

# HOLIDAY SELECTION

## 2009

USER'S MANUAL



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# 1 Welcome to HOLIDAY SELECTION 2009!

Thank you very much for using HOLIDAY SELECTION 2009. On behalf of the entire Native Instruments team, we hope that this KORE Instrument will truly inspire you.

## **About this Manual**

This manual will help you get started with your KORE Instrument. If you want to start immediately, proceed to the [Installation](#) section. Following the Installation chapter is an explanation of how to use the KoreSounds within KORE 2 / KORE PLAYER (chapter [How to Use HOLIDAY SELECTION 2009](#)). 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 ([Content Description](#)) of this manual adds some more details regarding the sounds that come with HOLIDAY SELECTION 2009.

## 2 What is HOLIDAY SELECTION 2009?

HOLIDAY SELECTION 2009 puts a large collection of production-ready sounds directly under your fingertips. By providing a comprehensive overview over KORE and KONTAKT Instruments released by Native Instruments in 2009, it addresses nearly all areas of contemporary sound design and music production.

HOLIDAY SELECTION 2009 combines exciting sounds from various KORE and KONTAKT Instruments released by Native Instruments in 2009, including:

- '57 DRAWBAR ORGAN
- KONTAKT RETRO MACHINES
- KONTAKT SAX & BRASS
- DEEP RECONSTRUCTIONS
- ESSENTIAL BASS
- URBAN ARSENAL 2
- ACOUSTIC REFRACTIONS
- MASCHINE DRUM SELECTION
- EVOLVE MUTATIONS
- ABSYNTH SPECTRAL EXPANSION
- SONIC FICTION

These KORE/KONTAKT Instruments 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 Instruments utilize 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 KoreSound of this product, adding to the number of preconfigured sounds.



In order to find all sounds of a specific KORE Instrument, simply enter its name into the KORE 2 / KORE PLAYER Quick Search area. Read more about finding a sound in chapter 4 of this manual.

## 3 Installation

To install HOLIDAY SELECTION 2009, double-click the installer application and follow the on-screen instructions. The installer application will offer to create a “Holiday Selection 2009 Library” folder within the default KORE libraries folder to install the KoreSound content files into. You can choose a different location; however, you will have to specify changed library paths within the KORE software for KORE being able to locate the content. For more details, refer to your KORE / KORE PLAYER manual.

## 4 How to Use HOLIDAY SELECTION 2009

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 KoreSounds. For more details about these topics please read the KORE 2 / KORE PLAYER manual.

### 4.1 Finding a KoreSound

All HOLIDAY SELECTION 2009 KoreSounds 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 KORE Instrument 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 Instrument's name into the Quick Search Field of the Browser, or even just a part of the name — for example, “compi”. The corresponding KoreSounds automatically appear in the Search Results List.



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

If you don't want to limit the results to this KORE Instrument, but do want to have the display grouped by Instrument, 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 KoreSound'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.



## 4.2 Loading a KoreSound

When loading a KoreSound 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 having loaded the sound, you'll be ready to tweak it. 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 sound world to another.

### 4.2.1 Loading a KoreSound in KORE PLAYER

To load a KoreSound:

- ▶ Load it by double-clicking its Search Results List entry.

or alternatively

- ▶ Drag it onto KORE PLAYER's Global Controller.

→ Both actions replace the currently loaded KoreSound — if it is the first KoreSound you are loading after start-up, it will replace an “empty” KoreSound.

When the KoreSound is loaded, its Control Page is mapped onto the Global Controller. This preassigned Control Page gives you access to the KoreSound's most important parameters. The exact buttons and knobs assignments on the Control Page are specific to each KoreSound, as well as the number of Control Pages. With the Global Controller, you also have immediate control of the KoreSound'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 KoreSound.

## 4.2.2 Loading a KoreSound in KORE 2

To load a KoreSound:

- ▶ Load it by double-clicking its Search Results List entry.

or alternatively

- ▶ Drag it onto KORE 2's Global Controller.

→ Both actions will replace the currently focused KoreSound — if it is the first KoreSound you load after start-up, it will replace an “empty” KoreSound.

If you want to place the KoreSound into a specific Channel Insert within the Edit Area (instead of loading the KoreSound into the focused one):

- ▶ Drag it directly into the Sound Matrix.

When loaded, the KoreSound will automatically be displayed, so that its Control Pages are directly mapped onto the Global Controller. For each KoreSound, a User Page has been pre-assigned, granting direct access to the KoreSound's most important parameters. The exact buttons and knobs assignments on the User Page are specific to each KoreSound. With the Global Controller, you also have immediate control of the KoreSound'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:

- ▶ 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 KoreSound, exceeding the options in KORE 2's Control Pages.



Note that this will change the status of the KoreSound: After you have opened a KoreSound 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 KoreSound in the plug-in's full version does not alter the original KoreSound 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 KoreSound, but instead only use the Control Pages and the Sound Variations, the KoreSound will again be loadable without the full license available.

After you have tweaked the KoreSound to your liking, you can save it to the User Sounds. To do so:

► Drag the 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 KoreSound to the database. It is now available for each project you are working on.

Alternatively, the KoreSound and all changes you made are also saved when you store the Performance of KORE 2. However, the KoreSound 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 KoreSound.



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

HOLIDAY SELECTION 2009 combines exciting sounds from various KORE and KONTAKT Instruments released by Native Instruments in 2009. Below, the original packs are described briefly. However, these are mere words — you will learn most about this KORE Instrument by using it!

### 5.1 '57 DRAWBAR ORGAN

Based on the Hammond C3 drawbar organ from 1957, this KORE Instrument brings to life a true classic. Sampled note for note from the original, this instrument is immensely tweakable due to access to every single drawbar. The Instrument contains a full instrument, with 10 KoreSounds and 8 variations per sound. The full range of the original organ is present, along with dimensions of control not possible with its analog forefather. Perfect for funk, soul, jazz, house, reggae, hip hop, R'n'B or rock, the '57 DRAWBAR ORGAN brings some seriously vintage vibes to your production.

### 5.2 KONTAKT RETRO MACHINES

This KORE Instrument provides the sounds of the most legendary synthesizers and drum machines of the 70's and 80's. The sounds of KONTAKT RETRO MACHINES are based on 11 vintage analog synths, 5 digital FM synthesizers and 6 classic drum machines - all the much-loved but now rare instruments that defined the early pioneering days of electronic music. At last, their warm vintage character is available for easy use with KORE 2 or the free KORE PLAYER at an unbeatable price. Each of the 135 KoreSounds consists of its own set of samples (taken from the KONTAKT 3 library) and 8 Sound Variations - bringing the total number of production-ready vintage tones to over 1,000. The sounds are further enhanced with the integrated arpeggiator and a selection of GUITAR RIG effects for that extra portion of animated realism. Additionally, KORE 2's unique Sound Morphing feature allows you to take these legendary electronic instruments into new, sonic territory while at the same time making them highly adaptable to modern production demands.

## 5.3 KONTAKT SAX & BRASS

This KORE Instrument combines all the saxophones, trumpets and trombones from the KONTAKT 3 Library (recorded by Chris Hein) into one KORE Instrument, with the added enhancements of several features found only in KORE. Highly nuanced big band brass arrangements in a variety of styles can be easily achieved thanks to new harmonization tools, built with KONTAKT for exclusive use with this Instrument. Furthermore, some great GUITAR RIG effects have been utilized to treat brass sounds, producing amazing vintage gramophone brass from the early 1920's as well as WahWah / CryWah modulated sounds. Dedicated to both solo and section playing, this KORE Instrument is great for all kinds of contemporary horn scoring, particularly jazz, funk and soul music.

## 5.4 DEEP RECONSTRUCTIONS

DEEP RECONSTRUCTIONS is the next instalment in the KORE Instrument range, turning KORE 2 or KORE PLAYER into a powerful and innovative effects unit. The follow up to DEEP TRANSFORMATIONS, this pack contains more complex, high-quality effects chains that perfectly complement the previous pack. Based on KORE's internal engines and exclusively created REAKTOR ensembles, DEEP RECONSTRUCTIONS handles like a musical instrument with real-time tweaking, perfect for buffer-based effects and poly-rhythmic modulations.

## 5.5 ESSENTIAL BASS

ESSENTIAL BASS is an instrument consisting of 200 versatile bass sounds. This collection is bursting with basses of every kind. Ranging from classic monster synths to electric basses and even a beautifully sampled antique upright, this pack has something for producers of any style — whether it's pop, rock, hip-hop, jazz, funk, dubstep, house, techno or beyond.

## **5.6 URBAN ARSENAL 2**

Perfectly complementing the first pack, over 230 box-fresh new sounds are included for the free KORE PLAYER and KORE 2, made up of drums, basses, leads, pads, keys and chords that perfectly fit the sound and feel of the hottest new urban cuts. The pack also contains dubplate and tape processing for fat out-of-the-box sounds, the return of the unique “remix” function for drum grooves — everything you need to lay down complete track from scratch.

## **5.7 ACOUSTIC REFRACTIONS**

ACOUSTIC REFRACTIONS draws inspiration from many idiosyncratic sources, as well as everyday objects and circumstances. Their transformation into playable instruments is a triumph of imagination, creativity and advanced programming. Beautifully sampled from such diverse sources as melting ice, spinning washing machines, traffic on the Golden Gate Bridge, carpets being ripped, underground parking garages, and rain on a car windshield; ACOUSTIC REFRACTIONS is a celebration of refreshingly off-kilter sound design.

## **5.8 MASCHINE DRUM SELECTION**

MASCHINE DRUM SELECTION is the first in a new series of “Powered by KONTAKT” instruments designed for use with the free KONTAKT PLAYER or the full version of KONTAKT. This pack contains 20 full drum kits adapted from the hot new MASCHINE library. With hard hitting urban kits, sounds recorded from specially produced vinyl dubplates, heavily processed acoustic drums and vintage analog samples, MASCHINE DRUM SELECTION truly provides a broad palette of modern club and electronic music styles.

## **5.9 EVOLVE MUTATIONS**

Building on the award-winning success of Evolve, Heavyocity and Native Instruments introduce the all-new EVOLVE MUTATIONS! Powered by the latest KONTAKT PLAYER, this 2-gigabyte

collection of rhythm and tonality provides a “music meets sound design” approach for the modern composer. Created by working pros in the film, TV and game industries, EVOLVE MUTATIONS is a go-to resource for hybrid, electronic, pop and dance music productions, either on it’s own or as an addition to Heavyocity’s flagship Virtual Instrument Evolve. Find your sonic signature with EVOLVE MUTATIONS.

## **5.10 ABSYNTH SPECTRAL EXPANSION**

This KORE Instrument unveils a collection of 200 newly designed ABSYNTH sounds with 1600 sound variations that cover a wide range of instruments, styles and moods. Perfectly complementing the existing ABSYNTH libraries, this pack fully exploits the organic, evolving and cinematic character of ABSYNTH, particularly utilizing the wave morphing feature from ABSYNTH 4, and yet remains immensely musical in nature.

## **5.11 SONIC FICTION**

SONIC FICTION uses concepts and scenarios from the world of science fiction as its creative source. Sound designer Jeremiah Savage’s passion for the philosophical hypotheses in the best of sci-fi literature and film translates into 100 evocative, otherworldly and yet always highly-playable, new sounds.

## 6 Credits

All included KoreSounds are © by Native Instruments, 2009.