

Evolution Classic Rick Bass



User Guide

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Preface

Thank you for purchasing the Evolution Classic Rick Bass sample library! This classic '70s electric bass sample library features 17.3 gigabytes (compressed to 7.48 GB using the lossless NCW audio format) of 24-bit samples, powered by KONTAKT's extensive scripting engine.

We developed this library in collaboration with Rosewood Recording Company, one of Utah's most venerable recording studios. Guy Randle, the owner and recording engineer at Rosewood Recording Company, incorporates a lot of analog audio equipment when recording, including a Neotek analog console, tube preamps, vintage compressors, and other classic analog gear.

Versatile multi-instrumentalist Ryan Tilby performed the bass for the sampling session. Known for his broad palette of sounds and styles, Ryan Tilby has performed at Telluride, Merlefest, FanFest, RockyGrass, and countless of other festivals throughout the United States, as well as having toured Europe multiple times. His music has been featured on Duck Dynasty, the Discovery Channel, and on Outdoor Photo Adventures. Ryan Tilby also offers remote recording services for clients around the world needing guitar, banjo, bass, mandolin, and ukulele tracks.

Achieving Realism

Emulating a bass is a complex task because there are so many articulations and techniques to cover. In addition to the wide collection of sampled articulations, we also used Kontakt's scripting to make certain techniques more dynamic. For example, we used a combination of samples and scripting to generate slides that can be played between notes at any speed.

Many aspects are also physically modeled. This includes tonal modeling, incorporated in the pick position control, since the location of where the string is picked affects the timbre and attack of the bass's tone. We also modeled the motion of the bass pick to capture factors like the picking direction and different styles of picking.

Legato is an important element in bass playing, whether playing slides or simply fretting a different note without plucking it, achieving what are known as hammer-ons and pull-



offs--the first being to an upward legato interval and the latter referring to a downward interval.

Lastly, Evolution Classic Rick Bass uses custom LFO shapes to produce authentic bass vibrato. We also included several types of vibrato, which specialize in different styles of music. The speed and depth of the vibrato are both adjustable, giving you a lot of options when it comes to fine tuning the vibrato to suit your bass track.

What's Under the Hood?

At its core, Evolution Classic Rick Bass has over 13,000 samples, recorded in 24-bit at 44.1khz. Each string was recorded individually all the way up the fretboard at three dynamics and 4 round robin. We recorded the bridge and neck pickups as separate signals, allowing you to adjust their blend to your taste.

Because effects are an important part of producing a mix-ready bass tone, Evolution Classic Rick Bass comes with its own robust bass effects engine. That way it isn't reliant on an external bass effects plugin, although you have the option to bypass Evolution Classic Rick Bass's own effects to use your own plugins. The included effects include EQ, compressor, countless types of reverb, amp/cabinet simulation, and much more.

In terms of articulations, Evolution Classic Rick Bass covers fingerstyle and picking, each including sustains, palm mutes, mutes, natural harmonics. As an extra bonus, the library has slapping and popping, too. Beyond that, it also contains performance effects such as string slaps, divebombs, and others.

All these articulations are available in our custom mapping system, which allows you to set how you want the different playing techniques to be triggered. For example, you can assign articulations to velocity ranges, MIDI CCs, or even custom latching and non-latching keyswitches. There's also a dynamic memory option--when enabled, unused articulations will be automatically unloaded from memory, keeping the library as efficient and compact memory-wise as possible.

By emphasizing realism and playability, we want playing Evolution Classic Rick Bass to give you the same excitement and inspiration as playing a real bass. We at Orange Tree Samples are proud of the results, and hope you enjoy playing this extensively recorded virtual bass!



Installation

Step 1: Extract the ZIP File

The first thing you need to do after downloading the ZIP file from your account on the Orange Tree Samples website is to extract Evolution Classic Rick Bass. Both Windows and macOS can natively extract ZIP files without requiring other software. The entire library is self-contained within this ZIP file, so you can always move the folder afterward to relocate the library anywhere you like.

Step 2: Activate Through Native Access

After the library has been extracted, it needs to be activated using the Native Access application.

Run Native Access and log into your Native Instruments account, registering an account if necessary. Next, click the "Add a serial" button and enter your serial number for Evolution Classic Rick Bass, which can be found in your order confirmation email as well as in your account on the Orange Tree Samples website.

Afterward, click the "Locate" button next to Evolution Classic Rick Bass's listing in Native Access and then click the "Choose a location" button, which lets you browse to the library's folder. That way Native Access knows where you've installed the library. In this case, you'll need to select the main "Evolution Classic Rick Bass" folder.

Note: If you ever move the library's folder after it's been activated, you'll need to re-open Native Access to update its records about where the library's folder is located. Afterward, Native Access automatically relays this information to software like KONTAKT, Komplete Kontrol, and Maschine.

Step 3: Load in KONTAKT

Next, launch the KONTAKT plugin or standalone application. On the left side of KONTAKT's window, navigate to the "Libraries" tab, which lists all the KONTAKT Player li-



braries you own, and find the listing for Evolution Classic Rick Bass. After clicking on the "Instruments" button, double-click on the "Evolution Classic Rick Bass.nki" instrument.

After the instrument finishes loading, you're ready to play Evolution Classic Rick Bass!

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, although you'll always be able to re-download the library from your account on the Orange Tree Samples website if necessary.

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 such as this one, the "Libraries" panel acts as a useful shortcut to access your libraries. However, bear in mind that this section is limited to KONTAKT Player libraries only.

Another convenient way to access your KONTAKT libraries is by adding them to the Quick Load panel. This allows you to create shortcuts to your libraries, sorted into any folder/subfolder arrangement you wish. The Quick Load panel 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), or by clicking on the "Quickload" option available in KONTAKT's panel menu (the icon of three small rectangles in the top center of the interface). To load an instrument from the Quick Load panel, simply double-click on the patch you wish to load, or drag it into KONTAKT's multi-rack.



Evolution Engine

For detailed information about working with this instrument's interface and all its capabilities, please refer to the separate Evolution Engine documentation, available from the product download page or in the downloads area of your account.

Because all the Evolution instruments use the same interface and workflow, we opted for it to have its own documentation rather than repeating the information for each Evolution-based instrument. The additional documentation for the Evolution Engine goes into detail about every control and its usage, as well as containing helpful tips.



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Credits

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Production, scripting, graphics, sample processing

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Ryan Tilby

Bass performance

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Contact

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