PALETTE

BRUSH PACK 02 • ORCHESTRAL FX
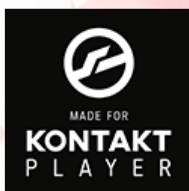
Reference Manual
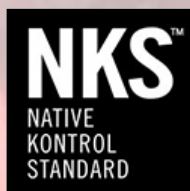
red room

Contents
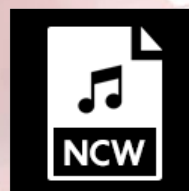
MADE FOR
KONTAKT
PLAYER

**WORKS WITH THE
FREE KONTAKT PLAYER**

NKS™
NATIVE
KONTROL
STANDARD

**COMPATIBLE WITH
KOMPLETE KONTROL**

NCW

**LOSSLESS NCW SAMPLES
24 BIT / 44.1 KHZ**

Palette is a series of thematic professional orchestral and cinematic Kontakt virtual instruments for songwriters and media composers. It was recorded in a dedicated hall with world-renowned performers by a passionate and experienced team. It was a dream come true for us to make and we hope this expansive set of scoring tools inspires you to write scores of great music.

"Palette – Orchestral FX" is an aleatoric FX virtual instrument for media composers and songwriters. We were fortunate to work with three outstanding composers from around the globe (Jongnic Bontemps, Tristan Noon and George Strezov) who collaborated to orchestrate a slew of useful FX for strings, brass, woodwinds and choir in 6 categories – Short, Long, Sting, Texture, Rise and Fall. Many were recorded by all 4 sections, allowing for easy layering. In total there are over 2,400 unique performances that you can use to provide instant drama, emotion, character and life to your music. Load up one of the 4 section patches or get creative with the powerful FX Builder patch, which allows you to browse, select and layer up to 4 FX with controls to adjust their volume, pitch and timing.

As with the entire Palette line, our players were recorded in standard orchestral seating position with 3 microphone perspectives – Close, Decca Tree and Hall. The room is spacious but fairly dry, which allows for easy blending with other libraries using your favorite reverbs so you're not limited to the sound of one particular hall. Since **Palette – Orchestral FX** was recorded by the same amazing musicians and production team with the same equipment and in the same hall, it was designed to blend perfectly with all the other **Palette** libraries.
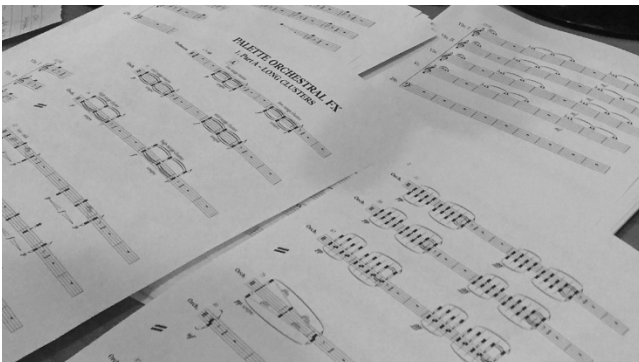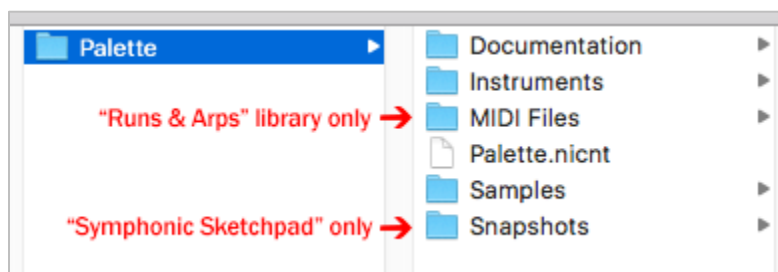
DOWNLOAD & INSTALLATION

If this is your FIRST Palette product…

1. From your User Account downloads page (or your email), download all the .rar files. You should have one .rar titled **"Palette … Main"** and several numbered .rar's starting **with "Palette … Samples.part01."** Check that their file sizes match what's listed in your download email.
2. To properly install the library you'll need to use .rar extraction software. PC users can download the free [WinRAR](#) application, or Mac users download the free [Keka](#) app.
3. With the proper RAR extraction app installed, **double-click the "Palette … Main.rar."** When the extraction is complete you should have a folder titled **"Palette"** with contents that match the illustration here -> *The "MIDI Files" and "Snapshots" folders are exclusive to our "Runs & Arps" and "Symphonic Sketchpad" libraries, respectively.*

Palette ▶	Documentation ▶
"Runs & Arps" library only ➡	Instruments ▶
	MIDI Files ▶
	Palette.nicnt
"Symphonic Sketchpad" only ➡	Samples ▶
	Snapshots ▶

4. **Double-click the "Palette … Samples.part01.rar "** file to begin extracting your samples. You do not need to extract the other numbered .rar files as they will be extracted automagically in sequence. To ensure proper installation, make sure everything gets extracted into the same folder location as your "Palette" folder from step 3 above. If separate folders are created, you will need to combine/merge their contents into a single "Palette" folder.
5. If you've downloaded and extracted the files correctly, you should now have one folder labeled "Palette" with contents that still match the illustration above. You can now safely move it to the hard drive location of your choice and delete all the .rar files.
6. If you don't already have Kontakt or the free Kontakt Player, get them [here](#). Palette requires version 5.6.8 or above. If you don't already have Native Access, get it [here](#).
7. **Run the Native Access application** and log into your Native Instruments account. **Click the "Add a serial" button**, which opens a window where you can enter the serial number you received with Palette. Copy the serial number from your download email, click inside the first box and paste it. **Click the "Add Serial" button**. On the next page, **click the "Browse" button** and navigate to the location of your library on your hard drive. Make sure to select the main Palette folder and not one of the subfolders, **then click "Open."** Check that the correct file path is displayed under the name of the library. **Click "Install"** to complete the installation process. When you launch Kontakt the library should now appear in the Libraries tab.

If you ALREADY OWN other Palette products…

1. Just repeat steps 1-4 above, making sure to extract your .rar files into your original Palette folder. All your Palette products live together in the same master "Palette" folder and use your original, single serial number. You do not need to register it a second time, so you can skip steps 6-8 above.
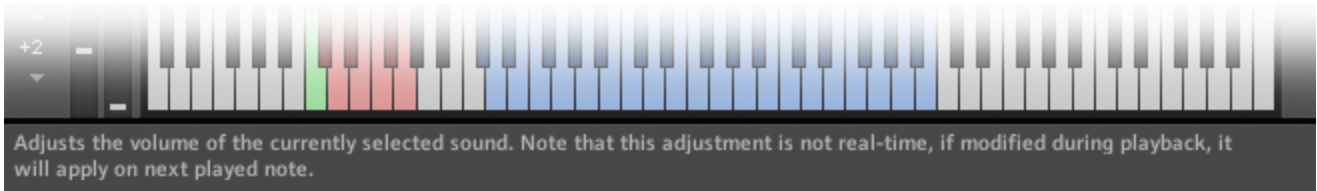
5. *****TIP*** *- We strongly recommend performing a "batch resave" process on your master Palette folder after installation to shorten load times and optimize performance. For easy instructions* [click here](#).*

Palette - Orchestral FX includes 5 Kontakt Instruments (.nki's). Let's go through the features of the GUI. But first, 2 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.*

Adjusts the volume of the currently selected sound. Note that this adjustment is not real-time, if modified during playback, it will apply on next played note.

💡 ***TIP*** - **Palette – Orchestral FX** makes use of Kontakt 5.6.8's full available 1000-pixel wide GUI. Since some users may be viewing on laptops 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 this same process to go wide again.
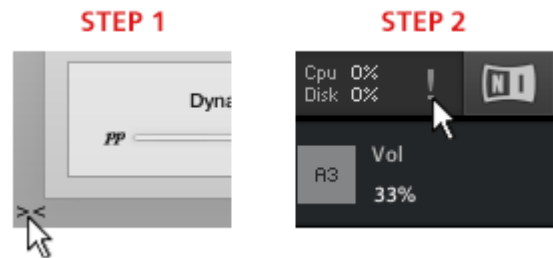
01-04 Strings FX, Brass FX, Woodwinds FX & Choir FX

Category & FX Display

At the top of the GUI you'll find the Category & FX Display panel. The buttons on the left show the names of the 7 categories of FX and their respective keyswitches. Press one of the keyswitches on your keyboard to load those samples. Notice that some categories have more than one keyswitch! Use the radial buttons to unload categories you don't need to help save RAM.

The box at the right includes controls for shaping the current sound. Changes made here are remembered for as long as the patch remains open. The Sound dropdown displays the name of the current FX, represented by a cyan key on the keyboard. The waveform display includes green (S) and orange (E) handles to move the start and end points, therefore changing the length of the sample. Click the RESET button to quickly set them back to default. Looping can be toggled on or off and the direction of the loop can be set to forward, backward or even ping-pong. Finally, there are knobs for volume, pan, tune, attack and release.

TIP - *To apply your changes to the entire selected category of FX simply Alt+click and drag on a button or knob (note that this won't work on the sample start/end sliders).*

With a few instrument-specific exceptions, we recorded the same massive score for all 4 sections and mapped all the samples identically for each instrument. This makes it simple to layer your FX! For example, if you dial up the Long FX category and play C2, the same "Long Cluster Sustain 1" sample will be triggered across all 4 section patches. Note that the gaps in the playable keys are intentional, occurring when a particular sample isn't available for that section. These gaps ensure that our layerable mapping scheme remains intact.

Microphones

The second panel of the GUI contains the microphone controls. For each of the 3 mic positions - **Close, Decca and Hall** - there's an on/off button (turn off unneeded mics to save RAM), volume fader, pan knob, mute & solo buttons and a button to select the output channel for cases when you'd like each mics routed to different tracks in your DAW. The red "hamburger" button allows you to save/load mixer settings.

Settings

The third (bottom center) panel contains sliders for Lowpass & Highpass filters, Expression (volume) and playback Speed.

FX

The fourth panel houses a compact yet powerful 8-slot FX rack. To load an effect, click on any slot's down-facing arrow. This opens a dropdown where you can select one of 17 effects, or move them up or down in the rack to change their order. The radio buttons turn the slot on and off (bypass).

Slots have 3 states – **empty, loaded** and **selected**.
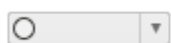
Clear (white) signifies that the slot is **empty** (no effect currently loaded).

Gray means there's an effect **loaded** and its name is displayed, but it's not selected for editing.

Red means there's an effect loaded and it's **selected** for editing. Its controls appear on the right.

The red "hamburger" icon opens a menu for saving and loading tweaked versions of individual effects as well as your entire FX rack. Full details for all 17 effects can be found in the **FX** part of this manual.

05 FX Builder

The powerful FX Builder patch lets you select and layer up to 4 different samples to create your own unique FX.

Layers

At the top of the FX Builder GUI you'll find the Layers panel. There are 4 rows here, each containing a field for the name of a currently selected sample, on/off button, volume, pan and tuning knobs and a waveform display. The waveform display includes green (S) and orange (E) handles to move the start and end points, therefore changing the length of the sample. Click the RESET button to quickly set them back to default.
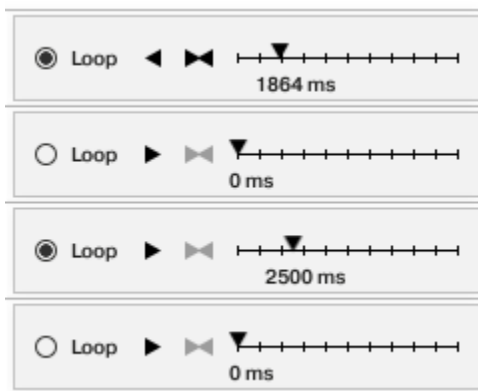
The 2 small red circle buttons next to the word "LAYERS" toggle between the waveform displays and the looping and timeline controls. Looping can be toggled on or off and the direction of the loop can be set to forward, backward or ping-pong. Use the timeline to delay the start of the sample.

TIP - Try loading up 4 Long/Texture FX and set them all to loop. Since the samples are different lengths the result is a long, creepy organically evolving sound bed..

Clicking one of the display fields opens the FX browser.

INSTRUMENT	FX	▲ ▼
Strings	Upward Mid Glissando Swell	Mid Cluster Bend Downward 1
Woodwinds	Upward High Glissando Swell	Mid Cluster Bend Downward 2
Brass	Downward Glissando Sforzando Crescendo	Low Cluster Bend Downward 1
Choir	Glissando Converging	Low Cluster Bend Downward 2
	Glissando Converging Crescendo	High Broad Bend Downward
	Glissando Converging Decrescendo	Mid Broad Bend Downward
	Glissando Diverging	**Low Broad Bend Downward**
CATEGORY	Glissando Diverging Crescendo	High Bend Downward Crescendo 1
Shorts	Glissando Diverging Decrescendo	High Bend Downward Crescendo 2
Long	High Tense Stab	Mid Bend Downward Crescendo 1
Stings	Low Tense Stab	Mid Bend Downward Crescendo 2
Textures	Diverging Jitter Crescendo Stab	Low Bend Downward Crescendo 1
Rises	High Cluster Bend Downward 1	Low Bend Downward Crescendo 2
Falls	High Cluster Bend Downward 2	High Broad Bend Downward Crescendo

Selecting an instrument and category yields a detailed list of available FX. Use the up and down arrows to see more results. Select one to audition it and click the red checkmark in the top right corner to accept it and close the browser. To exit the browser without making any changes click the red X.

Finally, to perform all your layered samples simultaneously at their natural pitch press C3 (middle C). The surrounding keys retune the samples up or down.

Microphones, Settings & FX

These 3 panels are identical to those described on page 5, except for the omission of the Speed slider.

LIST OF ARTICULATIONS

STRINGS (6-5-4-3) FX
Short (stabs, etc)
Long (looped sustained FX)
Sting (mid length, oneshot style FX)
Texture (non-looping sustained FX)
Rise (FX with upward pitch movement)
Fall (FX with downward pitch movement)

BRASS (3-3-3-3) FX
Short (stabs, etc)
Long (looped sustained FX)
Sting (mid length, oneshot style FX)
Texture (non-looping sustained FX)
Rise (FX with upward pitch movement)
Fall (FX with downward pitch movement)

WOODWINDS (3-3-3-3) FX
Short (stabs, etc)
Long (looped sustained FX)
Sting (mid length, oneshot style FX)
Texture (non-looping sustained FX)
Rise (FX with upward pitch movement)
Fall (FX with downward pitch movement)

CHOIR (6-6-6-6) FX
Short (stabs, etc)
Long (looped sustained FX)
Sting (mid length, oneshot style FX)
Texture (non-looping sustained FX)
Rise (FX with upward pitch movement)
Fall (FX with downward pitch movement)

CREDITS

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Live recordings performed by The Sofia Session Orchestra at FourForMusic, Sofia, Bulgaria
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Orchestration & Score Prep: Jongnic Bontemps, Tristan Noon, George Strezov
Engineers: Plamen Penchev & Angelia Vihrova
Conductors: Lyubomir Denev Jr., Georgi Elenkov, Boris Radilov, George Strezov

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, Marcy & Wren Yoder, Jelena & Viktor Krušelj, Impact Soundworks, and the entire staff at Sofia Sessions Studios and FourForMusic.

If you have any questions about **Palette – Orchestral FX** please go to 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 question.

You can also email support directly at support@redroomaudio.com.

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For clarity: The licensee MAY use sounds from the product to create individual sound effects (SFX) for use in film, TV, advertising, and video games. However, the licensee cannot sell these sounds individually via marketplace, stock music/stock audio site, etc.

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