

Evolution Rock Standard



User Guide

Table of Contents

Preface2

 Achieving Realism 2

 What’s Under the Hood? 3

Installation.....5

 Step 1: Extract the ZIP File..... 5

 Step 2: Activate Through Native Access..... 5

 Step 3: Load in KONTAKT..... 5

 KONTAKT Sample Library Organization 6

Evolution Engine 7

License Agreement 8

Credits 9

Contact 10



Preface

Thank you for purchasing the Evolution Rock Standard sample library! This electric guitar sample library features 13.5 gigabytes (compressed to 5.75 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. While we've provided the as-is direct signal of the guitar, we also included an enhanced signal of the guitar as well. Being the default setting, we recommend using this enhanced signal, which increases the richness and sustain of the guitar. Both bridge and neck pickups were recorded.

For the sampling session, Guy Randle brought in the versatile and accomplished guitarist Michael Dowdle.

Michael Dowdle has an impressive musical history. His session guitar work includes recording for artists such as Marie Osmond, The Osmond Brothers, John Schneider, David Archuleta, and The Jets as well performing on numerous movie and TV scores. He has also played on stage with artists like Brian Wilson of the Beach Boys, The Coasters, Sam Cardon, and countless others.

Achieving Realism

Emulating a guitar is a complex task because there are so many articulations and techniques to cover when it comes to lead guitar playing, strumming, or chordal picking patterns. 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. Similarly, rather than recording samples of strummed chords, we included a powerful strumming pattern system that generates realistic strummed chords from individual samples.



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 guitar's tone. We also modeled the motion of the guitar pick to capture factors such as how the picking direction and string skipping changes pick noises. And speaking of pick noises, the strumming engine uses different pick noises because the strings are attacked in a different way when strumming.

Legato is an important element in guitar 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.

Another important factor that we included is string resonance. Sometimes open strings or their harmonics will resonate with the currently ringing note. This resonance adds additional depth and nuance to the tone of the guitar. Of course, as with many of the features in Evolution Rock Standard, the string resonance is adjustable.

Lastly, Evolution Rock Standard uses custom LFO shapes to produce authentic guitar 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 guitar track.

What's Under the Hood?

At its core, Evolution Rock Standard has over 15,000 samples, recorded in 24-bit at 44.1kHz. You get three dynamics, downstroke and upstroke pick directions (when applicable), with 2 round robin each. Each string was recorded individually.

Because effects are a big part of guitar playing, Evolution Rock Standard comes with a robust guitar effects engine. That way it isn't reliant on an external guitar effects plugin, although you have the option to bypass Evolution Rock Standard's own effects to use your own plugins. The included effects include EQ, compressor, countless types of reverb, and much more. In total, you have a complete guitar effects suite at your fingertips without external guitar effect processors necessary to get amazing-sounding tones.

In terms of articulations, Evolution Rock Standard includes sustains, palm mutes, mutes, natural harmonics, plus special effects such as string slaps, divebombs, pick scratches,



and others. There are also MIDI articulations for instant techniques such as grace notes, buzz trills, slides (velocity-based and tempo-synced), octaves, and powerchords.

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 Rock Standard to give you the same excitement and inspiration as playing a real electric guitar.

We at Orange Tree Samples are proud of the results, and hope you enjoy this extensive electric guitar library!



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 Rock Standard. 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 Rock Standard, 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 Rock Standard'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 Rock Standard" 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 Rock Standard. After clicking on the "Instruments" button, double-click on the "Evolution Rock Standard.nki" instrument.

After the instrument finishes loading, you're ready to play Evolution Rock Standard!

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.



License Agreement

Orange Tree Samples produced all of these sounds and retains all rights to these sounds.

You may use the samples included for commercial or non-commercial music productions. You do not need to credit Orange Tree Samples.

This license to use the sounds granted to the original purchaser of the sounds and is not transferable without the consent of Orange Tree Samples.

You may not create any other sample-based product that uses sounds from Orange Tree Samples. This includes making other sample libraries that use Orange Tree Samples sounds as source material.

You may not copy, edit, distribute or sell the original soundsets without the written permission of Orange Tree Samples.

The software is provided to the user "as is". Orange Tree Samples makes no warranties, either express or implied, with respect to the software and associated materials provided to the user, including but not limited to any warranty of fitness for a particular purpose. Orange Tree Samples does not warrant that the functions contained in the software will meet your requirements, or that the operation of the software will be uninterrupted or error-free, or that defects in the software will be corrected.

Orange Tree Samples does not warrant or make any representations regarding the use or the results of the use of the software or any documentation provided therewith in terms of their correctness, accuracy, reliability, or otherwise. No information or advice given by Orange Tree Samples shall create a warranty or in any way increase the scope of this warranty.

Orange Tree Samples is not liable for any claims or damages whatsoever, including property damage, personal injury, intellectual property infringement, loss of profits, or interruption of business, or for any special, consequential or incidental damages, however caused.



Credits

Greg Schlaepfer

Production, scripting, graphics

Guy Randle (Rosewood Recording Company)

Engineering, mixing

Michael Dowdle

Guitar performance

Elan Hickler

Sample processing

Jackson Harris

Documentation formatting

Beta testing

David Reinstein, Richard Penrose, Geert Bevin, Perry D'Armond, Blake Robinson, Fred-eric Moueza, Jani Kaataja, Bob Bergen, Bill Thompson, Alejandro Tiscornia, Jonathan Timpe, Patrick Fitzsimons, Andrew Silagy, Charlotte Partt, Joshua Cohen, Doug LeBow, Jason Castle, Tony Ostinato, Ben Horwood, Dave Francis, Kobi Rivlin, Keith Levenson, Aaron Fultz, Leandro Gardini, Jordan Gagne, Kevin Rolstad, Brian Brylow, Kristen Hirlinger, Andreas Häberlin

Special thanks to:

Oriana Schlaepfer, Peter DeLegge



Contact

We'd love to hear from you! If you have any questions, comments, or suggestion for the improvement of our products, please don't hesitate to contact us. For the latest updates on what's going on at Orange Tree Samples, you can subscribe to our newsletter from the Orange Tree Samples website, and visit us on Facebook / Twitter.

Email: support@orangetreesamples.com

Website: [orangetreesamples.com](https://www.orangetreesamples.com)

Social:

[orangetreesamples.com/facebook](https://www.orangetreesamples.com/facebook)

[orangetreesamples.com/twitter](https://www.orangetreesamples.com/twitter)

Thank you once again for supporting Orange Tree Samples! It is our sincere pleasure to provide you with high-quality, affordable sample libraries.

Orange Tree Samples, Evolution are trademarks property of Orange Tree Samples.

Native Instruments and KONTAKT are trademarks property of Native Instruments GmbH.

All other product names, brands, musical artists, instrument inventors, and other trademarks are property of their respective owners. These names are included in this documentation for educational purposes only and are in no way associated or affiliated with Orange Tree Samples.

© 2008-2024 Orange Tree Samples. All Rights Reserved.

