

Kinetic Woodwinds Motion Engine
by Kirk Hunter
The World's Most Flexible Ostinato Pattern for
Woodwinds

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.)

NOTE ABOUT GRAPHICS IN THIS TUTORIAL:

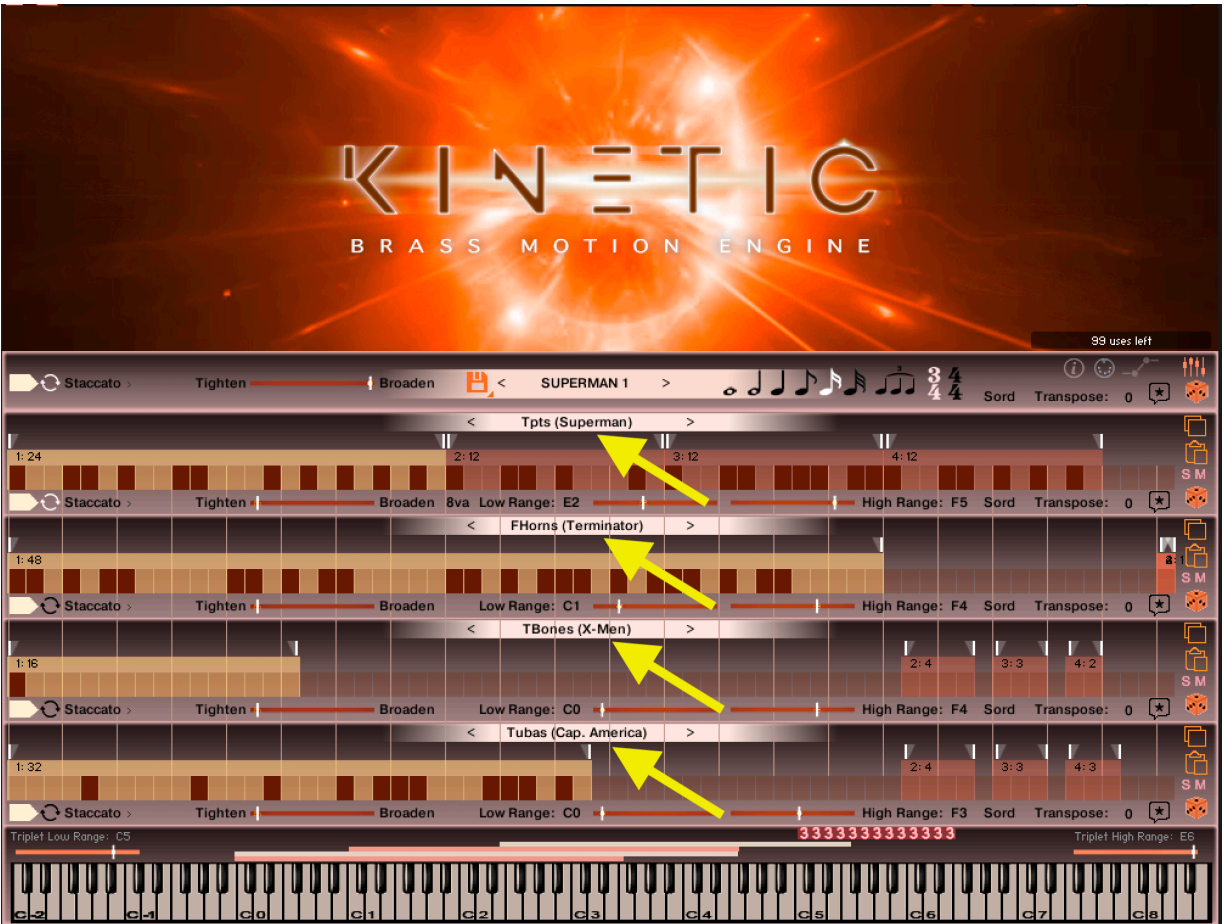
The graphics in this tutorial were created using the Kinetic Brass library. In these graphics, trumpets or tpts = flutes, french horns or FHorns = oboes, trombones or Tbones = clarinets, tubas = bassoons, Brass = Woodwinds.

FLEXIBLE

The World's Most Flexible Ostinato Pattern - Woodwinds

At the time of this publication, there does not exist another instrument that can let you play FOUR Woodwinds sections (Flutes, Oboes, Clarinets and Bassoons) at the SAME TIME. But with Kinetic, you get the entire Woodwinds 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!

Choose from 40 fun-to-play presets. And if you really want to get wild, you can choose the any of the same 40 presets for each section separately. That means you could have the Flutes playing the "Superman" preset, the Oboes play the "Terminator" preset, the Clarinets play the "Xmen" preset, and the Bassoons play the "Cap. America" preset ALL AT THE SAME TIME!



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

THE SOUND

2 Flutes, 2 Oboes, 2 Clarinets, and 2 Bassoons. Recorded at the First Presbyterian Church, Santa Monica where A-list Los Angeles-based orchestras (shown below) record and perform.

Vicente Chamber Orchestra



Kaleidoscope Chamber Orchestra



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

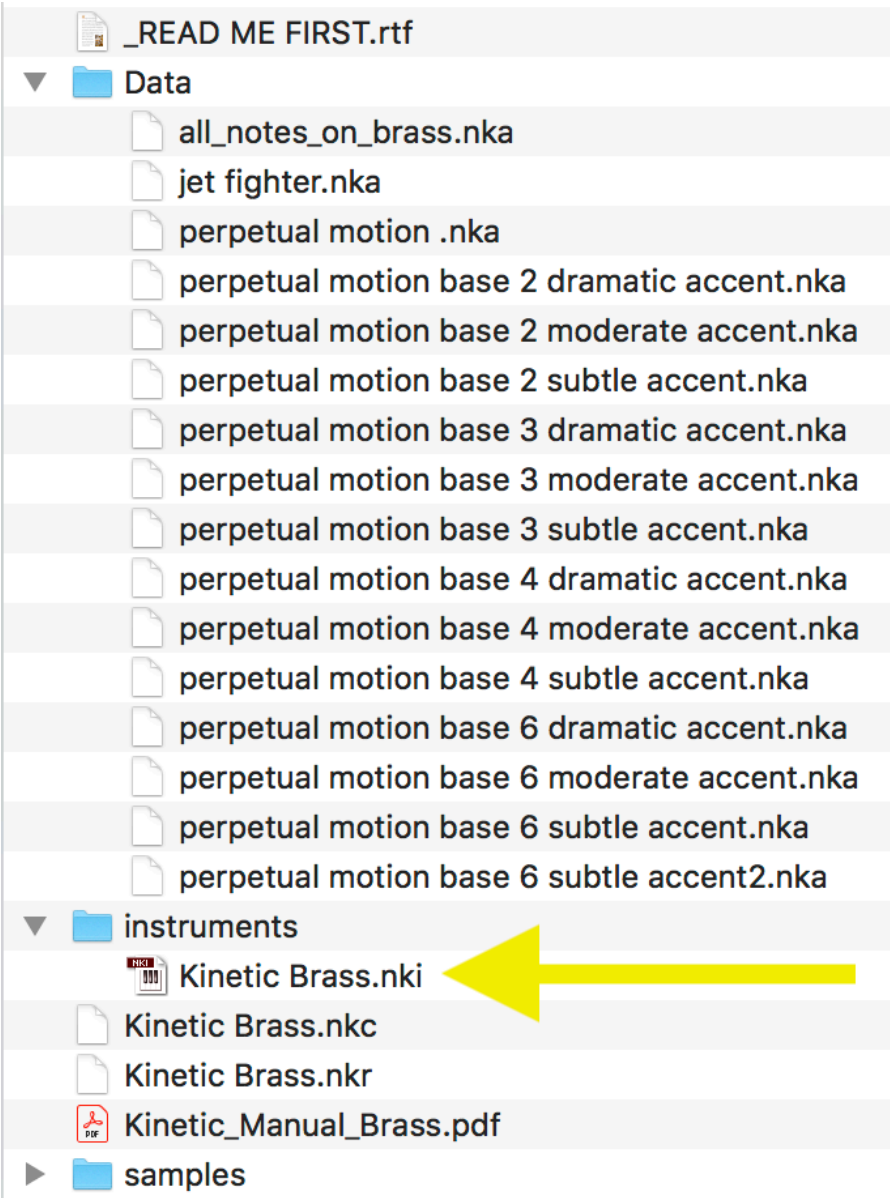
LOAD AN INSTRUMENT (PATCH)

There are 3 suggested methods to load an instrument:

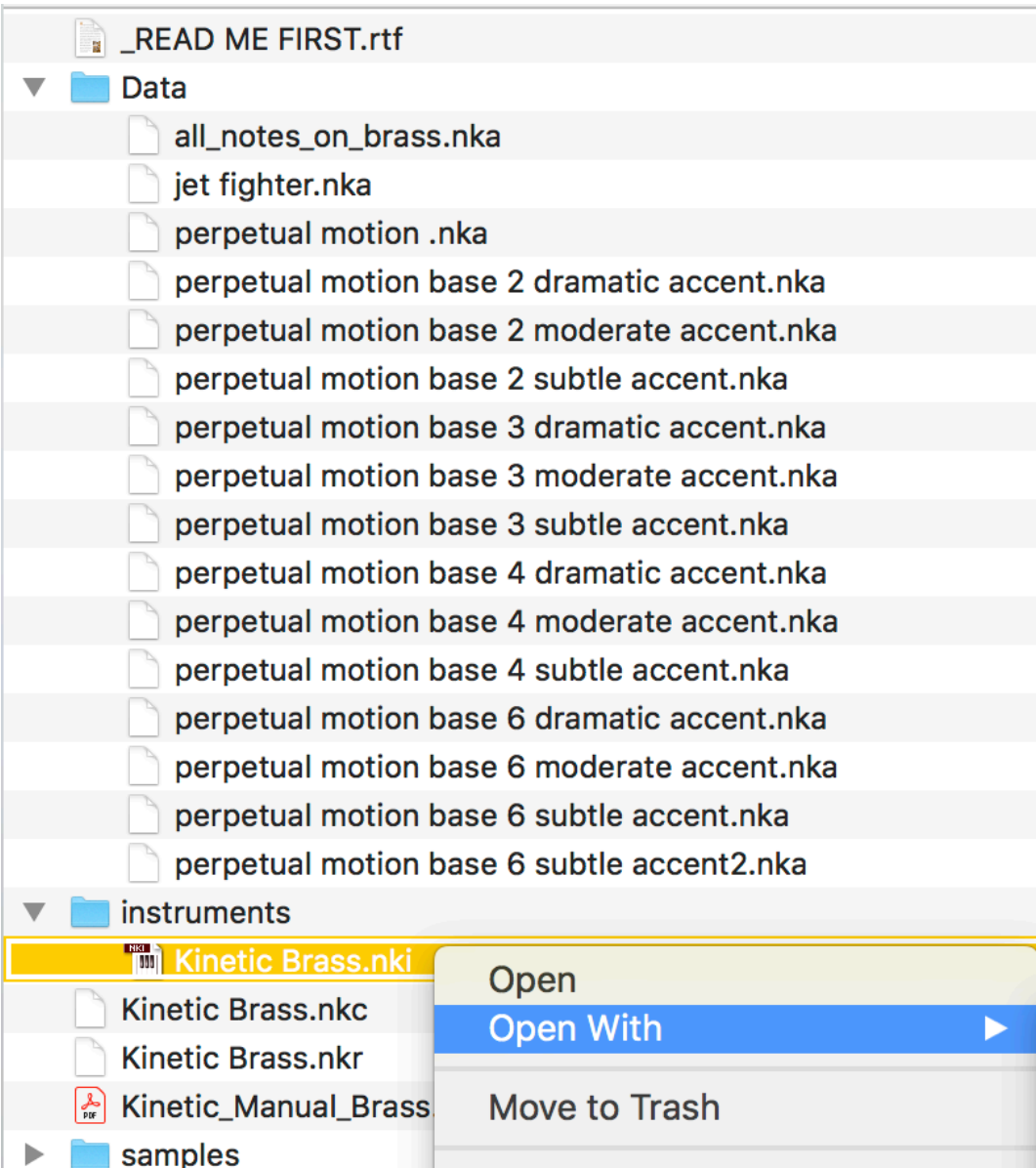
1 - From your system

Navigate to where you have installed the library. Click one of the

instruments (.nki files).

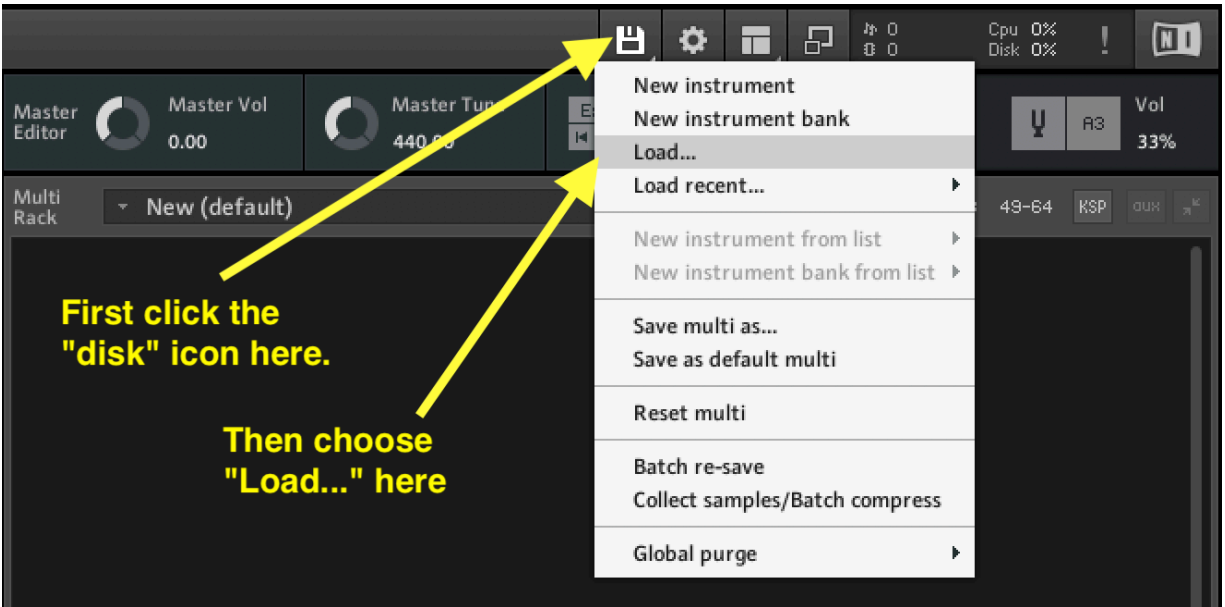


Right-Click the .nki file, and choose "open with"



And select Kontakt. (Must be a full version of Kontakt 5.7.1 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 (Please see using "Quickload" from the Kontakt user manual.

INTERFACE DEFINITIONS:

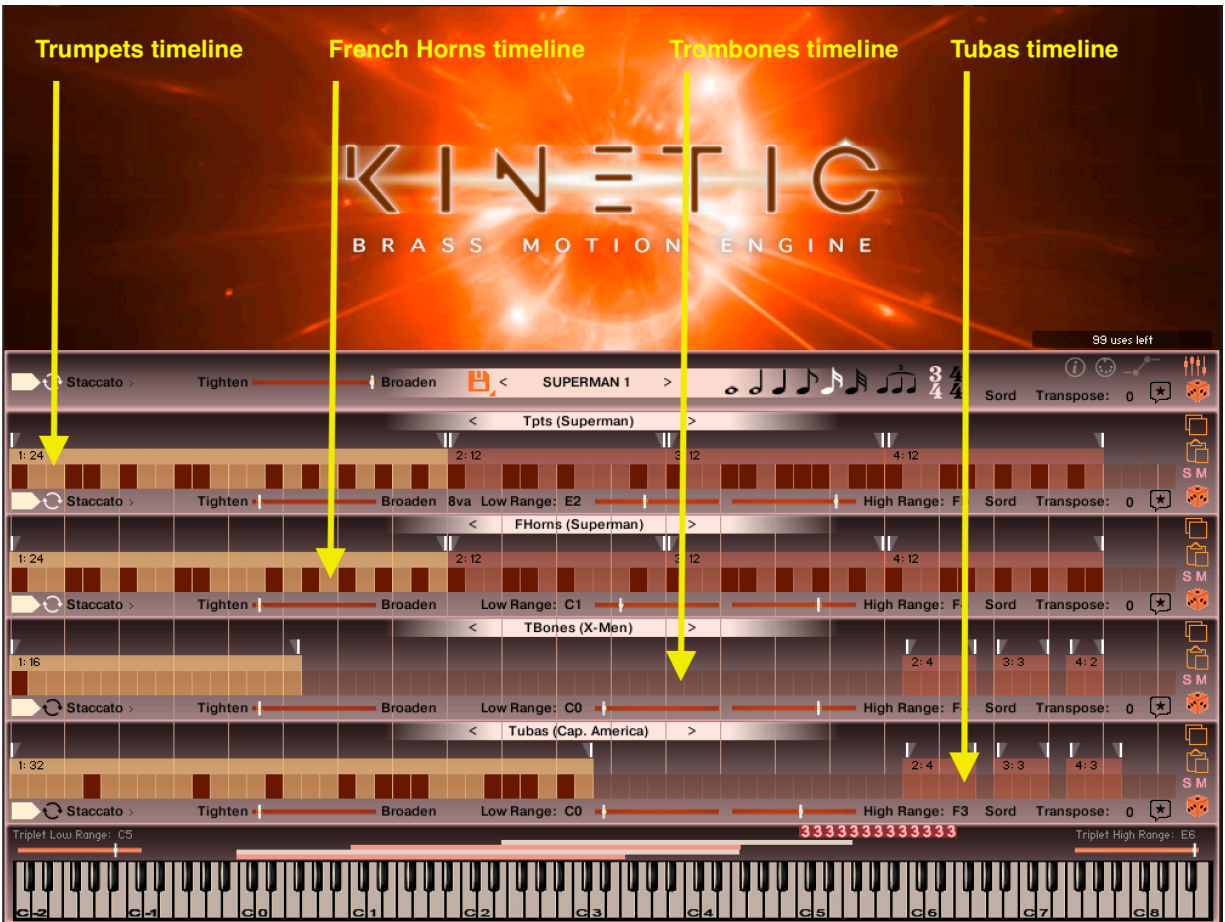
Uses left

Kinetic Woodwinds comes with 399 usages before it will not be usable. DO NOT WORRY about this. Any time BEFORE those uses are gone, you can contact us at support@kirkhunterstudios.com using the SAME email address you used when you made the purchase, and we will gladly refresh your instrument(s). Even though it is not perfect, we employ this as a protective measure against piracy.



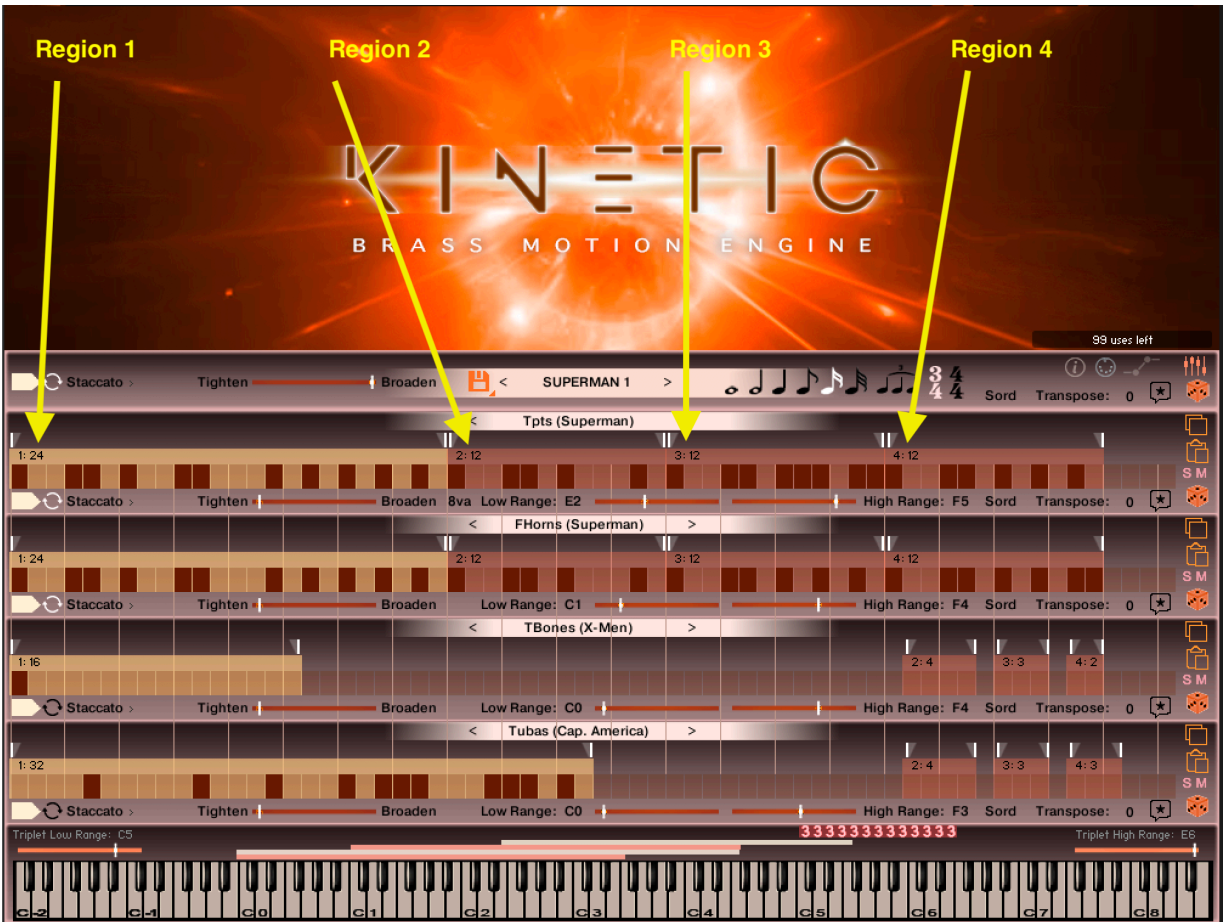
Timelines

Kinetic Woodwinds 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.)



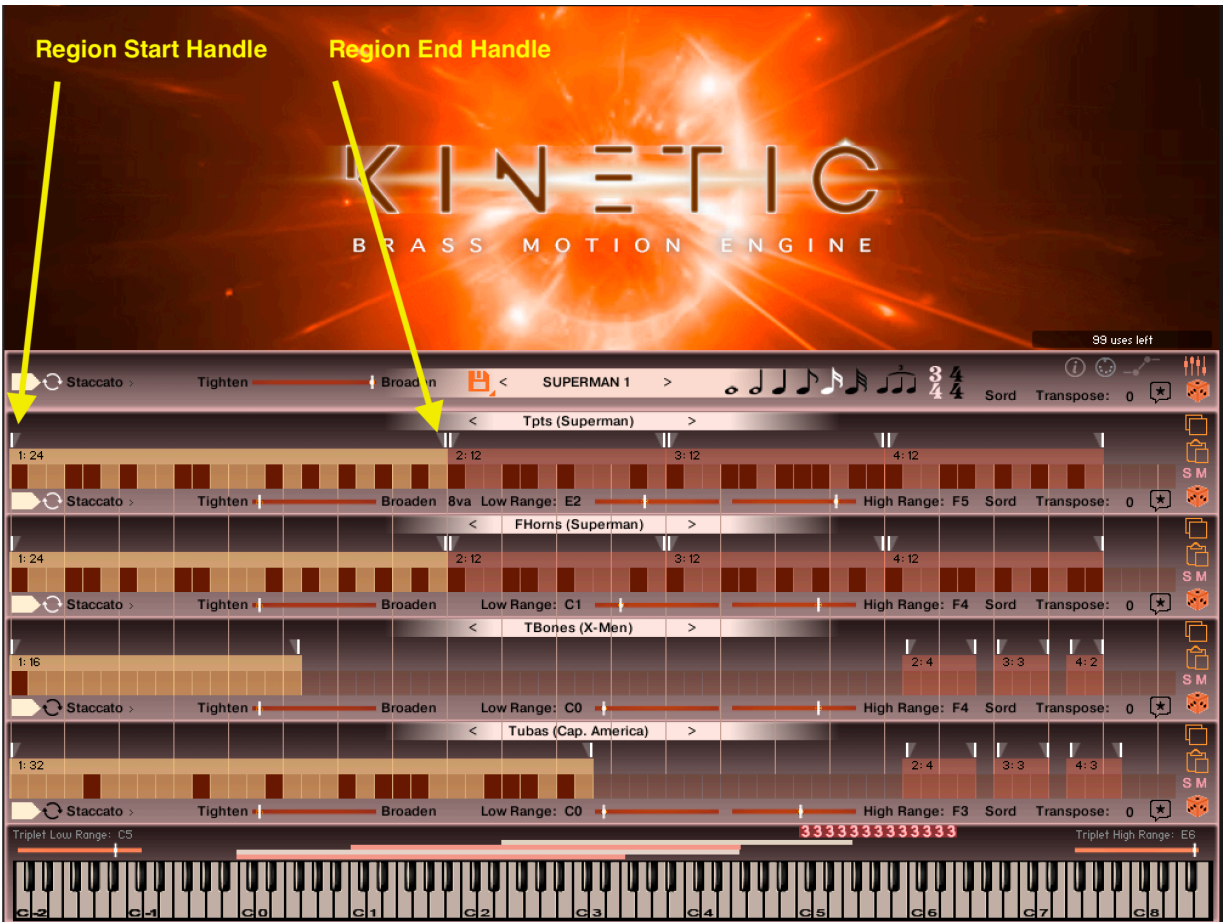
Regions

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

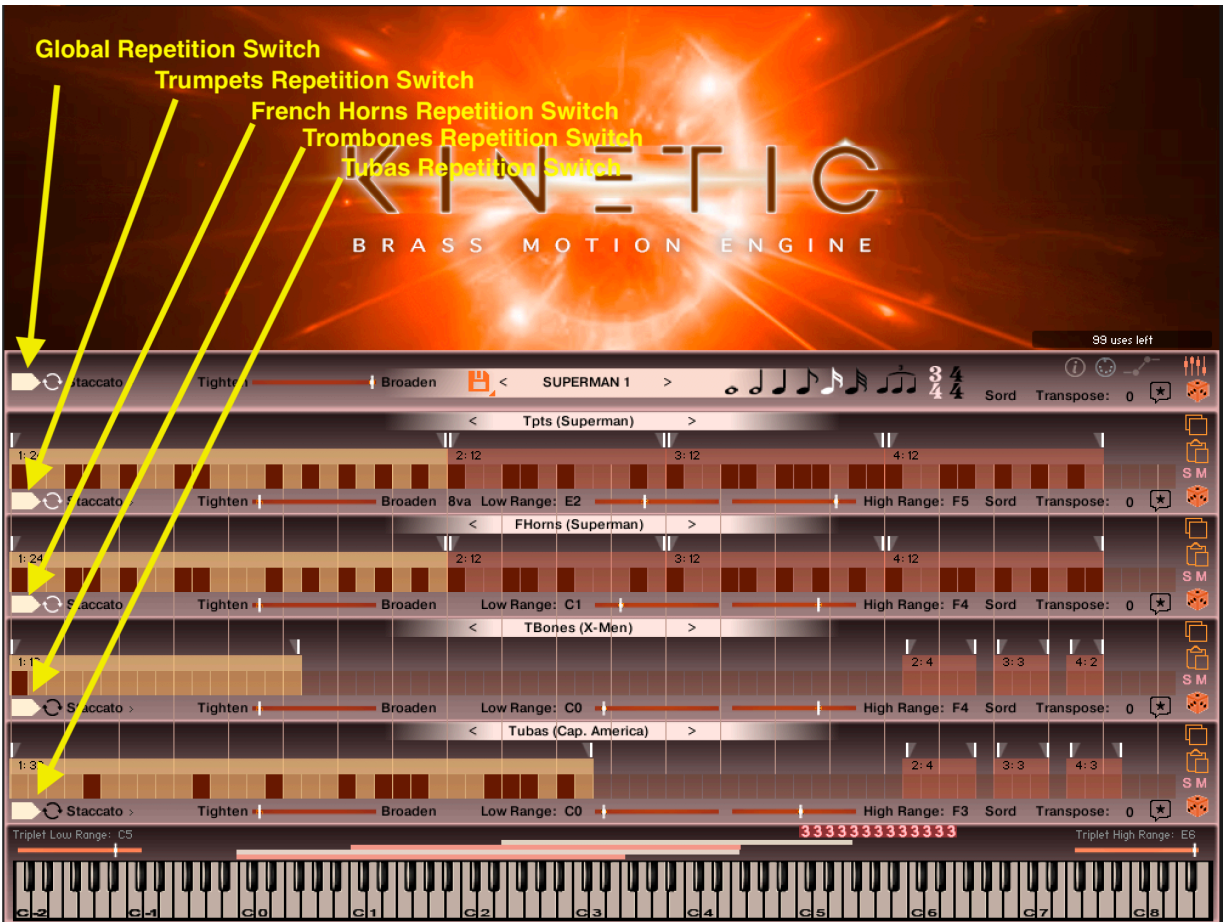
Each of the 16 region's boundaries can be changed with these handles:



Region's boundaries CAN overlap if you wish.

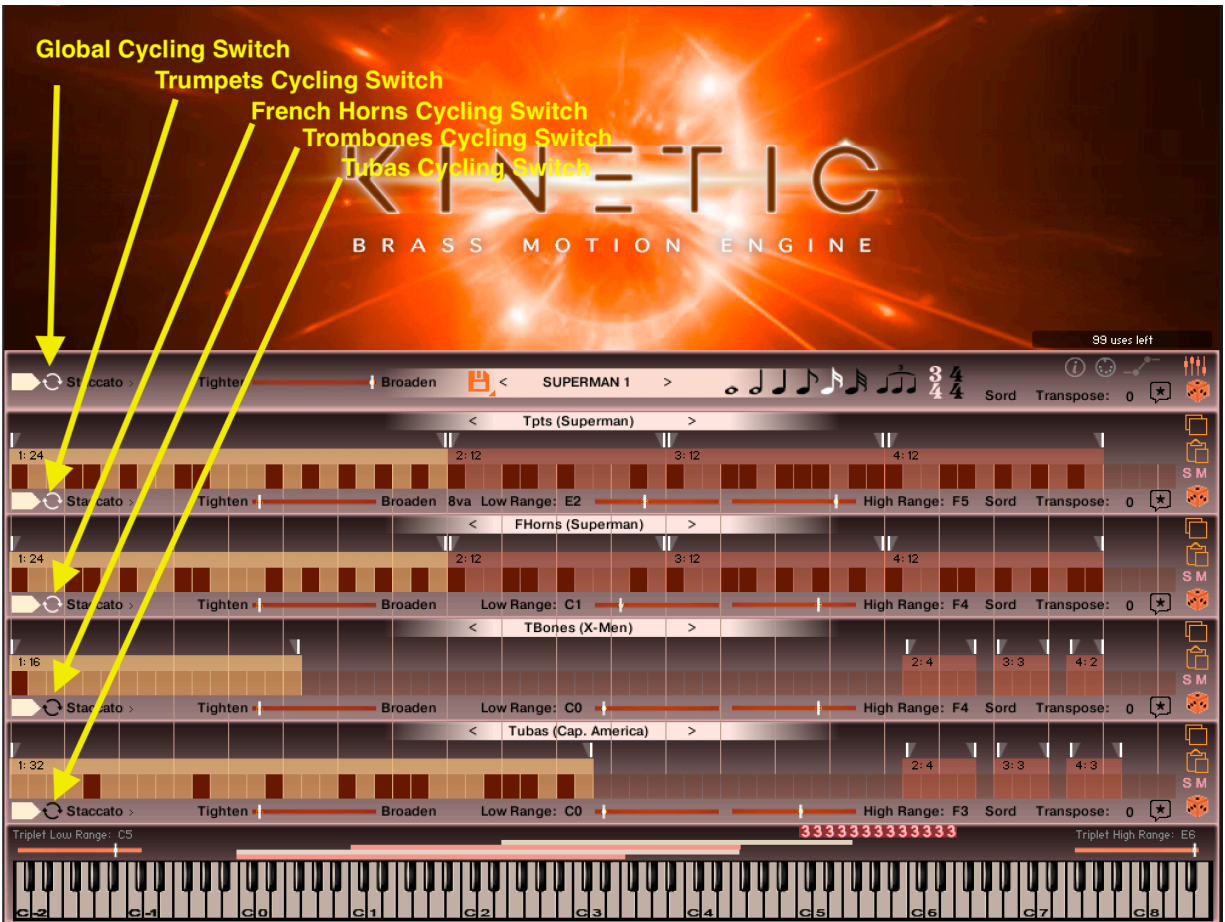
Repetitions

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 first region cycle by itself, or cycle through all 4 regions sequentially. These switches turns on/off 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.

Global Accents Trumpets Accents French Horns Accents Trombones Accents Tubas Accents

KINETIC
BRASS MOTION ENGINE

99 uses left

Staccato >3 Subtle Tighten Broaden SUPERMAN 1 3/4 Sord Transpose: 0

Tpts (Superman) 1: 24 2: 12 3: 12 4: 12 S M

Staccato >3 Subtle Tighten Broaden 8va Low Range: E2 High Range: F5 Sord Transpose: 0

FHorns (Superman) 1: 24 2: 12 3: 12 4: 12 S M

Staccato >3 Subtle Tighten Broaden Low Range: C1 High Range: F4 Sord Transpose: 0

TBones (Superman) 1: 24 2: 12 3: 12 4: 12 S M

Staccato >3 Subtle Tighten Broaden Low Range: C0 High Range: F4 Sord Transpose: 0

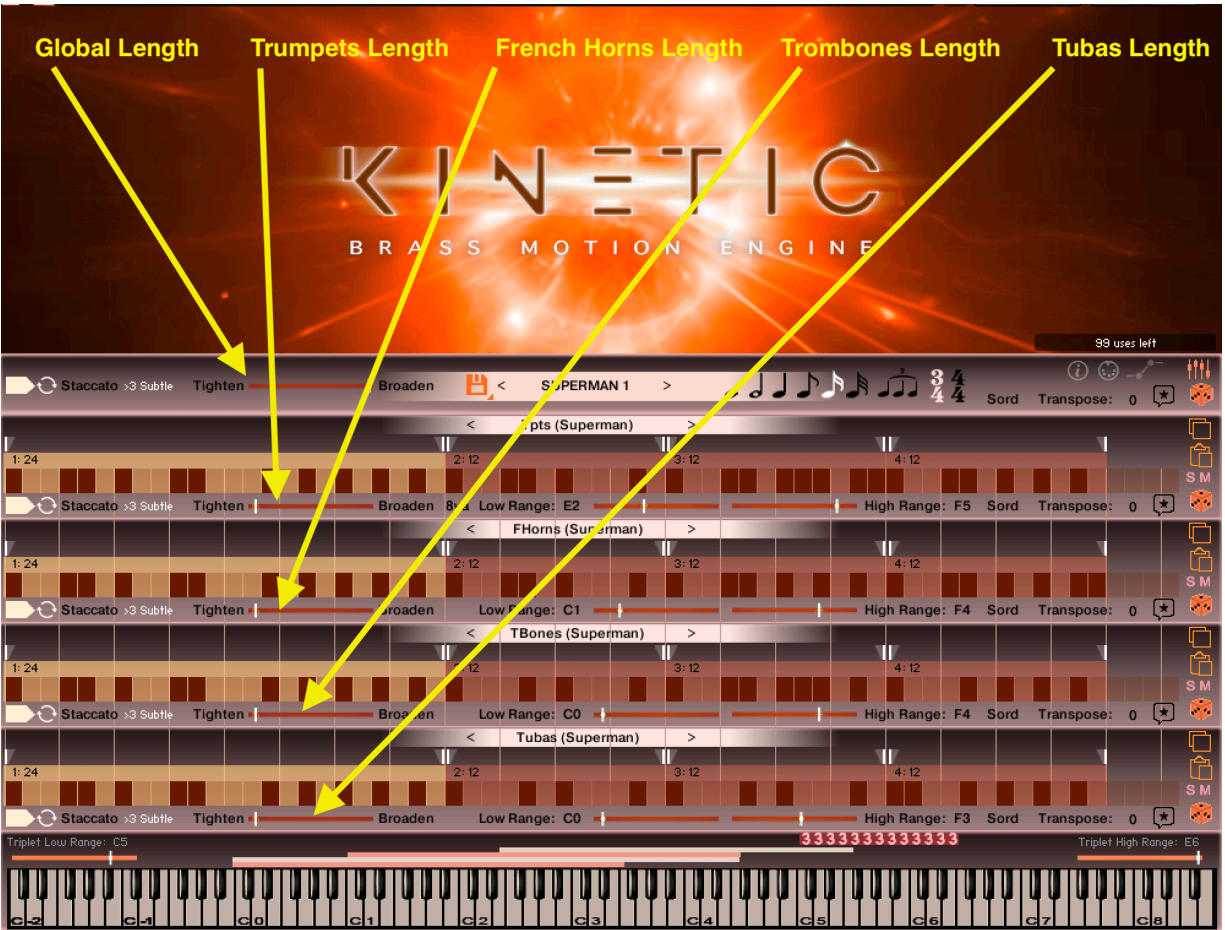
Tubas (Superman) 1: 24 2: 12 3: 12 4: 12 S M

Staccato >3 Subtle Tighten Broaden Low Range: C0 High Range: F3 Sord Transpose: 0

Triplet Low Range: C5 333333333333 Triplet High Range: E5

C-2 C-1 C0 C1 C2 C3 C4 C5 C6 C7 C8

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 "portato" pattern.

Flutes 8va

Use this switch to make the Flutes add an octave up to the played note.

Trumpets add Octave Up

KINETIC
BRASS MOTION ENGINE

99 uses left

Staccato >3 Subtle Tighten Broaden SUPERMAN 1 3/4 Sord Transpose: 0

Tpts (Superman) 1: 24 2: 12 3: 12 4: 12 Staccato >3 Subtle Tighten Broaden 8va Low Range: E2 High Range: F5 Sord Transpose: 0

FHorns (Superman) 1: 24 2: 12 3: 12 4: 12 Staccato >3 Subtle Tighten Broaden Low Range: C1 High Range: F4 Sord Transpose: 0

TBones (Superman) 1: 24 2: 12 3: 12 4: 12 Staccato >3 Subtle Tighten Broaden Low Range: C0 High Range: F4 Sord Transpose: 0

Tubas (Superman) 1: 24 2: 12 3: 12 4: 12 Staccato >3 Subtle Tighten Broaden Low Range: C0 High Range: F3 Sord Transpose: 0

Triplet Low Range: C5 333333333333 Triplet High Range: E5

C-2 C-1 C0 C1 C2 C3 C4 C5 C6 C7 C8

Section Ranges

Playable range selection. Use the Low Range, and the High Range sliders below to edit the playable range of each timeline:

Trumpets Ranges French Horns Ranges Trombones Ranges Tubas Ranges

KINETIC
BRASS MOTION ENGINE

99 uses left

Staccato >3 Subtle Tighten Broaden < SUPERMAN 1 > Sord Transpose: 0

Tpts (Superman)
1: 24 2: 12 3: 12 4: 12
Staccato >3 Subtle Tighten Broaden 8va Low Range: E2 High Range: F5 Sord Transpose: 0

FHorns (Superman)
1: 24 2: 12 3: 12 4: 12
Staccato >3 Subtle Tighten Broaden Low Range: C1 High Range: F4 Sord Transpose: 0

TBones (Superman)
1: 24 2: 12 3: 12 4: 12
Staccato >3 Subtle Tighten Broaden Low Range: C0 High Range: F4 Sord Transpose: 0

Tubas (Superman)
1: 24 2: 12 3: 12 4: 12
Staccato >3 Subtle Tighten Broaden Low Range: C0 High Range: F3 Sord Transpose: 0

Triplet Low Range: C5 333333333333 Triplet High Range: E5

Sordini (Mutes)

Global Mutes Trumpets Mutes French Horns Mutes Trombones Mutes Tubas Mutes

KINETIC
BRASS MOTION ENGINE

99 uses left

Staccato >3 Subtle Tighten Broaden < SUPERMAN 1 > Sord Transpose: 0

Tpts (Superman)

1: 24 2: 12 3: 12 4: 12

Staccato >3 Subtle Tighten Broaden 8va Low Range: E2 High Range: F5 Sord Transpose: 0

FHorns (Superman)

1: 24 2: 12 3: 12 4: 12

Staccato >3 Subtle Tighten Broaden Low Range: C1 High Range: F Sord Transpose: 0

TBones (Superman)

1: 24 2: 12 3: 12 4: 12

Staccato >3 Subtle Tighten Broaden Low Range: C0 High Range: F4 Sord Transpose: 0

Tubas (Superman)

1: 24 2: 12 3: 12 4: 12

Staccato >3 Subtle Tighten Broaden Low Range: C0 High Range: F3 Sord Transpose: 0

Triplet Low Range: C5 333333333333 Triplet High Range: E5

C-2 C-1 C0 C1 C2 C3 C4 C5 C6 C7 C8

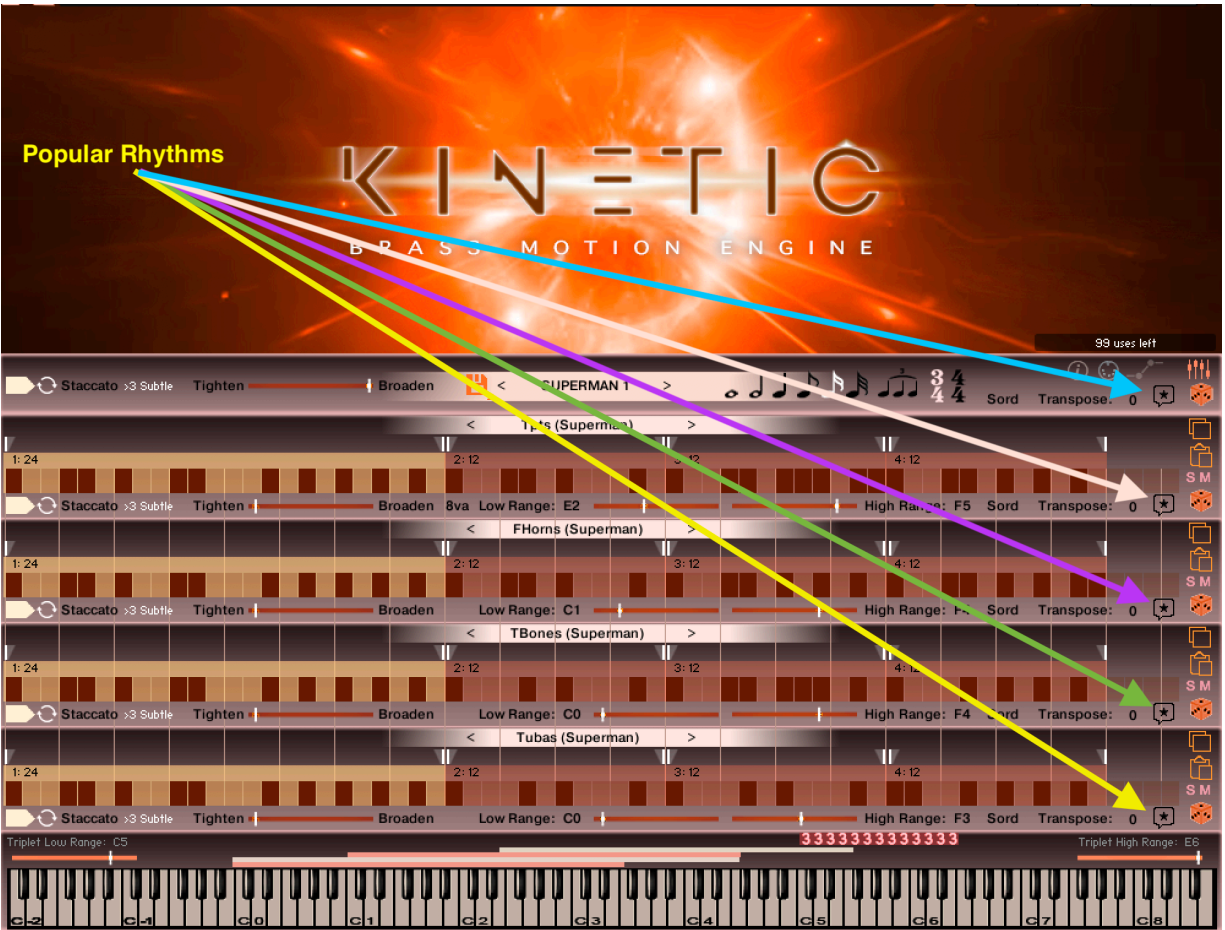
Transpose

Transpose any or all timelines



Popular Rhythms

Use the switches below to bring up 6 popular rhythms.

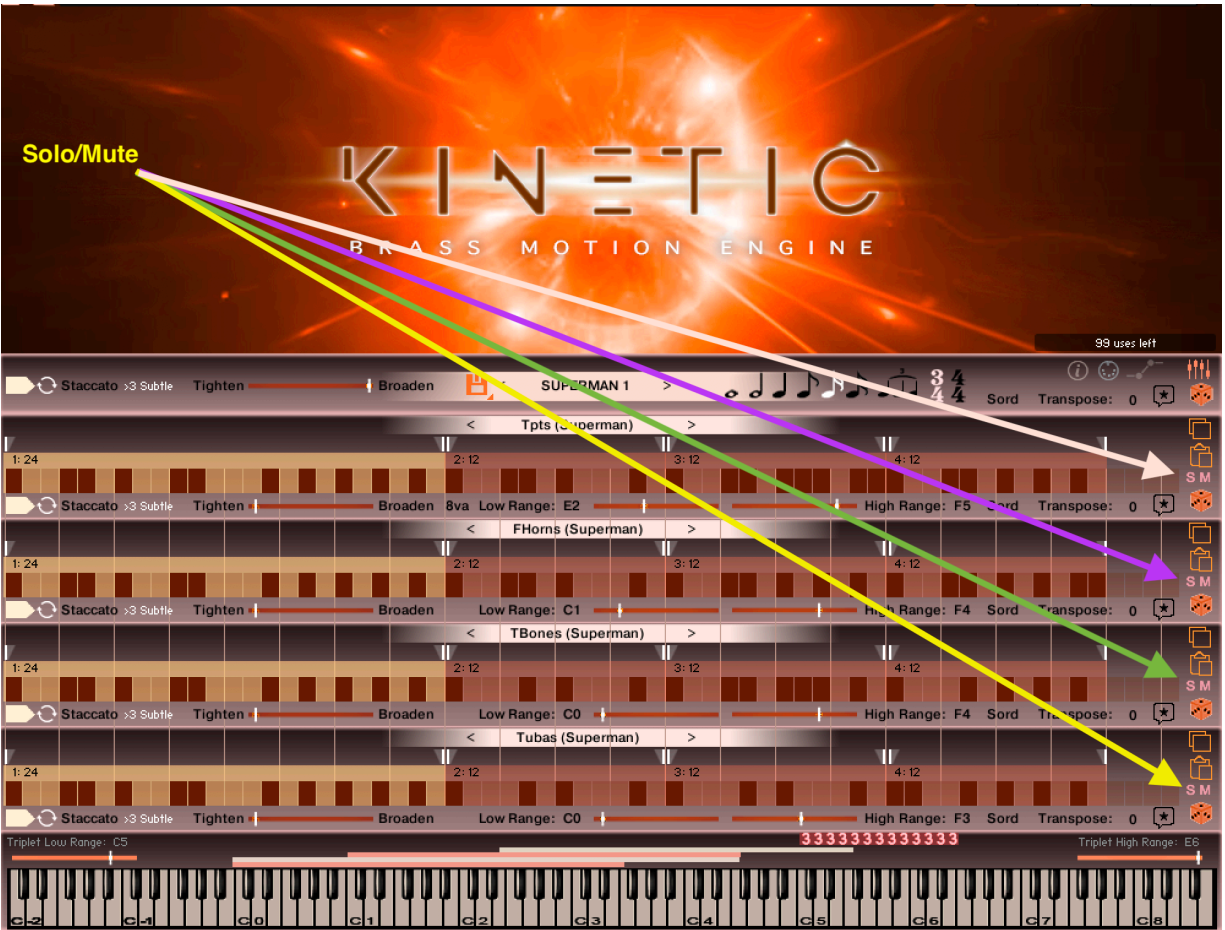


Randomize Patterns

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

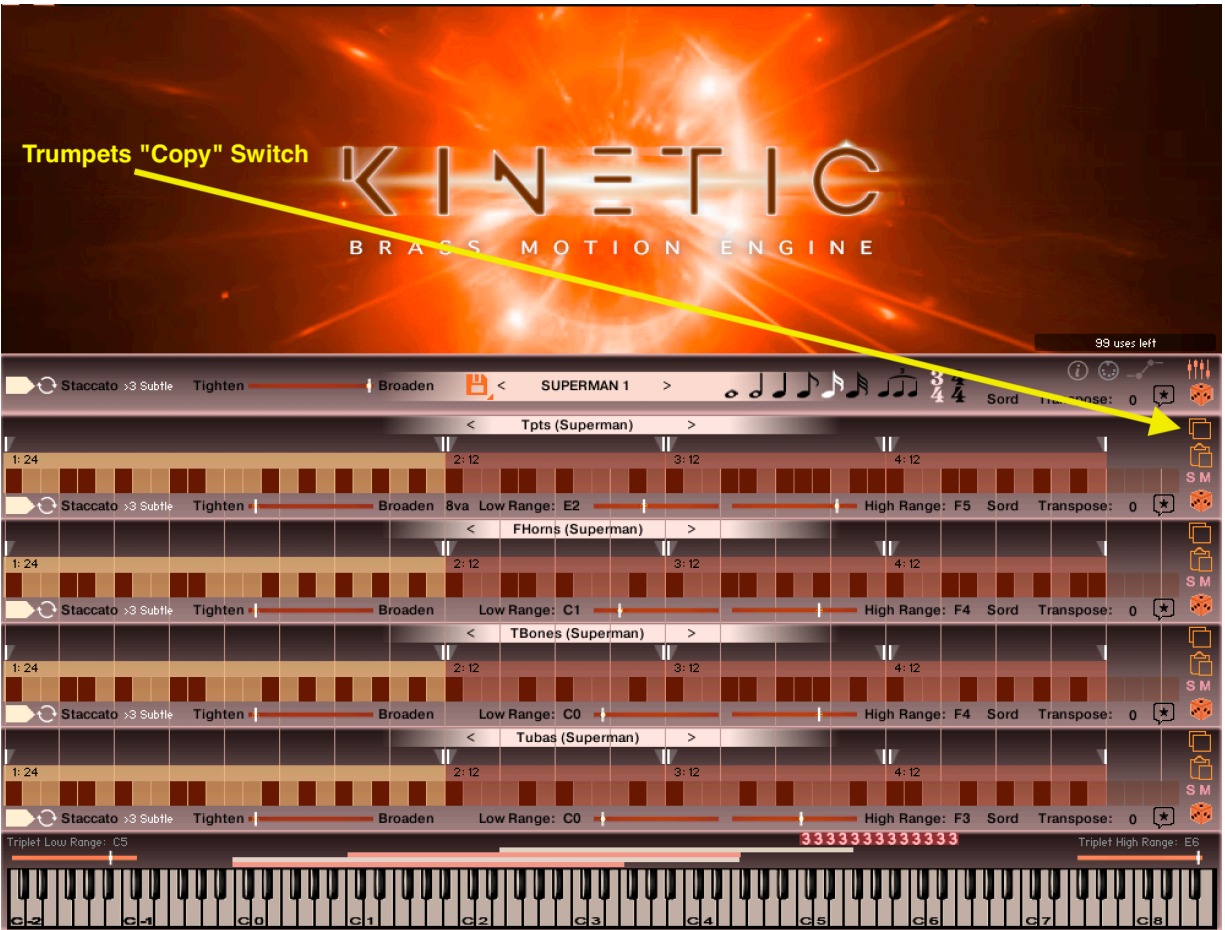
Solo/Mute

Solo or Mute Timelines (Sections)

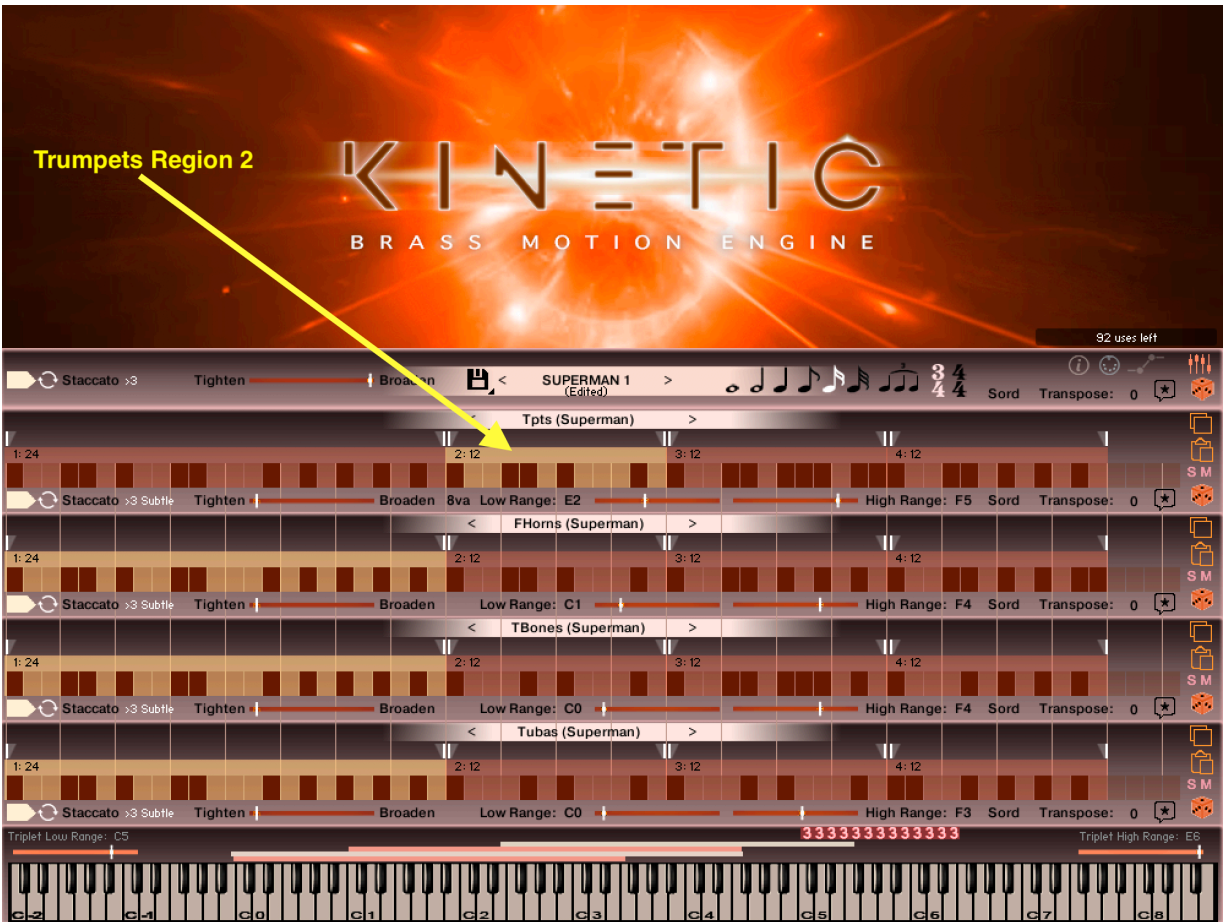


Copy/Paste

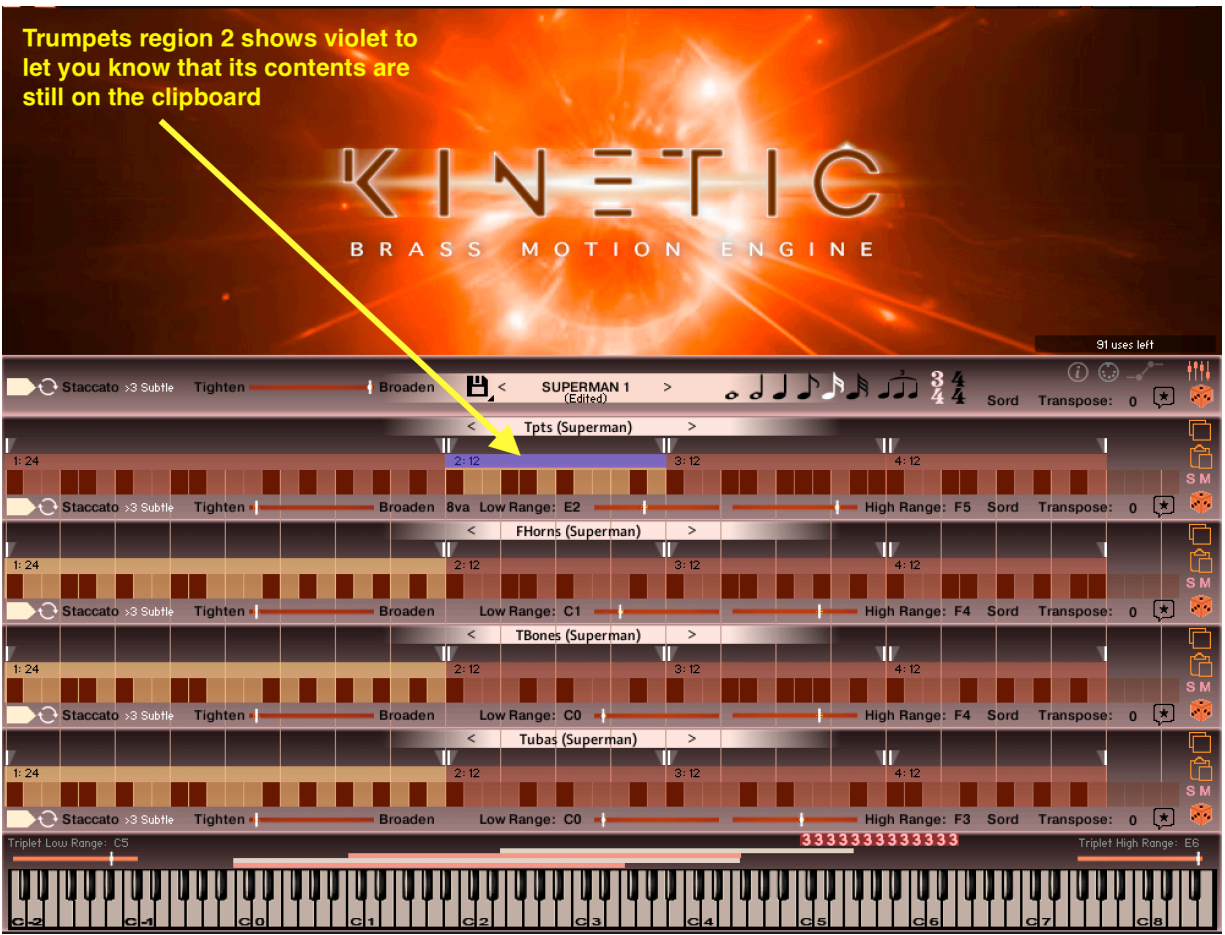
Copy and paste regions. You can copy and paste any region to any other region in any timeline.



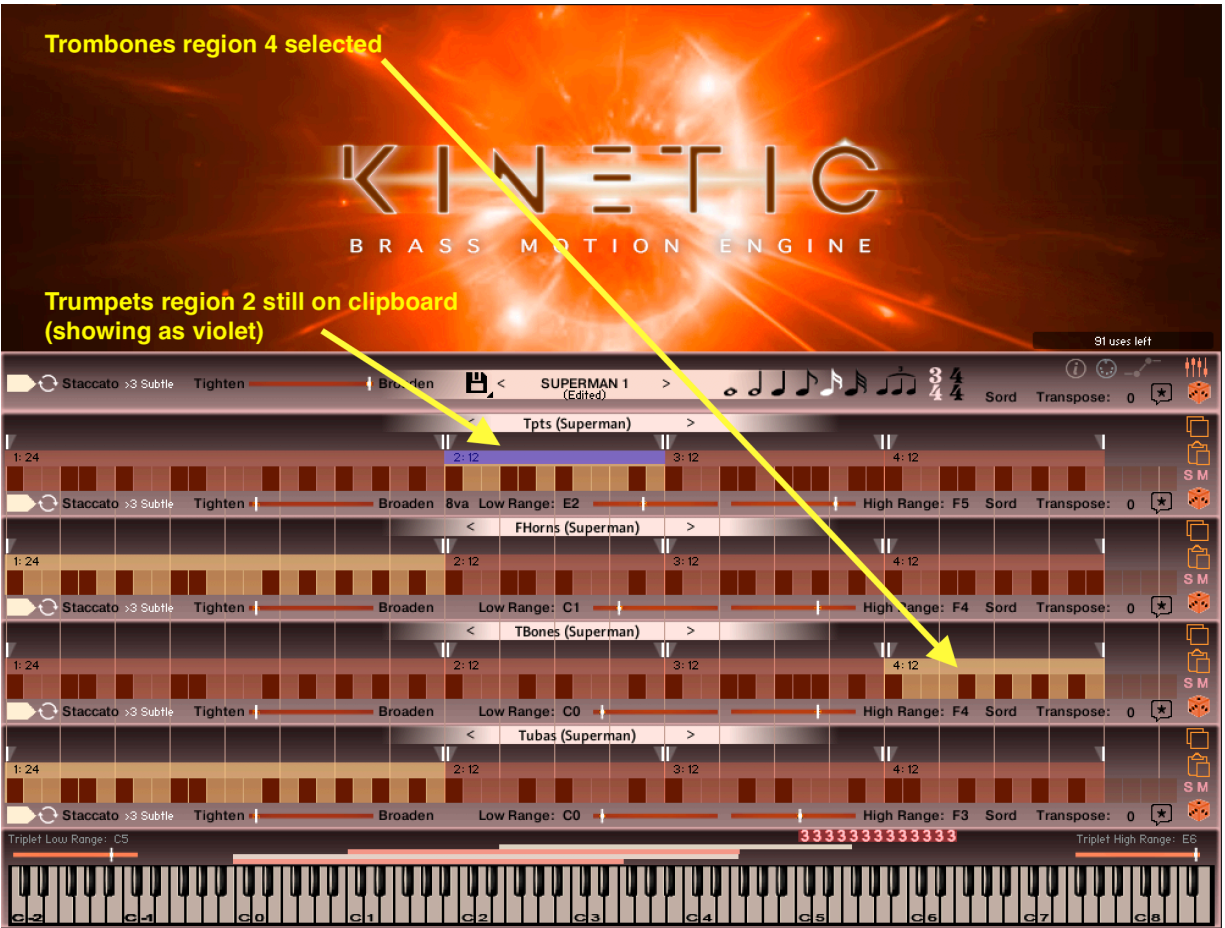
In the example below, we have selected region 2 of the Flutes. This makes the region "active" as the playable region.



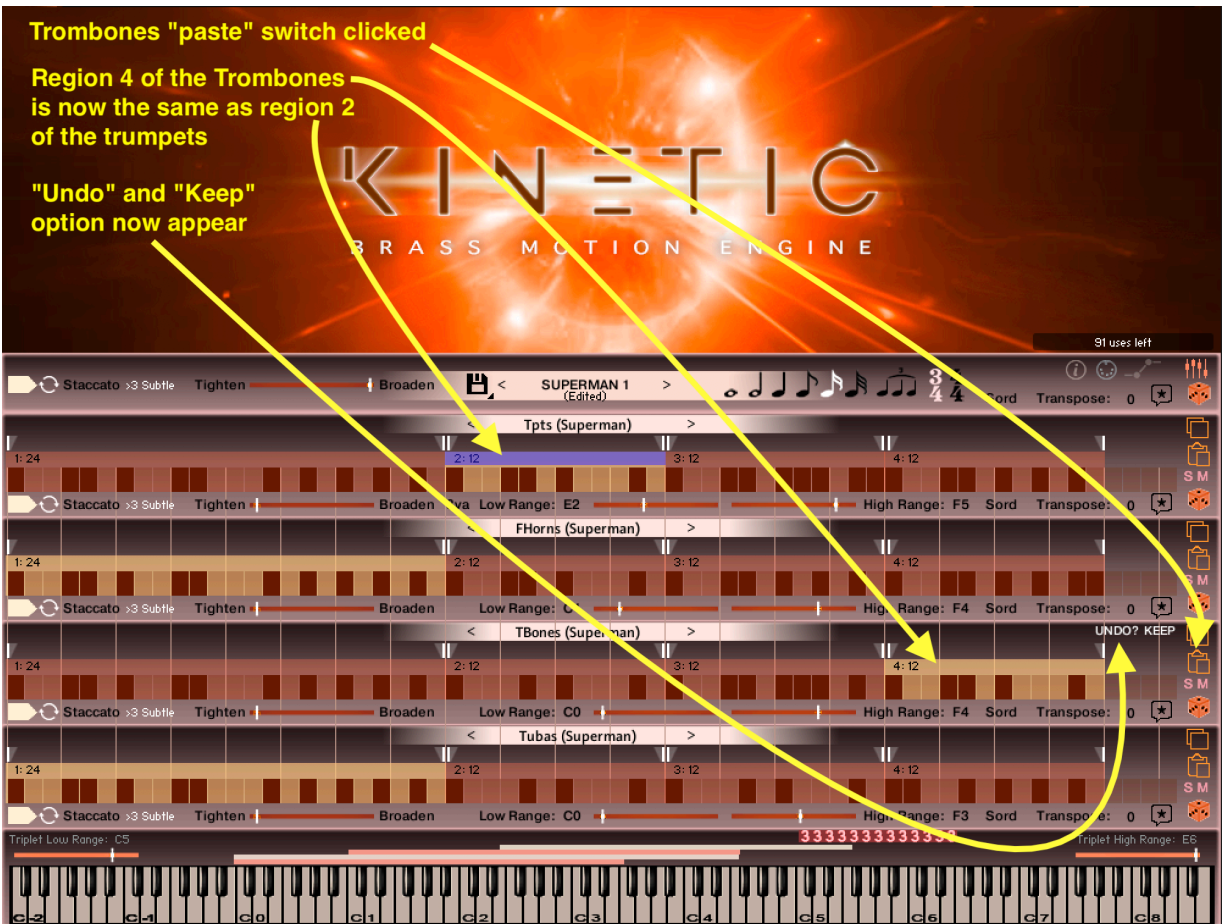
Then we clicked the "copy" switch for the Flutes timeline. This makes the selected region's header turn violet and copies the contents of Flutes region 2 to the clipboard:



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



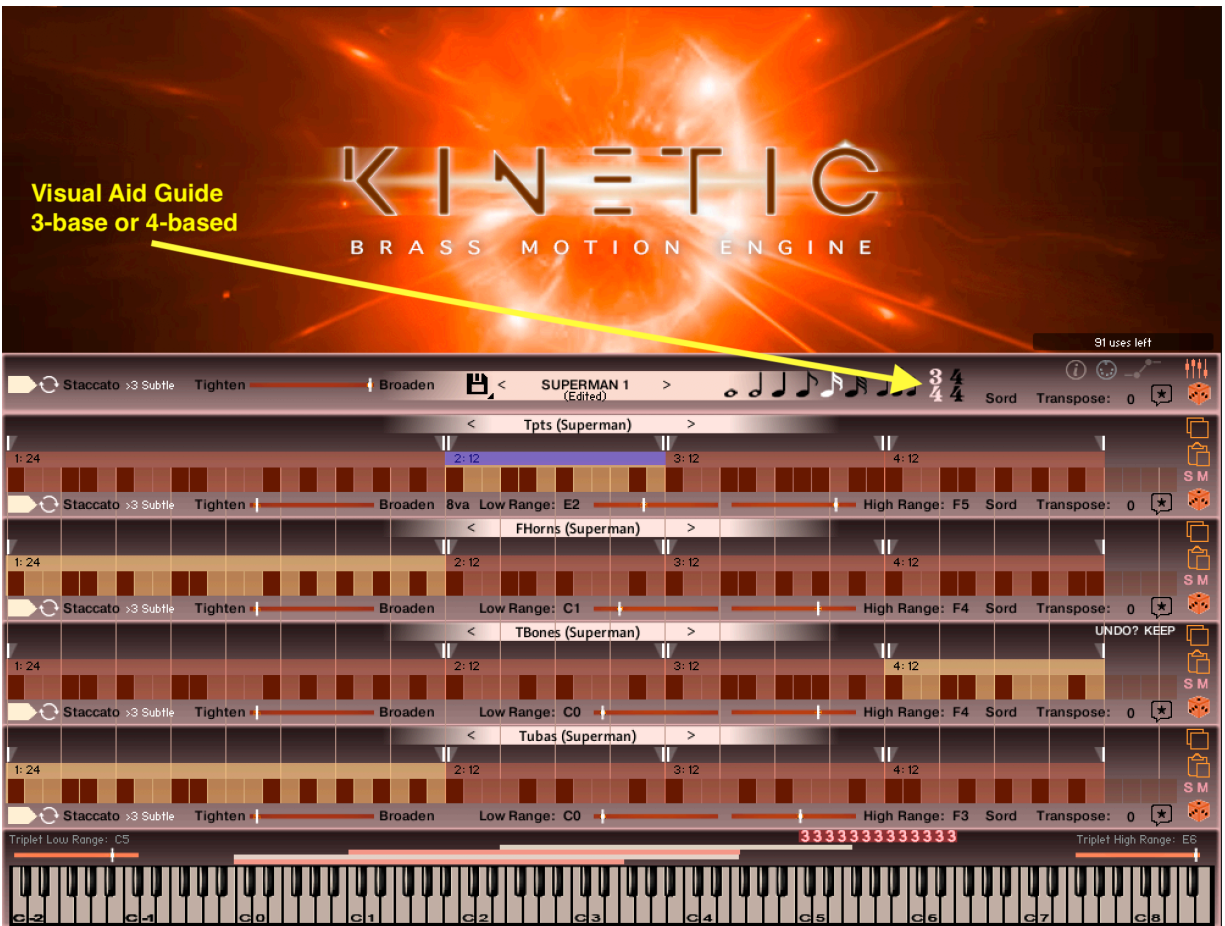
Now we can paste the contents of the clipboard (copied from region 2 of the Flutes timeline) to region 4 of the Clarinets by clicking the Clarinets timeline's "paste" switch.



Choose "Keep" to retain the changes. Command-Click (Mac) or Control-Click (Windows) any region's header to clear the clipboard.

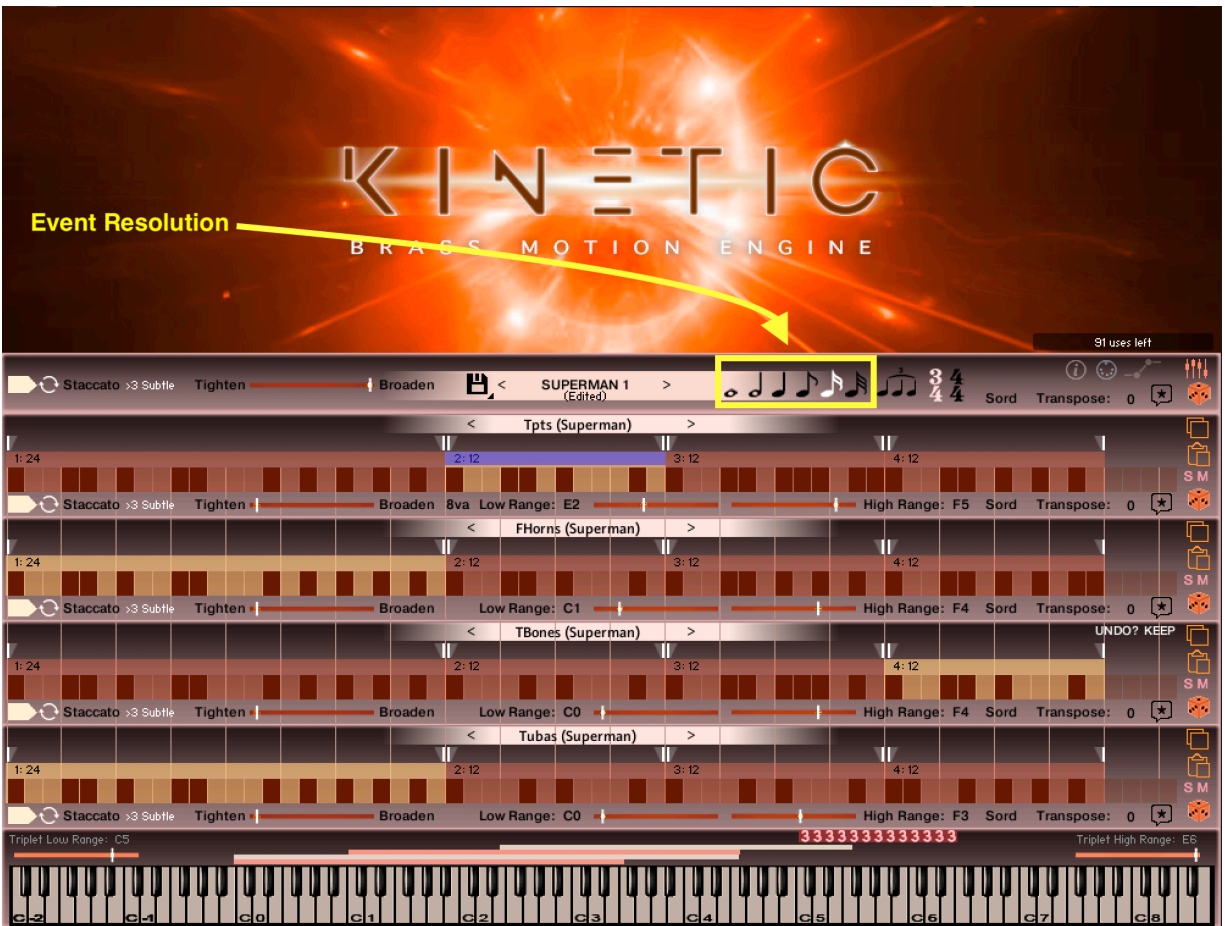
Grid

Visual aid grid. To make editing region lengths easier, we've installed a visual aid grid based on multiples of 3 or 4. So (in the example below) if you were to want your pattern to be in 3/4 or have accents based on every 3rd or 6th event, you would choose "3/4" on the visual aid so that you could see things based in multiples of 3. Once again, this is only a visual aid.



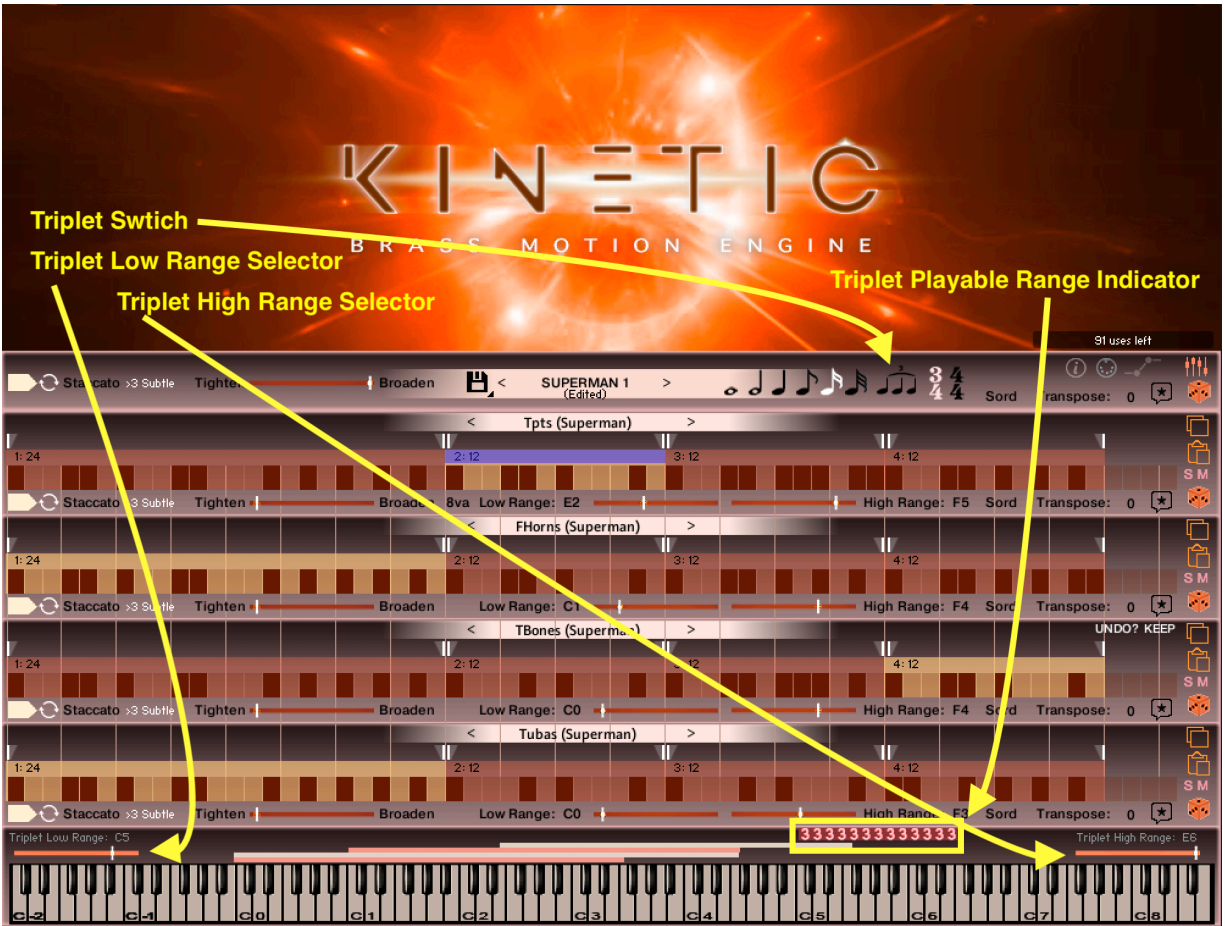
Event resolution

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.



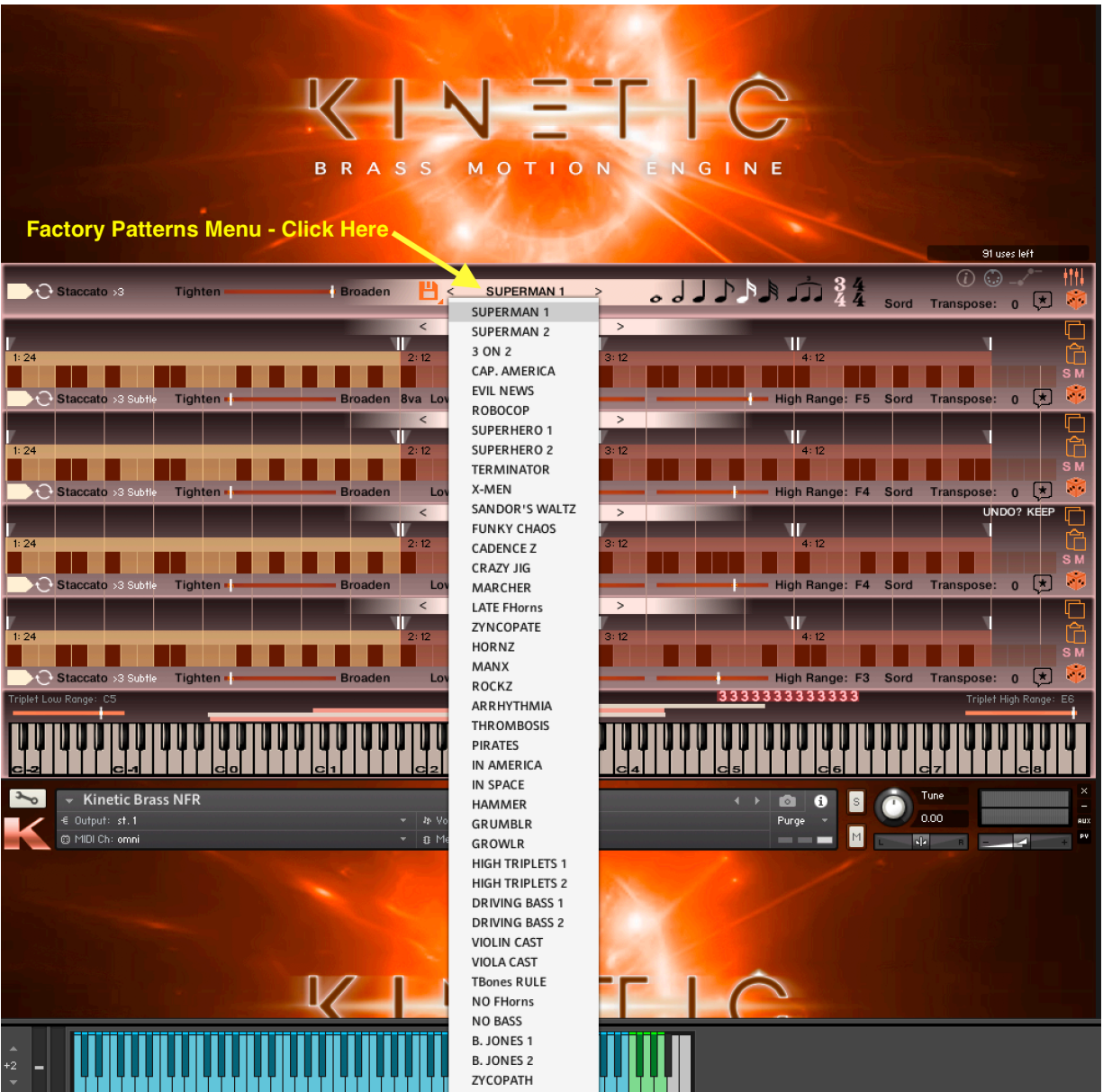
Triplets

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 E₆ 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.



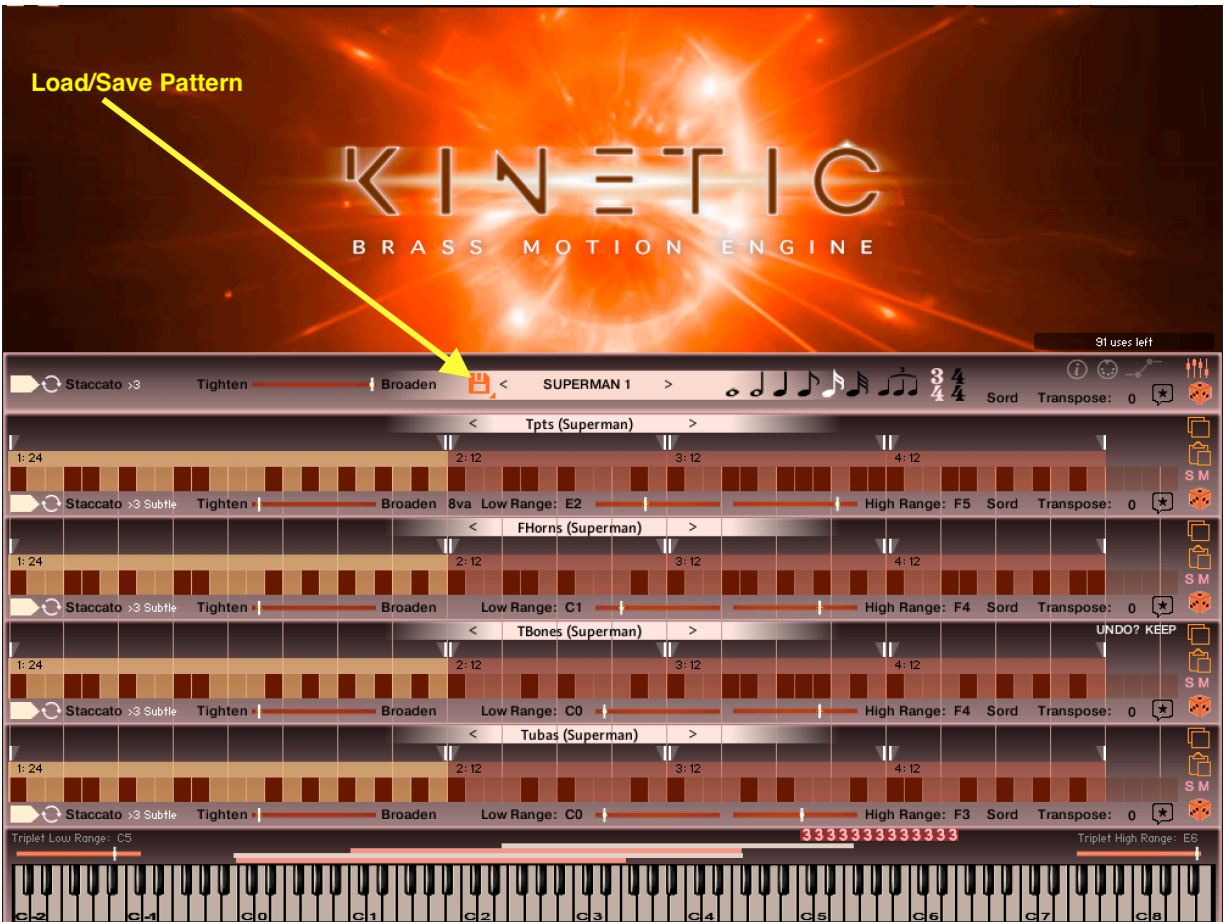
Pattern Presets

40 Factory Pattern Presets. Choose from 40 fun-to-play presets. All of these presets can be edited and then saved.

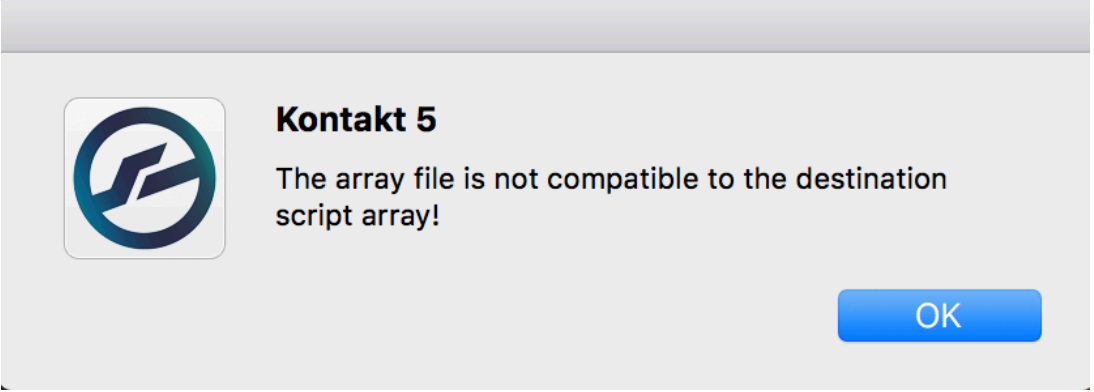


Load/Save Pattern

Use this switch to load or save a pattern. Custom patterns that you save will not have their titles shown in the preset menu.

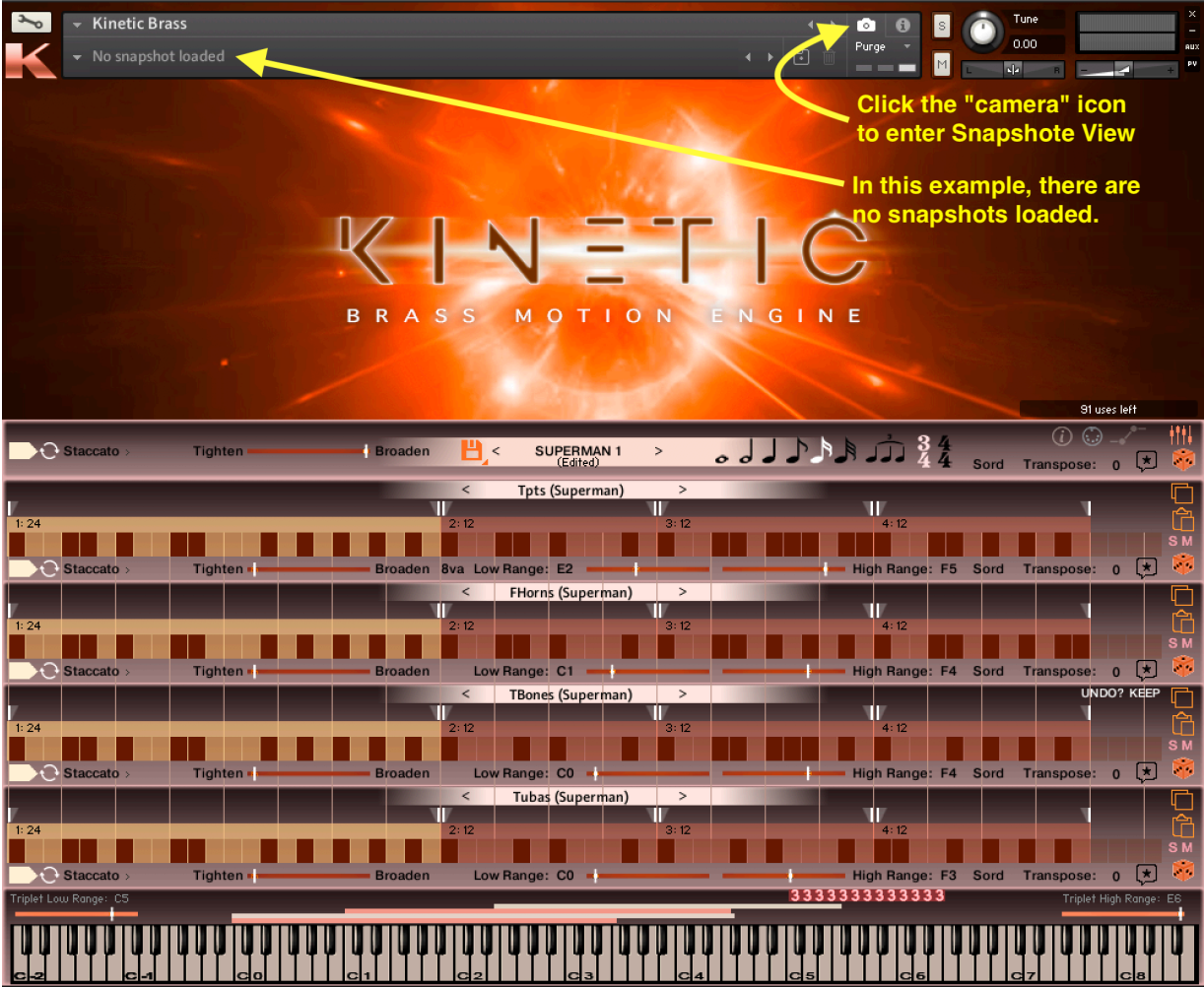


If you get the prompt image below when you attempt to load a pattern, do not worry. These patterns are included in this library that set factory preferences, and cannot be loaded by the user.



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

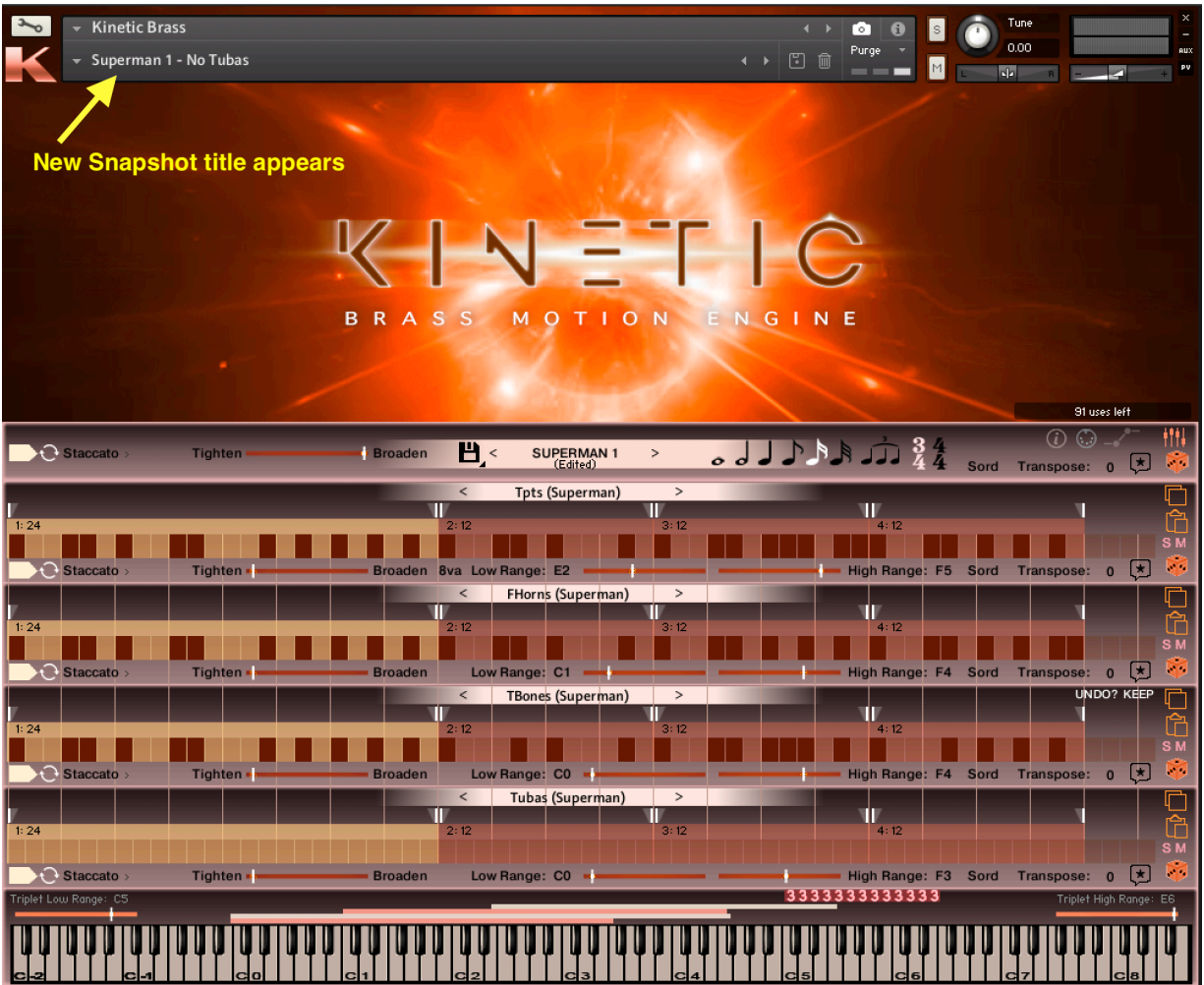
Make sure you are using "Snapshot View":



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

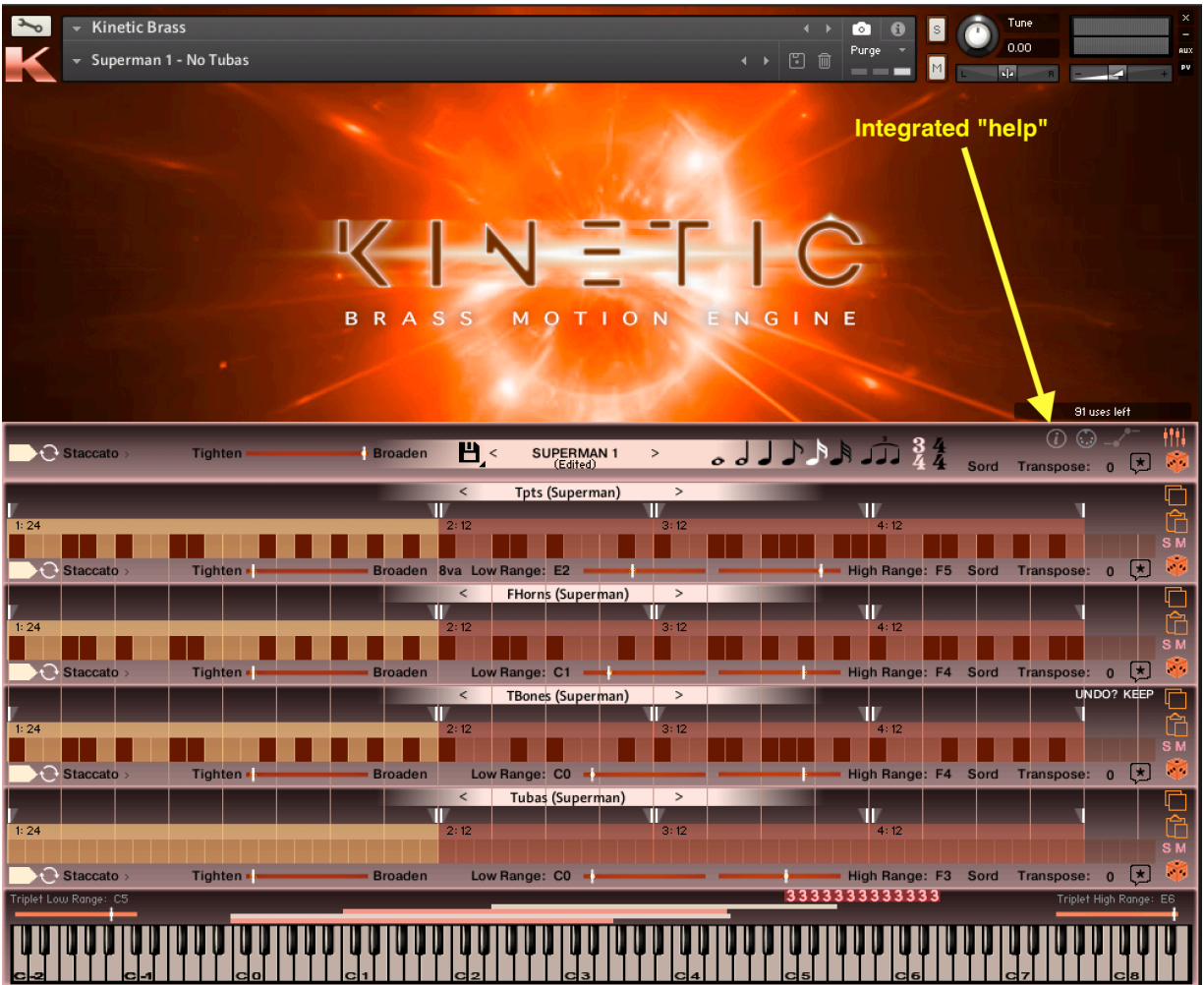


After clicking "Save" above, the new snapshot title appears. I can now close the instrument (no need to resave) and this snapshot will be available whenever I load Kinetic Woodwinds again. Please note that the new snapshot is ONLY available when loading the same instrument (.nki file) in which the snapshot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



Info Tutorial

Integrated Information utility. Click the "i" button to bring up the information field:



Information field now shown: Click any of the highlighted text in orange (on the actual interface of the instrument) for further information.

KINETIC BRASS INTERACTIVE TUTORIAL [X]

CLICK ANY HIGHLIGHTED TEXT HERE OR ANY FEATURE ON THE INTERFACE ITSELF TO GET HELP OR INFORMATION

KINETIC BRASS OSTINATO/PATTERN MAKER - Kinetic Brass is the world's most flexible ostinato pattern generator using wonderfully-recorded short brass samples. It's truly one-of-a-kind and is fantastic for creating fun and interesting rhythms.

Create your own custom INDEPENDENT rhythm 'timeline' patterns for Tpts, FHorns, TBones and Tubas all playing together at the SAME TIME!

Each of the 4 timelines (Violins, FHorns, TBones and Tubas) has 64 EVENTS.

Each timeline is divided into 4 programmable regions. (And regions can be overlapped!)

Choose a single region that will continuously cycle through itself, or.....

Select 'cycle mode' that lets each region play, then auto-cycles to the next region. Once all 4 regions have played, the cycle will repeat.

You can disengage 'repetition mode' for any or all timelines. Therefore, for example, if you turn off 'repetition mode' for Tpts and FHorns, you can have a driving bass pattern play while you hold down a low octave, while playing a completely different, un-repeating melody in the Tpts and FHorns.

6 different speed resolutions: whole, half, quarter, 8th, 16th and 32nd notes. And you can even designate a part of your playing range to play triplets while the rest of the range does not. This allows a great '3 against 2' rhythm.

Choose independent ranges for all 4 sections. And an 'auto-mix' feature compensates for overlapped ranges so that you don't get too much of a sudden jump or dip in levels.

Humanize the repetition speed between each event for added realism.

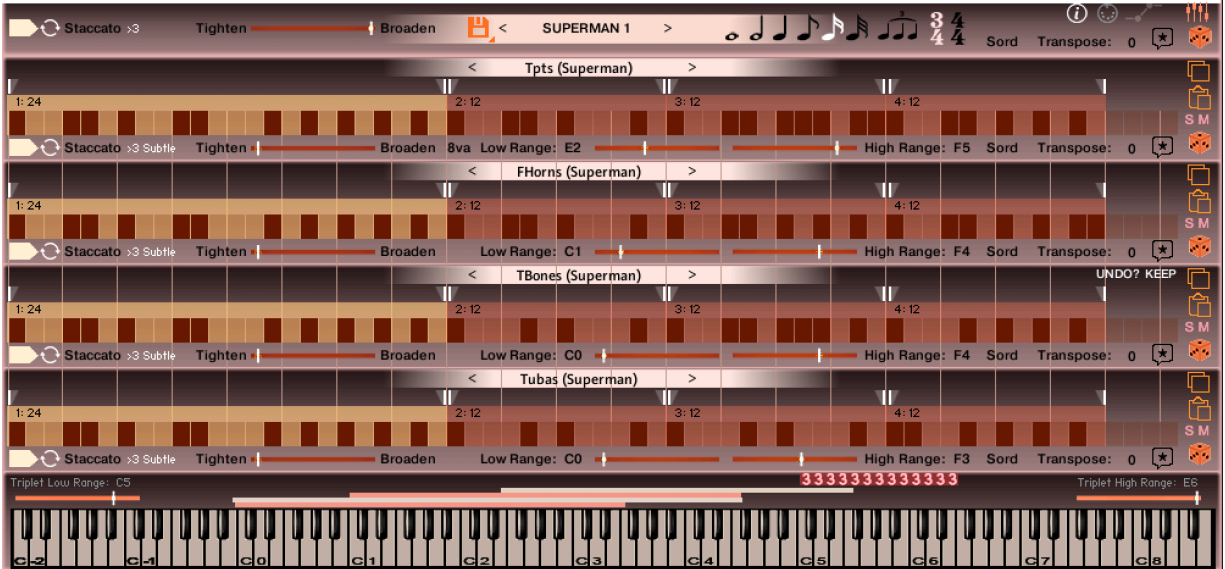
Instantly randomize events in any or all timelines in REAL TIME. (by clicking, or using keyswitches) This is super fun and creates some rather WILD rhythms!

Copy and paste from one timeline to another.

Save your timelines. You can either save the entire set as a 'full ensemble' pattern, or save individual timelines.

3 mixable and purgeable Mic positions, up to 3 dynamic layers, transposition, section mixing, panning, and purging, EQ, reverb, velocity sensitivity, and auto velocity variation.

Pre-programmed, user-selectable controllers for almost all elements where needed. AND SO MUCH MORE!



While the info switch is active, you can click any feature on the GUI, and information about that feature will be brought up:

REGION 1 SELECTOR - Tpts

Clicking here chooses REGION 1 as the playable section of the entire 64-event pattern in the Tpts' timeline. This also takes effect in real time. You can also assign this feature to a MIDI controller.

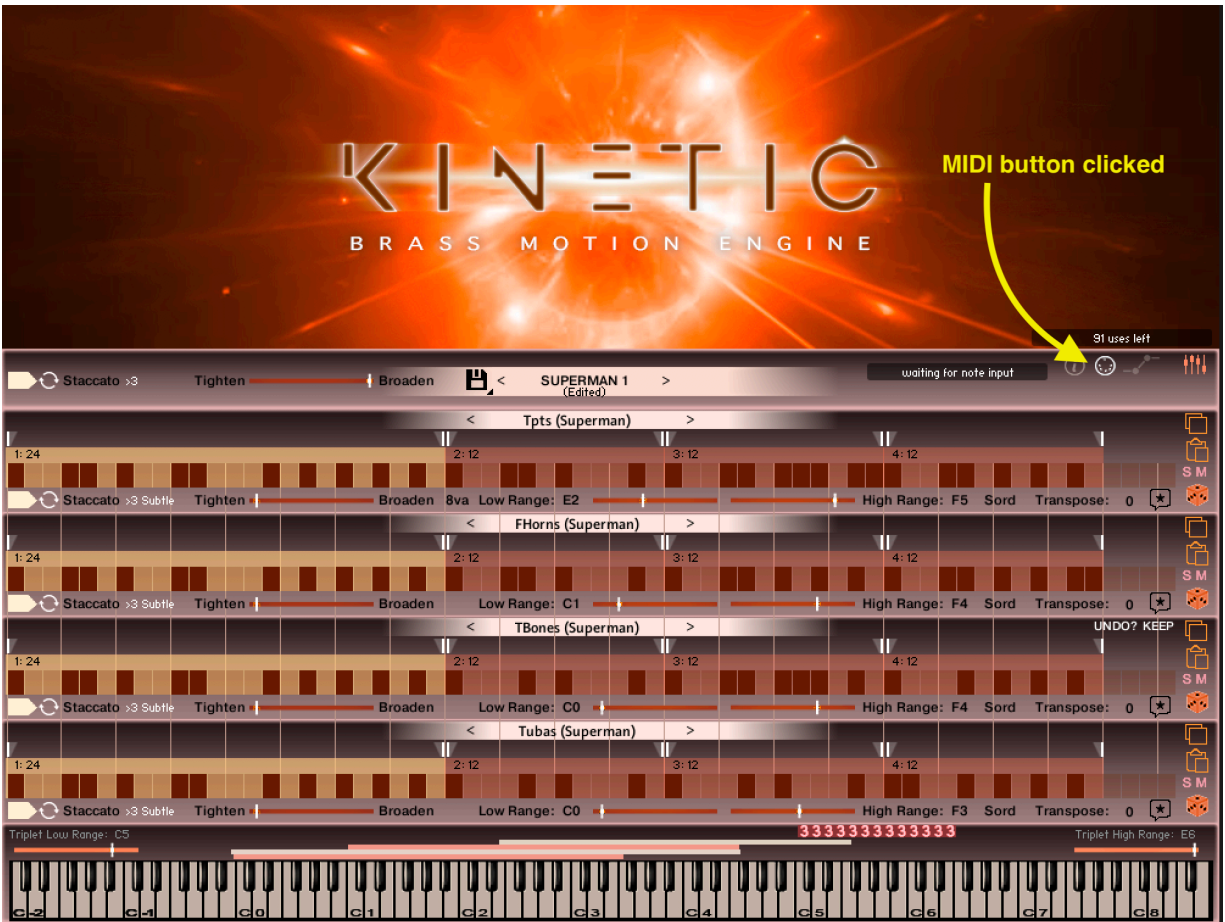
In this example, region 1 of the trumpets' timeline was clicked while the "info" feature is active. Information about "regions" is then shown.

The screenshot displays a music software interface for a trumpet part titled "SUPERMAN 1 (Edited)". The interface is divided into several sections:

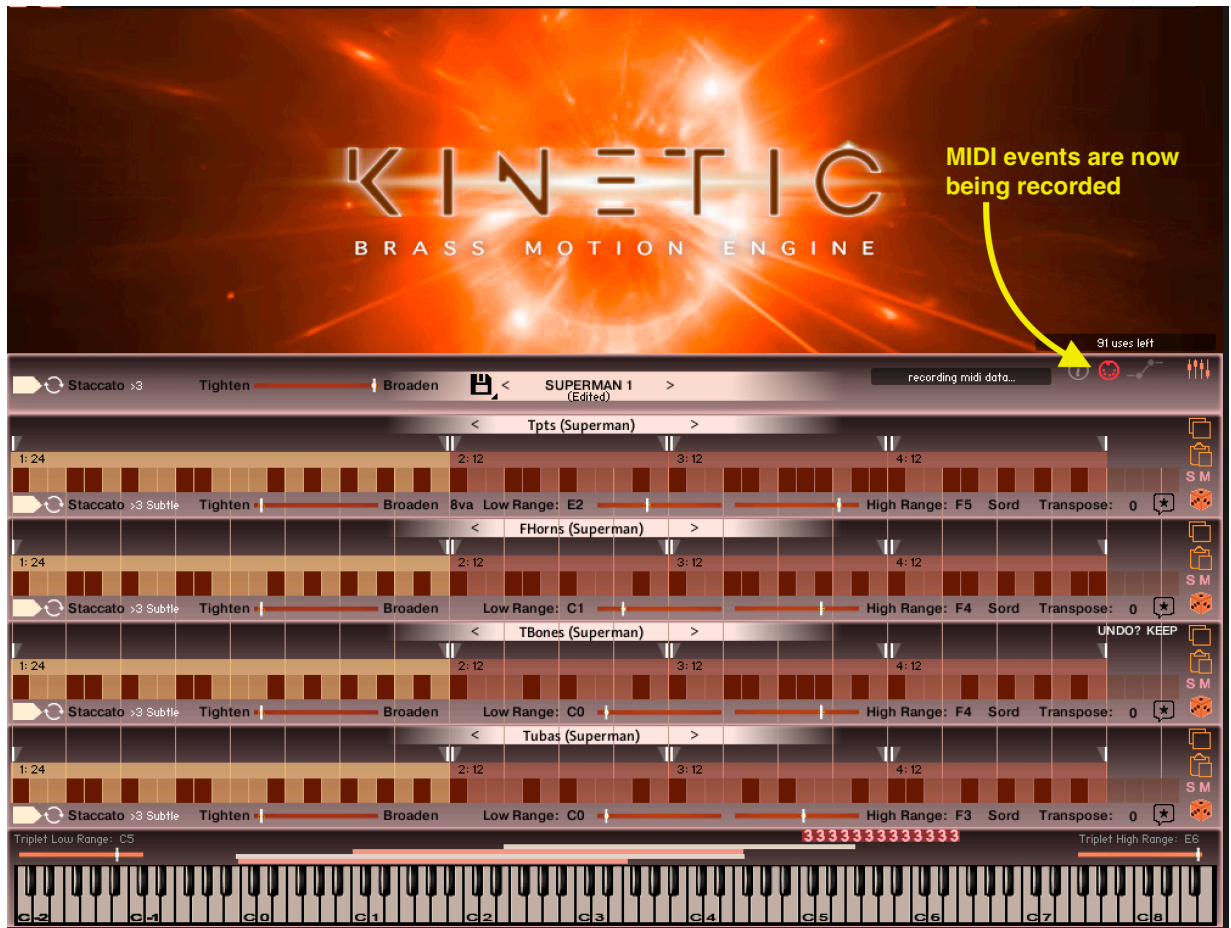
- Top Bar:** Contains playback controls (Staccato, Tighten, Broaden), a file icon, the title "SUPERMAN 1 (Edited)", a musical notation preview, a 3/4 time signature, and a "Sord" (Sordano) button. A green arrow points from the text above to the "info" icon in the top right corner.
- Trumpet Part (Tpts (Superman)):** Shows a piano roll with a timeline from 1:24 to 4:12. It includes a "Staccato" button, a "Subtle" button, and a "Tighten" slider. The "Low Range" is set to E2 and the "High Range" is set to F5.
- FHorns (Superman):** Shows a piano roll with a timeline from 1:24 to 4:12. It includes a "Staccato" button, a "Subtle" button, and a "Tighten" slider. The "Low Range" is set to C1 and the "High Range" is set to F4.
- TBones (Superman):** Shows a piano roll with a timeline from 1:24 to 4:12. It includes a "Staccato" button, a "Subtle" button, and a "Tighten" slider. The "Low Range" is set to C0 and the "High Range" is set to F4.
- Tubas (Superman):** Shows a piano roll with a timeline from 1:24 to 4:12. It includes a "Staccato" button, a "Subtle" button, and a "Tighten" slider. The "Low Range" is set to C0 and the "High Range" is set to F3.
- MIDI Keyboard:** Located at the bottom, showing a piano keyboard with a triplet of notes (C5, C6, C7) highlighted in red.

MIDI Drag and Drop

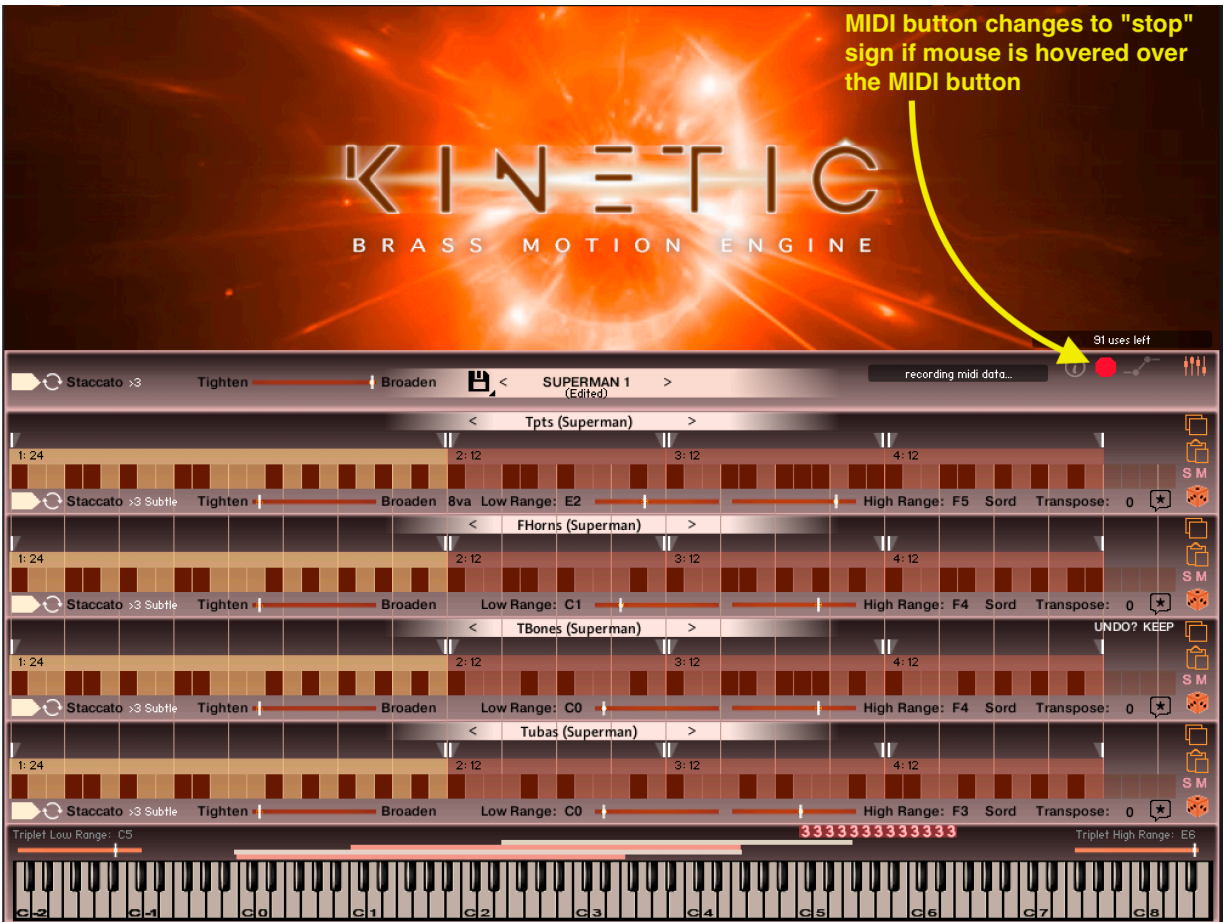
In the example below, the MIDI button was clicked. The engine is now awaiting notes to be played. (Whether live or via MIDI events recorded in a DAW.)



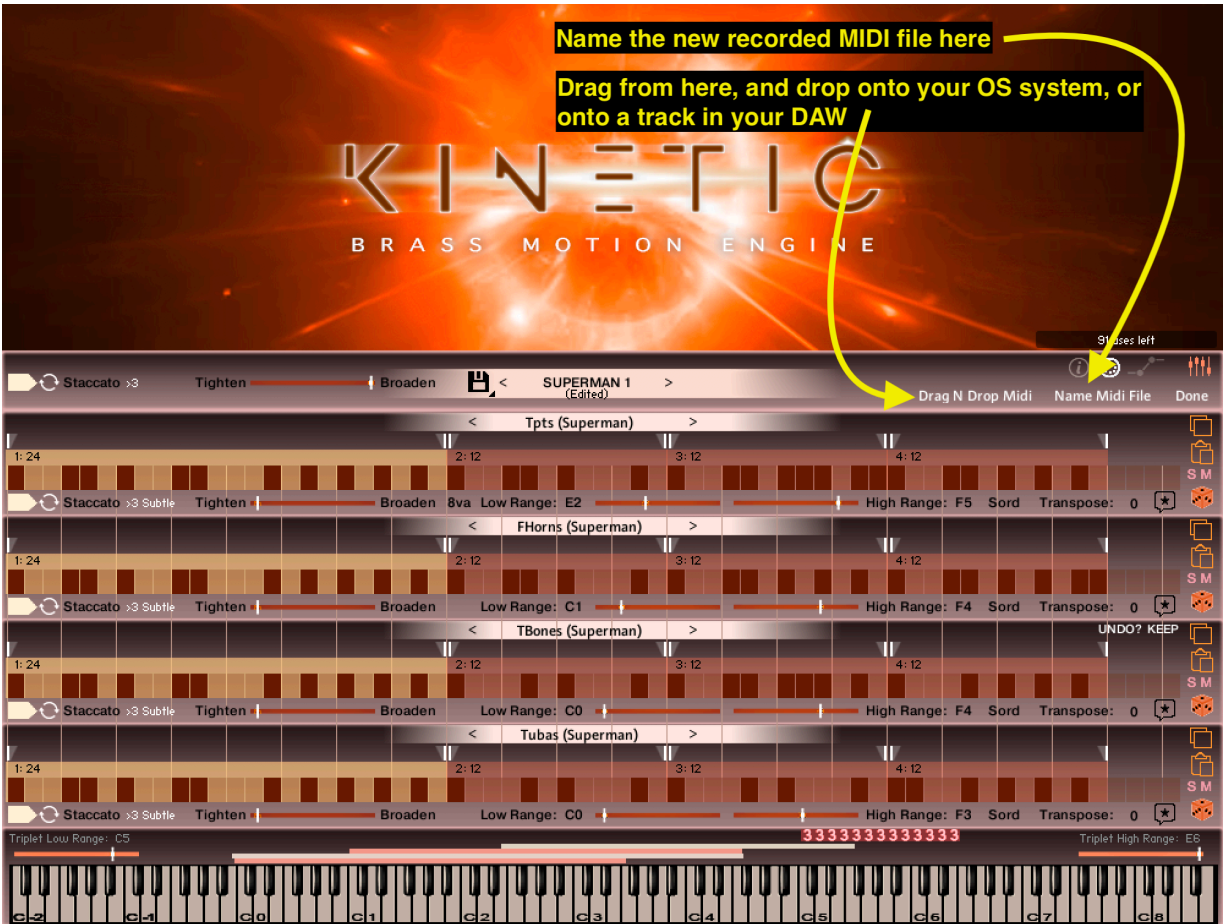
Once I start playing, the engine will start recording MIDI events exactly as the engine plays the repetitions. This included notes, rests, and velocity.



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

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

Automation button

CC 0	Turn on/off Triplet	CC 0	Tpts Articulations		
CC 0	Velocity Volume	CC 0	FHorns Articulations		
CC 0	Tpts Region Chooser (1-4)	CC 0	TBones Articulations		
CC 0	FHorns Region Chooser (1-4)	CC 0	Tubas Articulations		
CC 0	TBones Region Chooser (1-4)	CC 0	GLOBAL Articulations		
CC 0	Tubas Region Chooser (1-4)	CC 0	Tpts Accents	CC 0	Subtle/Moderate/Dramatic
CC 0	Transposition All	CC 0	FHorns Accents	CC 0	Subtle/Moderate/Dramatic
CC 0	Transposition Tpts	CC 0	TBones Accents	CC 0	Subtle/Moderate/Dramatic
CC 0	Transposition FHorns	CC 0	Tubas Accents	CC 0	Subtle/Moderate/Dramatic
CC 0	Transposition TBones	Use the same CC# for all sections if controlling accents globally.			
CC 0	Transposition Tubas	KS F#6	Randomize Pattern - Tpts		
CC 0	Tempo	KS F#6	Randomize Pattern - FHorns		
CC 0	Repetition Event Resolution	KS G#6	Randomize Pattern - TBones		
CC 0	Humanize Repetition Speed	KS A#6	Randomize Pattern - Tubas		

Staccato >3 Subtle Tighten Broaden SUPERMAN 1 (Edited) 3/4 Sord Transpose: 0

Tpts (Superman) Low Range: E2 High Range: F5 Sord Transpose: 0

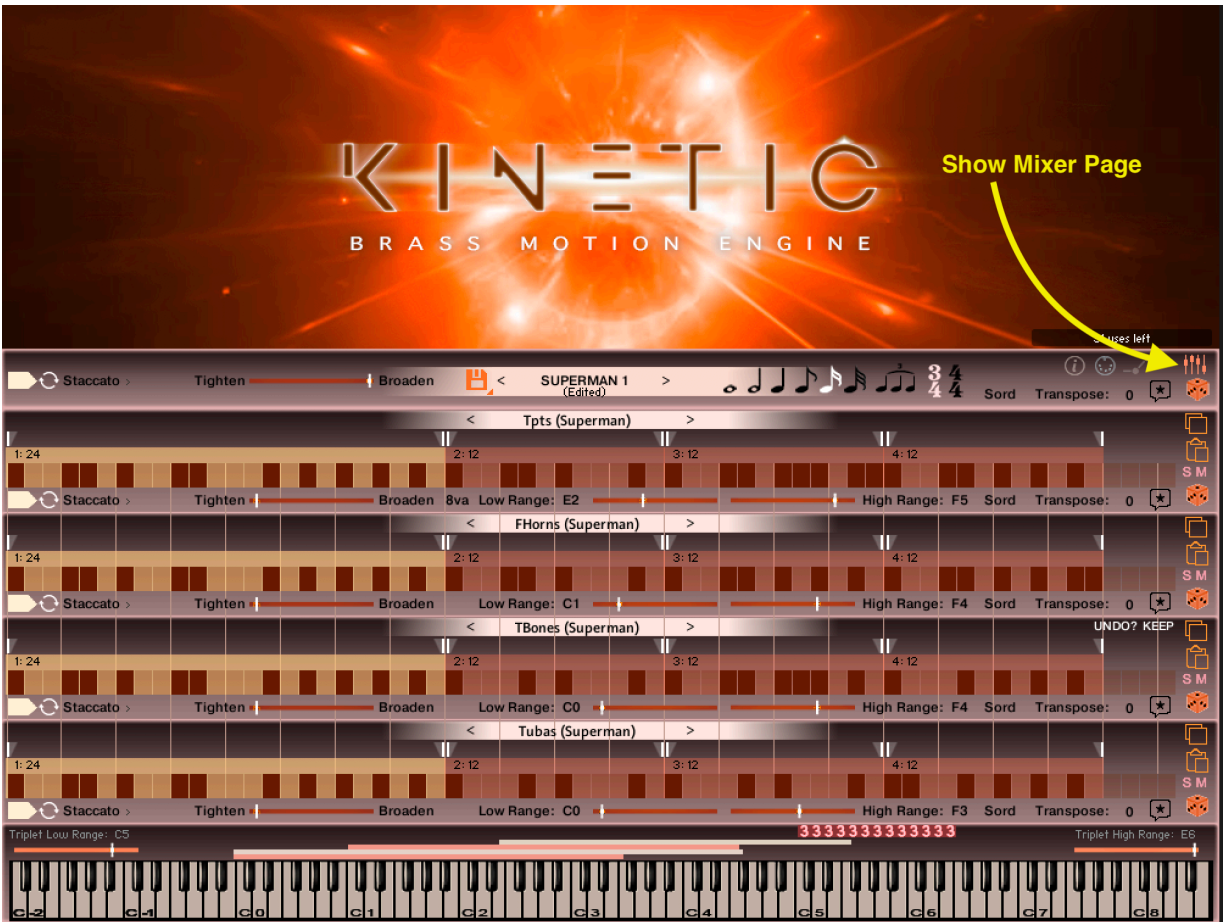
FHorns (Superman) Low Range: C1 High Range: F4 Sord Transpose: 0

TBones (Superman) Low Range: C0 High Range: F3 Sord Transpose: 0

Tubas (Superman) Low Range: C0 High Range: F3 Sord Transpose: 0

Triplet Low Range: C5 3333333333333333 Triplet High Range: E6

Show Mixer Page



Mixer Page. the Kinetic Woodwinds 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.

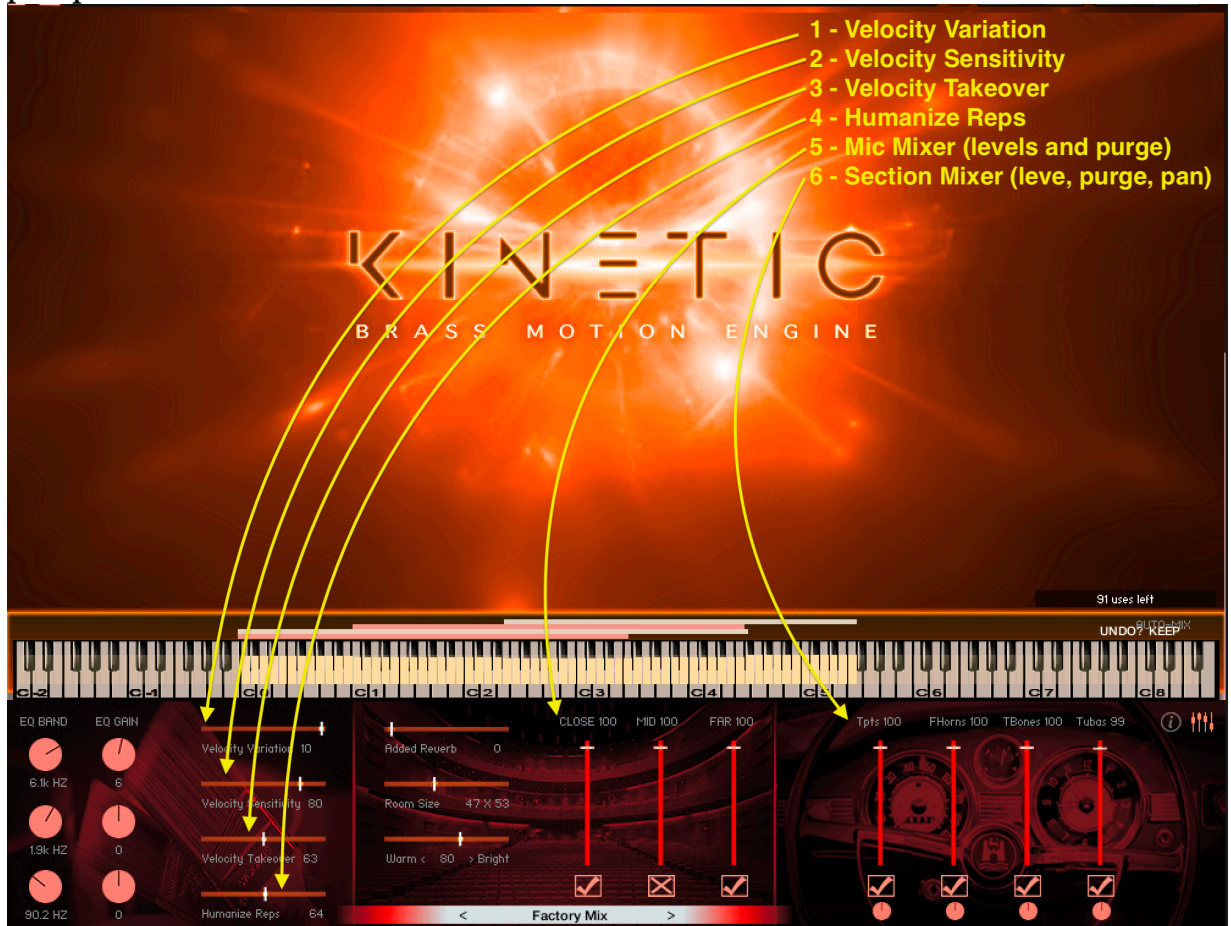
2 - Velocity Sensitivity: This will scale the sensitivity of velocity on VOLUME ONLY. Brightness and attack are still governed by your velocity input.

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 - Humanize Repts: This will de-quantize the time between events in the timelines according to the scale you set on this slider. Essentially, it adds a degree of realism due to the fact that the timing between notes and rests will slightly "drift" slower and faster in a randomized manner. Be careful with this feature. Setting the value too high and holding notes for too long will likely create unwanted "drifting" in the timelines.

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

6 - Section Mixer: Set the levels for Flutes, Oboes, Clarinets and Bassoons. Purge using the check boxes below the level faders. Pan each section with the pan pots below the check boxes.



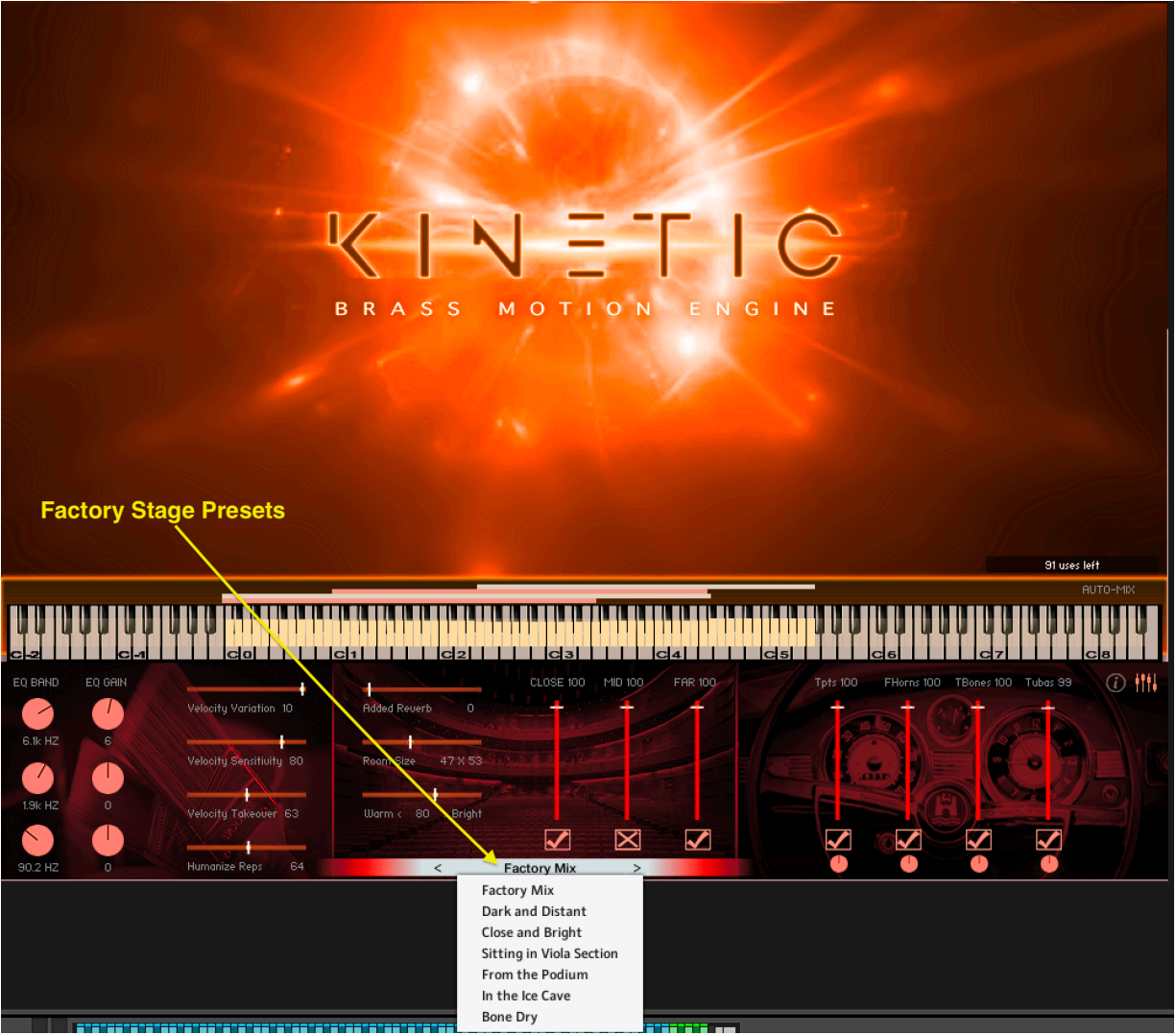
Note Mixing

You can set the level for each note that lies in the collective playable range. If notes are playable, then they appear here as small vertical bars superimposed on a graphic piano keyboard. This shows where the playable notes lie. To change the level of a note, click the vertical bar of the note you want to edit. Raise or lower it. To revert back to the original mix, click the "AUTO-MIX" button. This button intelligently scans the ranges of all 4 timelines and their overlapped areas. It mixes them so as to create the smoothest possible crossfade during those overlapping areas.



Stage Presets

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



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