
ODES

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1. Disclaimer

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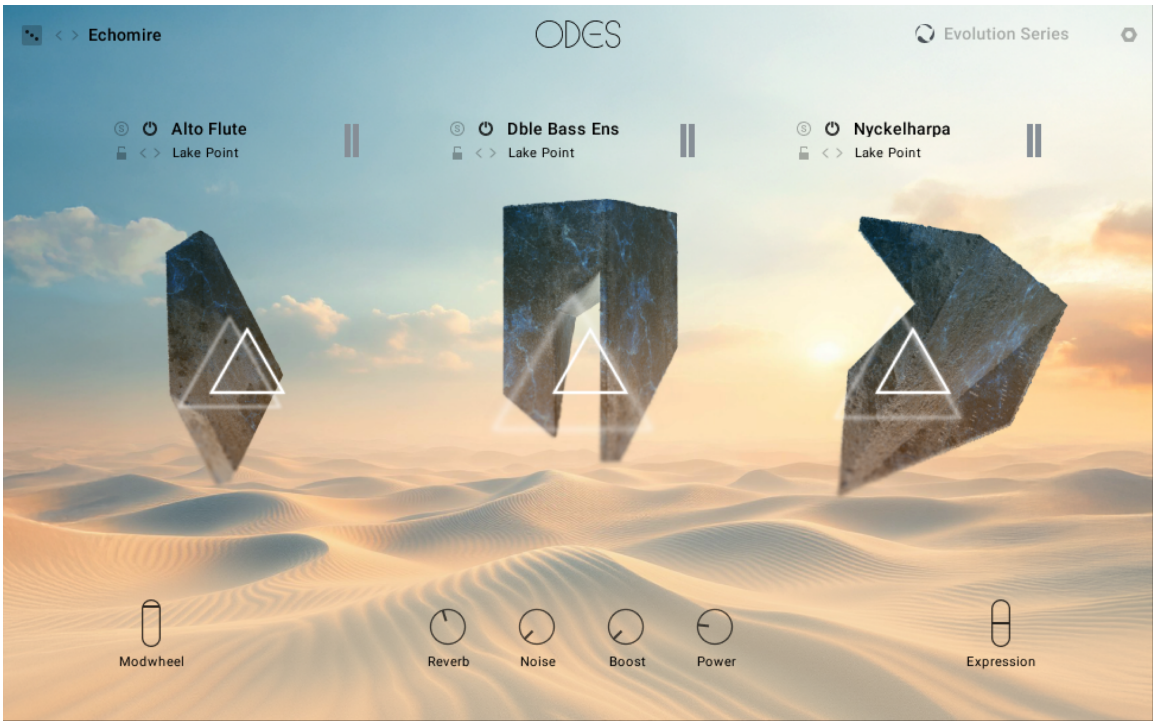
2. Welcome to Odes

Score dynamic, shifting soundscapes that bring scenes to life with Odes. The third chapter in the tale, building on the legacy of Lores and Fables, Odes propels the plot with a unique library focused on rhythm. String and woodwind-based tempo-synced loops spring from the surface, filling the shimmering oasis. Kamanchehs skate across the sands. Alto flutes float by overhead. All brought in frame with smart tonal sculpting tools.

Tell stories that move with sounds that stretch across continents and centuries. Shape evolving, expressive textures with virtuosic articulations, and fine-tune the feeling of every scene with smart tonal sculpting tools. Guide the emotion of the moment with built-in mic mixing. Reflect real spaces with convolution reverb. Build atmosphere with screen-ready sounds, meticulously recorded with the expression only maestros can provide. Odes continues the narrative drive of the series while infusing fresh rhythm and movement.

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

Thank you for choosing Odes. 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 the computer keyboard.
►	Denotes a single step instruction.
→	Denotes the expected result when following instructions.

The following three icons denote special types of information:

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

The **information** icon highlights essential information in a given context.

The **warning** icon alerts you of potential risks and serious issues.

3. Installation and setup

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

Installing Odes using Native Access

Native Access is your go-to app for downloading, activating, and updating all your NI music creation tools including Odes. If you are new to Native Instruments, you will first have to create your Native ID user account. To learn more about Native Access, visit our support page.

1. Download and install Native Access here.
2. Open the Native Access application.
3. Create a Native ID, if you do not have one already.
4. Login to Native Access using your Native ID.
5. Click **Library** on the left side of Native Access.
6. Click **Available** at the top of Native Access.
7. Click the **Kontakt** category to only show products related to Kontakt.
8. Click **Install** for the following products:
   - Odes
   - Kontakt or Kontakt Player

→ The software is installed automatically.

ⓘ If the software is already installed, click the **Updates** tab and install the available updates before proceeding.

Loading Odes in Kontakt

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

Kontakt offers two ways to load an instrument, the Library browser and the side pane browser.

To load an instrument using the Library browser:

1. Open Kontakt as a plug-in in your host software (DAW) or as a stand-alone application.
2. By default, Kontakt opens the Library browser on first launch. If you have turned this off, click **Library** in the Kontakt header to open the Library browser.
3. In the Library browser, make sure that the **Instruments** category is selected at the top (this should be the case by default), otherwise click **Instruments** to select that category.
4. Locate Odes in the Library browser. You can use the search bar at the top to quickly find it.
5. Click on the arrow icon (**>**) in the top right corner of the instrument's artwork to load the instrument and its first preset.
6. Alternatively, you can click the instrument's artwork to display its presets in the list on the right of the browser window.

7. Double click any preset to load it. The first entry, identified by a keyboard icon, loads the instrument with its default preset.

To load an instrument using the side pane browser:

1. Open Kontakt as a plug-in in your host software (DAW) or as a stand-alone application.
2. In the side pane on the left, make sure that the **Instruments** category is selected (this should be the case by default), otherwise click **Instruments** to select that category.
3. Locate Odes's artwork tile below.
4. Click on the arrow icon (**>**) in the top right corner of the instrument's artwork to load the instrument and its first preset.
5. Alternatively, you can click the instrument's artwork to display the list of its presets.
6. Double click any preset to load it. The first entry, identified by a keyboard icon, loads the instrument with its default preset.

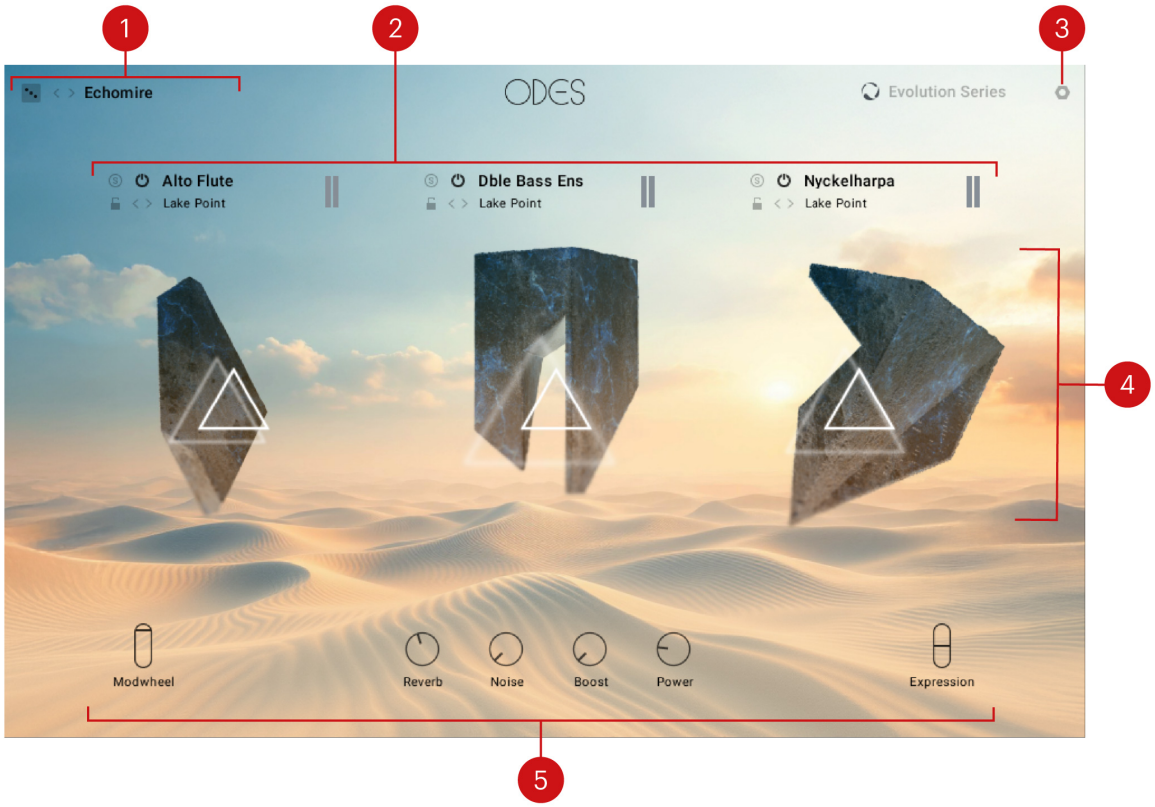
If you are new to Kontakt and want more information, visit Kontakt Player and Kontakt.

4. Odes Overview

Once you have completed the installation and loaded Odes in Kontakt, you can start playing the Instrument. Odes 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.

Odes 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.

Odes 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.

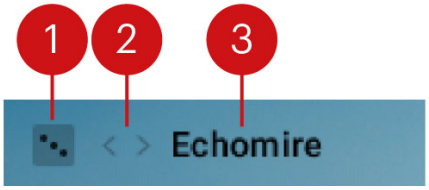
You may notice a slight delay at the start of each sample in Odes. This is intentional, designed to preserve the natural attack of the instrument and provide a more realistic playing experience. If your timing feels off, try moving your MIDI notes slightly ahead of the beat.

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:



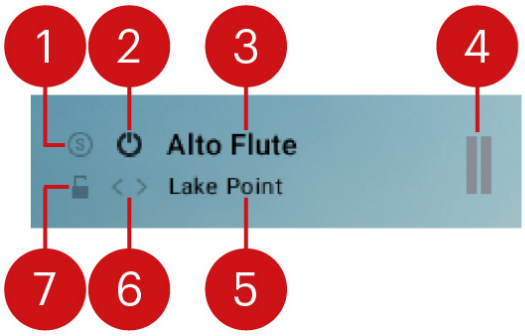
1. **Randomize Preset**: Loads a random preset from the selected category in the Main Preset browser. If any Instruments in the current preset are locked, then they will not change when selecting new presets. For more information on the Lock feature, refer to Instrument Inspector.
2. **Previous/Next**: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

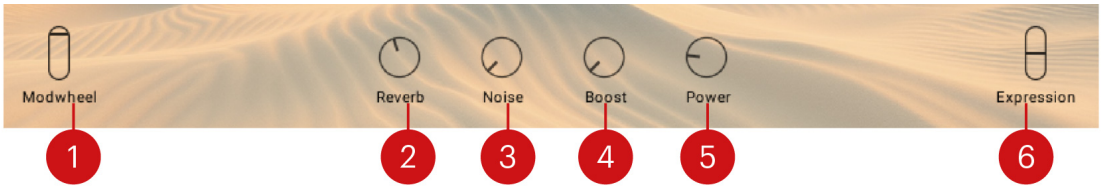
XY Pad: Controls the sound in real-time by clicking and dragging your mouse along the X and Y-axis.

- ▶ 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

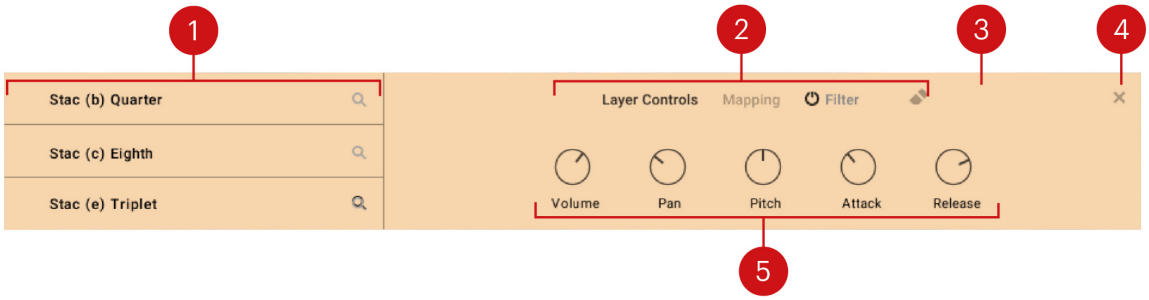
The Layer Editor contains three switchable tabs: Layer Controls, Mapping, and Motion where you can edit each Layer and customize each sound. By selecting a Layer from the Layer Grid on the left, you can tweak the sound using the Layer Controls, map it to the keyboard for velocity or expression switching using Mapping, and add expression using LFOs in Motion. 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:



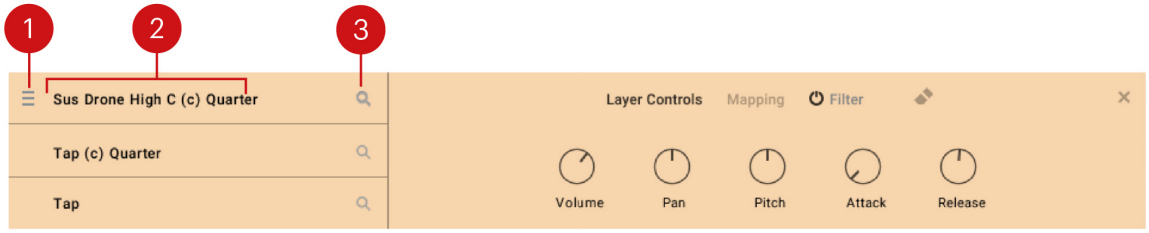
1. **Layer Grid**: Enables you to select layers and provides access to the editing controls and Layer browser. Refer to Layer Grid.
2. **Navigation**: Provides access to the Layer editors. Refer to Layer Controls, Mapping, and Filter.
3. **Erase**: Clears all settings for the selected Layer.
4. **Exit** (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, and Filter editors. The Layer Grid remains available even when switching editors.

The Layer Grid contains the following key elements and controls:

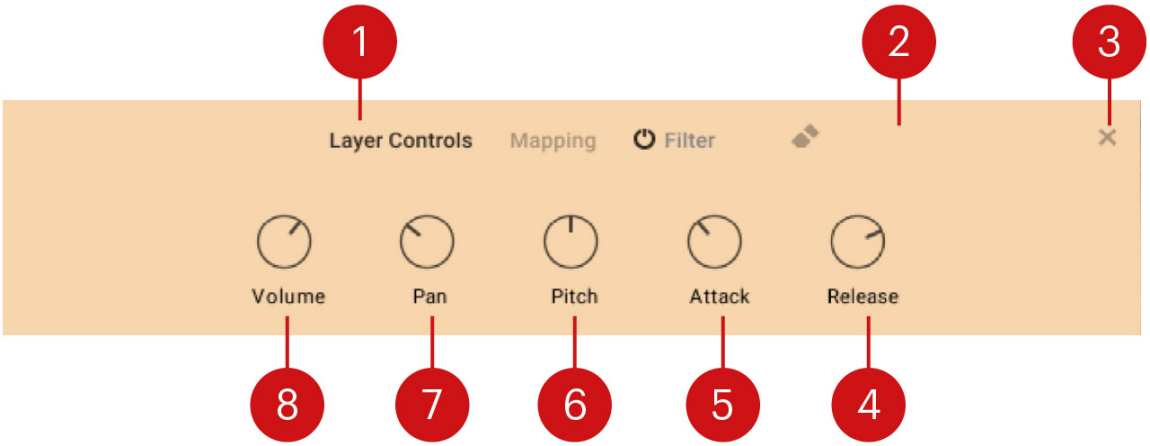


1. **Drag and Drop**: Allows you to drag and drop a Layer into a new slot to adjust its priority.
2. **Layer Selector**: Selects a Layer for editing.
3. **Search**: Provides access to the Layer browser. Refer to Layer Browser.

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:

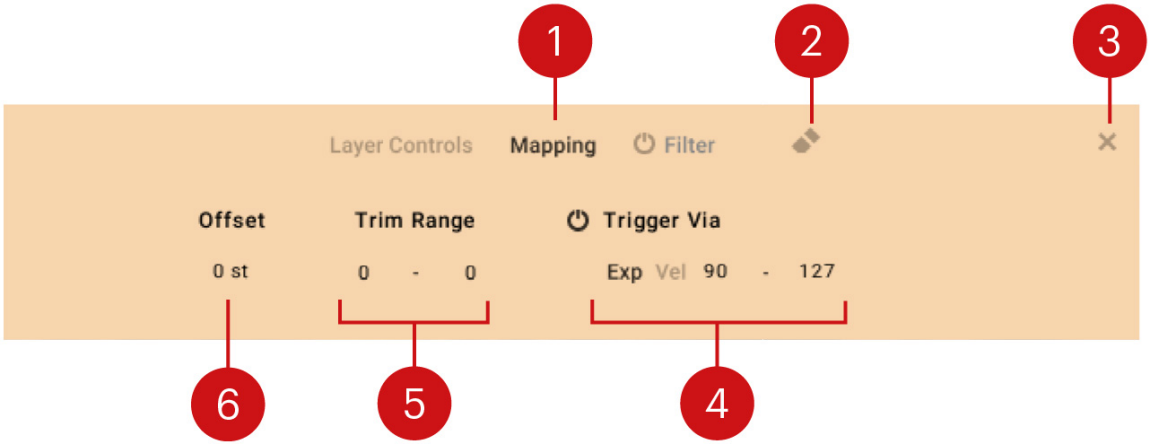


1. **Navigation**: Selects the Layer Controls editor.
2. **Erase**: Clears all settings for the selected Layer.
3. **Exit** (x): Exits the Mapping controls and returns to the Main view.
4. **Release**: Adjusts the release time of the Layer.
5. **Attack**: Adjusts the attack time of the Layer.
6. **Pitch**: 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:

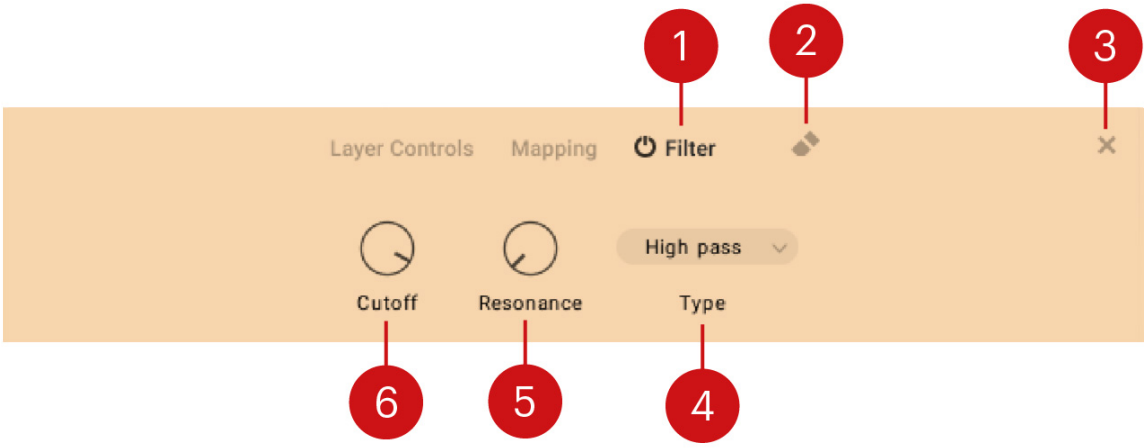


1. **Navigation**: Selects the Mapping editor.
2. **Erase**: Clears all settings for the selected Layer.
3. **Exit** (x): Exits the Mapping controls and returns to the Main view.
4. **Trigger Via**: Activates Layer triggering via velocity or expression. Ensure the Layer trigger functionality is active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

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

Odes 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 Odes contains a collection of sounds from 16 instruments expressed through over 300 hand-played articulations. As the foundation for Odes' 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.

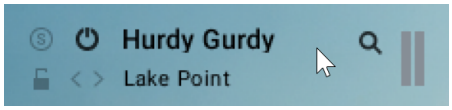
6. **Favorites**: Adds or removes instruments to the Favorites list. You can view Favorites by clicking on the Favorite button (star icon) in the header of the Presets list.
7. **Preset Information**: Display information about the selected preset.
8. **Preview**: Switches the preview function on or off. You can use the fader to adjust the preview volume.

Instrument Browser

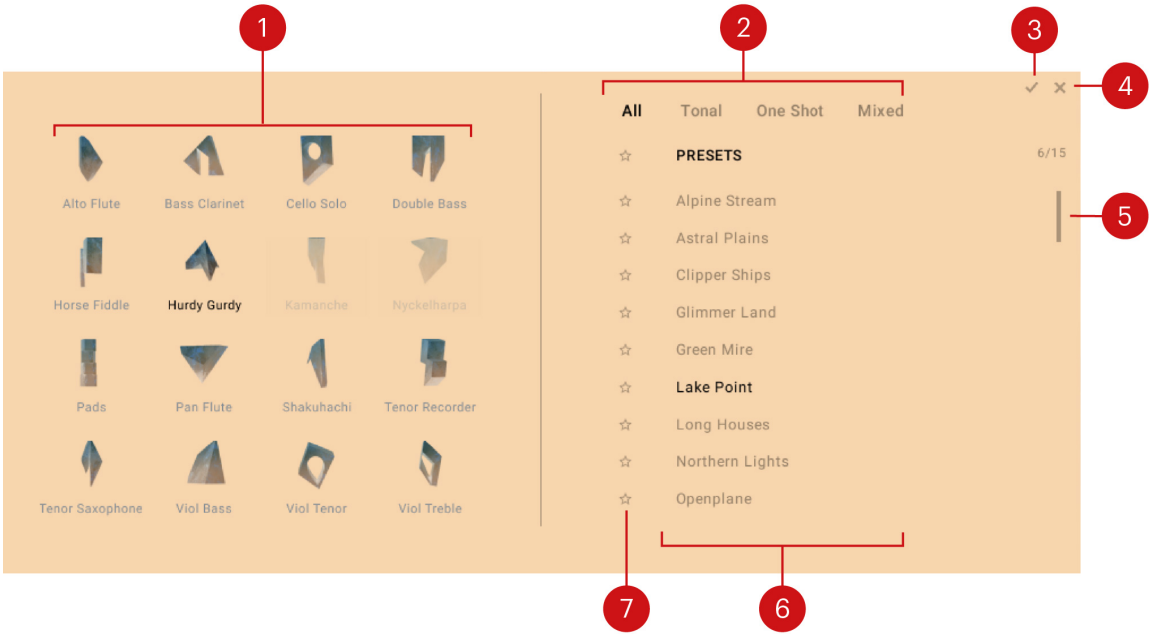
The Instrument browser provides access to all Instrument presets, which you can filter into instrument types or categories.

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.

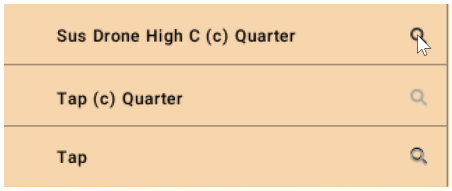
Layer Browser

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. User presets

You can save and manage your own user presets for Odes. When you save a user preset, all the parameter adjustments and instrument settings are stored within the preset. User presets let you save your own sounds, use them in other projects and across computers, share them with other users, or create backups.

User presets are saved on your computer as Snapshots (.nksn file extension), which are Kontakt's underlying file format for instrument presets.

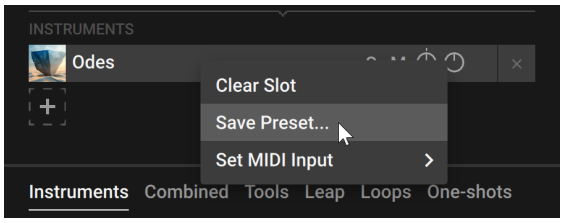
Saving a user preset

You can save user presets to recall your favorite sounds and settings at any time, share them with others, or create backups.

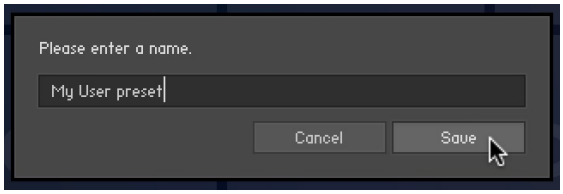
When using Kontakt's Default view, you can save user presets using the Navigator in the side pane:

1. In the Navigator, right-click the Odes slot.

2. Click **Save Preset…** in the context menu to open the Save dialog.



3. Enter a name for your new user preset and click **Save**. If you enter the same of an existing user preset, you will be given the option to replace it by clicking **Overwrite**.



→ The user preset is saved and added to your user content in the library.

> ⓘ You can also save user presets using the Instrument Header. For more information, refer to the Kontakt user guide or the Kontakt Player user guide.

All the user presets are automatically stored in the default User Content folder. You can transfer any of your presets to another computer by copying the respective Snapshot files.

The default User Content folders are:

Mac OS X:	*Macintosh HD/Users/<User Name>/Documents/Native Instruments/User Content/*

Windows: *C:\Users\<User Name>\My Documents\Native Instruments\User Content*

Please make sure that you include your *Documents* / *My Documents* folder in your regular data backups.

Loading a user preset

When using Kontakt's Default view, you can load user presets using the Navigator and the browser in the side pane:

1. In the Navigator, click the Odes slot.

2. In the side pane browser below, activate the User Content button to show your user presets.

→ The Results list below displays the user presets available for Odes.

3. Double-click the desired user preset from the list to load it.

You can also load user presets and factory presets using the Kontakt Browser or the Instrument Header. For more information, refer to the Kontakt user guide or the Kontakt Player user guide.

Deleting a user preset

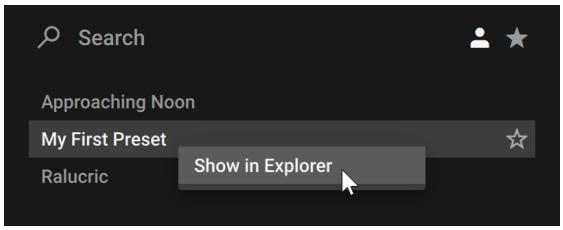
When using Kontakt's Default view, you can delete user presets using the Navigator and the browser in the side pane:

1. In the Navigator, click the Odes slot.

2. In the side pane browser below, activate the User Content button to show your user presets.

→ The Results list below displays the user presets available for Odes.

3. Right-click the desired user preset from the list and select **show in Finder/Explorer**.



→ The folder containing this user preset opens up on your desktop.

4. Delete the file from the disk.

→ The user preset is removed from your library on the next launch of Kontakt / Kontakt Player.

ⓘ You can also delete user presets using the Kontakt Browser or the Instrument Header. For more information, refer to the Kontakt user guide or the Kontakt Player user guide.

8. Settings

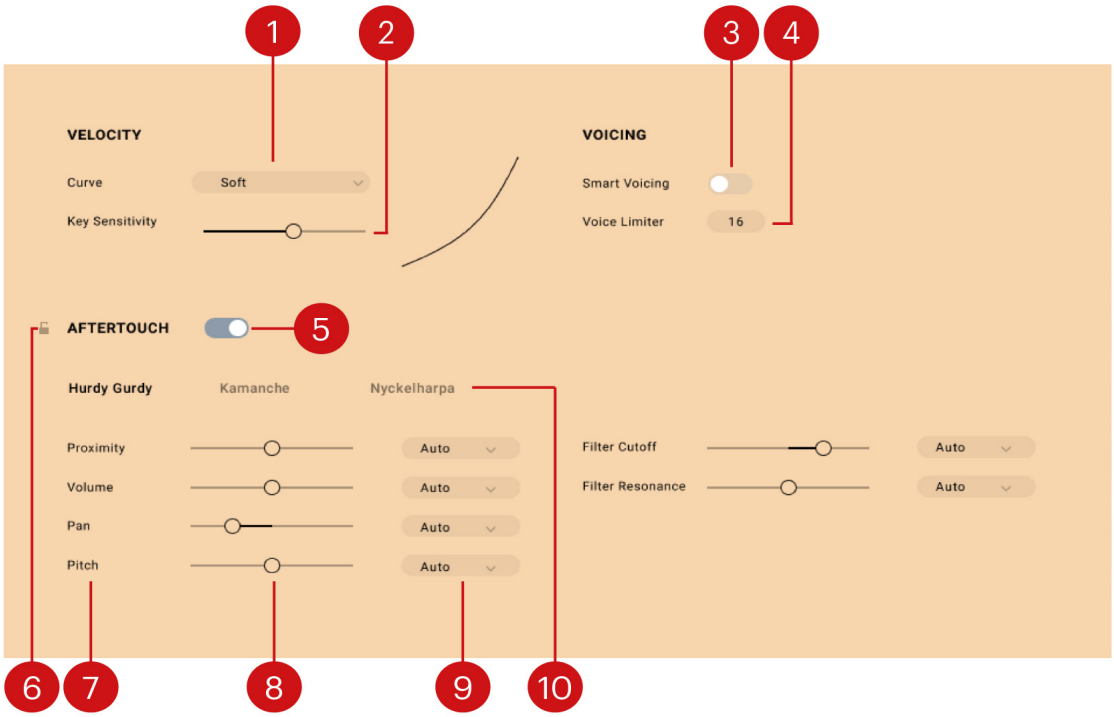
The Settings page is split into two sections: Velocity and Voicing. On the left-hand side, you can change how Odes responds to keyboard velocity, and on the right, you can set voice preferences.

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 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.

9. Credits

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