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1. Disclaimer

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2. Welcome to Fables

Set the scene with Fables, a cinematic library of evolving ensemble textures. Building on the legacy of Lores, Fables lets you seamlessly blend and layer a collection of lush acoustic instruments across a three-layer engine to shape your own multi-dimensional soundscapes. Whether you're crafting your next cinematic score or adding motion to electronic productions, Fables has all you need to bring movement, magic, and mysticism to your music.

Fables blends organic and synthetic tones with a collection of string sections, female and male choirs, woodwind, tuned percussion, pads, low brass, French horn ensembles, and even waterphone. Each sampled instrument was performed by virtuosic musicians, offering a stunning array of articulations and effect options.

This manual shows you how to install and setup Fables, introduces key concepts and controls, and describes all features in detail, starting with the overview.

Thank you for choosing Fables. We hope you enjoy it!

Document Conventions

In this document the following formatting is used to highlight useful information:

Italics	Indicates paths to locations on your hard disk or other storage devices
Bold	Highlights important names, concepts, and software interface elements.
[Brackets]	References keys on a computer's keyboard
►	Single item instructions are represented by a bullet icon.
→	Results in procedures are represented by an arrow icon.

The following three icons represent different types of information:

The **light bulb** icon indicates a useful tip, suggestion, or interesting fact.

The **information** icon highlights important information that is essential for the given context.

The **warning** icon alerts you of serious issues and potential risks that require your full attention.

3. Installation and Setup

Before making music with Fables, you must install and set up the necessary software. Follow these instructions to get started.

Installing via Native Access

Native Access is where you will install the software for Fables. If you are new to Native Instruments, you will first have to create your Native ID. To learn more about Native Access, visit our support page.

1. Download and install Native Access here.

2. Create a Native ID if you do not yet have one.

3. Login to Native Access using your Native ID.

4. Click the **Not installed** tab.

5. Click **INSTALL** for the following products:
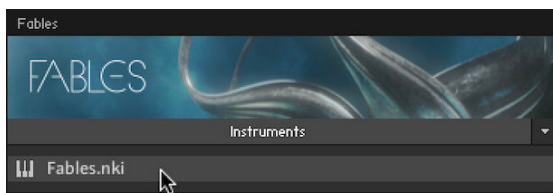
    • Fables

    • Kontakt or Kontakt Player

→ The software is installed automatically.

> (i) If the software is already installed, click the **Available updates** tab and check for new updates before proceeding.

Loading Fables in Kontakt

Once installed, you can start using Fables in Kontakt. Fables is not an independent plug-in, so you first need to open an instance of Kontakt or Kontakt Player:

1. Open Kontakt as a plug-in in your host software (DAW) or as a stand-alone application.

2. Locate Fables in the Browser, on the left side of the user interface.

3. Click **Instruments** to open the product's content.

4. Double-click the **.nki** file to load the instrument.

> 💡 If you are new to Kontakt and want more information, visit Kontakt Player and Kontakt.

4. Fables Overview

Once you have completed the installation and loaded Fables in Kontakt, you can start playing the Instrument. Fables opens with the Main page, which provides key parameters and performance controls that enable you to play and tweak presets. With only a few controls and options, you can quickly create an abundance of inspirational sounds.

Fables is built around three Instruments that you can interact with. At the top of the Main page, the Instrument Inspector controls various aspects of each Instrument and allows you to select Instrument presets. Here you can solo Instruments, lock them, so they don't change when new presets are selected, or completely deactivate them if needed to reduce the load on your computer. In the middle of the page, the Instrument Stage lets you mix the sound of each Instrument on an XY pad using your mouse. If you double-click the XY pad, you can open the Layer Editing controls and customize Instruments to create your own presets. Finally, at the bottom of the page, the Performance Controls let you shape the sound of the preset and add expression while you are playing or recording into your DAW.

Fables contains the following key elements and controls:

1. **Main Preset Selector**: Displays the name of the loaded preset, the randomize function, and the previous/next buttons. Use the previous/next buttons to quickly browse through presets or click the presets' name to open the Main Preset browser. Alternatively, try your luck and click the dice icon to select a preset at random. Refer to Main Preset Selector.

2. **Instrument Inspector**: Contains a set of controls for each Instrument that allow you to switch the Instrument on and off, solo, and try another Instrument preset by clicking the next and previous buttons. You can also open the Instrument browser to view all available instrument categories and presets by clicking the presets' name. Additionally, you can prevent an Instrument from changing by clicking the Lock icon. Refer to Instrument Inspector.

3. **Settings**: Opens and closes the Settings page. Here you can configure velocity and voicing settings that work best with your playing style. Refer to Settings.

4. **Instrument Stage**: Contains a set of mix controls for each of the three instruments mapped to an XY pad. By clicking an Instrument stage, you can open the Layer Editor and edit the sound and mapping of each Layer. Refer to Instrument Stage and Layer Editor.

5. **Performance Controls**: Provides a set of real-time sound controls that you can interact with while playing the Instrument. Refer to Performance Controls.

Main Preset Selector

The Main Preset selector lets you browse presets quickly using the previous/next buttons or by using the randomize function on the left.

The name of the selected preset is displayed at all times, and by clicking on it, you open the Main Preset browser. You can see all presets in the browser and filter them by categories or favorites. Refer to Main Presets Browser.

The Main Preset Selector contains the following key elements:

1. **Randomize Preset**: Loads a random preset from the selected category in the Main Preset browser. If any Instruments in the current preset are locked, then they will not change when selecting new presets. For more information on the Lock feature, refer to Instrument Inspector.

2. **Previous/Next**: Enables you to quickly step through the next or previous preset in the Main Preset browser. Refer to Main Presets Browser.

3. **Preset Name**: Displays the name of the selected preset. You can open the Main Preset browser by clicking the preset's name. Refer to Main Presets Browser.

Instrument Inspector

The Instrument Inspector contains a set of controls for each of the three Instruments within a preset. These controls allow you to switch the Instrument on and off, set it to solo, and view its volume level. In addition, you can experiment with other Instrument presets by clicking the next or previous arrows. If you click the Instrument preset name, it will open the Instrument browser to display all available instrument categories and presets.

Once you have selected an instrument you like, lock it by clicking the Lock icon, meaning that even if you change presets, the locked Instrument will not change. This is a great way to try different instrument combinations.

The Instrument Inspector contains the following elements and controls:
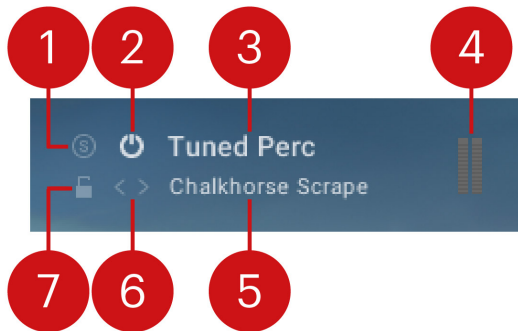
1. **Solo**: Solos the Instrument. Solo is useful when you only want to hear the Instrument you are editing.

2. **Instrument On/Off**: Activates or deactivates the selected Instrument.

3. **Instrument Preset Selector**: Displays the name of the loaded Instrument. Click the preset name to open the Instrument browser.

4. **Volume Level**: Displays the volume level of the Instrument.

5. **Instrument Preset**: Displays the name of the selected Instrument preset. An Instrument preset contains up to three Layers and is a convenient way to apply a set of Layers to an Instrument. Click the name of the Instrument preset to open the Instrument browser. Refer to Instrument Browser.

6. **Previous/Next**: Loads the previous or next Instrument preset from the Instrument browser. Refer to Instrument Browser.

7. **Lock**: Prevents the selected Instrument from being changed. When Lock is activated, the Instrument preset will not change when loading other presets or using Random. For more information on Random, refer to Main Preset Selector.

Instrument Stage

Each of the three Instruments contains an Instrument Stage, which allows you to mix the sound of each Instrument in real-time using an XY pad.

By clicking and dragging around the virtual stage on the XY pad, you can change the Instrument's position in the room. Note that this process uses actual recordings of microphone positions, not artificial reverb. For example, if you move the bottom of the XY pad, the VR algorithm will favor the close and overhead microphones. Moving it to the top of the XY pad will favor the room and far microphones. By moving left and right, you can control the panning of the Instrument.

The Instrument Stage contains the following control:
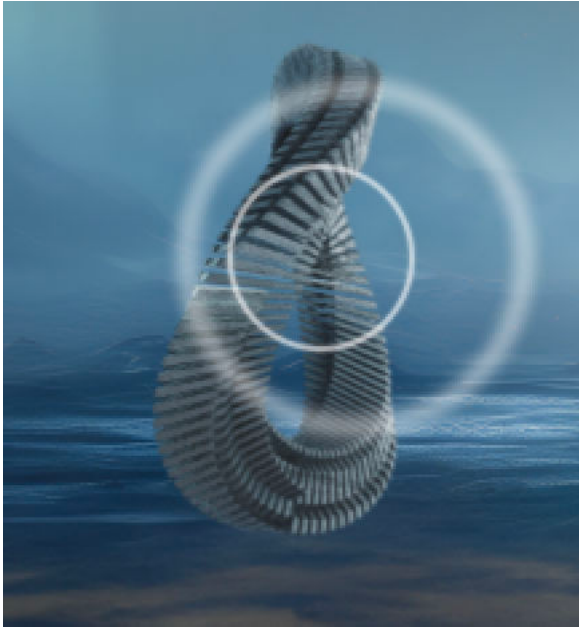
XY Pad: Controls the sound in real-time by clicking and dragging your mouse along the X and Y-axis.

▶ Click and drag your mouse vertically to adjust distance.

▶ Click and drag your mouse horizontally to adjust pan.

Performance Controls

The Performance Controls contain four knobs and two sliders preassigned to the most useful parameters that can embellish your playing. They are accessible at all times from the bottom panel and help define the sound. You can adjust them in real-time or automate them in your DAW to add more expression to your music.

The Performance Controls contain the following elements:
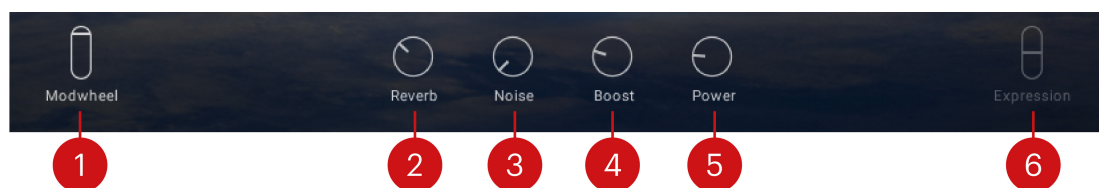
1. **Modwheel**: Controls the volume of the Instruments. Use this to add dynamic expression to a sound, for example, to create swells, quieter passages, or movement. Use the slider or the modulation wheel on your keyboard to adjust the level.

2. **Reverb**: Adjusts the return level of the Reverb effect. You can use this to simulate the natural sound of an acoustic space.

3. **Noise**: Adjusts the room noise level. This is useful if you want to add a little bit of grit to the sound.

4. **Boost**: Boosts low and high frequencies. This is great if you want to make the sound more pronounced in the mix.

5. **Power**: Adjusts the amount of parallel compression. Parallel compression is a form of upward compression achieved by mixing an unprocessed 'dry' or lightly compressed signal with a heavily compressed version of the same signal.

6. **Expression**: Fades Layers in or out. The triggering of individual Layers can be adjusted using the Mapping controls and is excellent for making more expressive sounds. Refer to Mapping.
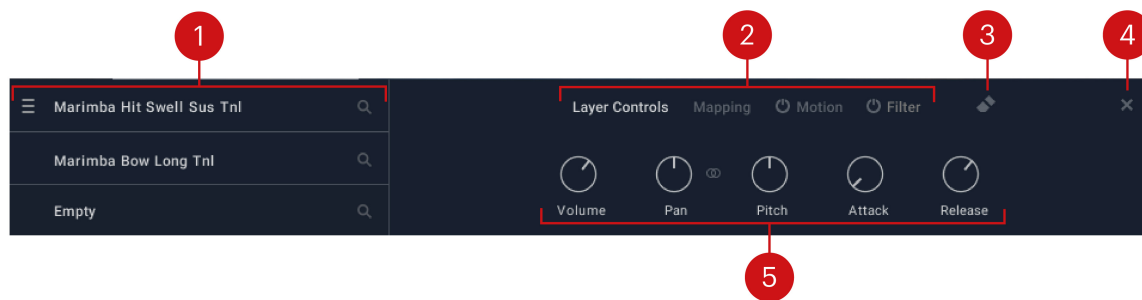
5. Layer Editor

The Layer Editor contains four switchable tabs: Layer Controls, Mapping, Motion, and Filter where you can edit each Layer and customize each sound. By selecting a Layer from the Layer Grid on the left, you can tweak the sound using the Layer Controls, map it to the keyboard for velocity or expression switching using Mapping, add expression using LFOs in Motion, and apply filtering. The Layer Grid also provides access to the Layer browser enabling you to add or swap layers and change their priority.

To open the Layer Editor and select a Layer for editing:

1. Double-click the Instrument Stage area to open the Layer Editor.

2. Select one of the editors from the navigation at the top of the Layer Editor.

3. Select the Layer you want to edit from the Layer Grid on the left.

→ You can now adjust parameters to change the sound. When you have finished editing the selected Layer, you can choose another Layer or click Exit (x) to return to the Main page.

The Layer Editor contains the following key elements and controls:

1. **Layer Grid**: Enables you to select layers and provides access to the editing controls and Layer browser. Refer to Layer Grid.

2. **Navigation**: Provides access to the Layer editors. Refer to Layer Controls, Mapping, Motion, and Filter.

3. **Erase**: Clears all settings for the selected Layer.

4. **Exit** (x): Exits the Layer Editor and returns to the Main view.

5. **Controls**: Displays the elements and controls for the selected editor.

Layer Grid

The Layer Grid is situated on the left-hand side of the Layer Editor. It lets you select Layers for editing and drag them to set their priority. By clicking the magnifying glass icon, you can open the Layer browser.

Once a layer is selected, you can edit it using the Layer Controls, Mapping, Motion, and Filter editors. The Layer Grid remains available even when switching editors.

The Layer Grid contains the following key elements and controls:
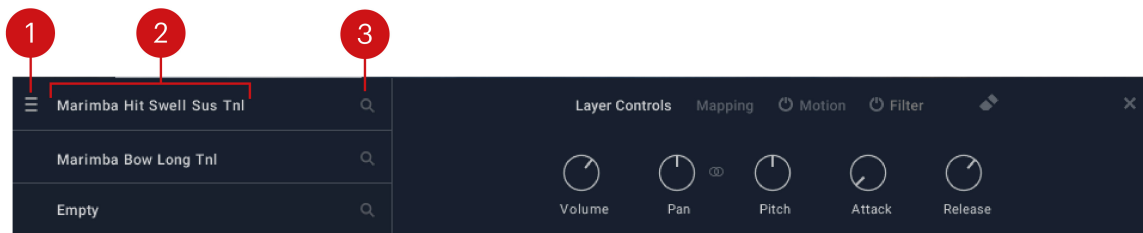
1. **Drag and Drop**: Allows you to drag and drop a Layer into a new slot to adjust its priority.
2. **Layer Selector**: Selects a Layer for editing.
3. **Search**: Provides access to the Layer browser. Refer to Layer Browser.

Layer Controls

The Layer Controls contain parameters for editing the sound of each Layer. Parameters include volume, pan, pitch, and the attack and release of the amplitude envelope. Use the Layer Grid to select the Layer you want to edit.

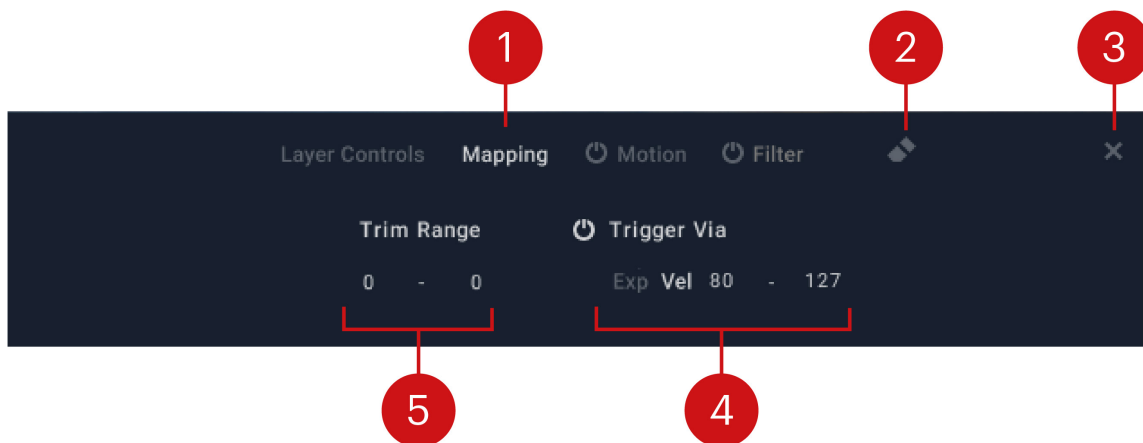The Layer Controls area contains the following key elements and controls:

1. **Navigation**: Selects the Layer Controls editor.
2. **Erase**: Clears all settings for the selected Layer.
3. **Exit** (x): Exits the Mapping controls and returns to the Main view.
4. **Release**: Adjusts the release time of the Layer.
5. **Attack**: Adjusts the attack time of the Layer.
6. **Pitch**: Adjusts the coarse pitch of the Layer. Press [Shift] + click to fine-tune in small increments.
7. **Pan**: Adjusts the Layer pan. When the stereo symbol is activated (to the right), the stereo spread of the Layer is adjusted.
8. **Volume**: Adjusts the Layer volume.

Mapping

The Mapping controls allow you to set the keyboard range and trigger options for each Layer of an instrument, meaning Layers can be triggered using different expression or velocity values. For example, using different expression values, you can introduce layers using the Expression control via the Performance Controls or a foot pedal. You can also manipulate the Layers with varying velocity values based on how hard or soft you play the keyboard or trigger notes in your DAW. For more information on Performance Controls, refer to Performance Controls. To learn how to select Layers in the Mapping editor, refer to Layer Grid.

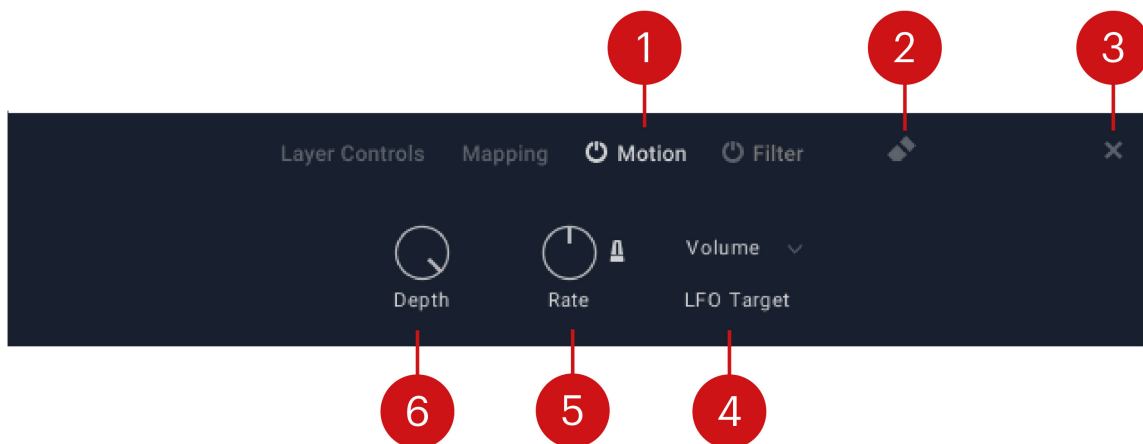The Mapping area contains the following key elements and controls:

1. **Navigation**: Selects the Mapping editor.
2. **Erase**: Clears all settings for the selected Layer.
3. **Exit** (x): Exits the Mapping controls and returns to the Main view.
4. **Trigger Via**: Activates Layer triggering via velocity or expression. Ensure the Layer trigger functionality is active by clicking the on/off switch.
5. **Trim Range**: Adjusts the key span of the selected Layer.

Motion

The Motion layer controls allow you to add dynamic realism and movement to your sounds through the use of a low-frequency oscillator (LFO). LFOs are special-purpose oscillators that produce frequencies below the range of human hearing. They are typically used for periodic modulation to produce changes in sound. In Fables, each of the three layers within an Instrument contains an LFO that can be assigned to either volume, pitch, or pan, making this a very powerful and expressive feature. In addition to setting the depth of the LFO's modulation, you can also synchronize the rate of the LFO to the tempo of your DAW for tempo-synced movement of your sound.

The Motion area contains the following key elements and controls:

1. **Navigation**: Selects the Motion layer editor. To the left, the On/Off button activates the LFO for the selected Layer.

2. **Erase**: Clears all settings for the selected Layer.

3. **Exit** (X): Exits the Layer Controls and returns to the Main view.

4. **LFO Target**: Sets the LFO target to **Volume**, **Pitch**, or **Pan**.

5. **Rate**: Adjusts the frequency of the modulation. The metronome icon to the right synchronizes the LFO Rate to the tempo of your DAW.

6. **Depth**: Adjusts the depth of the LFO.

Filter

The Filter page contain parameters for editing the filter of each layer. Use the Layer Grid to select the Layer you want to edit.

The Filter area contains the following key elements and controls:
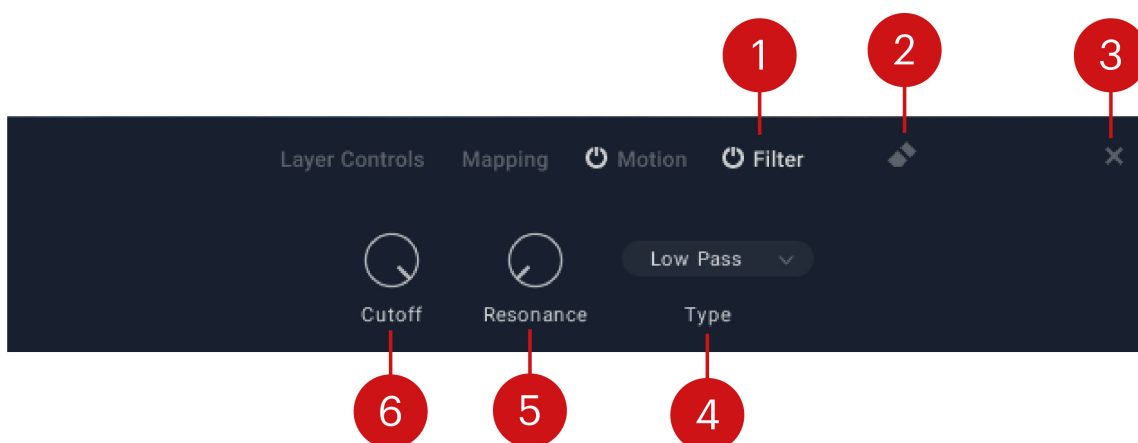
1. **Navigation**: Selects the Filter editor. To the left, the On/Off button activates the filter for the selected layer.

2. **Erase**: Clears all filter settings for the selected layer.

3. **Exit** (x): Closes the Filter page and returns to the Main View.

4. **Type**: Selects between three different filter types: Lowpass, Bandpass, and Highpass.

5. **Resonance**: With a percentage value greater than 0, this control will boost a small frequency range around the cutoff frequency.

6. **Cutoff**: Adjusts the frequency at which the signal will be attenuated.

6. Browsers

Fables provides three different ways to browse. The stunning collection of main presets can be filtered, favorited, edited and saved as your own user preset. The instrument browser allows direct access to the included instruments and their meticulously sampled articulations. Finally you can assign presets to layers via the layer browser.

These three browsers are described in detail below.

Main Presets Browser

The Main Presets browser in Fables contains a collection of sounds from 16 instruments expressed through over 300 hand-played articulations. As the foundation for Fables' preset collection, they showcase an eclectic collection of organic instruments that can also be combined in various ways to produce your own unique results.

Use the categories to filter preset types, and mark presets you like as Favorites so you can find them easily next time you open the browser.

▶ To open the Main Presets browser, click the preset name in the Main Preset Selector.
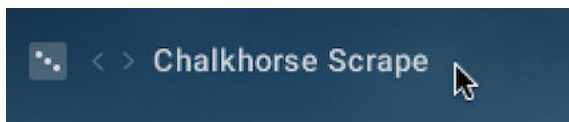
The Main Presets browser contains the following key elements and controls:
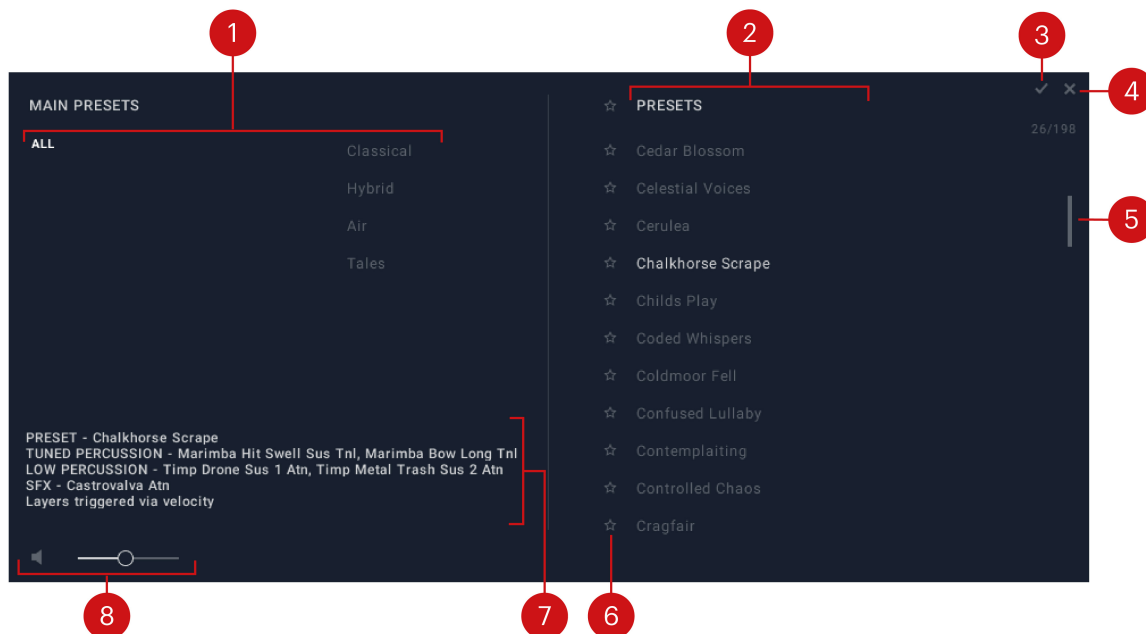
1. **Category Filter**: Filters the list of presets to the selected categories.
2. **Presets**: Displays the selected preset. Click to load the preset. Double-click to load the preset and close the browser.
3. **Checkmark**: Applies selection and exits the Main Presets browser.
4. **Exit** (X): Exits the Main Presets browser and returns to the Main view.
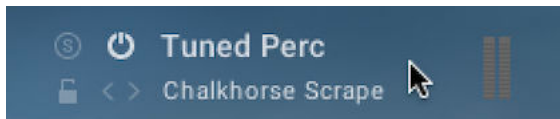5. **Scroll Bar**: Moves through the entire Layer presets list.

6. **Favorites**: Adds or removes instruments to the Favorites list. You can view Favorites by clicking on the Favorite button (star icon) in the header of the Presets list.

7. **Preset Information**: Display information about the selected preset.

8. **Preview**: Switches the preview function on or off. You can use the fader to adjust the preview volume.
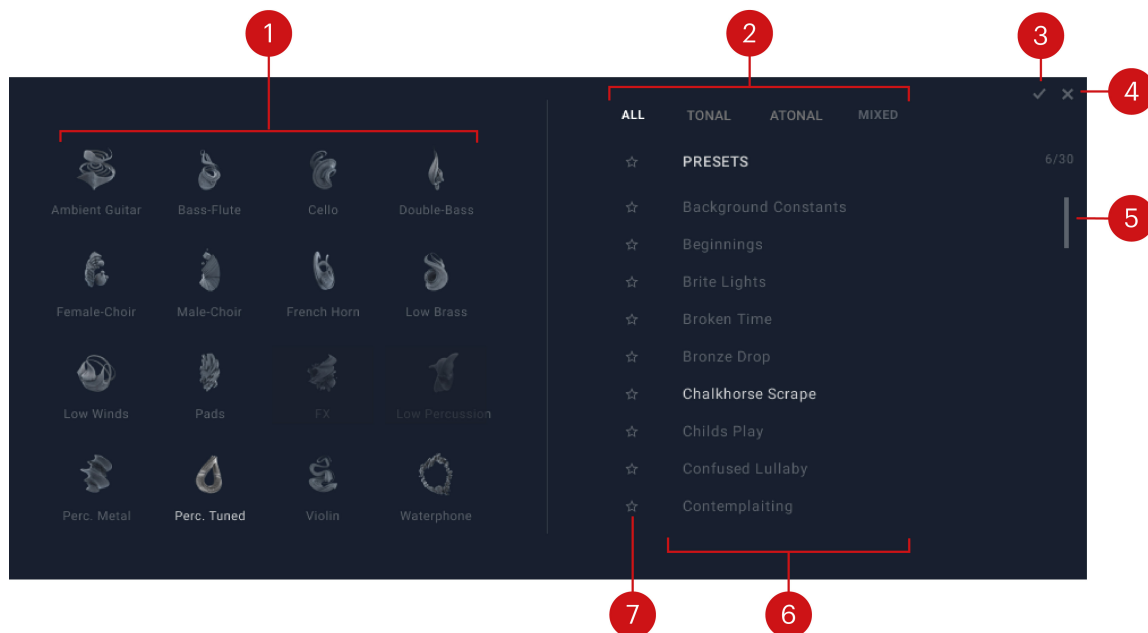
Instrument Browser

The Instrument browser provides access to all Instrument presets, which you can filter into instrument types or categories.

An Instrument preset consists of up to three Layers, and you can load them into any Main preset. Experiment with new instrument combinations or customize your Instrument presets by loading different Layers from the Layer browser.

▶ To open the Instrument browser, click the Instrument preset name in the Instrument Inspector.

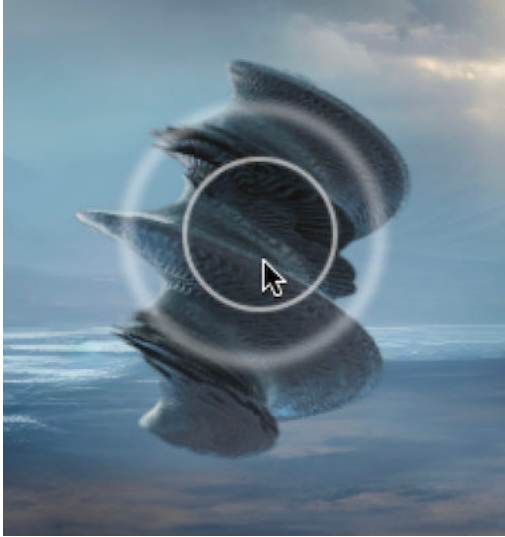The Instrument browser contains the following key elements and controls:

1. **Instrument Filter**: Provides access to individual Instrument presets when selected.

2. **Category Filter**: Filters the list of Instrument presets to the selected categories.

3. **Checkmark**: Applies your selection and exits the Instrument browser.

4. **Exit** (X): Exits the Instrument browser and returns to the Main view.

5. **Scroll Bar**: Moves through the entire Instruments presets list.

6. **Preset Selector**: Displays the selected preset. Click to load a preset or double-click to load a preset and close the browser.

7. **Favorites**: Adds or removes instruments to the Favorites list. You can view Favorites by clicking on the Favorite button (star icon) in the header of the Presets list.
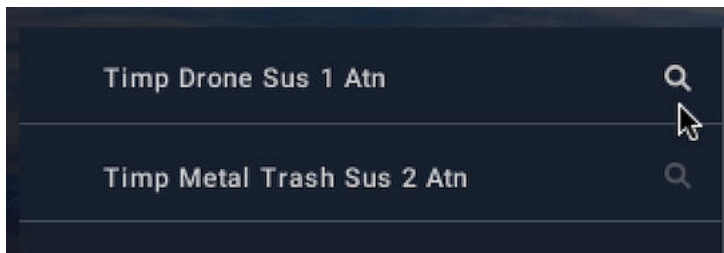
Layer Browser

The Layer browser contains all Layers, which you can filter into categories. Layers are samples and articulation that can be combined. Up to three Layers can be added to each Instrument.

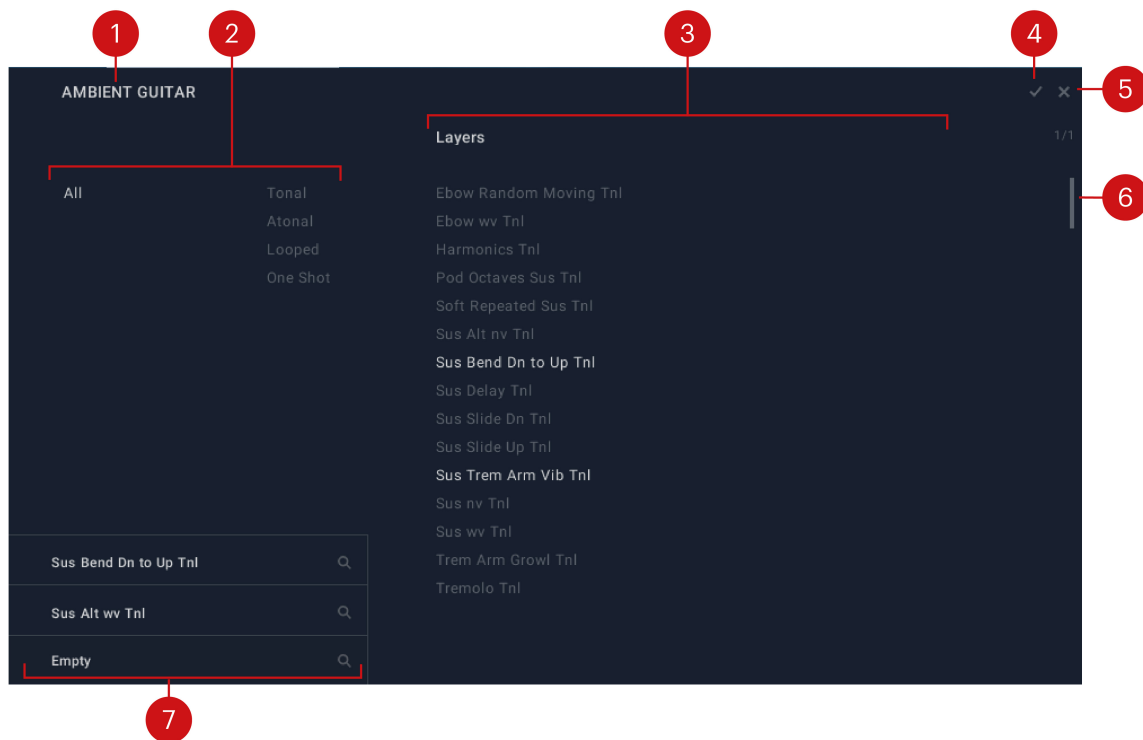To open the Layer Browser:

1. Click the XY pad in the Instrument Stage.

2. Then click Search (magnifying glass icon) in the Layer Grid

→   The Layer Browser opens allowing you to filter and select Layers.

The Layer browser contains the following key elements and controls:

1. **Layer Preset**: Displays the currently selected Layer.
2. **Category Filter**: Filters the list of Layer presets to the selected categories.
3. **Layer Selector**: Displays the selected Layer in the browser. Double-click to load the Layer and close the browser.
4. **Checkmark**: Applies your selection and exits the Layer browser.
5. **Exit** (X): Exits the Layer browser and returns to the Main view.
6. **Scroll Bar**: Moves through the entire Layer presets list.
7. **Layer Grid**: Selects each Layer for editing. Refer to Layer Grid.

7. Settings

The Settings page is split into two sections: Velocity and Voicing. On the left-hand side, you can change how Fables responds to keyboard velocity, and on the right, you can set voice preferences.

The **Velocity** section includes velocity curves that translate incoming velocity values to alter the feel or response of a keyboard. Here you can select a velocity curve to achieve your preferred velocity response from your MIDI controller. A velocity curve is essentially a way to customize what MIDI note velocity (between 0 and 127) results from the amount of force you play your MIDI controller. In addition, the **Sensitivity** parameter further adjusts the responsiveness allowing you to fine-tune the instrument to the way you play.

On the right-hand side of the Settings page, the **Voicing** section contains two parameters that enable you to control how voices are maintained when played. The **Smart Voice** feature distributes remaining voices equally across Layers making sure all Layers sound when played. It splits voices amongst layers, with the highest notes having the most active layers and the lowest having the least. It works as an intelligent divisi that avoids all notes playing all layers simultaneously.

The **Voice Limiter** sets the polyphony of the instrument. In some cases, the Voice Limiter is handy to reduce heavy voice count for some big patches without affecting playing style.

The bottom half of the settings section is dedicated to **Aftertouch** controls. Aftertouch refers to certain MIDI information of a keyboard. More specifically, it is a continuous MIDI signal sent while applying pressure to a key after it has been initially struck and while it is being held down and sustained. This signal can be used for modulation. There are two types of aftertouch: monophonic - only the highest value across all pressed keys is sent, and polyphonic - each pressed key sends its own aftertouch value. Not all MIDI keyboards support polyphonic aftertouch, and some don't support aftertouch at all. Refer to the documentation of your device to learn more.

The Settings page contains the following key elements and controls:
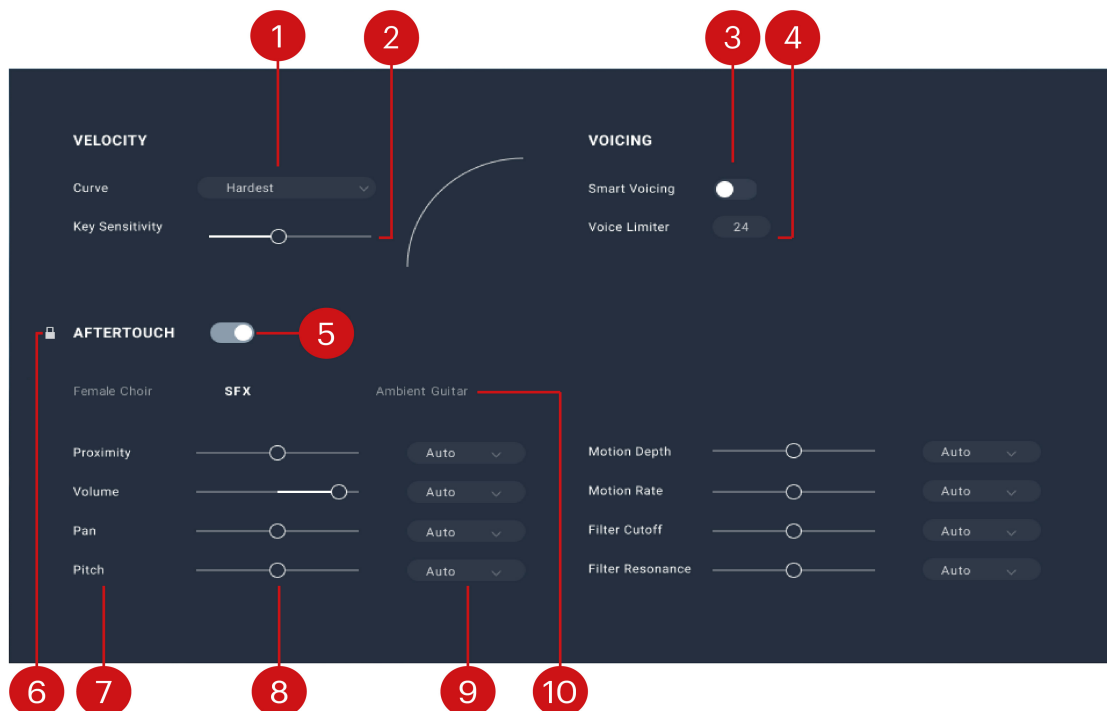
1. **Curve**: Adjusts the velocity response to your playing style. Select one of the preset curves that best suits your playing style.

2. **Sensitivity**: Adjusts the responsiveness of incoming velocity.

3. **Smart Voice**: Disperses voices among layers, prioritizing the highest notes first. It works intelligently to divide the Layers to avoid all notes playing all layers simultaneously.

4. **Voice Limiter**: Limits the amount of played voices. The oldest voices fade out first. If your computer is experiencing playback issues, try to reduce the number of voices.

5. **Aftertouch**: Toggles aftertouch modulation on or off.

6. **Lock**: Toggles lock on or off. When activated, aftertouch settings will not change when selecting a new preset or using Random.

7. **Modulation Target**: Lists the parameters that can be modulated via aftertouch. Each row includes the following two settings per target.

8. **Modulation Amount**: Sets the amount of aftertouch modulation applied to the individual parameter. These sliders are bidirectional, meaning the aftertouch value can positively or negatively modulate the parameter. Slider positions to the left of the center result in negative modulation effects, positions to the right in positive modulation effects.

9. **Mode**: Switches between three different aftertouch modes: Auto, Mono, and Poly.

10. **Layer Selection**: Aftertouch settings are available for each layer individually. Select which layer to edit by clicking on one of the layer names.

8. Credits

Concept: Anthony Ammar

Product Design: Anthony Ammar, Francesco Sabatini

Recording and Mixing: Anthony Ammar

Audio Editing: Abel Vegas

Orchestral Conductor: Dan Walker

Kontakt Development: Derik Thomas, Gabriel Dib

User Interface Design: Efflam Le Bivic, Stefan Kummerlow

Product Management: Konstantin Hess

QA & Finalization: Elad Twito

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