

REFERENCE MANUAL

SYMPHOBIA COLOURS: ORCHESTRATOR

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PROJECTSAM
cinematic sampling

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INTRODUCTION

Thank you for purchasing ORCHESTRATOR!

Behold an industry first: transitions for chords. For SYMPHOBIA COLOURS: ORCHESTRATOR, ProjectSAM recorded orchestrated chords with all possible transitions between them. For example, C major and F minor were recorded separately, as well as C major changing into F minor and vice versa. The result is extremely realistic, musical and evocative.

The two ensembles recorded for ORCHESTRATOR are strings performing with choir and brass performing with woodwinds. A full set of 'legato chords' is available for these two arrangements. Major and minor chords are mapped to two regions on the keyboard, allowing you to trigger and connect them using single keys.

In addition to the legato chords, a number of other ensembles are available, including legato double basses performing with choir basses, violin with soprano sustains, various staccato chords as well as a bonus set of alternative chord orchestrations.

Melodies and thematic lines will spontaneously come to you when playing this library. ORCHESTRATOR is an incredibly inspirational tool that will find its way into all of your orchestral templates from day one.

INSTALLATION

1. USE YOUR CHALLENGE CODE

If you purchased ORCHESTRATOR directly from ProjectSAM, you can skip to step 2. If you did not purchase ORCHESTRATOR directly from ProjectSAM, use your challenge code at www.projectsam.com/My-Account to unlock your download and retrieve the product serial number you need to activate the library.

2. DOWNLOAD

If you haven't done so yet, download ORCHESTRATOR using the ProjectSAM Downloader, available for Mac or Windows from www.projectsam.com/My-Account.

3. INSTALL KONTAKT PLAYER

If you are new to Kontakt, download Kontakt Player 5 from www.projectsam.com/My-Account and install it. If you already have Kontakt 5.3 or Kontakt Player 5.3 installed, you can skip to step 4.

4. ADD LIBRARY TO KONTAKT

Add ANIMATOR to Kontakt Player using the 'Add Library' button in the 'Libraries' panel. Kontakt will ask you to browse for the library's folder, which is named 'Symphobia Colours Animator Library'. Browse to this folder, select it, and confirm. ORCHESTRATOR will now be listed in the list of Kontakt-based libraries.

5. ACTIVATE

Click the 'Activate' button in Kontakt and activate ORCHESTRATOR using your product serial number. This number can be found in your ProjectSAM account at www.projectsam.com/My-Account or in your order confirmation or registration e-mail.

PLAYING THE LIBRARY

In this manual, the term 'instrument' is used in the technical sense, for describing a Kontakt instrument file, as opposed to a musical instrument in the traditional sense. This means that an instrument can be anything ranging from a solo performance to a fully orchestrated chord or effect.

ORCHESTRATION

The orchestration of the main chord instruments is as follows.

Strings with Choir: 1st & 2nd violins, violas, cellos, sopranos, altos and tenors.

Brass with Woodwinds: flutes, oboes, clarinets, horns and trombones.

The 'Non-Legato Octaves - Celli and Basses' instrument contains samples taken from SYMPHOBIA.

INSTRUMENT TYPES

Before using ORCHESTRATOR, it is useful to understand the different types of instruments you will encounter:

1. Legato chords: major and minor chords with real chord-to-chord legato transitions. This is the main feature of ORCHESTRATOR.
2. Legato non-chords: unison notes or notes in octaves with real note-to-note legato transitions between them. 'Dark Basses' is one such instrument.
3. Non-legato chords: separately recorded chords in different orchestrations, without chord-to-chord transitions.
4. Non-legato sustains: separately recorded long notes, either unison or in octaves, without note-to-note legato transitions.
5. Staccatos chords: major and minor staccato chords performed by both main ensembles.

MULTIS

In addition, ORCHESTRATOR offers a selection of multis. Multis are collections of instruments, stacked together to create a bigger whole.

LEGATO PLAYING: CONNECT YOUR NOTES!

ORCHESTRATOR is all about legato performances. For all legato instruments, the legato engine is activated when you play in a legato matter. This means: fully connecting one note to the next. If you wish to go from a C to an F chord with the in-between chord transition triggered, you should let the c key go only when you press the f key. If you leave a gap between the keys, the legato engine will not be activated and separate chord samples will be used.

MODULATION WHEEL DYNAMICS

For all instruments except the staccatos, the modulation wheel controls the dynamic layers recorded for ORCHESTRATOR. This allows you to smoothly change dynamics during the course of a notes, mimicking a slow crescendo or decrescendo without having to re-trigger the note.

USING THE INTERFACE



INFORMATION DISPLAY

Most ORCHESTRATOR instruments offer different types of sounds across the keyboard. The information display provides orchestration and mapping information about the region you are triggering.

Kontakt's on-screen keyboard shows you where each region starts and stops using alternating blue and yellow keys.

To turn off the information display, click on it. This might become preferable when triggering large amounts of notes in different regions.

MICROPHONE SLIDERS

The instruments in ORCHESTRATOR are offered in three fully separate microphone channels named Direct, Ambient and Wide ('d', 'a' and 'w').

Direct: a mix of spot mics, positioned close to the instruments.

Ambient: stereo pair located just behind the conductor's spot.

Wide: two microphones at the far left and right sides of the conductor's spot.

The levels and balance of these individual mic channels can be adjusted using the three vertical sliders in the interface.

Click the 'd', 'a' or 'w' fader labels to purge a mic channel. This means it is unloaded from memory, which can save a substantial amount of RAM. Click the fader label again to reload the mic channel. By default, all three mic channels are loaded. Please note that instruments that offer the large Speed control use significantly more RAM than instruments that don't. This is because real-time time stretching requires all samples to be fully loaded into RAM, as opposed to only a fragment of each sample as buffer.

MICROPHONE CROSS-FADER

The microphone cross-fader allows you to smoothly morph between Close and Stage 'preset mixes' of the three individual mic channels. It allows you to quickly change the sound and ambience, without having to control the mic channel faders individually.

To illustrate: in Close position, the Direct mic channel is fully open, Ambient is closed and Wide is slightly open. Half-way, all three mic channels are partly open. In Stage position, the Direct mic channel is closed, Ambient is fully open and Wide is significantly open.

FREE MODE / SCALE LOCK

In free mode, all twelve major chords are mapped between c3 and b3 and all twelve minor chords between c4 and b4. These twenty-four chords can be connected to one another by playing in a legato manner, connecting one note to the next. For example: pressing a d#3 and then an a4 (in a legato manner!) will trigger a D# chord changing into an Am chord. Free mode offers you most flexibility.

In scale lock, you have the ability to lock ORCHESTRATOR into a specific key (C to B) and scale (major or minor). All notes between c3 and b4 will then only trigger chords within the set key and scale.

The free mode / scale lock button is only available for the chord instruments. The additional sustain and staccato instruments do not have this feature.

OCTAVE SHIFT

The octave shift control allows you to quickly change the placing of the instrument on the keyboard by one or more octaves. For example, an instrument mapped between C3 and B4 by default can be nudged to the left by, say, one octave, placing it between C2 and B3. This gives you greater flexibility when combining multiple instruments, be it from ORCHESTRATOR or other libraries.

ATTACK & RELEASE

Use the attack and release controls to adjust an instrument's attack (fade in) and release (fade out) envelopes. This will not affect the length of an instrument's release trail sample.

REVERB

Use the reverb control to add additional convolution reverberation to the instrument. When the reverb control is turned all the way down, the effect is bypassed, saving CPU usage. Reverb is turned off by default for most instruments.

LIMITER

Use the limiter control to adjust the input gain of the limiter. When the limiter control is turned all the way down, the effect is bypassed, saving CPU usage. Limiting is turned off by default for all instruments.

LEGATO VOLUME

Use this control to alter the volume of the transitions between chords. This allows you to make them more or less prominent when playing from one chord to another.

RESET

To reset a control to its default value, click the control while holding down the Cmd (Mac) or Ctrl (Windows) key.

CONTACT PROJECTSAM

We're here to help!

If you have a question about ORCHESTRATOR, e-mail us directly at support@projectsam.com. Please make sure to mention your product serial number and provide sufficient information in case of a technical question.

CREDITS

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