

Passion Flute



User's Guide

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Preface

Thank you for purchasing **Passion Flute**! We've put a lot of work into making the flute library as flexible and realistic as possible, and we're excited that Passion Flute is now a part of your virtual instrument palette.

Passion Flute features the great Jazz flutist/composer, Mattan Klein. Mattan performs all over the world, including at places such as Carnegie Hall, the Kennedy Center for Performing Arts in Washington DC, and many other prestigious venues. He also was featured at the Tel Aviv International Jazz Festival in 2009, Ottawa International Writers Festival, to name a few. In addition to touring North America, Mattan has toured Brazil, Europe, Vietnam, Hong Kong, and the Philippines.

The engineer/producer for the sampling session was Mac Ritchey, at Possum Hall Studios in Massachusetts, who has a Grammy nomination for a flute-based album. Mac has worked with many world music fusion, experimental / ambient, and rock groups. Mac Ritchey is a talented multi-instrumentalist, so his expertise with engineering and production is enhanced by his proficiency in a variety of musical instruments including guitar, oud, Turkish saz, duduk, bouzouki, and didgeridoo.

These flute samples are combined with an advanced script and intuitive interface. It's our philosophy to put the user in control whenever possible, particularly when it comes to things such as the instrument's playability and tone. That's why we kept the mic signals separate and dedicated a section of the interface to mixing them to create a variety of flute tones. We also have included a powerful settings page that gives you control over the various performance elements--everything from expression and dynamics to the different vibrato factors. You can automate these controls to any MIDI controller numbers you want using KONTAKT's convenient automation system, or even just set Passion Flute to automatically control it by analyzing your performance. That way, you have ultimate control over how you want to perform and sequence with Passion Flute.



Passion Flute

We sampled the flute in 48,000 kHz, 24-bit, which is a great balance between size on your hard drive (affecting the library's load time and memory usage) and audio fidelity. That's over 4,600 samples, totaling 1.15 GB of flute samples. Furthermore, we sampled the flute with five different microphones, everything from modern condenser mics to a vintage ribbon mic, giving you flexibility to mix the flute however you want--or pick from the included factory presets. The mic signals were completely unaffected, so Passion Flute's real-time mixing control starts all the way back with the raw audio signals. Speaking of mixing, we also included the ability to import and export your flute mix presets. That way, you can easily share them with other Passion Flute users.

We hope you enjoy Passion Flute!



Installation

Extracting the RAR Files

The first thing you need to do when installing Passion Flute is to extract the RAR files that you downloaded, which can be done using 7-Zip (Windows), or UnRarX (Mac). The main thing you need to bear in mind when extracting the RAR files is that all the files need to ultimately extract into the same "Passion Flute" folder.

Begin with extracting the "PassionFlute-Engine.rar" file, which includes all the core files necessary to play Passion Flute, including the main patch to load in KONTAKT, documentation, and the preset files.

Next, extract the "PassionFlute-Samples.part1.rar" file. You only need to extract this first part and none of the other parts, because the RAR extraction software will automatically draw the files from these other RARs in the process. In the event that the files get extracted into a different folder (with an alternate name, with a "1" at the end, for instance), just move the "Samples" subfolder back into the main "Passion Flute" folder.

After extracting the RAR files by following the above instructions, your installation is now complete!

Loading in KONTAKT

After launching KONTAKT in standalone or as a plugin in your DAW, click the "Files" dropdown at the top of KONTAKT's interface, and click "Load...". Navigate to the "Passion Flute" folder that was created during the extraction of the library, and open the "Passion Flute.nki" file.

TIP: If the patch doesn't load, displaying an error, please ensure that you have the very latest version of KONTAKT. Updating KONTAKT is a quick and easy process using the Native Instruments Service Center.



KONTAKT Sample Library Organization

As your collection of KONTAKT libraries expands, it's important to keep them organized. For example, keep them all within a main "KONTAKT Sample Libraries" folder rather than scattered around your hard drive. Backing up the installation files for your sample libraries is also a good idea.

The next step in organizing your sample libraries is in KONTAKT itself. One of the benefits of storing your sample libraries all in the same place is that it makes finding them faster when manually loading them. For KONTAKT Player instruments, there's the library tab, which is also a useful shortcut to access instruments, but unfortunately is limited to only the libraries that license the KONTAKT Player. One of the best library organization methods that KONTAKT includes is the Quick Load menu. This allows you to sort shortcuts to your libraries in any folder/subfolder format you wish, and can be quickly accessed with a single right-click in any empty area of the multi-rack (the large portion of KONTAKT's interface that displays the loaded instruments).



Interface: Perform



The performance section of the interface gives you a visual overview of the flute performance.

Firstly, this page contains the real-time flute notation display. That way you can get a general idea of some of the internal workings of Passion Flute, as well as an idea of how easy/difficult certain things are to play on a real flute--for example, certain trills that aren't very practical to play, or other trills and intervals that require alternate fingerings (Passion Flute has hundreds of alternate fingerings built in, so it uses those when more efficient).

Secondly, the circular graphic depicts how much breath the flutist has. While this does not actually affect the sound/performance of the sample library, it gives you an idea on how long notes and phrases have been sustained without a breath.

However, Passion Flute does take the amount of breath used into account in order to automatically trigger breath samples upon completing a phrase. These breath noises can also be triggered manually using the A#1 key. It also incorporates the flute fingerings to synthesize legato transitions and key noises, including using alternate fingerings.

In terms of performing Passion Flute, we've added in options that give you direct control over which parameters you want to manually control, and which ones you want Passion Flute to automatically handle. That way you can set up the library exactly how you want, whether you're playing it through a breath/wind controller, MIDI keyboard, or sequencing it note-by-note.



Interface: Mixing



One of Passion Flute's strengths is that it includes several mic choices, which you can individually mix together to achieve a variety of flute tones. You can also dynamically load and unload the mic signal samples for memory efficiency.

The mixing section not only includes basic controls such as volume and pan, but also a variety of insert and send effects. You can use these effects to do everything from adding subtle EQ and reverb to more experimental effects such as saturation and flanger.

You can also send each mic channel out to a different audio output, which is useful if you want to use your own external effects instead of the built-in ones. Bear in mind that unlike the channel insert effects, the send effects will always reside on the default audio output.

Passion Flute includes a variety of factory presets, whether you want to just load up a pre-made tone and play, or to give you a headstart on your own custom preset. You can import and export presets to external files, in order to share them with other Passion Flute users.

Channel Mixer



This main series of mic channel controls allow you to perform a variety of general operations to mix the various available mics in different ways, achieving a variety of flute tones.

You can enable and disable the available mics, which unloads and loads the samples as necessary. That way, if you only need a single mic channel active, the sample library will consume far less memory than when all the mic



positions are active. You can toggle the mics on/off by first clicking on the mic icon at the top of the channel, so that it is outlined in yellow, and then clicking again to toggle its state.

Using the horizontal slider you can pan the mic channel everything from a hard (100%) left to a hard right. If you hold CTRL while clicking on the slider, it will reset it back to the center.

The main vertical slider adjusts the volume of the mic channel. When using multiple mic channels, watch out that the overall volume doesn't distort by referring to KONTAKT's main instrument volume meter. That way you can minimize unwanted clipping or distortion.

Below the main volume slider are two buttons to mute or solo the channel. The button on the left mutes the channel, which is different than simply disabling the channel, because it keeps the samples still loaded into memory. This makes it useful to momentarily turn a channel off and on. The button on the right allows you to solo a channel. This essentially mutes all non-soloed channels. For example, if you have a single channel soloed, it will mute all the other channels. With two channels soloed, all the channels but those two will be muted.

Channel Effects



This pane on the right side of Passion Flute's mixing interface gives you access to the more advanced channel options and effects. This pane affects whichever mic channel is currently selected (the mic icon for the selected mic channel is highlighted with a yellow outline).

At the top of this interface, there is a dropdown menu to change the audio output for the selected mic channel. That way you can change a mic channel's output to a separate audio output from the others--useful when using external effect plugins or outboard effects.



Below that dropdown, you can access a variety of channel effects and send levels for the selected mic channel. There is also a bypass button in the right corner of the dropdown menu. Bear in mind that the more effects you have enabled, the greater CPU usage the sample library uses.

Here's a list of the available channel effects, with a few tips on their usage.

Insert: Equalizer

A basic three-band equalizer, allowing you to accent or diminish frequency ranges to change the tone of the mic channel.

Insert: Compressor

Using the compressor is a great way to reduce the dynamic range when working with a lot of loud overblowing effects.

Insert: Saturation

Used subtly, saturation can add a nice warm distortion to the tone of the mic channel, to simulate the natural saturation that occurs when recording onto tape.

Insert: Distortion

Unlike the saturation effect, distortion has a much brighter, edgier tone--great for when your flute solo needs that extra energy.

Send: Flanger

This adjusts the amount of signal that gets sent to the global flanger effect.

Send: Delay

This adjusts the amount of signal that gets sent to the global delay effect.

Send: Reverb

This adjusts the amount of signal that gets sent to the reverb delay effect.



Global Send Effects



Passion Flute's mixing console includes several choices of global effects. While mic channels' audio outputs can be changed to other available outputs, these global send effects will always be outputted to the default audio output.

Send: Flanger

Definitely more suitable for experimental music, the flanger adds a unique touch to the flute's sound.

Send: Delay

When used subtly, the echo created from the delay effect helps fill out melodic phrases.

Send: Reverb

Adds reverb to the overall instrument. This is good for effects such as adding ambience to the flute mix, or putting in a short slap-back reverb for more present tones.



Interface: Settings



In the settings page, Passion Flute gives you direct control over the main engine performance parameters. From this page you can essentially set up which MIDI controller numbers you want assigned to elements of the flute, set the parameter to a static value, or just enable the automatic mode (when applicable) to let Passion Flute interpret your playing itself.

Automatic/Manual Control

Above a few of the controls, there is a button labeled “auto”, which toggles whether the slider is manually controlled or automatically handled by Passion Flute’s scripting engine. Passion Flute’s automatic mode incorporates aspects such as the speed of your playing, velocity of the notes, average duration, and much more in order to make educated guesses for the settings and movements of the controls. When disabled, you can either set the slider to a static amount, or automate the slider to a MIDI controller.

Key Noises

The key noises control adjusts the overall volume of the key click noises. With the "Auto" mode enabled, the volume of the key noises are affected by the velocity of the notes you play.

Attack

The attack button, in the dynamics slider section, controls whether notes attack dynamic is controlled by velocity or by the dynamics slider's value. Keyboard players may prefer to leave the "Attack" option disabled, so that they can use velocity to change the dynamic of the attacks, while wind/breath controller users will probably prefer enabling this option.



Automation

To automate a control, just right click on the slider and use KONTAKT's native MIDI learn option in the dropdown menu that appears. That way you can quickly and conveniently automate MIDI controller numbers to the elements the sliders control. This is useful if you plan on using a wind or breath controller, and want to automate Passion Flute's expression to CC #2 (breath). Bear in mind that you can automate more than one control to a single MIDI controller. For example, you could automate CC #1 (mod wheel) to both the expression slider (which controls the overall volume of the flute) as well as the dynamics slider (which controls the morphing between the five sampled dynamic layers). In KONTAKT's automation settings in the left sidebar, you can adjust automation ranges.



For example, you could have the expression slider only automate between 50-100%, while the dynamics slider scales all the way, from 0-100%. In that way, you can change the scale in which the MIDI controller automates sliders, including multiple controls.

From this automation sidebar, you can drag the MIDI CC numbers directly from the list onto controls in Passion Flute's interface to automate them without having to use the MIDI learn functionality. You also get an overview of which MIDI controller numbers are automated to which Passion Flute parameters.



Additional Notes

Included Phrases / Effects

There are many flute techniques which are difficult to realistically replicate with single-note samples, which is why we've included a wide assortment of flute phrases and effects-- everything from short passages and trills to growls, percussive noises, and flute screams.

You can access these extra phrases and effects by holding down any of the three keyswitches located at C1, C#1, and D1. The keyswitches are non-latching, meaning that when you release them, they return the mapping back to the playable range of notes.

While breath noises are automatically played during gaps after long phrases, you can also manually trigger them using A#1.

Dynamics Keyswitches

If you wish to limit the dynamics of the flute in order to exclude the overblowing attacks (or only play overblown attacks), we've included several latching keyswitches to handle this. The F#1 keyswitch excludes the overblown attacks, while G1 toggles usage of only the overblown attacks. The F1 keyswitch reverts to the default full dynamic range.

Manual Breath Noise Key

Although Passion Flute will automatically trigger a breath noise after long phrases, you can manually trigger breath noises by pressing A#1.



Credits

Flute performance, consultation:

Mattan Klein

Engineering:

Mac Ritchey

Production, scripting, graphics:

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Beta testing:

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Contact

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