

I N T E R V A L



M A N U A L

Thanks for purchasing Interval.

How to install?

To install, unzip and drag the instrument folder to any hard drive. Launch Kontakt 4 or higher and load the .nki instruments. Please do not move any file! By installing the product you accept the enclosed product license agreement. For any kind of questions please contact us at : support@cinematique-instruments.co

The Instrument - What is Interval?

Interval isn't quite like anything else you've played. It is an instrument „with real life and breath“ as composer Theodore Shapiro said. Inspired by contemporary compositions Interval pursues a new approach into building sounds. It is hard to explain, but in the broadest sense, it is an instrument for building inspiring pads, organic atmospheres as well as creative arpeggios. You can do things with it you can't do with anything else.



The Concept

Interval features two main issues: the extraordinary selection of sound sources (samples) and an unique engine to create harmonies.

During our latest recordings of orchestral instruments we have spent extra time for recording very light and fragile sound articulations. As the result we are happy to unveil an extraordinary collection of gentle and shimmering long notes of violins, celli, flute and trombones which are breathtaking. To round off this palette of sounds we have added some fine selected sounds such as harmonic violin, ebow guitar, a sine tone and more. (see full list below).

Alone by playing these beautiful sounds in a traditional way like - without using the Interval engine - you will have a great experience of shimmering pads and organic sounds!

This playing will be refined by Intervals engine with what some composer told „It isn't quite like anything else I've played“. It is an easy but astonishing concept. Interval just layers equal intervals (up to eight) on top of each other and the result is a distinct cluster with timbres ranging from bright and clear to complete cacophony. For example, if you are playing an C by a selected fourth interval, Interval will play C-F-Bb-Eb1-Ab1-Db2-B and so on, or a C with a bunch of superimposed fourth notes. And really true, what you now hear is an inspirational sound with unconventional harmonies !



The Main Structure

The fundament of Interval are four separate sound slots which can be simultaneously played. Just click on the slot name to select one of the 17 instruments (see list below) to set up your favourite mix of sounds. Each sound can be used only once.

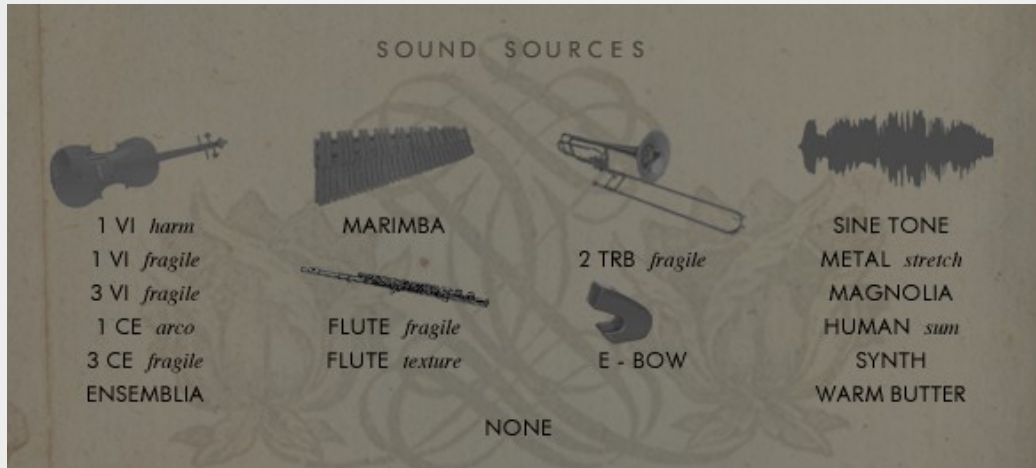
In order to shape the overall sound there are a lot of tools available: attack/release time, increase/ decrease of the highs and lows, three delays with adjustable feedback, a reverb and and an LFO which works separately for the four sound slots.

After creating your sound, you can now spread the four sound slots separately to each interval step. Just click on the interval nodes to activate or deactivate the corresponding interval. Each interval step has also a separate volume control. To understand how it works just change the interval (bold number in the centered field) and see what happens when you play a note. (more detailed described at the Engine View).

Interval provides four intervals slots. You can access these different intervals by keyswitches (C0 – Eb0) or in chain-mode which skips through the intervals by each key stroke.

The Sound Sources

Interval offers a collection of 17 sound sources, 31 presets in 4 categories



1 Violin harmonic, 1 Violin fragile, 3 Violins fragile, 1 Cello arco, 3 Celli fragile
Ensemblia (processed patch)

Marimba

Flute fragile, Flute texture

2 Trombones fragile

E-bow Guitar

Sine Tone, Metal stretch, Magnolia, Human Sum, Synth, Warm Butter

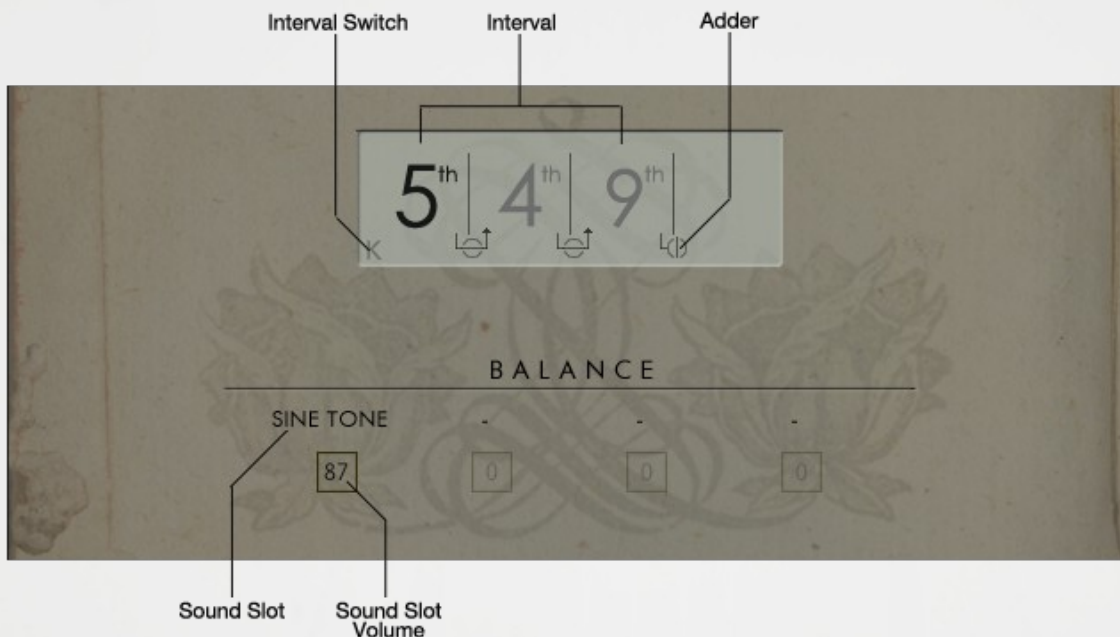
The views



At the bottom of all interface views of Interval you find the main menu. By pressing on the particular word you get to the corresponding view, the gearwheel at the right corner opens the options menu.



The main view



Interval Switch

the letter displays in which way the interval will be changed. „K“ stands for Key-switch and lets the interval change by pressing the keyswitches C0 to D#0, the letter „C“ stands for chain which lets the intervals play one after the other. You can change the Interval Switch in the options menu

Interval

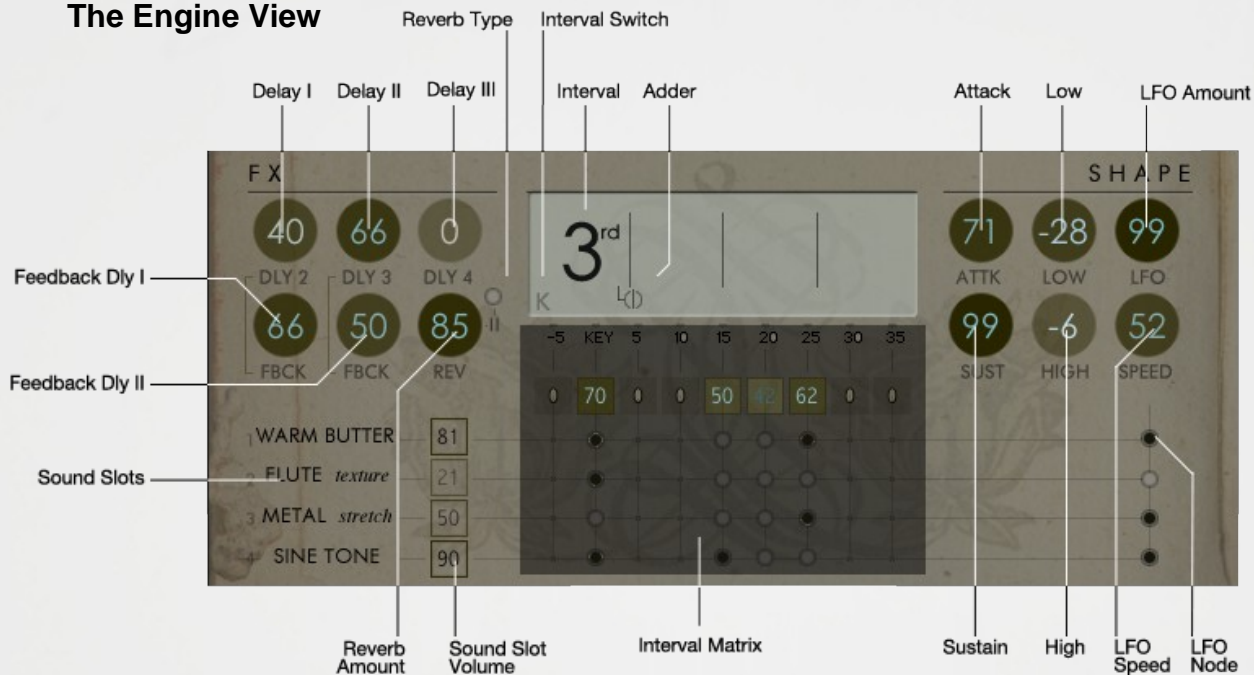
This big number displays the number of halftones (=interval) which will be currently played. For example. A fourth has 5 halftones, a fifth has 7 halftones and so on. You can change the number by sliding over it. The bold number indicates which interval is active.



- Adder by clicking on it you can add/ hide the next interval.
- Sound Slot This displays which sound is loaded in which slot. By clicking on the name you get to the instrument menu where to select a new instrument.
- Sound Slot Volume Lets you change the volume for the corresponding sound slot.



The Engine View



This is where the fun begins:

Interval Switch, Interval, Adder, Sound Slot and Sound Slot Volume was explained in the Main View:

Delay I sets the amount of a half note delay

Delay II sets the amount of a half triolic note delay

Delay III sets the amount of a fourth note delay



Feedback Dly I	sets the feedback of Delay I
Feedback Dly II	sets the feedback of Delay II
Reverb Amount	sets the amount of global reverb
Reverb Type	changes the type of reverb between „hall“ or „atmospheric“
Attack	sets the global attack of all sounds
Sustain	sets the global decay/ release of all sounds
Lows	in-/ decreases a low EQ band at 250 Hz (narrow bandwidth)
LFO amount	sets the amount of LFO/ vibrato to the corresponding sound
LFO nodes LFO	defines which of the four sound slots will be affected by the (full circle = active, outline = deactivate)
LFO speed	sets the LFO speed from 0.01 Hz to 215 Hz
Interval Nodes	see Interval Matrix (next page)



The Interval Matrix



The graphic shows the interval matrix of the engine view.

Played Intervals

this indicates all the individual notes which are generated by the engine. If you choose for example a major 3rd (shown as 4th since all intervals are displayed in half tone steps) the engine will play the 4th, 8th, 12th, 16th, 20th, 24th and 28th key on top and an additional -4th under the originally played note.

▣ Seperate Vol Slider

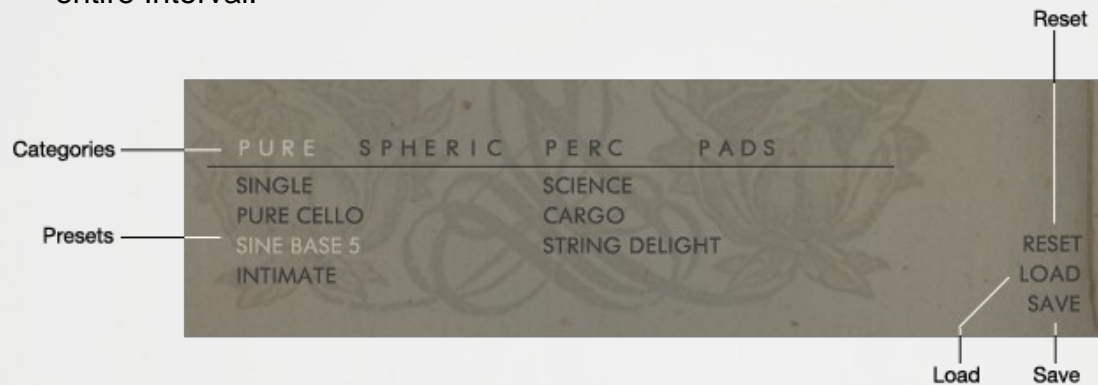
each square volume control lets you set the volumes for each generated note separately or even mute them completely.

Interval Nodes

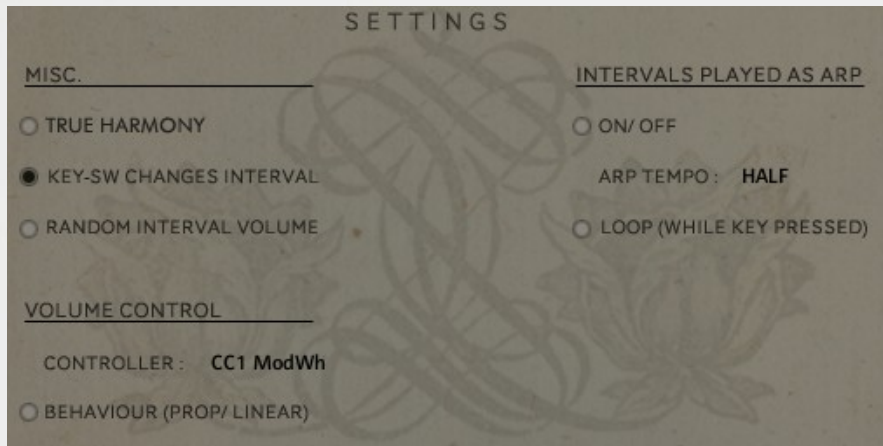
The 4 horizontal lines under the volume controls resemble the 4 different instruments that you have chosen in the sound sources menu. Here you can assign each of the generated note to the individual instruments. This is great way to create interlocked voicings or to give the instruments different key ranges

The Reset view

This graphic shows the preset view, just browse through the categories to find your preset. On the right side you find buttons to load, save or reset the entire Interval.



The Options View



Misc.:

- True Harmony** by enabling this feature, Interval plays all interval in the „real“ and true physically harmony
- Key-SW Changes** by enabling (default) the intervals will be changed by the keys C0 – D#0. The big display shows a „K“. If disabled the interval will be skipped each time you play a key. The letter in the display is „C“ for chain.
- Random Volume** by enabling the separate volume values of the individual intervals will be set randomly each time you press a key.

Volume Control:

- Controller** set the controller to control the volume. Expression pedal or modwheel.



Behaviour change between linear or proportional volume control.

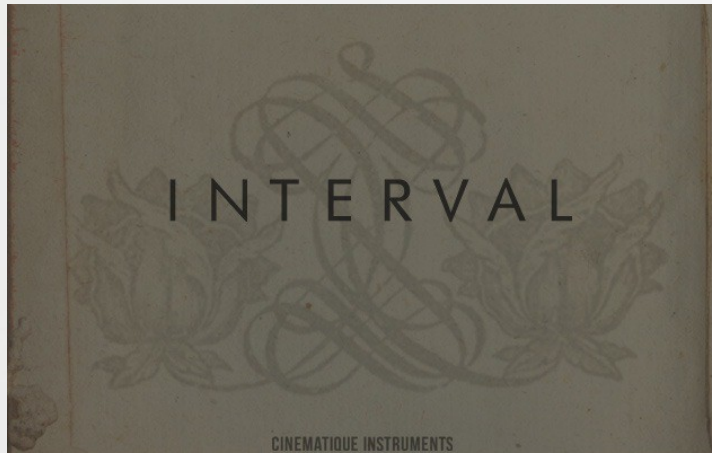
Intervals Played As Arp:

On/ Off by enabling Interval plays each active interval successively like an arpeggitor.

Arp Tempo sets the tempo sets of the played arpeggio notes

Loop by enabling the arp will play endless as long as you hold keys.





Thanks to René, Hinnerk, Max, Jumpel, Sascha, Nico, Adi,
Panos and Rob.

Please watch out for further Interval flavors which will be released

Copyright © June, 2016 by Cinematique Instruments, Cologne, Germany

