

CUE BUILDERS



# CINEMATIC RHYTHMS

Reference Manual

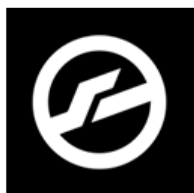


red room

RRA011 | v.1.1

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**KONTAKT 5.8.1 OR LATER  
FULL VERSION REQUIRED**



**UNLOCKED WAV SAMPLES  
16 OR 24 BIT / 44.1 KHZ**

# WELCOME TO CUE BUILDERS



**Welcome to Cue Builders**, a thematic collection of timesaving compositional building blocks for instant inspiration. Cue Builders' flexible multi-stem approach offers a level of depth that goes beyond that of other phrase-based libraries, allowing you to dissect and tweak individual elements to dial in just the right flavors.

**Cue Builders Cinematic Rhythms** contains over 400 tempo-synced percussion loops in 2 categories (Epic and World). Each category offers a wide selection of phrases in 6 time signatures with up to 6 layered (and fully accessible) stems per phrase, conveniently separated by tonal color (High, Mid and Low). A hand-picked team of 10 sound designers from around the world constructed these phrases using our vast boutique collection of meticulously deep-sampled percussion instruments, recorded on a scoring stage. This unique method allowed us to include several valuable features: (1) two microphone positions (close and hall), (2) perfectly synced and fully mixable stems that can be

exported individually, (3) phrases exported at four BPM for exceptional quality regardless of your project's tempo. For convenience, all phrases are also available as drag-and-drop .wav files.

We hope our **Cue Builders** instruments spark your creativity and provide foundations for your own cinematic music.

## DOWNLOAD & INSTALLATION

**Cue Builders Cinematic Rhythms** requires the **full** version of Kontakt 5.8.1 or above. If you don't already own Kontakt, get it [here](#).

At time of purchase, you were given a choice of **16-bit** or **24-bit samples** with your product download. 16-bit samples are sufficient for most users, 24-bit require more RAM and CPU but may sound better when time-stretched to extremes in Kontakt. If you would like the other sample set contact [support@redroomaudio.com](mailto:support@redroomaudio.com).



# Pulse

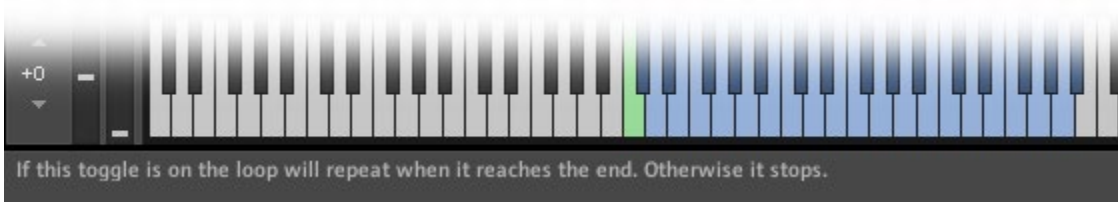
For convenience, download and installation are handled through the [Pulse](#) app. Pulse is fast and simple and has many valuable features including easy access to re-downloads, product updates more. Just follow these steps:

1. Go to [www.pulsedownloader.com](http://www.pulsedownloader.com) and click on **"Download Pulse"**.
2. Once downloaded, click on the installer and it will automatically install Pulse on your machine.
3. Open Pulse and register an account or login.
4. Once logged in, click on **"Add a Product"** in the top right-hand corner of the Pulse app. **Enter the Serial Number** you received with your order and click on **"Redeem."**
5. The product will be added to your Pulse account. To download and install the product, click "Install", select the installation directory and press **"Download & Install"**. Pulse will begin downloading your product. Once it's finished downloading, it will automatically extract your library and remove the temporary files for you.
6. When installation is complete, open Kontakt and go to the **Files** tab. Here, navigate to the hard drive location of your library and open one of the .nki's in the Instruments folder.

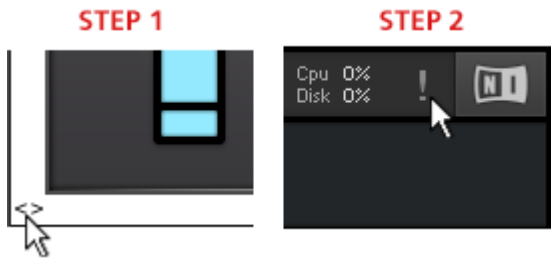
# USER INTERFACE

**Cue Builders Cinematic Rhythms** includes 14 Kontakt Instruments (.nki's) with an identical UI. Let's go through all the features. But first, two very handy tips:

**TIP** - We've added handy help text for every control in our GUI! If you're unclear as to the function of a control, simply hover over it and the help text appears at the bottom of the Kontakt window. You can also hover over the keys in Kontakt's virtual keyboard to quickly identify the instrument/articulation.



**TIP** - **Cue Builders** makes use of Kontakt's full widescreen GUI. If you're viewing on a laptop or lower resolution monitors, we've also included a trick to narrow the GUI to eliminate the fancy artwork and display only the primary, usable portion.

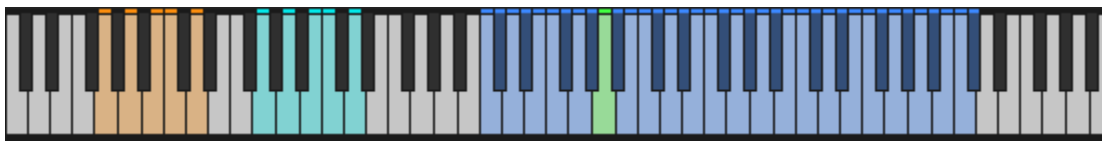


To go narrow, simply click on the small double-arrows in the lower left of the GUI. Then, to complete the transformation, click on the exclamation point (!) in the top right corner of Kontakt. Voila! Repeat the process to go wide again.



## Mapping

When you load an instrument, you'll see the playable range in **blue** on the Kontakt keyboard. Playing a key turns it **green** and selects that phrase for editing. The **cyan** keyswitches below the playable range toggle a loop's individual stems on/off based on velocity (1-63: Off, 64-127: On). When you see **magenta** keyswitches it means there are multiple variations available for that loop, and you can choose between them here (can also be selected on the GUI). Use the **orange** keys to play individual stems' release hits for the selected loop.



## Project BPM & Hit On Release

At the top left you'll find the **Project BPM** buttons. We recorded every phrase in the library at 4 different tempos to ensure realistic room decay and minimize sample stretching artifacts. For best results, we recommend selecting the button that contains your project's BPM. Be mindful that selecting a BPM purges the previous set from memory to save resources, so it may take a moment for the new samples to load.

At the top right is the **Hit On Release** button. When activated, a finale hit sample is added when you release a key. Next to that you'll see the **Mono** button. By default, the instrument is polyphonic, meaning you can play multiple keys at once. When Mono is enabled, only one key can be played at a time.

Note that the release hits for all stems of the current phrase are also mapped to individual keys starting at C0, so you can perform them manually if you like.


## Phrase Edit Panel


In the center of the GUI is the Phrase Edit panel, which is divided into 3 sub-panels. By default, when you select a phrase by pressing a key in the playable range, changes made in this panel affect ONLY that phrase.

- 1. Info Panel:** The black **Info panel** houses information about the currently selected phrase – its time signature, original recorded tempo and name. Click on the name to see a quick list of all phrases available in the patch. On the right you'll find a set of meters and the **Variation** buttons. When these show up it means the phrase offers multiple variations (up to 3). You can select between them here or use the magenta keyswitches.
- 2. Waveform Panel:** At the bottom left is the **Waveform panel**. Note that the visual waveform is NOT that of the entire multi-layered phrase, but instead shows only the currently selected stem (indicated by the highlighted light green layer button to the right). The **Start** and **End** knobs can be used to shorten the phrase. When the **Lock** icon is activated, these knobs move only in 1/8<sup>th</sup> note increments. The next two knobs adjust **Attack** and **Release**. When the **Global** icon is activated any changes made in this sub-panel will affect all phrases in the .nki. Finally, the **Loop** icon toggles the current phrase to loop continuously or stop after playing once.
- 3. Stems Panel:** To the right is the powerful **Stems panel**, where you can mix and tweak each individual stem in the phrase. Clicking one of the 6 stem buttons turns it white and selects it for editing, displaying its waveform in the Waveform Panel. The smaller button to its left unloads the sample from memory, effectively removing it from the mix. Next to the stems buttons you'll find the **Tilt** control. This handy vertical slider re-balances the stems mix for a quick way to get more low or high

end and is assigned to the modwheel by default. On the right of the panel you can adjust the **volume**, **pan** and **width** of the currently selected stem, **mute** or **solo** it, change its **output** and adjust its **EQ**. Note that when you mute or solo a stem its stem button will turn red or yellow when unselected.

Just under the Phrase Edit area you'll see a small tab with 4 **handy icons** you can activate to quickly make global changes.

 Reset the selected phrase's settings back to default.

 Apply the settings of the selected stem to all the stems in the current phrase.

 Reset all nki settings back to default.

 Apply the settings of all stems in the selected phrase to all phrases in the nki.

### Mic Mixer, Tempo Sync & Midi Input

Under the Phrase Edit panel and to the left is the **Microphone Mixer**, where you can adjust the volume and width of the Close and Hall mics. The small buttons under the faders purge those samples from memory.

Next is the **Tempo** control. By default, this is locked to your host tempo, but you can deactivate the Lock icon and adjust the knob manually if you wish. If you need decimals, just hold the Shift button.

Under **MIDI Input**, the **In Quantize** knob delays the MIDI input so that the phrase always starts at the beginning of the selected note division. **Hold Until** quantizes the end of the sample to the nearest note increment, as determined by the knob.

# FX RACK

**Cue Builders Cinematic Rhythms** includes Red Room Audio's exclusive modular 8-slot FX Rack, featuring a large variety of useful EQ's, reverbs, delays, modulation FX, amps & cabinets, etc. Let's take a tour of the interface:



## FX Chain Panel



The large black panel at the top contains a row of **8 FX slots**. Think of this like a guitar pedal board. Click the **dropdown menu** on any slot to load an effect. The **blue button** to the left of the effect name toggles it between active (on) and bypassed (off). When you load FX into multiple slots you'll notice **left and right arrows** above their graphics. Use these to move that effect left or right across the board, re-ordering the FX chain.

## Effect Edit Panel

When you load an effect into a slot or click on its graphic, it becomes highlighted and the bottom panel populates with controls to edit its parameters. All the individual FX, their controls and features, are described in detail in the Kontakt manual. The **Slot Preset** menu on the left lets you to save your current settings, load a previously saved preset you created, or reset the effect to default.



The **dice icon** randomizes all of the currently selected effect's parameters for creative inspiration. Note that it does not randomize Output or Wet/Dry knobs.

Lastly, in the top right of the interface there's a **Rack Presets** menu where you can save the *entire rack's* current settings, load a previously saved rack you created, or reset the rack to default (empty).



## CREDITS

**Concept & GUI:** Dickie Chapin

**Artwork:** Ryo Ishido-Brighton

**Kontakt Scripter:** Davide Magni

**Sample Editor:** Christian Yoder

**Sound Designers:** Dickie Chapin, Brad Jerkins, Kurt Landre, Ezequiel Morfi, Tristan Noon, Firoze Patel, Kaizad Patel, J. Gabriel Rodrigues, Abel Vegas, Christian Yoder

**Source Material performed by** Nikola Petrov and members of The Sofia Session Orchestra

**Session Producer:** Yuliyen Stoyanov

**Engineers:** Plamen Penchev & Angelia Vihrova

**Thanks:** In addition to everyone above who worked so hard to create this library we'd also like to give extra special thanks to Jodi & Phoebe & Lola Chapin, Impact Soundworks, Mario Krušelj, Reuben Cornell and the entire staff at Sofia Sessions Studios and Four For Music.

If you have any questions or comments about **Cue Builders Cinematic Rhythms** please go to [www.redroomaudio.com/my-account](http://www.redroomaudio.com/my-account) and login using your Red Room Audio username and password. Then click **CONTACT** from the main navigation. This ensures that all your info is included automatically with your message.

You can also email support directly at [support@redroomaudio.com](mailto:support@redroomaudio.com).

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