

ABSYNTH **SPECTRAL EXPANSION**

OPERATION MANUAL



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Users Guide written by Native Instruments

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Special thanks to the Beta Test Team, who were invaluable not just in tracking down bugs, but in making this a better product.

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1. Welcome to Absynth Spectral Expansion!

Thank you very much for purchasing ABSYNTH SPECTRAL EXPANSION. On behalf of the entire Native Instruments team, we hope that this KORE SOUNDPACK will truly inspire you.

ABSYNTH SPECTRAL EXPANSION adds 200 new sounds to your collection of instantly usable KORE SOUNDS®. These KORE SOUNDS have been designed to integrate seamlessly into your KORE SOUND database, making them easily accessible. Also, like the KORE 2/KORE PLAYER factory content, all KORE SOUNDPACKS utilize the KORE 2/KORE PLAYER's Integrated Engines: You only need KORE 2 or KORE PLAYER to make full use of their sonic capabilities. Furthermore, the sounds have been equipped with dedicated Control Page assignments, putting the most important musical parameters right at your fingertips. Individual Sound Variations have been created for each KORE SOUND of this product, adding to the number of preconfigured sounds.

This manual will help you get started with your KORE SOUNDPACK. If you want to start immediately, proceed to the Installation and Activation section. Please read that chapter carefully and fully, as it explains all the steps required to integrate the KORE SOUNDPACK into KORE 2/KORE PLAYER. Following the Installation chapter is an explanation of how to use the KORE SOUNDS within KORE 2/KORE PLAYER. If you are already familiar with KORE 2/KORE PLAYER, this will be straightforward, but it might be worth a look nonetheless. Finally, the last section of this manual adds some more details regarding the sounds that come with ABSYNTH SPECTRAL EXPANSION.

2. What is Absynth Spectral Expansion?

ABSYNTH SPECTRAL EXPANSION features 200 newly designed ABSYNTH sounds not found in the KORE 2/KORE PLAYER or ABSYNTH factory library. The sounds expand on the existing ABSYNTH library, and reflect the typical, unique character of ABSYNTH: organic, morphing, evolving, cinematic.

When loading a KORE SOUND from this collection, KORE 2/KORE PLAYER automatically loads its integrated ABSYNTH engine and adjusts the specific sound. This all happens automatically, with no additional adjustments necessary.

After loading the sound, you are ready to tweak it. ABSYNTH is well-known for its unique sound, and outstanding possibilities in a wide range of sounds for several musical purposes. The Control Pages and Sound Variations, preassigned for each KORE SOUND, enable you to adjust each sound to your production needs or simply morph from one sound world to another.

Note that you can also load the KORE SOUNDS directly in ABSYNTH: ABSYNTH SPECTRAL EXPANSION acts then as an additional ABSYNTH Library. But in this case, you will miss the extra features specific to KORE 2/KORE PLAYER like the Control Pages and Sound Variations.

3. Installation and Activation

The following section explains how to install and activate ABSYNTH SPECTRAL EXPANSION. Although this process is straightforward, please take a minute to read these instructions, as doing so might prevent some common problems.

3.1 Installing Absynth Spectral Expansion

After downloading the KORE SOUNDPACK, unzip the compressed archive you received from Native Instruments. It contains this documentation as a PDF file, as well as an installer application.

To install ABSYNTH SPECTRAL EXPANSION, double-click the installer application and follow the instructions on the screen. The installer application automatically places the new KORE SOUND content files into the folders that KORE 2/KORE PLAYER expects them to be in. In the course of the installation procedure, the installer application will ask you to specify another folder for additional files, like this manual.

3.2 Activating Absynth Spectral Expansion

When installation is finished, start the SERVICE CENTER that was installed with KORE 2/KORE PLAYER. It will connect your computer to the Internet and activate your ABSYNTH SPECTRAL EXPANSION installation. In order to activate your copy of ABSYNTH SPECTRAL EXPANSION, you have to perform the following steps within the SERVICE CENTER:

1. Log in: Enter your Native Instruments user account name and password on the initial page. This is the same account information you used in the Native Instruments Online Shop, where you bought your KORE SOUNDPACK, and for other Native Instruments product activations.
3. Select products: The Service Center detects all products that have not yet been activated and lists them. You can activate multiple products at once — for example, KORE 2/KORE PLAYER and your KORE SOUNDPACK, or several KORE SOUNDPACKS.
4. Activate: After proceeding to the next page, the Service Center connects to the Native Instruments server and activates your products.
5. Download updates: When the server has confirmed the activation, the Service Center automatically displays the Update Manager with a list of all available updates for your installed products. Please make sure that you always use the latest version of your Native Instruments products to ensure proper functioning.

Now, you are ready to use ABSYNTH SPECTRAL EXPANSION. Please start KORE 2/KORE PLAYER in the standalone mode. This will trigger the database update process automatically and integrate the new KORE SOUNDS into KORE 2/KORE PLAYER's database. The next chapter will explain how to use the new sounds in KORE 2/KORE PLAYER.



Activating KORE SOUNDPACKS is optional. However, it will give you access to free updates.



Downloading updates is optional. After activation is complete, you can always quit the Service Center.

4. How to use Absynth Spectral Expansion

The following sections will give you a brief overview over some basic operations: you will learn how to search for sounds you have in mind and how to load and play KORE SOUNDS. For details about these topics please read the KORE 2/KORE PLAYER manual.

4.1 Finding a KORE SOUND

All ABSYNTH SPECTRAL EXPANSION KORE SOUNDS are directly integrated into KORE 2's/KORE PLAYER's database. They will show up in the Browser's Search Results List alongside all the other sounds that match your specific search criteria — for example, a combination of Attributes. To restrict your search results to your specific pack's sounds, select the desired pack in the SOUNDPACK column of the Attributes List. The Search Results List shows the entire content of this particular pack.

There is another way to restrict your search results to your specific pack's sounds: simply enter the KORE SOUNDPACK's name into the QUICK SEARCH FIELD of the Browser, or even just a part of the name — for example, “expansion” The corresponding KORE SOUNDS automatically appear in the Search Results List.

If you don't want to limit the results to this KORE SOUNDPACK, but do want to have the display grouped by SOUNDPACKS, you can show the bank name within the Search Results List and sort the list according to this entry. To do so, right-click the Search Results List's header row and activate the Bank entry in the upcoming context menu. This will show each KORE SOUND's bank name in a new column of the Search Results List. Now click the Bank column's header to sort the list according to this specification. This will group the results.



KORE 2 users: if the Soundpack column is not visible in the Attributes List, right-click on the Attributes List header and select the *Soundpack* entry in the upcoming context menu.

4.2 Loading the KORE SOUND

4.2.1 Loading the KORE SOUND in KORE PLAYER

After you have located your KORE SOUND, load it by double-clicking its Search Results List entry. Alternatively, drag it onto KORE PLAYER's Global Controller. Both actions replace the currently loaded KORE SOUND — if it is the first KORE SOUND you are loading after start-up, it will replace an “empty” KORE SOUND.

When the KORE SOUND is loaded, its Control Page is mapped onto the Global Controller. This preassigned Control Page gives you access to the KORE SOUND's most important parameters. The exact buttons and knobs assignments on the Control Page are specific to each KORE SOUND, as well as the number of Control Pages. With the Global Controller, you also have immediate control of the KORE SOUND's Sound Variations. Please refer to the KORE PLAYER manual for details about Control Pages and Sound Variations.

If you are using KORE PLAYER as a plug-in in a host environment, you can save the positions/states that you set on the eight knobs and eight buttons of the Control Page: saving the host's project saves all settings of all incorporated plug-ins (among others, KORE PLAYER) and thus all changes you made to the loaded KORE SOUND.

4.2.2 Loading the KORE SOUND in KORE 2

After you have located your KORE SOUND, load it by double-clicking its Search Results List entry. Alternatively, drag it onto KORE 2's Global Controller. Both actions will replace the currently focused KORE SOUND — if it is the first KORE SOUND you load after start-up, it will replace an “empty” KORE SOUND. If you want to place the KORE SOUND into a specific Channel Insert within the Edit Area (instead of loading the KORE SOUND into the focused one), you can also drag it directly into the Sound Matrix.

When loaded, the KORE SOUND will automatically be displayed so that its Control Pages are directly mapped onto the Global Controller. For each KORE SOUND, a User Page has been pre-assigned, granting direct access to the KORE SOUND's most important parameters. The exact buttons and knobs assignments on the User Page are specific to each KORE SOUND. With the Global Controller, you also have immediate control of the KORE SOUND's Sound Variations. Please refer to the KORE 2/KORE PLAYER manual for details about Control Pages and Sound Variations.

If you have the full version of the Integrated Engine installed, you can also open the engine itself. Just click the **PLUG-IN EDITOR ICON** within the Global Controller, or double-click the Channel Insert within the Sound Matrix. This will give you full access to all parameters of the KORE SOUND, exceeding the options in KORE 2's Control Pages. Note that this will change the status of the KORE SOUND: After you have opened a KORE SOUND using its associated plug-in editor, it will always require the respective plug-in's fully licensed version to be installed. (Of course, opening the KORE SOUND in the plug-in's full version does not alter the original KORE SOUND file, but creates a copy that you might want to save as a separate file later.) If you do not use the full editor for editing a KORE SOUND, but instead only use the Control Pages and the Sound Variations, the KORE SOUND will again be loadable without the full license available.

After you have tweaked the KORE SOUND to your liking, you can save it to the User Sounds content by dragging it back onto the Search Results List — just the opposite of the loading process. Within the Save List, you can edit the KORE SOUND's name, enter your name as the KORE SOUND's author and so on. When finished, click the **DONE BUTTON** to save the KORE SOUND to the database. It is now available for each project you are working on.

Alternatively, the KORE SOUND and all changes you made are also saved when you store the Performance of KORE 2. However, the KORE SOUND is not automatically added to the Browser's database. The same happens if you are using KORE 2 as a plug-in: saving the host's project saves all settings of all incorporated plug-ins (like KORE 2) and thus all changes you made to the loaded KORE SOUND.



If these terms are completely new to you, chapter 3.1 of the KORE 2 manual provides general information, and chapter 3.1.4 covers the Control Page system and Sound Variations.

5. Content Description

The following paragraphs briefly describe the ABSYNTH SPECTRAL EXPANSION content. However, listening to the KORE SOUNDS tells much more than mere words. These descriptions will give you a starting point, but you'll probably learn most about this KORE SOUNDPACK by using it!

ABSYNTH SPECTRAL EXPANSION provides you with a wide range of sounds, from bass, to bell and pad sounds to complex soundscapes. It takes full advantage of the powerful ABSYNTH audio engine, a unique combination of multiple synthesis and sampling techniques, wave morphing, flexible 68-breakpoints envelopes and other unique features.

Below you will find an overview of the included KORE SOUNDS grouped by type. To find all KORE SOUNDS based on a specific type, simply select the suitable TYPE attribute in the KORE 2/KORE PLAYER Browser. This will limit the search results accordingly, while being freely combinable with any other attribute.

You can find the following types of sounds in the ABSYNTH SPECTRAL EXPANSION:

- ▶ 18 analog and digital Basses
- ▶ 23 analog and digital Leads
- ▶ 13 Spectral Blocks
- ▶ 2 Brass & Flute sounds
- ▶ 15 Pianos and Keys
- ▶ 17 Plucked sounds
- ▶ 6 Drum & Percussion sounds
- ▶ 58 Pads
- ▶ 12 Choirs
- ▶ 28 Soundscapes
- ▶ 6 Bell sounds
- ▶ 2 Organs

The sounds are perfect for immediate use in film scores, pop music, and electronic music productions in genres such as Ambient, Downtempo and House...but the musical genre is actually not important: It's all up to you!

5.0.1 Control Page Mapping

For all KORE SOUNDS, the most important parameters have been assigned to the Global Controller's Parameter Knobs and Buttons, so that you can efficiently manipulate the sound. The exact assignments for each KORE SOUND will vary, but in general they conform to the following pattern.



- Knobs 1 and 2: Oscillator. Settings related to the oscillator section are generally assigned to these first two knobs. Examples: Ring Modulation, Pitch
- Knobs 3 and 4: Spectrum. This column usually controls settings related to the frequency domain, i.e. anything that changes the sound's spectrum. Examples: Filter Cutoff, Filter Resonance, Brightness
- Knobs 5 and 6: FX. Effect-related settings are typically assigned to knobs 5 and 6. The dry/wet parameters of active effects are often assigned to Control knob 5. The other Control knob may be assigned to other effect parameters such as effect time, feedback, and so on.
- Knobs 7 and 8: Motion/Time. Knobs 7 and 8 are related to the time domain, i.e. anything that changes the sound in time. Parameters such as Attack and Release (of the Master Envelope) may be assigned here.

5.0.1 Macro Controls in ABSYNTH 4

If you open the sounds in ABSYNTH, each sound has 16 macro controls assigned, which allow you to tweak multiple settings at the same time. The macro controls are mapped in the same logical way as in the ABSYNTH factory library. You can get more information on this in the ABSYNTH manual on page 120.

6. Credits

Sound Design by: Alex Hofmann, Antonio Blanca, Brian Clevinger, Christian Laffitte, Denis Gökdag, Dietrich Pank, Ema Jolly, Hans Jörg Scheffler, Qqdudo, Jeremiah Savage, Klaus Baetz, Summa, Klaus Peter Rausch, Martin Backes, Visophon, Peter Prestl, Richard Devine, Tasmodia

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