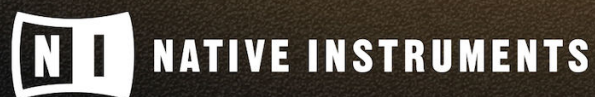




# SEQUIS



THE FUTURE OF SOUND



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# 1. Disclaimer

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Document authored by David Gover

Software version: 1.0 (10/2021)

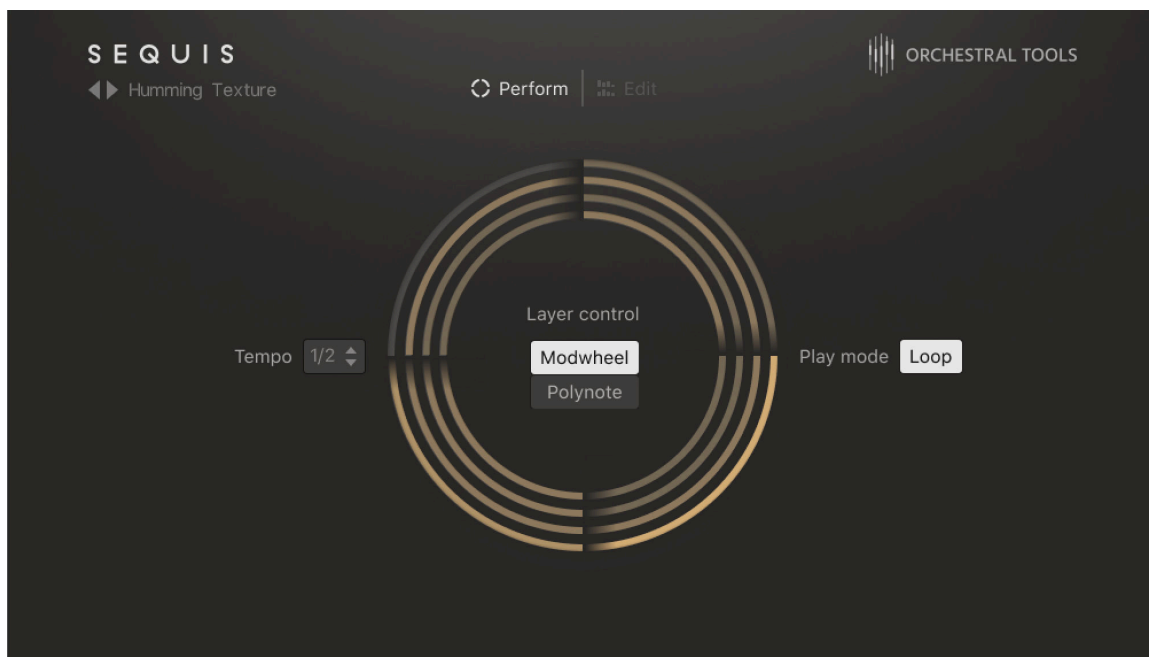
## 2. Welcome to SEQUIS

SEQUIS is an instrument driven by up to four layers of acoustic instruments and a sequenced pattern. Blending the layers and interacting with segments of the sequence provides a playful experience that quickly produces professional-sounding results.

It combines a deep library of meticulously recorded samples with an intuitive sequencing engine, uniting rhythm and melody to infuse your productions with a richly organic, pulsing momentum. So whether you're scoring otherworldly sci-fi films or crafting deep, dark, dancefloor moments, SEQUIS gives you total freedom to explore new sonic pastures.

An artfully compiled ensemble of acoustic samples includes guitars, classical strings, flutes, percussion, and even human voices. The instruments were all recorded using a variety of imaginative playing styles to create an inspiring medley of articulations, trills, ghost notes, flutters, ricochets, and echoes that are woven together with the in-built step sequencer to form new musical constellations.

Thank you for purchasing SEQUIS. We hope you enjoy this instrument as much as we do, and we're looking forward to hearing your creations.



## 2.1. Document Conventions

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

<i>Italics</i>	Indicates paths to locations on your hard disk or other storage devices
<b>Bold</b>	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 you can make music with SEQUIS, you must install and setup the necessary software. Follow these instructions to get started:

### Native Access

Native Access is where you will install the software for SEQUIS. 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 [here](#).

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:
  - KONTAKT or KONTAK PLAYER
  - SEQUIS

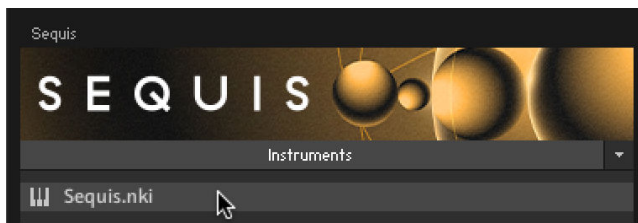
→ The software is installed automatically.

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

### SEQUIS via KONTAKT

Once installed, you can start using SEQUIS in KONTAKT. SEQUIS 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 SEQUIS in the Browser, on the left side of the user interface.
3. Click **Instruments** to open the product's content.
4. Double-click the **Sequis.nki** file to load the instrument.



If you are new to KONTAKT and want more information, visit [KONTAKT PLAYER](#) and [KONTAKT](#).

## 4. SEQUIS Overview

SEQUIS offers a clear interface built around the main Perform view and optional Edit view. The main Perform view lets you quickly select presets (also called Snapshots) from the built-in browser. A visualization of the four active sound layers and the four segments of the sequence occupies the center of the instrument. Here, you can choose between the instrument's polyphonic and monophonic layer controls, allowing you to blend the layers of sound using a modulation wheel or with notes. You can also set the Play mode to loop the whole sequence to provide a continuous sound.

In the Edit view, you can design and tweak your sequenced patterns, swap the source articulation and add effects to each layer. The Edit view comes with a wide variety of controls that also let you dial in swing, activate triplet patterns, and add accents to specific notes. Sounds can also be individually processed with pro-level reverb, filter, and delay effects, while layers of sequenced patterns can be looped and reversed, giving you a lush playground of evolving, syncopated loops and multilayered one-shots.



The Perform view

1. **Snapshots:** Displays the current Snapshot. Snapshots are your own personalized user presets, which you can save and recall at any time. The preset arrows to the left of the Snapshot name load the previous and next Snapshot. To open the Preset Browser, click the name of the displayed Snapshot. The Browser contains a list of all sound categories and presets. For more information, refer to [Preset Browser](#) and [Snapshots](#).
2. **Main Navigation:** Selects between two views; Perform, and Edit.
  - **Perform:** Switches the instrument to the main Perform view. Here you can quickly select the instrument's **Layer Control** mode, **Play mode**, and adjust the **Tempo** of the sequence. In this view, you have an active visualization of the four layers and sequence segments that make up a Snapshot.
  - **Edit:** Switches to the Edit view. In the Edit view, you can design and tweak your own sequenced patterns with an array of easy-to-use controls. For more information, refer to [Edit View](#).

3. **Tempo:** Adjusts the playback tempo of the sequenced pattern. The available values are 1/2x, 1x, and 2x.
4. **Layer Control:** Blends up to four sound layers using the Modwheel or Polynote features:
  - **Modwheel:** Sets the Layer control to the Modwheel. Increasing the modulation wheel value on your MIDI controller or using CC messages in your DAW activates Layer 1 through to Layer 4 in succession.
  - **Polynote:** Sets the Layer control mode to Polynote. Increasing the amount of simultaneously played notes activates Layer 1 to through to Layer 4 to playback in succession.
5. **Play Mode:** Sets looped playback to on or off. When set to off, the sequence will end after one cycle. The next note pressed triggers the sequence again.
6. **Circular Animation:** Visualizes active sound layers and segments of the sequence from the current snapshot. The ring of the circles radiating outwards represents sound layers 1–4. With the Layer Control mode (4) set to **Mod wheel**, each layer of sound is added or removed as the modulation wheel is adjusted. In **Polynote** mode the layers are added or removed as each new note is played. In addition, the four segments of the circle represent each segment of the sequence. Segments 1–4 of the sequence are highlighted on the circle in a clockwise motion when notes are played. The sound source for each layer and the sequence can be changed in the Edit view. For more information on Edit view, refer to [Edit View](#).



## 5. Preset Browser

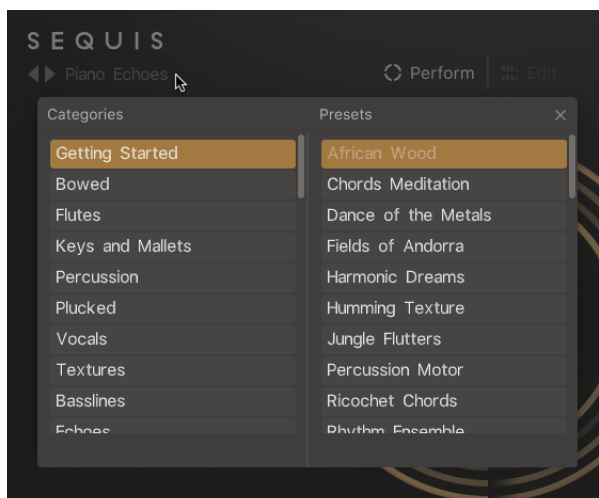
The Preset Browser contains over 400 presets divided across 11 categories, for example, Bowed, Flutes, Key and Mallets, Percussion, Plucked, Vocals, and Textures, etc. This collection of presets has been specially designed to showcase the full range and sonic potential of SEQUIS. The presets also offer a useful starting point from which you can tweak and tailor your own sounds.

The Preset browser can be accessed from the Perform view or Edit view.

► To access the Preset Browser, click the name of the current preset.

→ The Preset Browser appears with a range of categories and presets.

The Preset Browser contains the following features and controls:

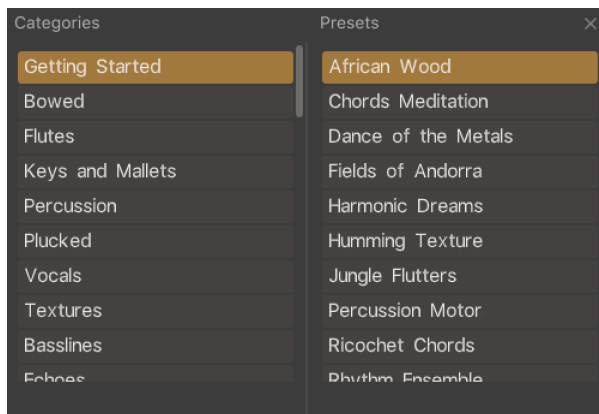


*The Preset Browser*

1. **Browse Arrows (<>):** Changes the preset without opening the Browser. Click the left or right arrow icons to load the previous or next preset.
2. **Categories:** Lists the available categories. Each category contains a collection of related presets.
3. **Presets:** Lists presets that belong to the selected Category.
4. **Exit (X icon):** Closes the Browser.

### 5.1. Preset Categories

Presets in SEQUIS are divided across 11 categories:



*Preset categories*

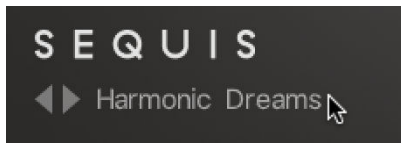
The list of categories is as follows:

- **Getting Started:** Includes a varied selection of the best presets. If you're new to SEQUIS, this is a great place to start.
- **Bowed:** Contains a collection of bowed instruments, including presets that are predominantly made of violas, cellos and ensembles played in various styles, using techniques such as staccato, falls, and trills.
- **Flutes:** Combines flute instruments, including standard flutes, bass flutes, and contrabass flutes. The presets here are played in a variety of ways leading to sounds suitable for many genres.
- **Keys and Mallets:** Blends sampled pianos, marimba mallets, and more with creative sequences that utilize features including accents and polyrhythms. These are sounds produced using analog gear, hybrid sound sources, resampling, and high-end processing.
- **Percussion:** From the groovy acoustic sounds of cajóns and tabla to the simplicity of wooden blocks, shakers, and hi-hats, the percussion collection presents a diverse set of rhythmical sounds that provide the backbone for all types of production.
- **Plucked:** A collection of sounds dedicated to plucked strings. From stacked and sequenced steel and nylon guitars, right through to Banjo and Dobro. These sounds form an impressive set of presets.
- **Vocals:** This collection features vocal recordings that cater to a broad range of styles, allowing you to move from subtle expressions of the human voice with chanting and whispers to dramatic sequenced arpeggios featuring snippets of vocals.
- **Textures:** Atmospheric orchestral colors. Great for big-screen soundtracks, game scores, sound installations, or live theater productions.
- **Basslines:** Bass and sub-bass varying from very soft sounds to growling sequenced tones.
- **Echoes:** A mixture of sounds and styles that make good use of the built-in effects. Startling movements, great for introducing unexpected cinematic moments in a composition.
- **Effects:** A collection of fills, risers, impacts, and special effects. All ready for TV and cinema or to tweak for a twist in your productions.

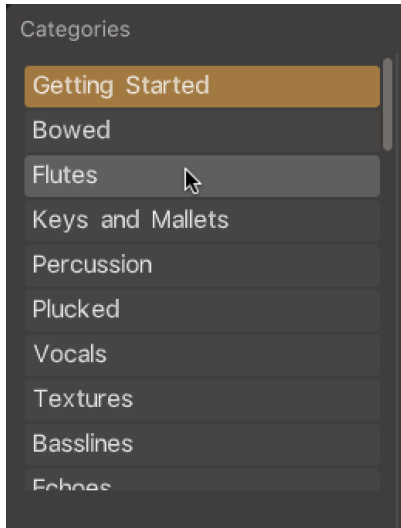
## 5.2. Loading a Preset

To load a preset in the Preset Browser:

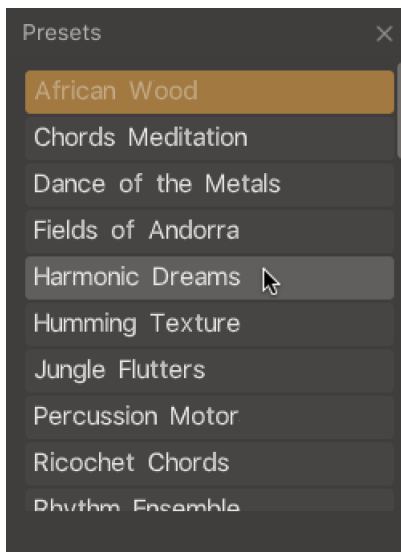
1. Click the Preset Display to open the Preset Browser.



2. Open a category by clicking a category's name.



3. Load a preset by clicking a name from the preset list.



4. Click anywhere outside of the Preset Browser, or click exit (X icon) in the top-right corner to exit the browser.

→ The selected preset is loaded in SEQUIS.

## 6. Snapshots

Snapshots offer a quick and convenient way of browsing for new sounds and saving custom presets. When browsing Snapshots, the macros are an effective way to explore the sonic potential of each preset sound. Snapshots are also a useful starting point from which you can tweak and tailor your own sounds. When a User Snapshot is saved, the macro settings, parameter controls, and sequence are also stored within the preset. Using Snapshots, you can create your own preset sounds, save them in the .nksn file format and use them in other projects, across computers or even share them with other users.

### 6.1. Snapshots Overview

Snapshots offer a quick and convenient way of browsing for new sounds and saving custom presets. Key features relating to Snapshots include:



*Snapshot View in the Instrument Header*

1. **Load Snapshot:** Opens the Snapshot menu where you can load a Snapshot from the **Factory** or **User** library. For more information, refer to [Loading a Snapshot](#).
2. **Snapshot Name:** Displays the name of the currently selected Snapshot.
3. **Snapshot Previous/Next** (<> icons): Allows you to quickly browse and load Snapshots. Pressing an arrow icon will load the previous or next Snapshot in the selected category. If no Snapshot is active, the first Snapshot on the list will be loaded. For more information, refer to [Loading a Snapshot](#).
4. **Save Snapshot** (floppy disk icon): Allows you to save changes made to a sound. When a User Snapshot is saved, the macros settings, parameter controls, and sequence are stored within it and can be accessed at any time via the **User** library. For more information, refer to [Saving a User Snapshot](#).
5. **Delete Snapshot** (bin icon): Deletes the currently selected Snapshot from the **User** library. You can only delete **User** Snapshots and not **Factory** Snapshots. For more information, refer to [Deleting a User Snapshot](#).
6. **Snapshot View** (camera icon): Provides access to the Snapshot features described above; saving, loading, browsing, and deleting. When **Snapshot View** is selected, configuration settings and features relating to the **Info View** are replaced in the display.

### 6.2. Loading a Snapshot

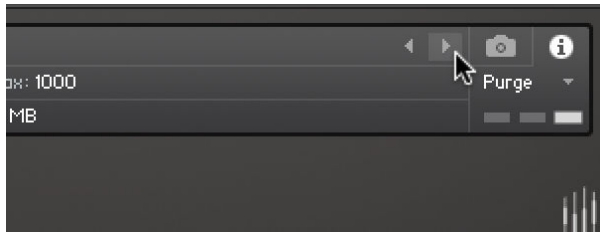
Snapshots are loaded from the drop-down menu in the top header of the instrument. You can also use the arrows to the left of the floppy disk icon to load the previous or next preset.

To load and browse Snapshots using the arrow icons:

1. Click the Snapshot View (camera icon) to open Snapshot view.



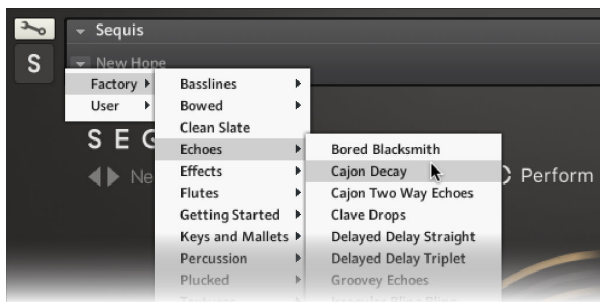
- Click the arrow icons (< >) in the Snapshot header to browse through the Snapshots list.



→ The previous or next Snapshot will load immediately each time an arrow icon is clicked.

To load a Snapshot from the library:

- Click the Snapshot View (camera icon) to open Snapshot view.
- Click the arrow icon next to the Snapshot name field to open the Snapshot menu.
- Select the **Factory** category to load a Factory preset, or select the **User** category to load one of your own Snapshots.
- Select an instrument category, if available.
- Select a Snapshot to load it.



→ The loaded Snapshot is displayed in the instrument header.

**i** The **User** category will not appear until you have first saved a Snapshot.

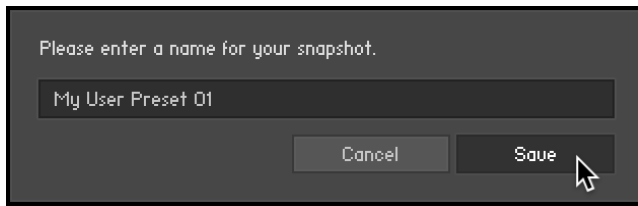
## 6.3. Saving a User Snapshot

Snapshots can be saved at any time while you are working on them. When a Snapshot is saved, all parameters and controls are also saved.

To save a Snapshot:

- Click the Snapshot View button (camera icon) to open Snapshot view.
- Click the Save button (floppy disk icon).
- Enter a name for your new Snapshot in the **Save** dialog box.

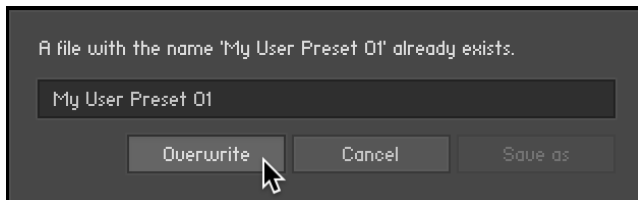
- Click **Save** to finish the process and close the dialog box.



→ Your Snapshot .nksn file is saved to the User Snapshot Library. It appears in the **User** Snapshot list.

To overwrite a Snapshot:

- Click the Snapshot View button (camera icon) to open Snapshot view.
- Click the Save button (floppy disk icon).
- Click **Overwrite** to confirm the process.

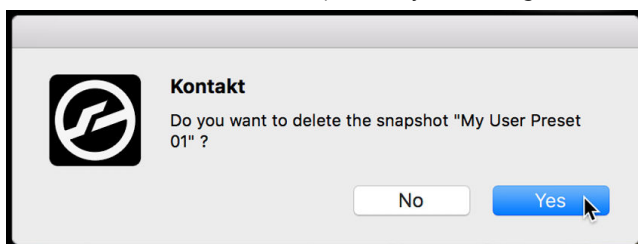


→ Your Snapshot .nksn file is saved to the User Snapshot Library, in replace of the old file.

## 6.4. Deleting a User Snapshot

Snapshots can be deleted using the bin icon in the instrument header. To delete a User Snapshot:

- Click the Snapshot view (camera icon) to open Snapshot view.
- Load the User Snapshot you wish to delete.
- Click the Delete button (bin icon).
- Confirm deletion of the Snapshot by selecting **Yes** in the dialog box.



→ The User Snapshot .nksn file is deleted from the User Snapshot Library.

## 7. Edit View

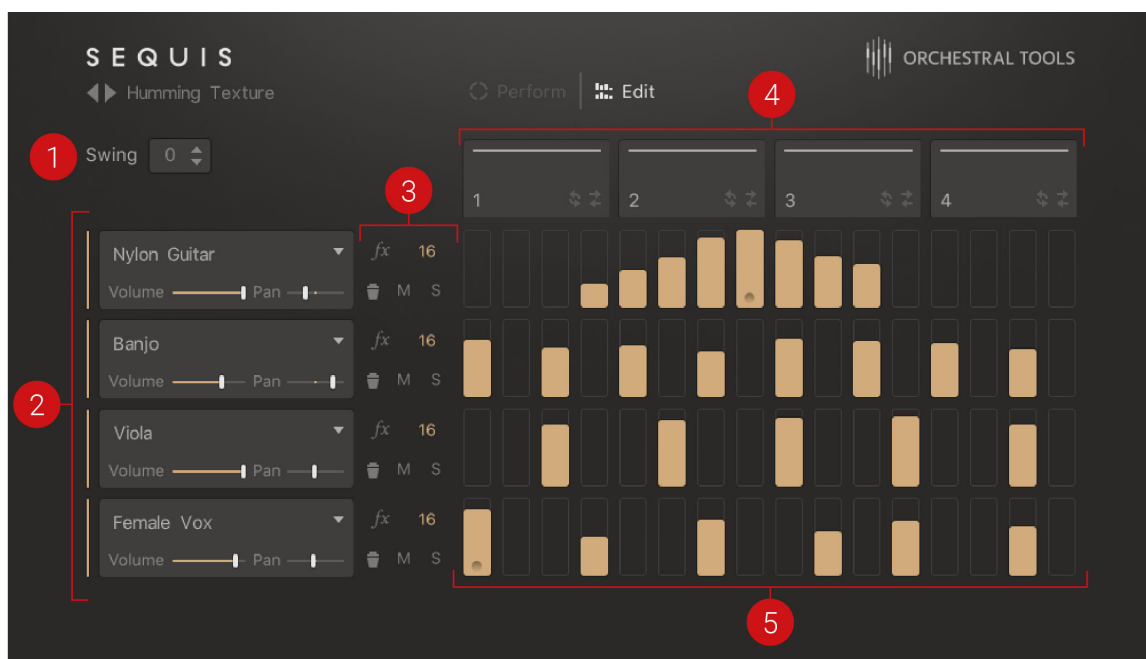
The Edit view is for designing and tweaking your own Snapshots. In the Layer Header, you can change the articulation, mix volume, and adjust pan. The Layer Controls to the right give access to effects, mute, and solo functions. Using the effects, you can mix your selected layers and get creative with the filter, delay, and reverb on each layer.

The majority of the Edit view contains the sequencer. Here you can adjust volume levels for each step of the sequence. Whether in 16 step or triplets mode, each step can be finely tuned with accents or completely removed to simulate glitch effects. The sequence segments above the steps provide further creative possibilities allowing you to repeat or reverse a segment. Clicking a segment mutes all of its steps, which could be used, for example, to create a polyrhythmic sequence. For the final touches, the Swing feature adds groove and shuffle to your sound.



When you find a sound and sequence you like, use KONTAKT's Snapshot feature to save and then recall it any time.

The Edit view contains the following options and controls:



The Edit view

1. **Swing:** Sets the amount of swing for the pattern from 0% to 100%. This parameter is applied to all layers.
2. **Layer Header 1–4:** Contains functions for each layer including activation/deactivation, selection of the articulation using the Articulation Browser, and overall volume level and pan control. For more information, refer to [Layer Header](#).
3. **Layer Controls:** Contains a selection of controls to manage each layer. This includes solo and mute functions, accessing layer effects, changing layer note subdivision, and the ability to delete the sequence steps for each layer. For more information, refer to [Layer Controls](#).

4. **Sequence Segments:** Contains a small selection of functions for the selected segment of the sequence. Each sequence is divided into four segments. Using these controls, each segment can be activated/deactivated, repeated or reversed once during playback. For more information, refer to [Sequence Segments](#).
5. **Sequence Steps:** Contains 16 sequence steps for each layer. Here steps can be added, removed, accented, and adjusted in volume. For more information, refer to [Sequence Steps](#).



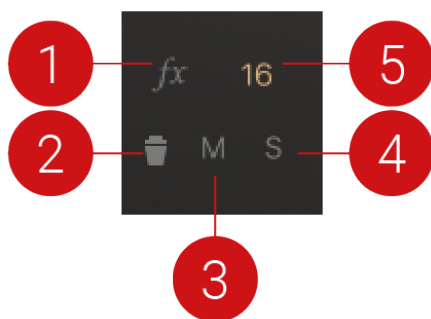
## 8. Layers

SEQUIS contains four individual sound layers that can be stacked and blended together seamlessly. Using the Modwheel or Polynote feature layers open up the possibility to develop and perform evolving soundscapes live, resulting in dynamic and cinematic storytelling.

### 8.1. Layer Controls

Contains a selection of controls to manage each layer. This includes solo and mute functions, accessing layer effects, changing layer note subdivision, and the ability to delete all sequence steps for a layer.

The Layer Controls contain the following controls:



*The Layer Controls*

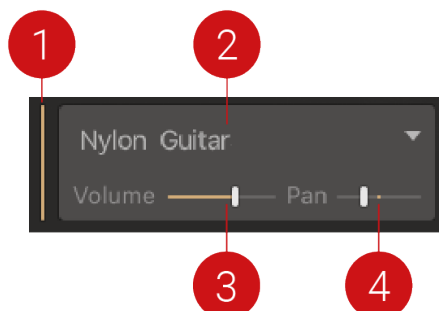
The Layer Controls contain the following features:

1. **FX**: Opens the effects section for the selected layer. When the button is highlighted, the effects are visible. For more information on effects, refer to [Layer Effects](#).
2. **Delete** (trash icon): Resets the sequence pattern of the selected layer.
3. **Mute**: Mutes the selected layer. When the button is highlighted, the layer is muted.
4. **Solo**: Solos the selected layer. When the button is highlighted, the layer is soloed.
5. **Note Subdivision** (**16** or **T**): Sets the sequence steps of the selected layer from a 16th note to an 8th note triplet subdivision.

### 8.2. Layer Header

Available on the Edit page, the Layer Header contains functions including the selection of the source articulation, access to the Articulation Browser, the layer volume level, and layer pan control.

The Layer Headers contain the following controls and features:



1. **Layer Active:** Indicates whether the layer is currently active. Layers can be activated using the modulation wheel or by pressing notes. For more information, refer to [Edit View](#).
2. **Layer Sound Source:** Displays the name of the current articulation in use. Click the name to open the Articulation Browser.
3. **Volume:** Adjusts the volume of the selected layer.
4. **Pan:** Sets the position in the stereo image of the selected layer from left to right.

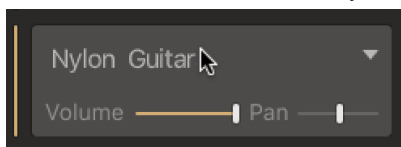
## 8.3. Articulation Browser

SEQUIS delivers an artfully compiled ensemble of acoustic samples that includes guitars, classical strings, flutes, percussion, and even human voices. The Articulation Browser allows you to load these sounds on each layer.

## 8.4. Loading an Articulation

To load an articulation in the browser:

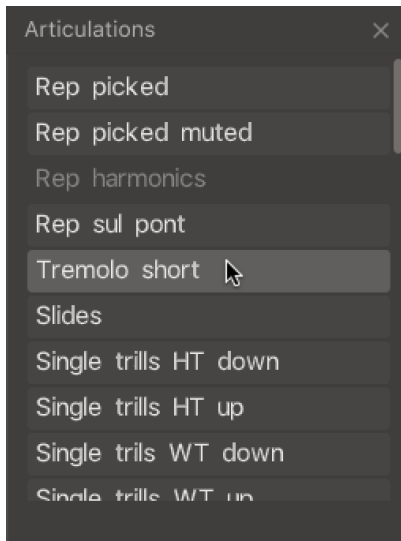
1. Click the articulation in the Layer Header to open the Articulation Browser.



2. Open an articulation subfolder by clicking an instrument name.



3. Load an articulation by clicking a name from the articulation list.



4. Click anywhere outside the Articulation Browser, or click exit (X icon) in the top-right corner to exit the browser.

→ The articulation is loaded on the selected layer.

**i** An articulation can only be used once in a Snapshot. Therefore, if an articulation is grayed out, that means it is already in use on another layer.

## 8.5. Layer Effects

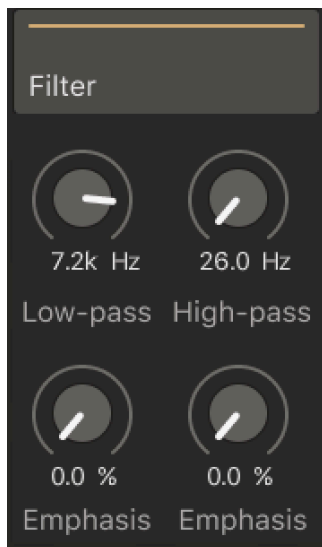
Each Layer has a set of dedicated controls for the individual effects. The Layer Effects include a filter, reverb, and delay and these can be used to add color and character to your sound.

Access the effects by clicking the **fx** button in the Edit view. Located above the effect's name is its On/Off button. A yellow strip indicates when the effect is active. Use the effects controls for nuanced sound sculpting, or automate the FX Blend control for dramatic sound design.

### 8.5.1. Filter

Filters take the basic, raw sound of the samples and subtract frequencies, changing the harmonic content and thereby the character of the sound. This change can be varied over time using modulation to produce more dynamic, animated timbres. SEQUIS offer filters from KONTAKT, each providing their own unique characteristics, as well as low-pass, notch, high-pass modes.

The Layer Filter contains the following controls:



*Filter effect*

- **On/Off** (header): Switches the filter on or off.
- **Low-pass**: Controls the cutoff frequency of the low-pass filter. Possible values are 26 Hz to 19,9 kHz.
- **Emphasis** (Low-pass): Controls the resonance of the low-pass filter. With a value greater than 0%, this control will boost a small frequency range around the cutoff frequency. Possible values are 0%–100%.
- **High-pass**: Controls the cutoff frequency of the high-pass filter. Possible values are 26 Hz to 19,9 kHz.
- **Emphasis** (High-pass): Controls the resonance of the high-pass filter. With a value greater than 0%, this control will boost a small frequency range around the cutoff frequency. Possible values are 0%–100%.

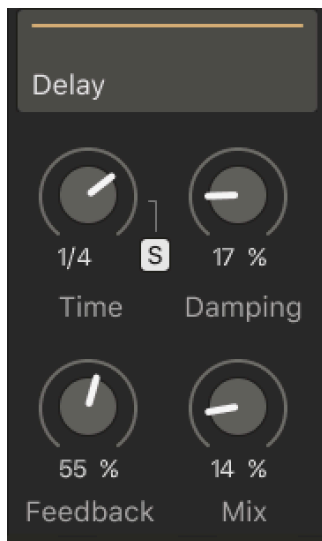
### 8.5.2. Delay

Delays create repeating echo effects after a given time period. Each subsequent repeat is a little quieter than the previous one.

SEQUIS offers a delay from KONTAKT. You can use this to create echo effects, and place the sound in a large “space” and generate rhythmic effects.

The Layer Delay contains the following controls:





*Delay effect*

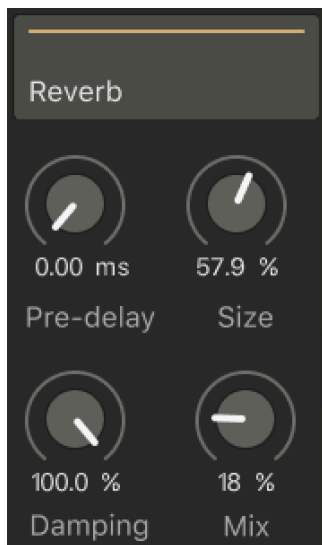
- **On/Off** (header): Switches the Delay on or off.
- **Time**: Adjusts the delay time in milliseconds or musical divisions, depending on the state of the Sync control.
- **Sync (S)**: Switches the delay sync on or off. When Sync is off, the delay runs free and can be adjusted in milliseconds. When Sync is switched on, the delay time is synced to your host tempo and is adjusted in musical division.
- **Damping**: Sets the damping of the delay steps. Possible values are 0% to 100%.
- **Feedback**: Determines the amount of signal fed back to the delay's input. Increasing the Feedback control adds delay repeats to your sound.
- **Mix**: Controls the balance between the processed (wet) signal and the dry input signal. At 0%, no delay is applied to the input signal. Turning the knob right increases the amount of delay signal that is added to the input signal. At 50%, the dry and wet signals are equally balanced. Between 50% and 100%, the delay signal increases to full volume, while the unprocessed signal is gradually decreased.

### 8.5.3. Reverb

Reverb simulates the natural sound of an acoustic space. Reverb is created when a sound or signal is reflected off of a surface causing numerous reflections to build up. They then decay as the sound and reflections are absorbed by the surfaces of the objects around them.

SEQUIS offers a reverb from KONTAKT. You can change the Room Size, Pre Delay and Mix parameters to create dynamic special effects.

Layer Reverb contains the following controls:



*Layer Reverb effect*

1. **On/Off** (header): Switches the Reverb on or off.
2. **Pre-delay**: Sets the amount of pre-delay for the reverb. Possible values are 0 to 250 ms
3. **Size**: Sets the size of simulated space. Possible values are 0% to 100%.
4. **Damping**: Sets the amount of damping applied to the reverb. Possible values are 0% (bright) to 100% (warm).
5. **Mix**: Sets the mix for the reverb effect. Possible values are 0% (dry) to 100% (wet).

## 9. Using the Sequencer

SEQUIS contains a sequencer that you can use to quickly create looping melodies, dynamic pads, and rhythmic patterns.

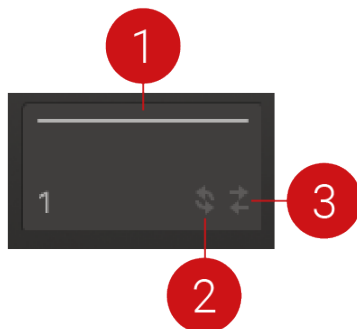
The sequencer contains four sequence lanes, one for each sound layer. Each step of the sequence can be finely tuned by adjusting volume levels or by adding accents to emphasize rhythmic elements.

Above the sequence lanes, there are four sequence segments above the sequence lanes containing controls to repeat or reverse a segment. Clicking a segment mutes all of its steps, which could be used, for example, to create a polyrhythmic sequence.

### 9.1. Sequence Segments

Located above the sequence lanes, the four sequence segments each contain a small selection of controls. Using these controls, a segment can be activated/deactivated, repeated, or reversed once during playback.

Sequence segments contain the following controls and features:



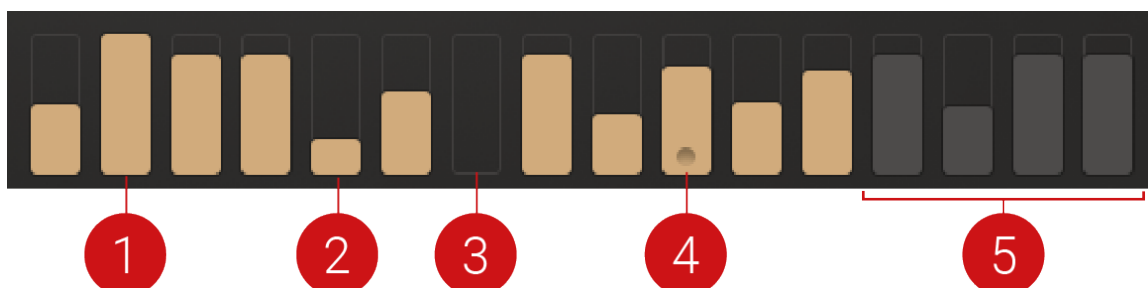
*Sequence Segment one of four.*

1. **Segment Activation:** Activates/deactivates a segment of the sequence. When deactivated, the steps on each layer within the segment are grayed out.
2. **Segment Repeat:** Repeats the segment once, then continues playback of the sequence.
3. **Reverse Repeat:** Reverse repeats the segment once, then continues playback of the sequence.

### 9.2. Sequence Steps

A sequence contains up to 16 steps for each layer. The steps represent the volume level of the articulation at each stage during playback. By interacting with the sequence, steps can be added, removed, accented, and adjusted in volume.

The sequencer contains the following types of steps:



*An overview of the different steps available on a sequence layer.*

1. A step at full volume.
2. A step at minimum volume.
3. An empty step.
4. An accented step.
5. A muted segment of steps.

The step sequencer can be used in the following ways:

- ▶ To create a sequence step, double-click an empty step.
  - The step is created. By default, the step will have a playback volume of around 90%.
- ▶ To adjust the playback volume of a step, drag the step upwards to increase the volume, or drag it downwards to reduce the volume.
  - The level of the step is adjusted and indicated in yellow.
- ▶ To add an accent to a step, double-click an active step.
  - A dot is added to the step to indicate it is accented. Click the step again if you want to remove the accent.
- ▶ To remove a step from the sequence, click an active step or click twice if it has an accent.
  - The step is removed from the sequence.



# 10. Credits

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