

# ABSYNTH TWILIGHTS

USER'S GUIDE



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Users Guide written by NATIVE INSTRUMENTS and CAMEL AUDIO  
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# 1 Welcome to ABSYNTH TWILIGHTS!

Thank you very much for purchasing ABSYNTH TWILIGHTS. On behalf of the entire NATIVE INSTRUMENTS team, we hope that this product will truly inspire you.

ABSYNTH TWILIGHTS adds 200 new sounds to your collection of instantly usable KoreSound. 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 TWILIGHTS.

## 2 What is ABSYNTH TWILIGHTS?

ABSYNTH TWILIGHTS has been designed by CAMEL AUDIO, using sounds from their Biolabs Absynth Sounds Vol. 1-6. It provides 200 ABSYNTH 4 sounds that focus on pads and soundscapes. Ranging from heavenly warm to nightmarishly cold atmospheres, the package offers a wide range of sounds suitable for movie scores, game productions or ambient music.

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

After loading the sound, you are ready to tweak it. 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.

# 3 Installation and Activation

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

## 3.1 Installation

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 start installation, 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 asks you to specify another folder for additional files, such as this manual.

All sounds coming with ABSYNTH TWILIGHTS can be used directly within KORE 2 or KORE PLAYER which then use the Integrated Engines to actually load and play the sounds. If you also own ABSYNTH 4, you can also use the sounds outside KORE 2 or KORE PLAYER. All ABSYNTH TWILIGHTS sounds are detected automatically by the ABSYNTH 4 database. However, this is a background process and can take some time. You can also use ABSYNTH's File Tree View of the Browser to locate the new sounds manually: Just open the corresponding sub-folder installed into ABSYNTH's factory content. Refer to the ABSYNTH manual for more information about the Browser's File Tree View.

## 3.2 Activation

When installation is finished, start the Service Center application that was installed with KORE 2/KORE PLAYER. It will connect your computer to the Internet and activate your ABSYNTH TWILIGHTS installation. In order to activate your copy of ABSYNTH TWILIGHTS, 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.
2. 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.
3. Activate: After proceeding to the next page, the Service Center connects to the NATIVE INSTRUMENTS server and activates your products.
4. 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.

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

Now you are ready to use ABSYNTH TWILIGHTS. 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.



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

## 4 How to use ABSYNTH TWILIGHTS

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 TWILIGHTS 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 SOUNDPACK's: 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, “twilight.” 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 load 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 use 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. If you are using KORE 2 and the KORE or KORE 2 Controller, the Controller reflects the mappings stored in the Control Pages. 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, however, that this will change the status of the KORE SOUND: When you open a KORE SOUND's plug-in editor once, the KORE SOUND will always require the plug-in's full installation and license to be working. (Of course, this does not affect the saved copy of the KORE SOUND, only the loaded one, which you might want to save as a different file later). If you do not use the editor throughout your editing process, instead using only 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 being added to the Browser's database. The same happens if you use 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 provide 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 TWILIGHTS content. However, playing with the KORE SOUNDS will tell you 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!

The sounds have been collected from Biolabs Absynth Sounds Vols 1-6 by CAMEL AUDIO, focusing on beautiful pads, breathtaking soundscapes and angelic choirs. They take full advantage of the powerful ABSYNTH audio engine, boarding a unique combination of multiple synthesis and sampling techniques, wave morphing, flexible 68-breakpoints envelopes, among other unique features. All sounds have been upgraded with ABSYNTH controller assignments and brought to a new level of flexibility with the KORE 2/KORE PLAYER Sound Variations.

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. Note that a KORE SOUND can hold any number of attributes, so it might be classified as Synth Pad and as Soundscape – it depends on your musical ideas what you want to use it for.

You will find about half of the sounds within the Synth Pad category. These sounds are most often played as sustained chords so that the Sound Variation morphing can add the essential musical movement. The Browser provides several sub-categories to further classify the sounds, for instance:

- ▶ Evolving Pads, like "Ivor In Space" and "DNA Edit", that slowly develop over time.
- ▶ Airy Pads, like "Beautiful Sky" and "Timelapse Sunrise", that provide a lighter pad flavor
- ▶ "Deep Pads", like "Liquid Dawn" and "Spacewalker", that add an emotional touch to your production

Nearly the same number of sounds has been tagged with the Soundscape attribute. This means that the sounds are less tonal than the pads, featuring a more vivid internal structure by themselves. Often, playing only one note will create a slowly evolving sound continuum. Similar to the Synth Pads, the sub-categories of the Browser have been used for additional detail, for instance:

- ▶ Heavenly, like "Cloudscape" and "Forgotten Land", that evoke a relaxed atmosphere
- ▶ Gloomy, like "Dark Void" and "Pale Sphere", that create a saturnine and somber sensation
- ▶ Ambivalent, like "Non Thought" and "Statsis Leak", that can be perceived as light and dark at the same time, depending on the surrounding sounds

Some sounds have also been categorized as Vocal, providing choirs of different types (e.g., Artemis Choir and Choiromechanoidz). These sounds can often be used like pads, although some of them are suitable as lead sounds as well.

## 6 Credits

Original sound design by: Biomechanoid  
Additional sound design by: Antonio Blanca  
Sounddesign supervisor: Alex Hofmann  
Product development: [www.camelaudio.com](http://www.camelaudio.com)