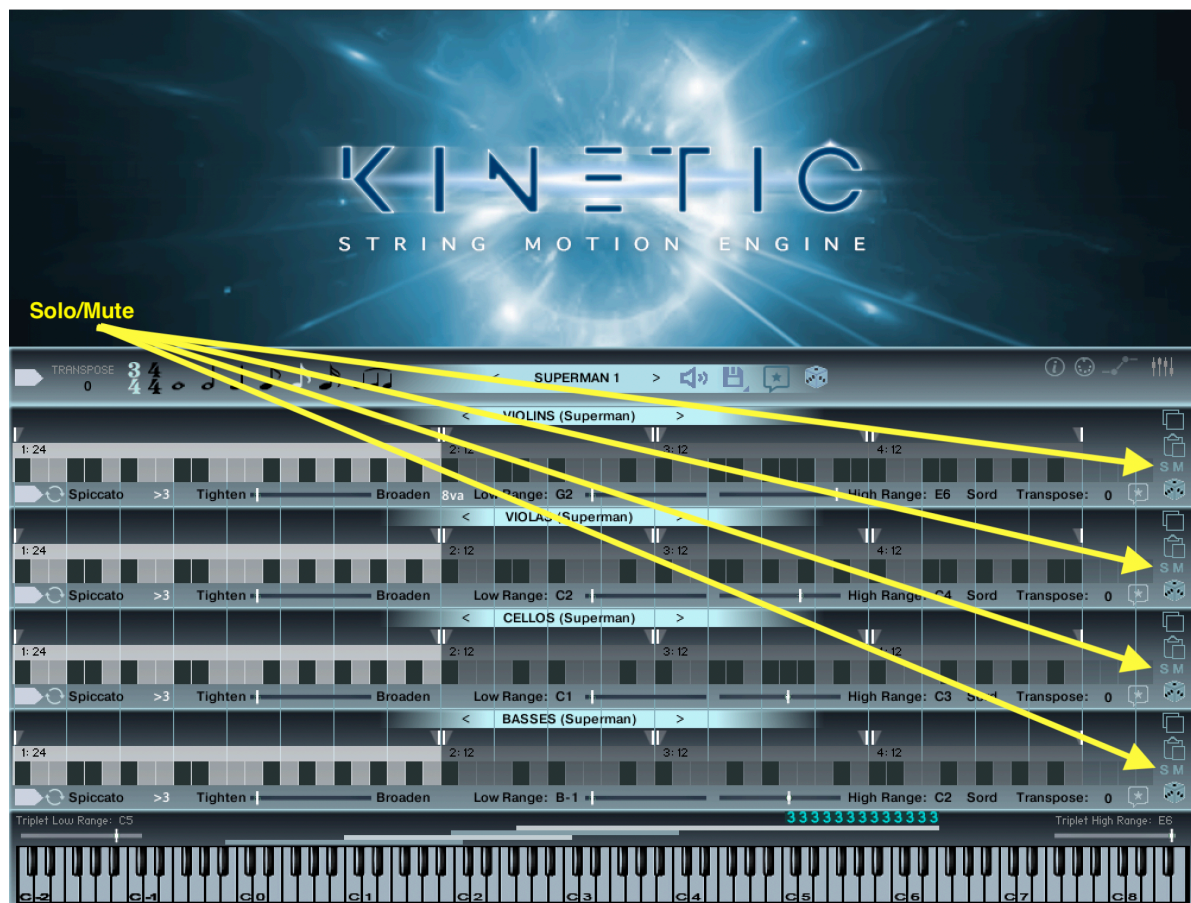
## Randomize Patterns

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



**Solo/Mute**

Solo or Mute Timelines



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

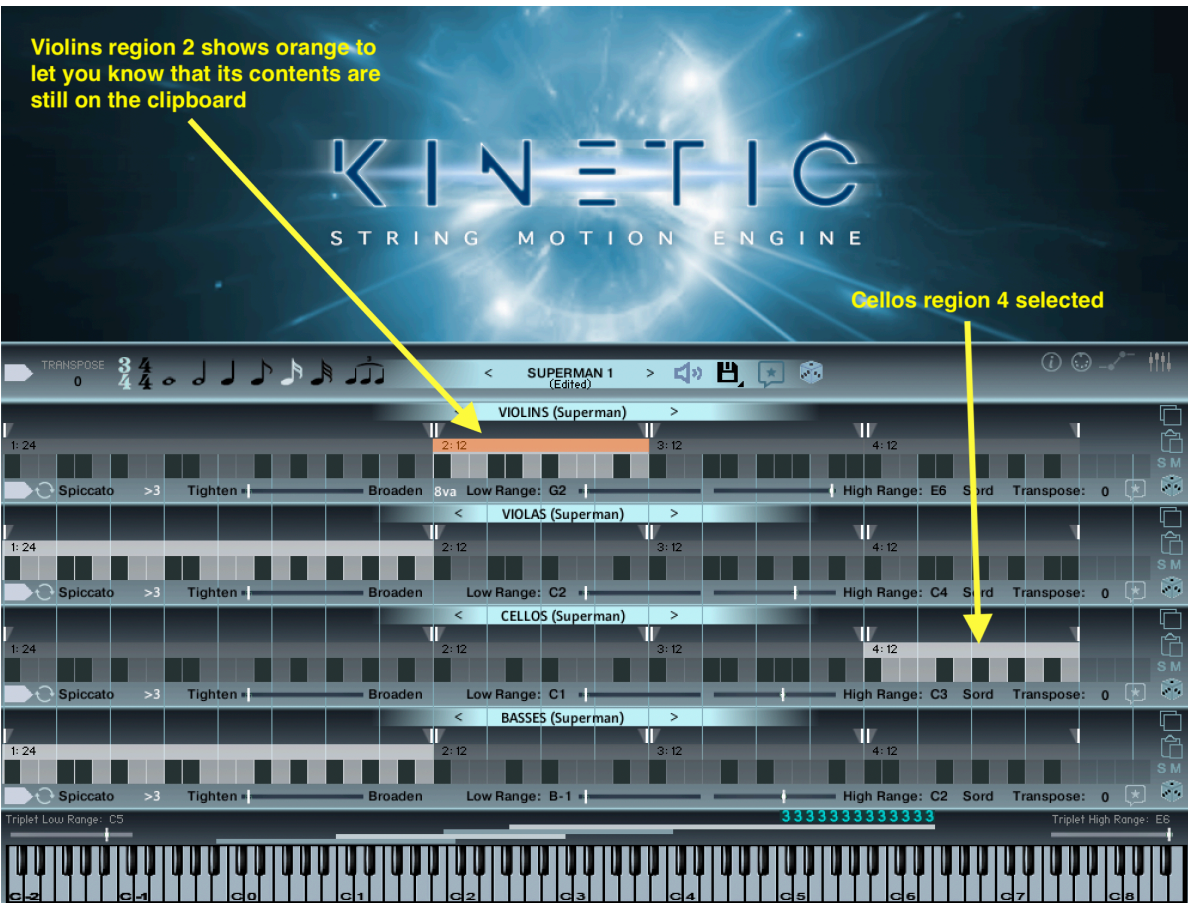
## Copy/Paste

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 violins. This makes the region "active" as the playable region. Then we clicked the "copy" switch for the violins timeline. This makes the selected region's header turn orange and copies the contents of violins region 2 to the clipboard:

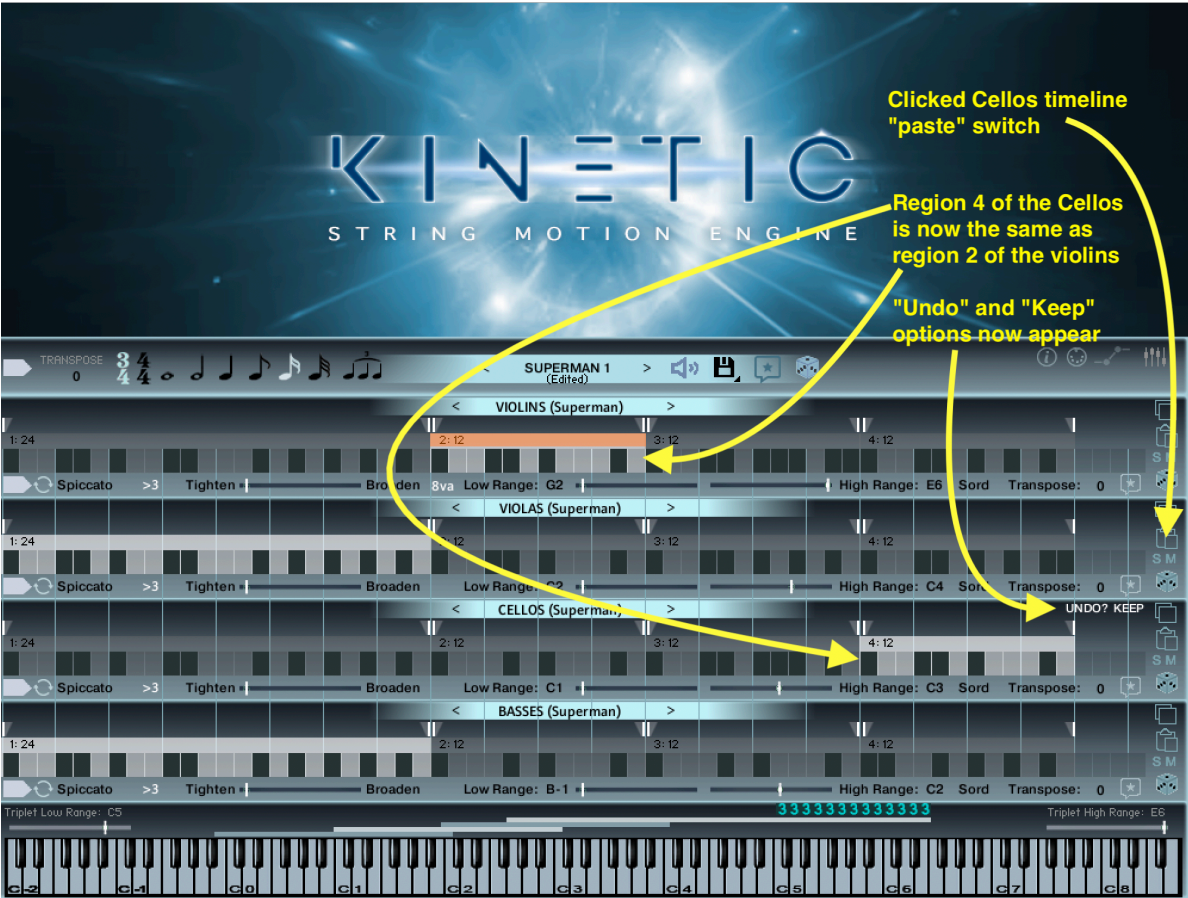


Let's say we want to paste the contents of the clipboard (region 2 of the violins) to region 4 of the cellos. We then select region 4 of the cellos timeline by clicking it.





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



You can revert using the "revert" button.



Click the yellow copy button again.



**Grid**

Visual aid grid. To make editing region lengths easier, we've installed a visual aid grid based on multiples of 3 or 4.

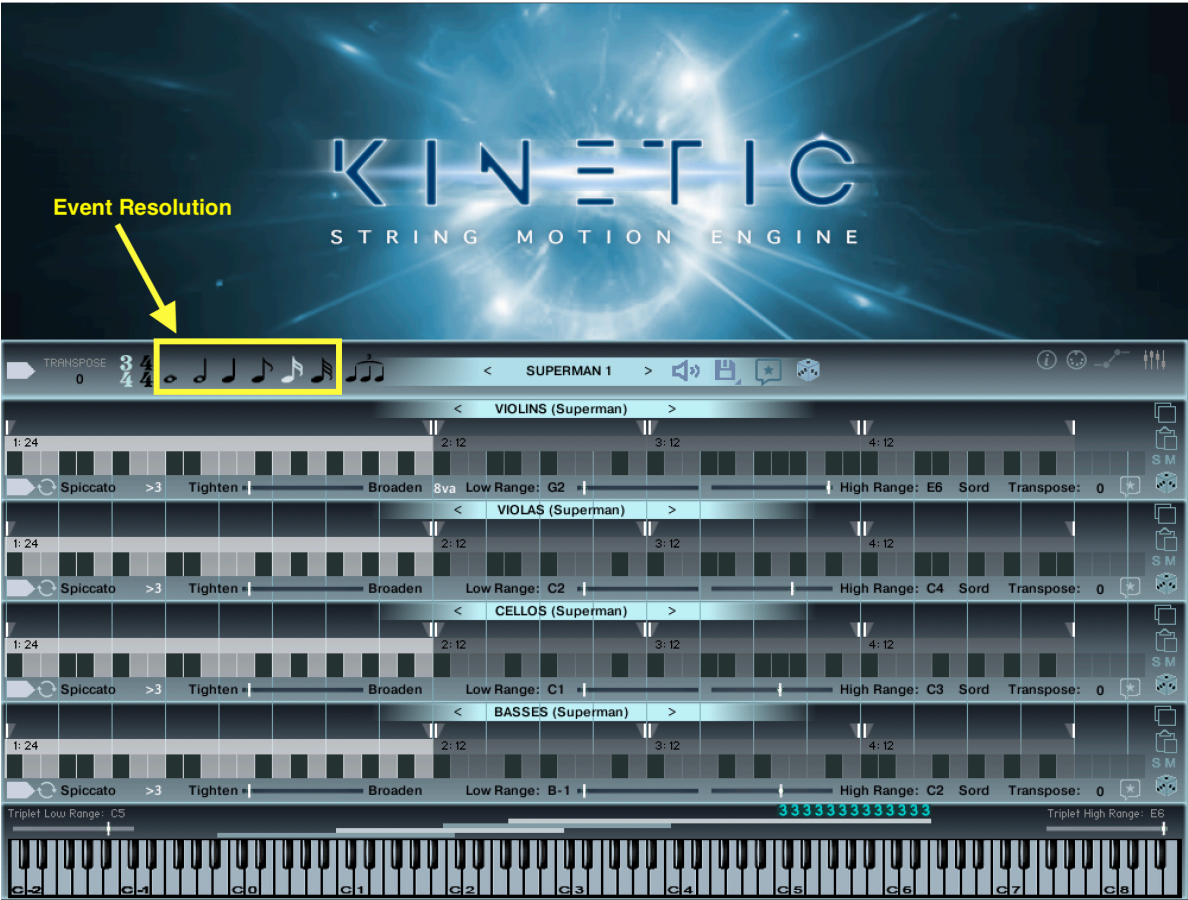
Sets grid markers every 3 or every 4 events to make editing

easier.



## Event resolution

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.

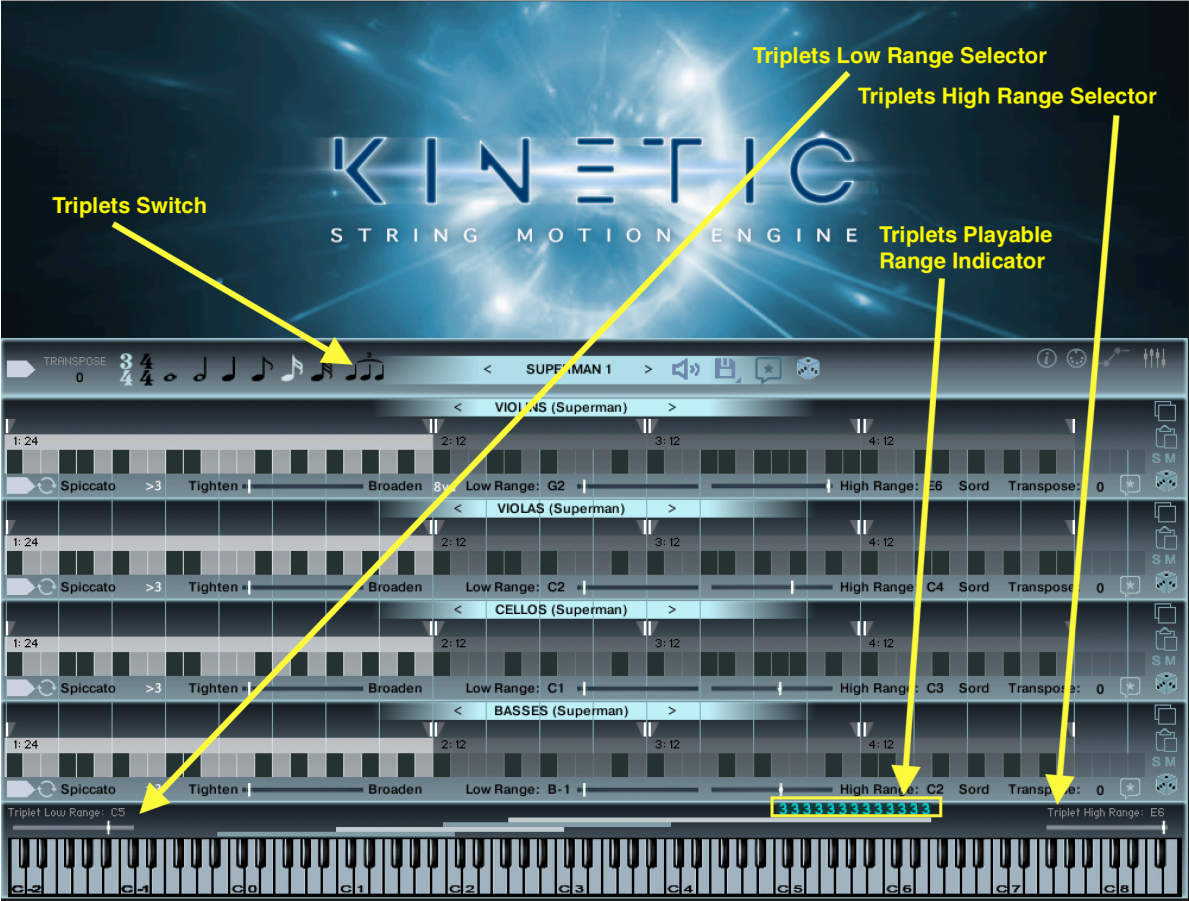


## Triplets

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

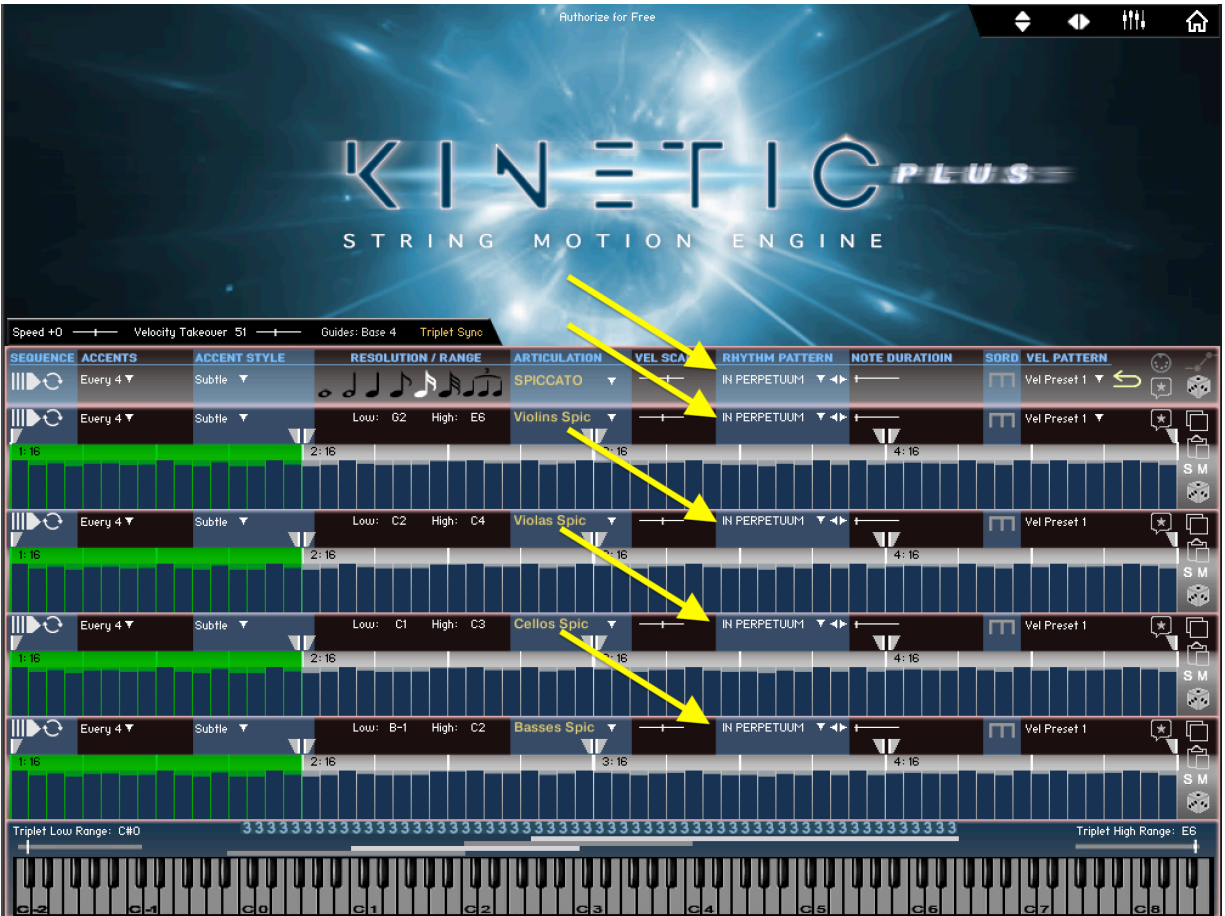


in both the triplet range AND outside the triplet range, you would get triplets played on top of non-triplets.



### Pattern Presets

Choose from 40 fun-to-play presets. All of these presets can be edited.



A method that might be handy is to save your custom patterns using Snapshots.

Make sure you are using "Snapshot View":



I will now edit the basses 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 Solo & Chamber Strings 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 Solo & Chamber Strings".





## MIDI Drag and Drop

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.



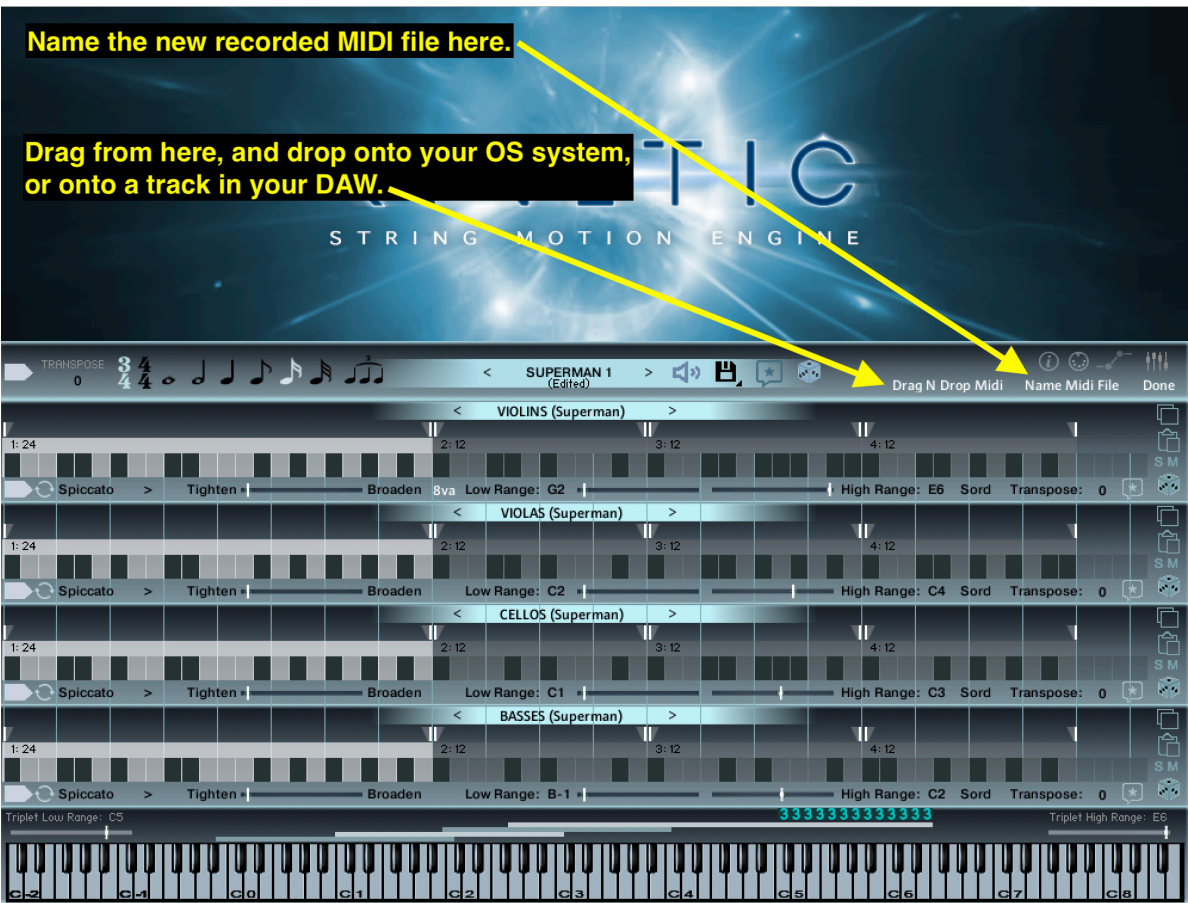
MIDI events are now being recorded.

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

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

Automation button

**Show Mixer Page**



Mixer Page. the Kinetic Solo & Chamber Strings 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 Violins, Violas, Cellos and Basses. 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 violins, violas, cellos and basses 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.

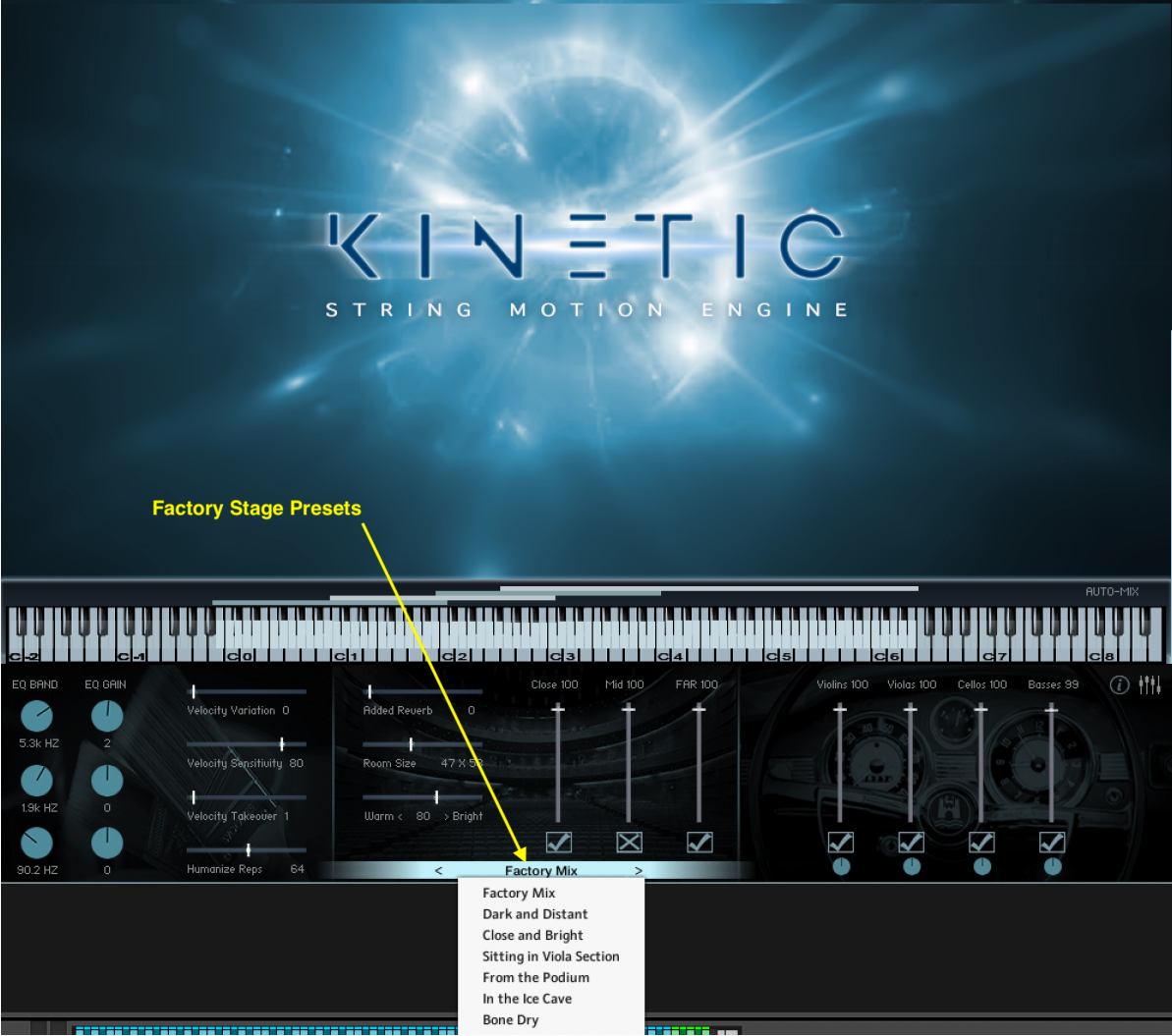




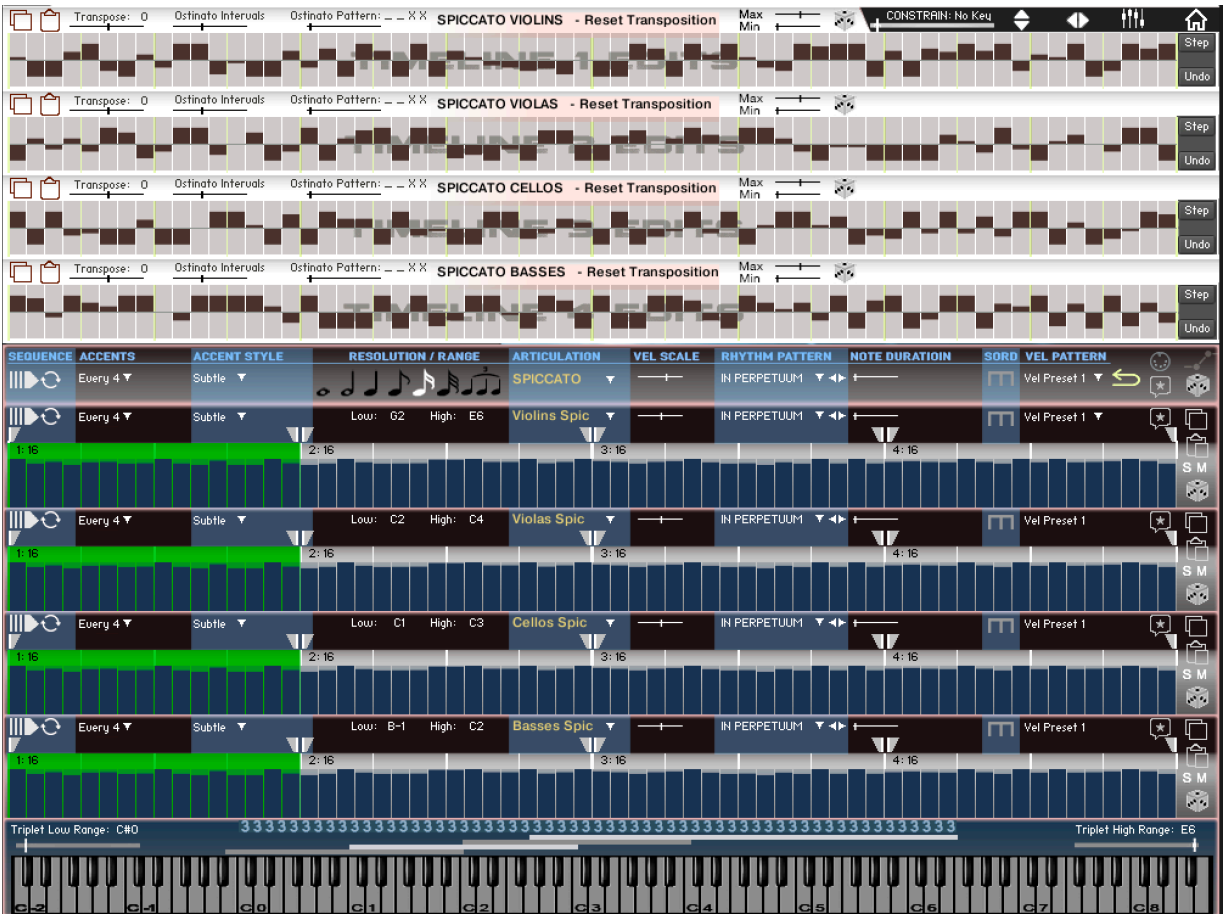
Additionally, you can select any section or articulation, and solo/mute on the mix page.

### Stage Presets

Kinetic Solo & Chamber Strings 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.

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