



ESSENTIAL BASS

USER'S MANUAL



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Users Guide written by Native Instruments

Version: 1.0 (06/2009)

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

Germany

Native Instruments GmbH

Schlesische Str. 28

D-10997 Berlin

Germany

info@native-instruments.de

www.native-instruments.de

USA

Native Instruments North America, Inc.

5631 Hollywood Boulevard

Los Angeles, CA 90028

USA

sales@native-instruments.com

www.native-instruments.com

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1 Welcome to ESSENTIAL BASS!

Thank you very much for purchasing ESSENTIAL BASS. On behalf of the entire Native Instruments team, we hope that this instrument powered by KORE will truly inspire you.

ESSENTIAL BASS adds 200 new bass 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 instruments powered by KORE 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 instrument powered by KORE. 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 instrument powered by KORE 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 ESSENTIAL BASS.

2 What is ESSENTIAL BASS?

ESSENTIAL BASS features 200 newly designed bass sounds not found in the KORE 2 / KORE PLAYER library. It includes timeless sounds suitable for any genre, ranging from sophisticatedly programmed electric basses provided by renowned sample providers Scarbee and Pettinhouse, to thoroughly sampled analog synth basses such as the Minimoog, to digitally created synth basses, all of them ready to be tweaked in real time. All of the featured sounds use several of KORE 2 / KORE PLAYER's internal engines for creating the perfect bass sound for any situation.

When loading a KORE SOUND from this collection, KORE 2 / KORE PLAYER automatically loads its integrated engines and adjusts to 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 and to always embed your bass sound perfectly into your mix

Note that all of the sounds in this instrument powered by KORE utilize multiple engines and can only be loaded in KORE 2 / KORE PLAYER.

3 Installation and Activation

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

3.1 Installing ESSENTIAL BASS

After downloading the instrument powered by KORE, 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 ESSENTIAL BASS, 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 located 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 ESSENTIAL BASS

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 ESSENTIAL BASS installation. In order to activate your copy of ESSENTIAL BASS, you have to perform the following steps within the Service Center:

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 instrument powered by KORE, and for other Native Instruments product activations.

1. 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 instrument(s) powered by KORE.
2. Activate: After proceeding to the next page, the Service Center connects to the Native Instruments server and activates your products.
3. 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 ESSENTIAL BASS. 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 instruments powered by KORE is optional. However, it will give you access to free updates.



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

4 How to use ESSENTIAL BASS

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 ESSENTIAL BASS 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 instrument powered by KORE's name into the QUICK SEARCH FIELD of the Browser, or even just a part of the name — for example, “essent”. The corresponding KORE SOUNDS automatically appear in the Search Results List.

If you don't want to limit the results to this instrument powered by KORE, but do want to have the display grouped by instruments powered by KORE, 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 ESSENTIAL BASS 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 instrument powered by KORE by using it!

ESSENTIAL BASS provides a wide range of bass sounds, from classic monster synths to electric, acoustic and even a beautifully sampled antique upright bass. It takes full advantage of all included engines, giving you the ability to always incorporate the bass sounds perfectly into your mix.

Below you will find an overview of the included kinds of bass sounds. 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.

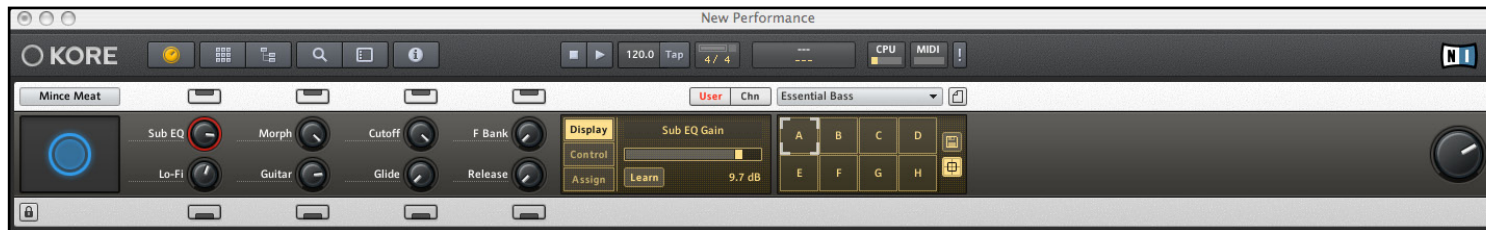
You can find the following types of bass sounds in ESSENTIAL BASS:

- ▶ 141 Basses based on Kore's internal synth engines
- ▶ 39 Sampled Analog Basses
- ▶ 15 Electric Basses (by Scarbee and Pettinhouse)
- ▶ 5 Upright Basses (by NI)

The bass sounds are perfect for immediate use in any style of music — whether it's jazz, hip-hop, dubstep, techno or beyond...

5.1 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 related functionality:

- ▶ Knob 1 might be called “Xfade” (Layer Crossfade) or “Sub EQ” (Sub EQ Gain). To add some bass to your sound, - increase the value by turning the knob clockwise.
- ▶ Knob 2 could be called “Morph” or be assigned to another specific engine oscillator parameter.

Knobs 3 and 4: Spectrum.

This column usually controls settings related to the frequency domain, i.e. anything that changes the sound's spectrum.

- ▶ Knob 3 usually controls Filter Cutoff and is simply called “Cutoff”.
- ▶ Knob 4 could be assigned to “Reso” (Resonance) or “LFO” (LFO Amount). This control will help you to create the infamous “Wobble Bass.”

Knobs 5 and 6: FX

Effect-related settings are typically assigned to knobs 5 and 6.

- ▶ Knob 5 is often assigned to the dry / wet parameters of active effects
- ▶ Knob 6 may be assigned to other effect parameters such as effect time, feedback, or even glide.

Knobs 7 and 8: Motion/Time

Knobs 7 and 8 relate to the time domain, i.e. anything that changes the sound in time.

- ▶ Knob 7 might be assigned to “Attack” or “Glide” (Glide Amount)
- ▶ Knob 8 usually controls “Decay” or “Release.”

Buttons 1 and 2

Buttons 1 and 2 are assigned to “Run” (Arpeggiator Run) and “Hold” (Arpeggiator Hold)

5.2 Key Mapping

You will be able to handle all of the synth basses easily after reading the previous explanation of the Control Page mapping, but the acoustic and electric basses may need some further introduction.

5.2.1 Acoustic Upright Bass

The KKORE SOUNDS labeled with the prefix “Upright” prefix are all based on the same multi-sampled double bass with the following key mapping:

- ▶ E0, F0, G0 and A0 trigger mute samples. Each of the four keys corresponds to a different string. The keys are mapped from lowest to highest: E0 triggers a mute on the low E string and A0 triggers a mute on the high G string.
- ▶ B0 to C4 trigger the sustained note samples.
- ▶ C#4 to Bb4 trigger fret noise samples (the sound of the player’s hand moving over the strings, but not playing a note).

5.2.2 Picked Bass

The sounds labeled with the “Picked” prefix are based on a picked 5-string sampled bass. The key mappings for these sounds are as follows:

- ▶ F0, G0 and A0 trigger mute samples.
- ▶ B0 to G4 trigger sustained note samples.
- ▶ G#4 to C5 trigger slides. These slides move quickly up and down the fretboard for each of the 5 strings. The top velocity layers (velocity 120 or above) trigger long downward slides.

Other articulations are contained on the top velocity layer of the sustained notes and are activated usingby keyswitches. This allows you to select an articulation while playing normally, then trigger the articulation simply by playing harder. The mapping for these switches is as follows:

- ▶ C0 - normal, sustained playing.
- ▶ C#0 - slide in (with mod wheel control over the speed of the slide – fast or slow).
- ▶ D0 - harmonics.
- ▶ D#0 - hammer-ons (also with mod wheel control over fast or slow variations).
- ▶ E0 - trills with slides in the sustain.

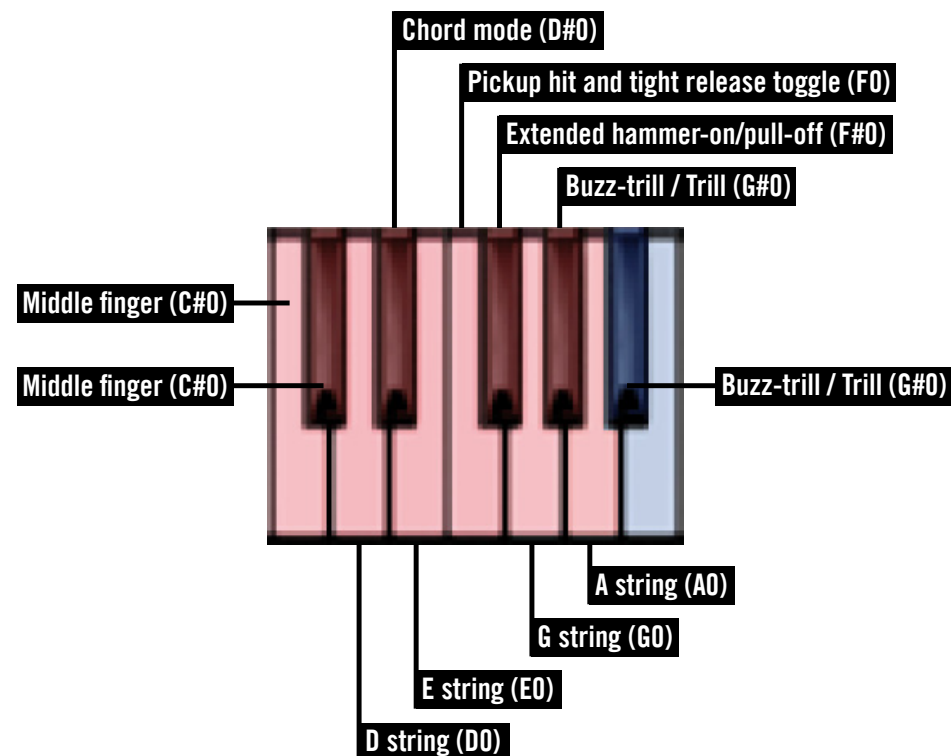
5.2.3 Fingered and Slap Bass

Sounds labeled with the “Red” prefix are based on Scarbee’s Red Bass instrument. KONTAKT’s scripting features are extensively used on these sounds: the script analyses what you are playing and automatically adjusts the position of the virtual left hand on the fretboard, along with the string that is being played. You can control the position or string, utilizing these key switches:

- ▶ E0, A0, D0 and G0 tell the instrument to play notes only on the corresponding string (i. e. holding down E0 will cause the instrument to only trigger samples from the low E string). If you play out of the range of the string, the script will move you to the next one, of course.

- F4 to B5 move the position of the left hand from fret 1 to fret 22 respectively. Playing these keys will also trigger fret noise to simulate the bass player moving his hand to the new position. Again, the instrument will automatically move to the next position if you play out of range.

The Red Bass also features keyswitches and scripting features to control a variety of articulations and playing styles:



- Legato playing between two notes up to a whole tone apart will trigger hammer-on or pull-off samples. Faster legato playing will trigger grace note samples. Using the F#0 keyswitch will allow you to play hammer-ons and pull-offs outside of the whole-tone range.
- Playing legato with the sustain pedal pressed will trigger slide samples, with different velocities controlling the speed of the slide.
- A -1 puts the instrument in sustain mode (like using the sustain pedal of a piano). For authenticity, only one note from each string can remain sustained at one time.
- On the slap bass, C0 puts the instrument in a normal playing style, with the lower two strings being played with the thumb and the higher two being played with the fingers. C#0 reverses this.

6 Credits

- ▶ Sound Design by Tobias Menguser, Robert Linke, Adam Hanley, Dinos Vallianatos, Ema Jolly
- ▶ Samples provided by Scarbee, Pettinhouse, Denis Gökdağ, Stephan Rühl