

# DEEP TRANSFORMATIONS

**USER'S GUIDE**



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Version: 1.0 (06/2008)

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 DEEP TRANSFORMATIONS!

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

This KORE SOUNDPACK comprises a variety of unique real-time effects that enable you to creatively mangle and transform single sounds or whole tracks. Each KoreSound® in DEEP TRANSFORMATIONS offers eight Sound Variations that have been carefully adjusted to deliver stunning sounds that you can instantly use. But you don't have stick to those settings, of course – feel free to twist and turn each KoreSounds® parameters to your liking! All KoreSounds® have been designed to integrate seamlessly into your KoreSound® database, making them easily accessible. Also, like the KORE 2/KORE PLAYER factory content, all KORE SOUNDPACKS make use of 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 KoreSounds® have been equipped with dedicated Control Page assignments, putting the most creatively usable parameters directly at your fingertips. Individual Sound Variations have been created for each KoreSound® of this product, adding to the number of preconfigured sounds.

This User's Guide will help you use your KORE SOUNDPACK. If you want to start immediately, proceed to the Installation and Activation chapter. Please read that chapter carefully and entirely, as it explains all steps required to integrate the KORE SOUNDPACK into KORE 2/KORE PLAYER. Following the Installation and Activation chapter is an explanation of how to use the KoreSounds® 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 Content Description chapter of this User's Guide reveals more details about the sounds that come with DEEP TRANSFORMATIONS.

## 2. What is DEEP TRANSFORMATIONS?

As mentioned in the previous chapter, DEEP TRANSFORMATIONS provides you with lots of multi-effect sounds which are capable of changing your input signal dramatically. To achieve this, DEEP TRANSFORMATIONS utilizes KORE 2's/KORE PLAYER's powerful effect processing abilities to their full extent. This processing involves all integrated engines that offer FX input, namely ABSYNTH 4, FM8, GUITAR RIG 3 and REAKTOR 5, and combines them with the internal effects to create a MultiSound library consisting of more than 150 effects, like:

- ▶ FM Sound Generator
- ▶ Talking Ring Mod
- ▶ Tube Pumpers
- ▶ Artefact Creator
- ▶ Enveloped Distortion
- ▶ Formant Delays
- ▶ Wah Wah Cloud Maker
- ▶ Alien Radionizer Vinyl FX

Moreover, the Control Pages and Sound Variations, preassigned for each KoreSound®, enable you to adjust each sound to your production needs – or simply morph from one sonic world into another.

### 3. Installation and Activation

The following section explains how to install and activate DEEP TRANSFORMATIONS. Although this process is straightforward, please take a minute to read these instructions, as doing so will help you to get started right away.

After downloading the KORE SOUNDPACK, unzip the compressed archive you have received from NATIVE INSTRUMENTS. It contains this documentation as a PDF file, as well as an installer application. Run that application by double-clicking on it and following the instructions step-by-step. If you have previously installed another product by NATIVE INSTRUMENTS, such as KORE 2, you should be familiar with this procedure. Please note that the installer automatically places the new files into the folders where KORE 2/KORE PLAYER expects them to be. The installation folder queried during installation is used for additional files, like this User's Guide.

When installation is finished, start the NI SERVICE CENTER that was installed alongside KORE 2/KORE PLAYER. SERVICE CENTER will connect your computer to the Internet and activate your DEEP TRANSFORMATIONS installation. The procedure is identical to any NI Product Activation. Basically, activating DEEP TRANSFORMATIONS requires the following steps within the Service Center:

1. Log in: Enter your account name and password on the initial page. This is the same account information you used within the NATIVE INSTRUMENTS online shop, where you bought your KORE SOUNDPACK, and for other NI product activations.
2. Select products: The SERVICE CENTER detects all products that have not been activated yet and lists them. You can activate multiple products at once – for example, KORE 2/KORE PLAYER and your KORE SOUNDPACK, or several KORE SOUNDPACKS.



Please install KORE 2 or KORE PLAYER before installing this KORESOUND PACK! Otherwise, DEEP TRANSFORMATION will not work properly.



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

3. Activate: 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 the products installed on your computer. Always use the latest version of your NATIVE INSTRUMENTS products to ensure proper functioning. However, downloading updates is optional.
5. When the Activation procedure is completed, quit SERVICE CENTER.
6. Now you are ready to use DEEP TRANSFORMATIONS. To continue, start KORE 2/KORE PLAYER in its standalone version. This will trigger the Database update process automatically and integrate the new KoreSounds® into KORE 2/KORE PLAYER's Database. The next chapter will explain how to use the new sounds in KORE 2/KORE PLAYER.

If your computer is not connected to the Internet, please consult the separate Quick Start Guide and SERVICE CENTER manual PDF files that were copied to your hard disk as part of the SERVICE CENTER installation. The Quick Start Guide explains the Offline Activation procedure, while the SERVICE CENTER manual provides detailed information about using the SERVICE CENTER application. This manual also helps you to solve the most common issues that may occur – also a reference if you experience problems with the activation process. As a first step (if your KORE SOUNDPACK should not be listed in the SERVICE CENTER, for instance), please download the latest version of the SERVICE CENTER from the NATIVE INSTRUMENTS website and install it on your offline computer.

## 4. How to use DEEP TRANSFORMATIONS

### 4.1 Finding a KoreSound®

Within KORE 2/KORE PLAYER, the DEEP TRANSFORMATIONS KoreSounds® are directly integrated into the database. They will show up in the Browser's Search Results List alongside all other KoreSounds® that match your specific search criteria – for example, a combination of attributes.

To access the KoreSounds included in DEEP TRANSFORMATIONS, click the FX BUTTON in the Browser's header.

You can also restrict your search results to your specific pack's sounds only. To do so, 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: just enter the KORE SOUNDPACK's name into the QUICK SEARCH field of the BROWSER, or even a part of it – for example, “deep trans.” The corresponding KoreSounds® 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 pack, you can show the bank name within the Search Results List and sort the list according to this entry. To do so, right-click on the Search Results List's header row and activate the BANK entry in the upcoming context menu. This will show each sound's bank name in a new column of the Search Results List. Now click on the BANK column's header to sort the list according to this specification. This will group the results.



Please refer to the KORE 2 / KORE PLAYER manual for detailed information about how to easily find sounds in the Browser.



KORE 2 users: if you don't see the Soundpack column in the Attributes List, right-click on the Attributes List header and select Soundpack in the upcoming context menu.



## 4.2 Loading the KoreSound®

### 4.2.1 Loading the KoreSound® in KORE PLAYER

After you have located your sound, load it by double-clicking on the entry within the SEARCH RESULTS LIST. Alternatively, you can drag it onto the Global Controller. Both actions replace the currently loaded sound – if it is the first KoreSound® you load after start-up, it will replace an “empty” sound.

When the sound is loaded, its Control Pages are mapped onto the Global Controller. These preassigned Control Pages gives you access to the drum kit's most important parameters. The Control Pages depend on the drum kit loaded. (see section 5 for more details).

With the Global Controller, you also have immediate control over the KoreSound's 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 have the possibility to 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 sound.



Section 5.1 of this manual provides additional information about how to use the package's sounds.

## 4.2.2 Loading the KoreSound® in KORE 2

After you have located your sound, load it by double-clicking on the entry within the Search Results List. Alternatively, you can drag it onto the Global Controller. Both actions replace the currently focused sound – if it is the first KoreSound® you load after start-up, it will replace an “empty” sound. If you want to place it into a specific CHANNEL INSERT within the EDIT AREA (instead of loading the sound into the focused one), you can also drag it directly into the SOUND MATRIX.

When loaded, the KoreSound will automatically be focused, so that its Control Pages are directly mapped onto the Global Controller and, thus, onto the KORE 2 Controller. Via its preassigned USER PAGES, you have access to the drum kit’s most important parameters. The USER PAGES depend on the drum kit loaded. (see section 5 for more details).

With the Global Controller, you also have immediate control of the KoreSound’s Sound Variations. Please refer to the KORE 2 manual for details about Control Pages and Sound Variations. If these terms are completely new to you, chapter 3.1 of the KORE 2 manual will give you guidance, and chapter 3.1.4 covers the Control Page system and Sound Variations.

### Editing KoreSounds® in the Full Version of an Integrated Engine

If you have the full version of the Integrated Engine installed, you can also open the engine itself: Click the PLUG-IN EDITOR icon within the Global Controller, or double-click on the CHANNEL INSERT within the SOUND MATRIX. This will give you full access to all parameters of the sound, exceeding the options in KORE 2’s Control Pages. Note, however, that this will change the status of the KoreSound®: When you open a sound’s plug-in editor once, it 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 sound, only the loaded one, which you might want to save later as a different file.)



You can also load a KoreSound from the Search Results List with your KORE 2 Controller hardware. Refer to the KORE 2 manual for details.

If you do not use the editor throughout your editing process, instead using only the Control Pages and the Sound Variations, the sound will again be loadable without the full license available.

When you have tweaked the 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 KoreSound®'s name, enter your name as the KoreSound's author and so on. When finished, click the DONE button to save the sound into the Database. It is now available to each project you are working on.

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

## 5. Content Description

The following paragraphs describe the DEEP TRANSFORMATIONS content. However, listening to the KoreSounds® explains 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! It only depends on your personal taste what you use the KoreSounds® from DEEP TRANSFORMATIONS for, so feel free to try out an effect a drum track even though the sound is not tagged as “drum-specific.”

### 5.1 Using DEEP TRANSFORMATIONS

As all KoreSounds® included in DEEP TRANSFORMATIONS are audio effects, you need to feed them with an audio signal that they can process. Consequently, none of the KoreSounds® will generate any sound on its own. Only with an audio signal routed into its input, a DEEP TRANSFORMATIONS KoreSound® will output sound. There are several ways to send an audio signal into a DEEP TRANSFORMATIONS effect KoreSound®.



Note that some sounds need additional arrangements to be made before they output sound. These particularities are explained in section 5.2.

#### 5.1.1 KORE PLAYER

- ▶ KORE PLAYER always loads one sound at a time. This sound is automatically connected to the audio input and output of KORE PLAYER.
- ▶ If you are using KORE PLAYER as standalone application, you can specify the audio input within the AUDIO AND MIDI SETTINGS window. There, all available audio inputs of your computer are listed, and you can select the input you want to process with Deep Transformations. Refer to the KORE PLAYER manual for more details on the AUDIO AND MIDI SETTINGS window.



Make sure that you load the KORE PLAYER FX plug-in version. Only this version provides audio inputs, so that your host application can send audio to KORE PLAYER. However, most hosts take care of this automatically.

- If you are using KORE PLAYER as a plug-in, you need to load it as an insert or send effect within your host application. The host will then handle all audio routing. Please refer to your host's manual for details about insert and send effects.

## 5.1.2 KORE 2

Basically, what you have just learned about using DEEP TRANSFORMATIONS in KORE PLAYER also holds true for KORE 2. However, KORE 2 can load more than one KoreSound® at a time. This way you can use the KoreSounds® from DEEP TRANSFORMATIONS to further process the sounds generated by other KoreSounds®, all within KORE 2.

To do so, load the KoreSound® whose signal you want to process, and place the effect KoreSound® in the Channel's subsequent Insert within the Sound Matrix. This will send the audio output of the first KoreSound® into the audio input of the effect KoreSound® for processing.



Note that KORE 2 provides vastly expanded routing capacities. Therefore, a loaded KoreSound® is not automatically connected to the audio input, like in KORE PLAYER. Please refer to the KORE 2 manual for more details about audio routing within KORE 2's Sound Matrix.

## 5.2 Special sounds

Besides the audio signal they are supposed to process, some KoreSounds included in DEEP TRANSFORMATIONS require additional signals to be present. These KoreSounds' names contain either one of the following abbreviations:

- ▶ **CLK:** these KoreSounds® feature an internal sequencer. The sequencer changes certain settings over time, thus adding motion to the sound while keeping it in sync with all other loaded KoreSounds. Consequently, KORE 2's/KORE PLAYER's MIDI Clock needs to be running when such a KoreSound® is loaded to make sure that all loaded sounds are synchronized to a global clock. As long as the clock is not running, there will be no motion, or even no sound audible at all.
- ▶ **MIDI:** these KoreSounds® require MIDI note input. The MIDI notes are meant to trigger internal vocoding effects, for instance. If you use such a KoreSound within the KORE 2 or KORE PLAYER plug-in, you need to route MIDI note messages from your host to the effect. Please refer to your host software's manual for details. Within KORE 2, use this type of KoreSound® within a separate Group Channel: if you want to use the effect KoreSound® as an insert effect after a KoreSound® that incorporates a synthesizer, the synthesizer will block all MIDI messages before they reach the effect sound. Please refer to the KORE 2 manual for details about MIDI routing.



When you are using KORE 2 or KORE PLAYER as a plug-in, tempo information is automatically derived from the host software's MIDI clock. Use the host's transport to start the global clock.

## 5.3 The Control Pages

Every KoreSound® features one Control Page that grants access to the most exciting effect shaping parameters. Often, one of KORE 2's/KORE PLAYER's Knobs controls more than one parameter (multi-assignments), handling the incorporated effects as a unit instead of a mere effects chain. For instance, one knob could control ...

1. the level of several Filterbank bands
2. the Pattern Delay feedback amount
3. the distortion level of a third plug-in.

Because of the wide variety of unique effects included in DEEP TRANSFORMATIONS, assignment of the Knobs and Buttons is specific for each KoreSound®. However, there are some general guidelines:

1. Knob 5 always allows you to change the processed signal's share of the mix level from dry to wet. In this case the knob is called FX Mix.
2. For all sounds, Button 5 lets you bypass the complete effect. This button is labelled BYPASS.
3. The other Buttons let you bypass individual components of the multi-effect sounds. This way, you can temporarily remove the reverb or the delay from the signal chain with just one mouse click, for example.

## 5.4 Examples

The following paragraphs describe some KoreSounds® included in DEEP TRANSFORMATIONS from a technical point of view. If you are familiar with digital signal processing, the descriptions will give you an idea of what happens inside these KoreSounds®. If you are not interested in technicalities, ignore them – the KoreSounds® will work nonetheless.

### **5.4.1 Blubberfest**

A random LFO triggers two envelopes, each controlling a filter and an amplifier fed with the input signal. One filter runs through a reverse delay, whose mix and feedback parameters are controlled by a sequencer; you have control over the base rate of the sequencer (“4TH/8TH”) and the length of the sequence in steps (“Period”). The pitch of the reverse delay can be switched down one octave. The other filter is fed through a tape delay, whose mix and feedback parameters are controlled by an LFO that has no controls. The two filters are inversely panned by another LFO (also without controls) and then fed through a spring reverb for some ambience. A ring-modulator can be switched into the signal path before the filters for metallic coloring.

### **5.4.2 Boogie**

A filter is modulated by two tempo-synced LFOs, one of which is running slower and is using random waveform. The other one is faster, and the LFO’s waveform can be selected by the user. Both LFO frequencies are controlled by a common control. This results in rhythmic patterns that move across the frequency range. The filter mode can be switched between low-pass and band-pass. Its output runs through a ring-modulator. The amount of ring modulation applied to the signal is controlled by a signal-triggered envelope, which rapidly fades out the ring modulator after the attack of the input signal. Then the signal is panned automatically, with a spring reverb and a comb-filter at the end.



### 5.4.3 CLK Casimir Effect

The input signal is gated by a note pattern. It subsequently passes three phasers in parallel. They have a common control for their frequency, called “spread”; this control spreads their frequencies around a center frequency. The signal then runs through a ring modulator and a room reverb. The effect creates instant IDM/Glitch-type rhythms.

### 5.4.4 De La Warez

The signal is first passed through a tape delay, then runs through two parallel vowel-filters and a panning stage. The filters and panning are controlled by two synced LFOs, one of them runs twice as fast as the other; both have common controls. This results in a rhythmically very interesting panning and filtering effect. After the panning stage the signal runs through a delay called “wobble”, which is also modulated by the LFOs, and a reverse pitch-shifter delay.



Note that the MIDI clock needs to be running, so that the note pattern actually gates the input signal. Start Kore's global clock to activate a MIDI clock signal. If you use Kore as a plug-in, the clock signal is generated by the host application.

## 6. Credits

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