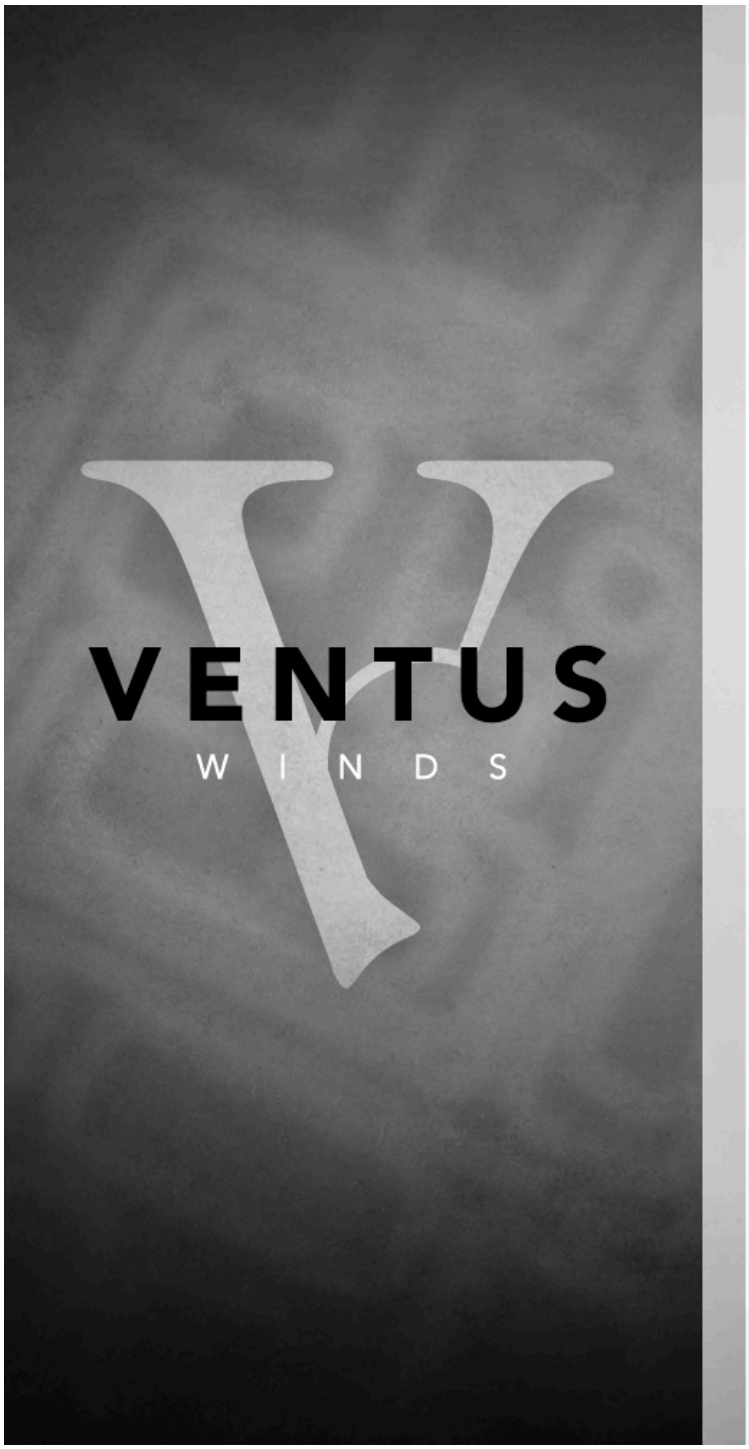




Ventus Winds - Native American Flutes

An Impact Soundworks Instrument
for Kontakt Player 7.6+
Instrument Version 1.0.0

Product Manual

Overview

Ventus Winds - Native American Flutes is the seventh entry into our highly acclaimed series of deep-sampled woodwinds and flutes from all over the world. This collection includes three distinct, traditional Native American flutes, each handcrafted in the historic town of Patagonia among majestic mountains.

The sounds of each flute - the Red Tail Hawk, Pocket Cedar, and Contra Bass - are evocative, meditative, and soothing in tone. You'll find them immediately inspiring, with lovely melodic voices, and individually distinct pitch ranges. They're highly suitable for solo playing (particularly with a bit of spacious reverb) but work equally well alongside ensembles, in genres ranging from jazz and New Age to film scores and ambient soundscapes.

With our latest **Agility** script engine, it's easier than ever to achieve a sonorous and expressive performance using only your MIDI controller or piano roll. You can automatically trigger ornaments without lifting a finger, or create custom articulation mapping to suit any DAW or workflow. Plus, you don't even need external FX thanks to the powerful **Console** script providing dozens of FX modules at your fingertips.

If you're on a deadline, you can create authentic, realistic parts using the library's extensive **phrase** collection with hundreds of categorized phrases for each flute. Use them in our Kontakt engine, or as WAVs directly in your DAW for further processing. These are a great way to immediately establish atmosphere and tone.

In creating **Ventus Winds - Native American Flutes**, we've sought to respect and capture the authenticity of these beautiful instruments to the highest degree possible. We hope you'll enjoy them!

Installation

We have an online installation guide for this instrument library here with images and the latest information: https://helpdesk.impactsoundworks.com/hc/3369906564/68/install-guide-kontakt-player-instrument?category_id=5

If anything goes wrong during the installation process, feel free to send us an email at support@impactsoundworks.com and we will help you as soon as we can!

Snapshots & Script Tabs

Ventus Winds - Native American Flutes uses Kontakt's native "**snapshots**" feature to handle various types of presets. We've extended this feature allowing you to save and load **specific types of snapshots** without overwriting your entire patch.

To support this, **Ventus Native American Flutes** uses **three** separate scripts for instrument editing, mixing & effects, and articulation mapping.



Each of these tabs can save or load its data **independently**! For example, you can load a mixer setup from **Console** without affecting your mapping, or load a specific performance preset without affecting your FX.

At the bottom of each tab's UI, you'll see two icons in the lower left and lower right: a **Lock**, and a **Camera**.



When the **Lock** icon is **enabled** (white), the contents of that tab **will not be overwritten** when you ***load*** a new Snapshot. When the **Camera** icon is **enabled** (white), the contents of that tab will be ***saved*** when you save a snapshot.

Snapshots in the factory library are split into three categories: Main Controls (Ventus Native American Flutes), Console, and TACT. Each snapshot has been saved with data from one specific tab. However, you can save *your own* snapshots using whatever combination of tabs you'd like. Make sure to check your Lock/Camera settings when saving and loading.

Main Controls

IMPORTANT: Virtually every slider and button on the interface can be MIDI learned! Simply right click and then move the desired MIDI CC to create a link.

Also, you can **hover** over any control to see help text at the bottom of the Kontakt UI. Try it!



Ornaments Panel

- **Attacks | Releases:** Switches control between Attack and Release ornaments.
- **Ornaments Chance Knob:** Adjusts the chance of an ornament occurring when releasing a note. The ornament selection will happen randomly, following the probability weights assigned for each column in the table.
- **Ornaments Weight Table:** Adjusts the probability weight of a particular ornament happening when the ornament chance successfully decides to trigger an ornament.

Playback Tab

Input

- **Transpose**: Transposes the input by a fixed number of semitones. Note input must still only be in the blue range provided to create sound.

- **Bend Range**: Sets the maximum semitone range of the MIDI pitch bend controller value.

Mode

- **Mono/Poly Button**: In Mono mode, the instrument can produce only one note at a time. In Poly mode, you can play as many notes as you'd like simultaneously. We recommend using Mono mode for realistic lead parts.

- **Fade Time**: In Mono mode, when two notes are played simultaneously, the first-played note will immediately fade out. This knob controls how long that fade takes.

Morph

- **Dynamics Slider:** Controls the dynamic (intensity, volume) of the instrument. Mapped to CC1 (mod wheel) by default.

- **Vibrato Slider**: Controls the amount of vibrato (rhythmic modulation). Mapped to CC1 by default. Clicking the Gear icon pops up several Vibrato-specific settings.

- **Flutter Slider**: Controls the amount of flutter (rapid timbral variation). Mapped to CC1 by default.

Settings

- **Sample Offset:** Sets the sample offset. Higher values cut into the sample further in from the start, creating a snappier response and reduced attack time.

- **Dynamic Filtering:** Controls the intensity of filtering when lowering the Dynamics slider. Higher values result in mellow low-dynamic tones. Useful in breathy instruments.

- **Anti-Repetition:** Adds anti-repetition samples. The knob sets the probability of an anti-repetition sample occurring, while the toggle enables or disables the feature.

- **Pedal Switch:** Flips the behavior of the sustain pedal so that the notes sustain by default and are muted by the pedal.

Legato Panel (Bottom Left)

- **Split Point Legato:** Allows for legato recognition to register even when note starts and ends are quantized to the grid instead of overlapping. Intended for easy DAW sequencing.

- **Latency Compensation:** Dynamically delays all articulations and legato transitions to be equal latency. Set DAW track offset to displayed number, and all sequenced notes will conform directly to the DAW grid without the need for manual note nudging in order to have transitions play on time.

- **Latency:** The current amount of input latency the instrument is experiencing.

Perform Tab

Harmony

You can toggle Harmony on/off and click the Gear icon to access Volume, Tuning and Timing controls.

- **Voice 1:** Sets the interval, conforming to Scale Lock if it is engaged, for Harmony Voice 1.
- **Voice 2:** Sets the interval, conforming to Scale Lock if it is engaged, for Harmony Voice 2.
- **Voice 3:** Sets the interval, conforming to Scale Lock if it is engaged, for Harmony Voice 3.

Scale Lock

You can toggle the locking to a particular fixed scale from one of available options on/off.

- **Scale Type:** Selects which scale will be used when scale locking is enabled.
- **Scale Root:** Adjusts the root key (aka tonic) used for the scale locking feature.

Microtuning

Microtuning allows fine tuning of individual notes to approximate historical or non-western tuning systems. You can toggle Microtuning on/off and save/load presets.

- **Microtuning Root:** Sets the root (aka tonic) note the microtuning indices start from. Line this up with the Scale Lock Root for best results!

- **Microtuning Table:** Allows manual adjustment of pitches in the scale.

POLYPHONIC LEGATO

When the instrument is switched to POLY mode, you can play any number of simultaneous notes. This also allows for an innovative new approach to polyphonic legato playing, which is unlike other sample libraries.

The engine detects polyphonic legato by analyzing the **end** of a note, and seeing if a new note is played within a certain buffer (determined by the **Latency** knob.) For example, if you play C3, then play D3 within the buffer window of releasing C3, you will get a legato transition.

The destination legato note can be placed **before** or **after** the origin note ending, as long as it's within the **Latency** window.

This approach allows us to accurately identify which notes are intended to be played simultaneously, and which ones should be played with legato. You can for example hold a drone note and play a fluid legato line around it. This works because the drone note is not being released.

This may take a bit of practice to get used to when playing live, but it is much easier to work with when editing MIDI data.

Phrase Patch Controls

The **Phrases** patch allows you to trigger hundreds of pre-recorded phrases with precise control over mixing and playback.

The patch has a playable range of **blue keys** starting at C2, and a set of category keyswitches (**red keys**) from C1 to A1. Simply select a category, then press a blue key to trigger a phrase from that category. You can play multiple phrases at once, and each one stores its own sample playback settings.



Category Selection: Click on the category names like “Arps, Runs & FX”, “Short”, “Medium” (etc) to switch categories. Some categories have multiple sets of phrases, indicated by the keyswitch range (C1-C#1, etc). The circles to the right of categories can be clicked to **unload or load** phrases from memory (RAM).

Dynamics: Functions just like the main patch, reducing the volume and brightness of the phrase.

Transpose: Adjusts course tuning of **all** phrases by up to an octave, in semitone steps.

Fine Tune: Adjusts the fine tuning of **all** phrases by up to one semitone, in one cent steps.

Speed: Enable this slider by clicking the LED to the left of the word 'Speed'. This enables the "Time Machine Pro" playback mode. You can then use the slider to adjust phrase speed from 50% to 200% of normal.

ADSR: Adjusts dynamic envelope of **all** phrases.

Playback Controls (Waveform): Drag the **Start** (S) and **End** (E) sliders horizontally with the mouse to adjust the start and end playback position of the **last-played phrase**. Each individual phrase has its own S/E points.

Forward/Reverse: The first button to the right of the words "Sample Playback" can be toggled to play the phrase backwards. Like S/E, each phrase stores this setting separately.

Bounce: Enables forward-backward playback mode. The phrase will first play normally, then in reverse.

Loop: When enabled, the phrase will play continuously as long as the key is held.

For all playback controls, use control or cmd (OSX) and click to toggle that control for **all phrases** in the current category.

Console & TACT

The second and third tabs at the bottom of the GUI, as mentioned earlier, are where you can find Console (our extensive mixer and effects rack) and TACT (our powerful articulation control customization system). Since these are extremely deep in scope and features we've created separate manuals for each, which are also included in your download files. They can also be downloaded here:

Console Manual
TACT 2.0 Manual

Credits

Lead Producer: Andrew Aversa
Programming: Mario Kruselj & Ryth Azhur
Editing: Kent Kercher
UI Design: Paulo Nunes
Instrument Concept: Dickie Chapin
Recording & Performance: Josh Plotner

Performer Bio

Josh Plotner is a New York-based composer, arranger, and saxophonist/woodwind player originally from Chicago. While he began his musical career focusing on jazz, he has since branched out into musical theatre, classical, rock, Latin (especially South American), and pop music. He has performed and worked with some of the most highly regarded performers in the music industry, including Esperanza Spalding, Meghan Trainor, Valerie Simpson, Terri Lyne Carrington, Susana Baca, Jeff Coffin, Roy Hanes, Rufus Reid, Tia Fuller, Ted Nash, Maurice Hines, Elliot Mason, and many others.

Troubleshooting

Having trouble with Ventus Native American Flutes? Use it in a project you want to tell us about? Drop us a line via our **Contact page** (but be sure to **read the FAQ** first!)

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