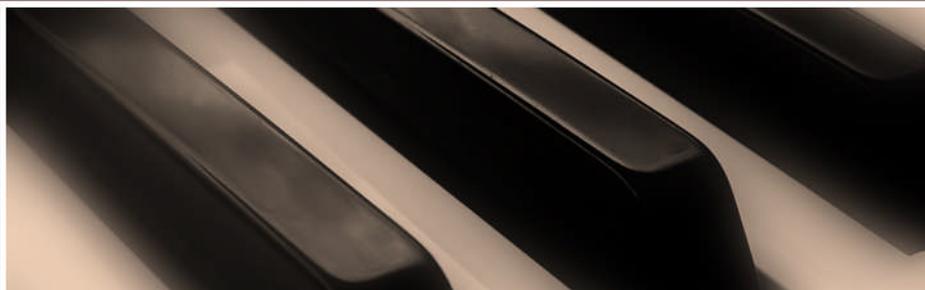
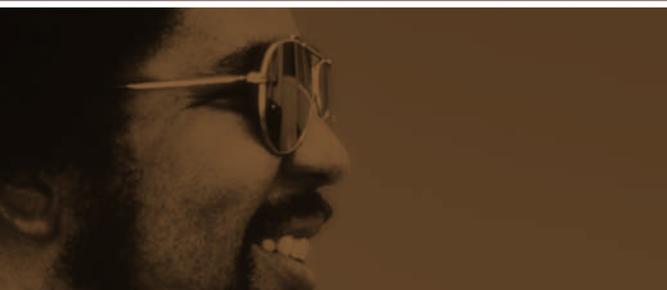
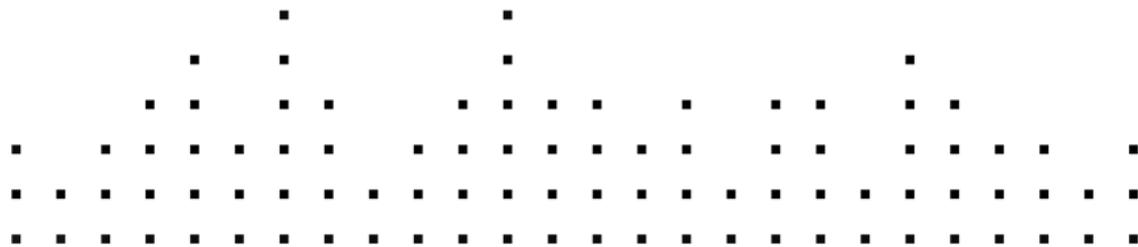




George Duke
SOUL TREASURES



Manual



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1 Introduction

George Duke SOUL TREASURES is a treasure trove for producers looking for instant soul for their tracks. Exclusively recorded for Native Instruments by American soul/jazz legend George Duke, hundreds of soul-drenched and funky keyboard loops are ready to go, copy-right free, and without the need to dig for samples through racks of dusty vinyl.

For use with KONTAKT 4 or the free KONTAKT 4 PLAYER, this is the first phrase instrument, and is designed to get you instantly making tracks, thanks to its simple usability and highly inspiring, evocative sound. Each phrase can be easily and extensively tweaked by simply using the keyboard or the computer's mouse, with all steps visible on the new waveform display.

George Duke and his personal engineer Erik Zabler recorded each phrase using his very own acoustic, Rhodes, Wurlitzer and Clavinet pianos, and highly sought-after vintage equipment for true 70s soul vibrations. Two version of each phrase are available: Clean, and Tubes & Tapes, which utilizes equipment like custom made Jensen transformer DI's and Manley Massive Passive Tube EQ to add that authentic, warm, soul brother flavor.

George Duke SOUL TREASURES is a producer's dream, each phrase meticulously edited, tweaked and sliced for automatic tempo sync — a perfect starting point for you hip-hop, R&B or soulful electronic tracks.

We sincerely hope that you enjoy George Duke SOUL TREASURES.

– Your Native Instruments Team

1.1 George Duke – Master of the Game

With five Grammy Awards to his name, George Duke's career has been a long and illustrious one, from the early days in the 60s as the George Duke Trio, right up to his recent work with Jill Scott. George's distinctive, funky style can be heard on records by legends such as Cannonball Adderley, Frank Zappa, Billy Cobham and Jean-Luc Ponty, as well as on his own impressive discography. His production duties have included working with such luminaries as Smokey Robinson, Anita Baker and The Pointer Sisters, among many others, and have often been in collaboration with his long-time engineer and friend, Erik Zabler. A

new generation of fans sprang up with the advent of hip-hop, as crate diggers found and used George Duke samples in numerous productions, including tracks by Ice Cube, Hieroglyphics, Diamond D, MF Doom, Kanye West, and even Daft Punk.

1.2 About KONTAKT / KONTAKT PLAYER

George Duke SOUL TREASURES is a KONTAKT Instrument; you will, therefore, have to have KONTAKT or the free KONTAKT PLAYER installed on your computer in order to use this instrument. Refer to the KONTAKT / KONTAKT PLAYER documentation to learn how to load and configure KONTAKT Instruments.



Fig. 1.1 George Duke SOUL TREASURES loaded into KONTAKT Player.

1.3 Manual Conventions

Manual Conventions

In this manual, distinctive formatting has been applied in order to let you recognize certain elements in the text at a glance:

- Text appearing in (drop-down) menus (such as *Open...*, *Save as...* etc.) and paths to locations on your hard drive or other storage devices is printed in *italics*.
- Text appearing elsewhere on the screen (labels of buttons, controls, text next to checkboxes etc.) is printed in **light blue with slightly condensed letters**. Whenever you see this formatting applied, you will find the same text appearing on the software's user interface.
- Important names and concepts are printed in **bold**.

2 Interface Overview

This chapter will introduce you to the George Duke SOUL TREASURES specific controls, which are situated in the Performance View section of the Instrument within your KONTAKT / KONTAKT PLAYER software. To show or hide the Performance View, press the Performance View button (PV) in the lower right of the Instrument Header:



Fig. 2.1 The Instrument Header showing the Performance View button in the lower right (PV).



To learn how to operate the Instrument Header's controls, refer to the documentation of your KONTAKT or KONTAKT PLAYER software.

2.1 Basic Controls

There are seven basic types of controls in a KONTAKT Instrument: knobs, sliders, buttons, switches, drop-down menus, click menus, and numericals. See the following sections for instructions on how to operate them.

2.1.1 Knobs

- To change a knob value, click on it and drag up to move the knob clockwise, or down to move it counter-clockwise.
- Knobs can be fine-tuned by holding down your computer keyboard's [Shift] key as you move the knob.
- [Ctrl] + Click (Mac: [Cmd] + Click) resets a knob to its default value.

2.1.2 Sliders

- To change a slider's value, click and drag the slider to the right to increase, or to the left to decrease the value.
- Sliders can be fine-tuned by holding down your computer keyboard's [Shift] key as you move the slider.
- [Ctrl] + Click (Mac OS X: [Cmd] + Click) resets a slider to its default value.

2.1.3 Buttons

These are all toggles — click once to turn on, again to turn off. Most buttons will change their background color when actuated, thus reflecting the new state.

2.1.4 Switches

Like buttons, these also function as toggles. The left position indicates the off state. Clicking the switch moves it to the right and changes the state to on.

2.1.5 Drop-Down Menus

These look like buttons, but have small arrows that point down. To access a drop-down menu's entries, click on the menu. A list holding one or several entries drops down. To select one of the entries, move the mouse to the regarding entry so that the entry gets highlighted, then press the left mouse button. The Instrument takes whatever action you've requested, then closes the menu.

2.1.6 Click Menus

These work like scroll bar arrows in any computer program. Click the top arrow to access the previous setting. Click the bottom to access the next one (Click menus are only available in the Instrument Header).

2.1.7 Numericals

These are fields that contain numbers.

► Click on the numerical, then drag the mouse up to increase the value, and drag down to decrease the value.

or

► Double-click on the numerical, and type in the desired value.



Directly editable numericals are only available in the Instrument Header. The parameter values in the Performance View can be changed only by operating the according knob.

2.2 The Performance View

The Performance View holds all the relevant controls for working with George Duke SOUL TREASURES:

- You'll find the tab of the [Cover](#) page on the left of the [Instrument](#) tab.
- The tab of the [Quickstart](#) page is on the right; it provides you with some basic control tips and shortcuts to get you started.
- The controls within the [Instrument](#) page control the Instrument's performance. They are subdivided into a waveform display and two tabbed control pages underneath, namely the [SOUND](#) and the [TRIGGER](#) page.



Fig. 2.2 Instrument Header with Performance View showing the Instrument tab.

And here's a short introduction to what you can do within the Performance View (find more detailed descriptions in chapter [↑3, Using George Duke SOUL TREASURES](#)):

- Use the new waveform display to easily and extensively tweak the different slices of the loop phrase, changing the tuning, volume, attack, and length of each individual slice.
- You can drag and drop the loop into your DAW with the **MIDI DRAG** function
- Use the Prehear function (speaker symbol) to instantly hear the effects of your tweaking.
- You'll find the controls for changing the sound quality of a loop phrase under the **SOUND page**; switch between different recording chains for a cleaner or more processed sound.
- Select from various filter types and choose different convolution room presets or delays to produce the sound you want.
- The **TRIGGER page** gives you control over the performance of the instrument. The **TUNING** and **FX CHAIN** latches activate a memory for triggered modifiers so that the last modifier you triggered stays active. **CHOKER** limits the Instrument's polyphony to just one slice at a time. Toggle **LOOP** mode on to play the entire loop when holding the key of a slice depressed.

3 Using George Duke SOUL TREASURES

In this chapter, you'll learn about the controls, modes, and sound tweaking possibilities within the Performance View's waveform display, the [SOUND](#) page and the [TRIGGER](#) page.

Library Structure

For ease of use, the phrase loops contained within George Duke SOUL TREASURES have been grouped according to the instrument that was used (Electric Piano, Grand Piano, Wurlitzer and Clavinet). The loops are also sorted by BPM, enabling you to select the right tempo for your production. This easily navigable folder structure makes it simple for you to find matching phrases or tempos within the instrument.

3.1 Waveform Display

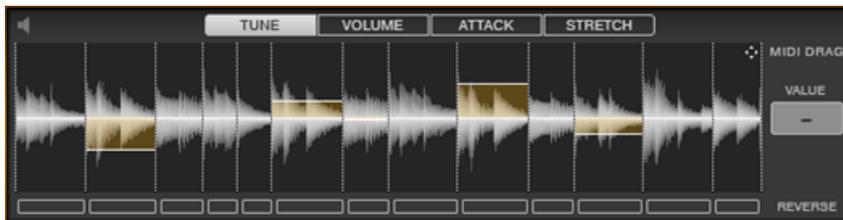


Fig. 3.1 The waveform display showing a loop phrase and its various slices.

The waveform display shows the entire waveform of the currently selected loop. Each loop is divided into various slices. This graphical representation of the loop lets you adjust various attributes for each slice, the value of each parameter being displayed in the mid-right [VALUE](#) display. The attributes that can be changed are:

- [TUNE](#): Tune up or down by up to 12 semitones per slice.
 - [VOLUME](#): Change volume of the slice in dB.
 - [ATTACK](#): Change attack in milliseconds for the selected slice to get a smoother fade-in.
 - [STRETCH](#) (only available when [TIMESTRETCH](#) is activated): changes the length of playback for each individual slice as a percentage of the original speed (from 5% to 200%)
- Parameter changes are made by clicking and dragging within the slice or by using the modifiers as described below.

Modifiers

- **SHIFT + Mouse:** Enable fine-tuning.
- **ALT + Mouse:** Change the parameter for all slices in the loop.
- **CTRL/CMD + Mouse:** Reset the parameter to its default setting.



Note that the modifiers can be combined.

- Each slice has a dedicated **REVERSE**-playback button underneath. Activate this button to play the slice in reverse.
- **MIDI DRAG:** clicking the small cursor on the upper-right allows you to drag the dedicated midi file sequence of the loop to the midi track into your DAW.
- **Prehear:** the upper-left speaker symbol enables the prehear functionality. When activated, click on a slice to play back the slice. Changing values on a slice when this button is activated will also trigger playback so you can hear the effect of the applied changes instantly.

3.2 The SOUND Page



Fig. 3.2 The SOUND page and controls.

3.2.1 SAMPLE SET Section

Switch between one of two **SAMPLE SETS**: **TUBES & TAPE** and **CLEAN**. Each set is the result of a different recording and post-processing chain.

- The **CLEAN** chain produces an unprocessed high quality version of the recording with a maximum of the natural sound.

- The **TUBES & TAPE** chain is a more processed version using tube compression, re-amping and re-recording to tape to get a more compressed, gritty and slightly saturated tone — the preferred choice for many modern productions.
- **TIMESTRETCH**: Activate this button to enable the KONTAKT Time Machine for master-clock tempo-synced playback of the loop. The loop will then be synchronized to the tempo of KONTAKT's internal clock or the master clock of the host application. The **STRETCH** option in the waveform display will only be available if **TIMESTRETCH** is activated.

3.2.2 FILTER Section

Select different filter types and adjust the **CUTOFF** frequency:

- Soft LP (smooth 2-pole lowpass filter)
- Heavy LP (strong 4-pole lowpass filter)
- Juicy LP (strong and high resonance lowpass filter)
- Vintage LP (pro-53 vintage modelled lowpass filter)
- Bandpass (bandpass filter)
- Highpass (highpass filter)
- Phaser (phase filter)
- Phaser LFO (LFO modulated phase filter)

3.2.3 ROOM & ECHO Section

Use these controls to add convolution reverb and delay effects to your loop. Select different impulse response or delay modes from the drop-down menu and adjust their **AMOUNT**.

3.3 The TRIGGER Page

On the [TRIGGER](#) page, you can control how the slices, effect chain, and tuning modifier behave when triggered with a MIDI controller / MIDI keyboard or the KONTAKT On-Screen Keyboard.



Fig. 3.3 The TRIGGER page and controls.

3.3.1 Keyboard Section

The Keyboard section in the middle of the page monitors the modifier control and slice trigger keys on your MIDI keyboard / MIDI controller / KONTAKT On-Screen Keyboard: C1 to B1 are preserved for [FX CHAIN](#) modification, C2 to B2 control the slice [TUNING](#), C3 and upwards [TRIGGER](#) the available slices. Further, there are setting options beneath the keyboard monitor. Advanced triggering and modifier options can be found in the [LATCH](#) and [TRIGGER MODE](#) sections. See the following list for control options of the [FX CHAIN](#), [TUNING](#), and [TRIGGER](#) channels:

- [FX CHAIN](#): displays the currently activated [FX CHAIN](#) preset. Select between different chains from the drop-down menu. When you select an [FX CHAIN](#) preset from the drop-down menu, that chain will become the new default and is symbolized by an empty circle. Selecting a chain via MIDI keyboard / MIDI controller / KONTAKT On-Screen Keyboard will activate it only for as long as you keep the relevant key depressed. You can change this behavior by activating the [FX CHAIN](#) button from the [LATCH](#) section. Play C1 to B1 to trigger the effect chains.
- [TUNING](#): displays the currently activated tuning. The neutral tuning is by default set to F2, but this can be changed by using the [Root-Note](#) drop-down. To dynamically change the tuning of the currently played sound in semi-tones use C2-B2. A selected tuning

will stay active for as long as you hold the relevant key depressed. If you want to select tunings permanently, activate the **TUNING** button from the **LATCH** section.

There's a small field next to the root note drop-down menu displaying how many semi-tones the loop is currently tuned up or tuned down.

- **TRIGGER**: displays the slice(s) that are currently being played.

3.3.2 LATCH Section

By default, the **FX CHAIN** and **TUNING** modifiers stay active for only as long as you keep the relevant key depressed. Activating the latch function will toggle the control function to a switch so the selected modifier will stay active when you release the key.

3.3.3 TRIGGER MODE Section

In the TRIGGER MODE section, you can set how slices behave when being triggered with a MIDI keyboard / MIDI controller / KONTAKT On-Screen Keyboard.

- **LOOP**: continues playback of the loop as long as a key is held starting from the triggered slice.



Note: As long as **LOOP** is enabled, the slice length will always be in relation to the master clock. Switch this option off to play back slices at their full length.

- **ONE-SHOT**: play-back of the full slice even if the key is released early.
- **CHOKER**: toggles monophonic voice mode so you can play only one slice at a time.

4 Credits

- Produced, composed and played by George Duke
- Recorded, mixed and mastered by Erik Zabler
- Product design: Robert Linke, Frank Elting
- Sound design: Justin Myracks, Robert Linke, Ema Jolly
- Kontakt scripting: Dinos Vallianatos
- Graphic design: Max Mondon, Gösta Wellmer