

**ANALOG**

*DREAMS*



---

# Table of Contents

1. Disclaimer .....	1
2. Document Conventions .....	2
3. Foreword .....	3
4. Welcome to ANALOG DREAMS .....	4
5. Installation and Setup .....	5
6. Overview of ANALOG DREAMS .....	6
7. Saving and Loading Snapshots .....	7
8. Using the Browser .....	8
9. Credits .....	9

# 1. DISCLAIMER

The information in this document is subject to change without notice and does not represent a commitment on the part of Native Instruments GmbH. The software described by this document is subject to a License Agreement and may not be copied to other media. No part of this publication may be copied, reproduced or otherwise transmitted or recorded, for any purpose, without prior written permission by Native Instruments GmbH, hereinafter referred to as Native Instruments.

“Native Instruments”, “NI” and associated logos are (registered) trademarks of Native Instruments GmbH.

Mac, macOS, GarageBand, Logic and iTunes are registered trademarks of Apple Inc., registered in the U.S. and other countries.

Windows and DirectSound are registered trademarks of Microsoft Corporation in the United States and/or other countries.

All other trademarks are the property of their respective owners and use of them does not imply any affiliation with or endorsement by them.

Document authored by David Gover

Software version: 1.0 (3/2020)

## 2. DOCUMENT CONVENTIONS

This document uses particular formatting to point out special facts and to warn you of potential issues. The icons introducing the following notes let you see what kind of information can be expected:



The speech bubble icon indicates a useful tip that may help you to solve a task more efficiently.



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



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

Furthermore, the following formatting is used:

- Paths to locations on your hard disk or other storage devices are printed in *italics*.
- Important names and concepts are printed in **bold**.
- Square brackets are used to reference keys on a computer's keyboard, e.g., Press [Shift] + [Enter].

### 3. FOREWORD

These are challenging times for the global music community.

Cancellations, closures, and city lockdowns have hit artists and DJs particularly hard, with many people facing long periods of isolation. We're looking at ways we can support, and we encourage you to make the most of this time to connect with each other, learn new skills, and explore new sounds.

That's why we're making **ANALOG DREAMS free until the end of March**. A small gift to keep you inspired during all the extra home studio time. Stay safe, look out for each other, and keep on creating.

**Daniel, Mate, and the NI Team**

## 4. WELCOME TO ANALOG DREAMS

ANALOG DREAMS is a powerful hybrid analog synth KONTAKT instrument inspired by legendary hardware synths of the 1980s. Influenced by artists such as Giorgio Moroder, Vangelis, and Jon Carpenter and their seminal movie soundtracks like Blade Runner, Tron, Videodrome, and The Terminator.

ANALOG DREAMS takes raw sounds from iconic hardware synths and brings them up to date for music producers looking to add a retro 80s sound to their music. With retro-futuristic sub-genres of electronic music bigger than ever, Analog Dreams is the perfect instrument to achieve this distinctive aesthetic. Just choose your sound sources, then blend and tweak to create the synth tones of your dreams.

## 5. INSTALLATION AND SETUP

Before you begin to use ANALOG DREAMS you must install and setup the following:

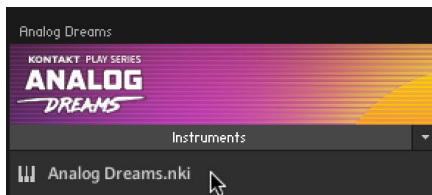
- Setup a Native Access account to install the free software. If you need help with Native Access, go [here](#).

Once you have installed Native Access, download and install the following software:

- The free [KONTAKT PLAYER](#) or you can use the full version of [KONTAKT](#) (Version 6.1 or higher).
- The free [ANALOG DREAMS](#) Play Series KONTAKT Instrument.

After installation:

1. Open KONTAKT and look for **ANALOG DREAMS** in the Browser, located on the left side pane.
2. Click the ANALOG DREAMS **Instruments** drop-down menu.
3. Then double-click the **Analog Dreams.nki** file to load the instrument.



ANALOG DREAMS is not a VST plug-in itself, so to use it, for example, within a DAW (Digital Audio Workstation) you will first need to open an instance of KONTAKT, and then within KONTAKT open the ANALOG DREAMS library.



## 6. OVERVIEW OF ANALOG DREAMS

ANALOG DREAMS offers an effective yet simple and intuitive interface that contains blendable dual sound sources (layer A and layer B) and six macros that are assigned to dedicated sound parameters for instant sound sculpting.

Sound sources for layers A and B are accessible using the browser, and using the macros you can quickly tweak each snapshot and radically change them to create alternative timbres.



### *The Main view and its controls*

Here's an overview of the controls on the Main view:

- (1) **Layer A:** Contains the sound for layer **A**. Click the waveform or letter **A** to browse for a new sample for this layer
- (2) **Layer B:** Contains the sound for layer **B**. Click the waveform or letter **B** to browse for a new sample for this layer.
- (3) **Blend A/B:** Adjusts the volume level between the layers. Rotating the knob to the left increases the volume level for layer **A**, rotating it to the right increases the level for layer **B**. The **Blend** control knob is available in all snapshots.
- (4) **Macros 1-6:** These control knobs are pre-patched for instant access to the most important parameters that work best with each Snapshot.
- (5) **Volume:** Adjusts the master volume level. The **Volume** control knob is available in all Snapshots.



## 7. SAVING AND LOADING SNAPSHOTS

Snapshots are your own personalized user presets, which you can save and recall.

### Saving a Snapshot

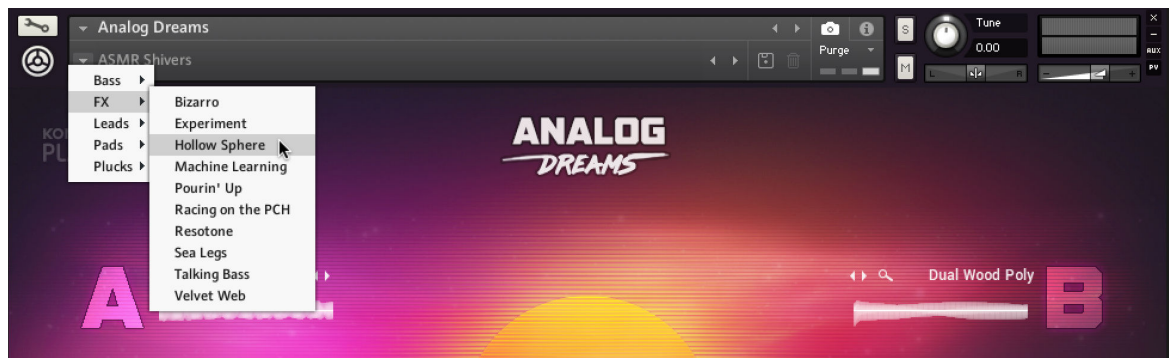
Snapshots can be saved at any time while you are working on them. When a Snapshot is saved the macro settings, parameter controls, and the sequence are also saved. You can also choose to save a sequence separately using the Sequencer Preset Manager and then load it back later to try it out on another sound.

To save a Snapshot:

1. Click the Save button. The Save button is represented by a floppy disk icon. This will open a standard Save dialog which will allow you to save your .nksn file in the User Snapshot Library.
2. Name your new Snapshot and click **Save**.
3. Once the Snapshot.nksn file is saved it will appear in the **User** Snapshot list.

### Loading a Snapshot

Snapshots are loaded from the drop-down menu in the top header of the instrument. You can also use the arrows to the left of the floppy disk icon to load the next or previous preset.



*The drop-down Snapshot selection menu*

To load a Snapshot:

1. Click the arrow next to the Snapshot name field.
2. Select **Factory** if you want to load a preset or **User** if you want to load one of your own Snapshots.
3. Select an instrument category.
4. Then click a Snapshot to load it.



Note that the **Factory** and **User** categories will not appear until you have first saved a Snapshot.

## 8. USING THE BROWSER

ANALOG DREAMS contains Snapshots that draw on samples of analog instruments. Each Snapshot contains two layers, (layer **A** and layer **B**). Sound sources for each layer are accessed by simply clicking the A or B label or the waveform display. This opens the Browser that contains a large list of sounds that are split across a number of pages. Clicking a sound source will select it for the current layer.



### *The Browser view*

- (1) Click the letter **A** or **B** to switch between each layer of the current Snapshot. After selecting a layer you can select a different sound for that layer.
- (2) The letter **A** next to the name of a sound source indicates that the sound is selected for layer A.
- (3) The letter **B** next to the name of a sound source indicates that the sound is selected for layer B.
- (4) Click the dots to select each page of the Browser. Each page contains a selection of more sounds.
- (5) Click **X** to exit the Browser and return to the Main view.

## 9. CREDITS

**Scripting, Programming and Production:** Matt Fudge

**User Interface Design and Artwork:** Fabian Ruf

**Sound Design:** Jonathan Kranz, Stewart Walker and Wave Alchemy

**Product Owner:** Barry McManus

**Documentation:** David Gover

**Quality Assurance:** Konstantin Fichtner

**Marketing Manager:** Mark Cummins

**Finalization and Encoding:** Carlos Ruiz