PALETTE

PRIMARY COLORS

Reference Manual

red room

Contents
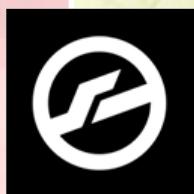
**KONTAKT 5.6.8 OR LATER
FULL VERSION REQUIRED**
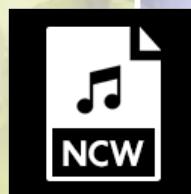
**LOSSLESS NCW SAMPLES
24 BIT / 44.1 KHZ**

WELCOME TO PALETTE

Palette is a series of thematic professional orchestral and cinematic Kontakt virtual instruments for songwriters and media composers, 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 some great music.

Palette – Primary Colors gives you a taste of what's included in the larger Palette libraries. This 1.3 GB teaser features strings, woodwinds and brass ensembles with an abbreviated set of performance techniques – sustain, staccato, vibrato, brass flutter tongues and tremolo strings. Like the larger libraries each articulation has 3 dynamic layers and up to 7 round robins. For simplicity we've limited **Primary Colors** to a single microphone position (decca tree) that best represents the overall sound of the hall.

As with the entire Palette line, our players were recorded in standard orchestral seating position. The hall 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 every **Palette** library was recorded by the same amazing musicians and production team with the same equipment and in the same hall, they're designed to blend perfectly.

INSTALLATION

Palette – Primary Colors requires the **full** version of Kontakt 5.6.8 or above. If you don't already own Kontakt, get it [here](#).
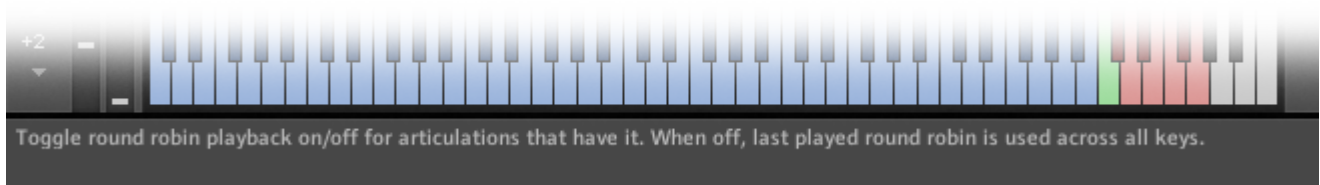
For convenience, download and installation are handled through the **Pulse** app. Pulse is fast and simple and has many valuable features including easy access to re-downloads, product updates more. Just follow these steps:

1. Go to **www.pulsedownloader.com** 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.

Palette – Primary Colors contains one simple Kontakt Instrument (.nki). Let's go through the features and details. 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. For patches containing multiple instruments you can also hover over the keys in Kontakt's virtual keyboard for mapping.*

Toggle round robin playback on/off for articulations that have it. When off, last played round robin is used across all keys.

TIP - *Palette makes use of Kontakt'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.
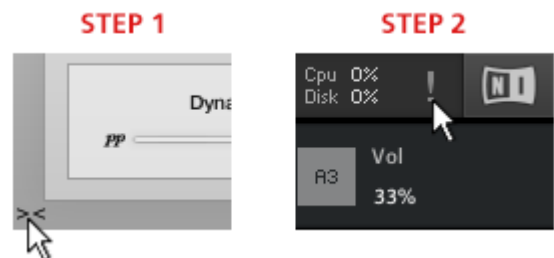
True Ensemble Recording: With our players in standard seating position across the stage we recorded the full range of each ensemble in unison, from lowest to highest note. Instruments play together when their ranges overlap and drop out when they reach their limits (see graphic below). We've dubbed this approach "True Ensemble Recording" and it yields a rich, playable patch that's natural, unscripted and full of life. Here are the ranges and orchestration of the instruments in our ensembles.
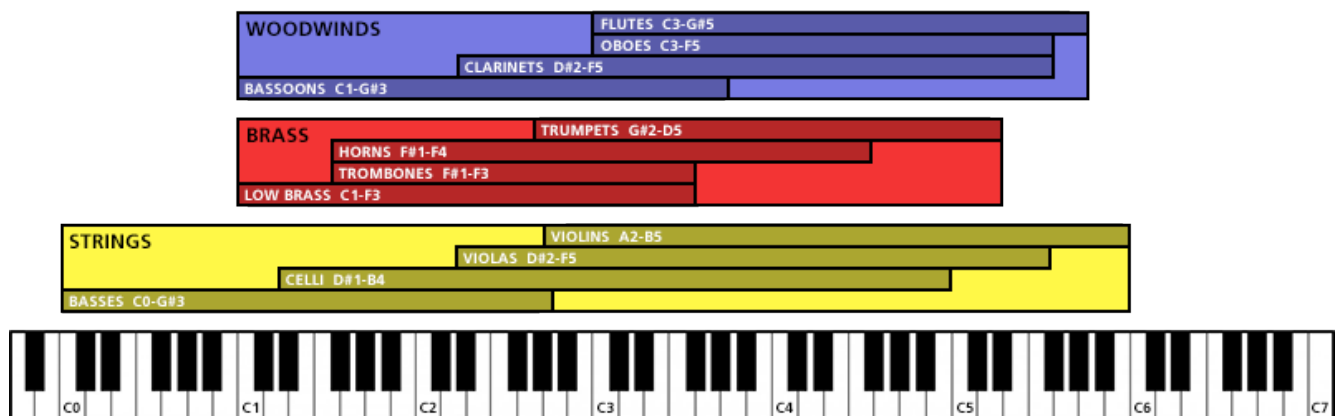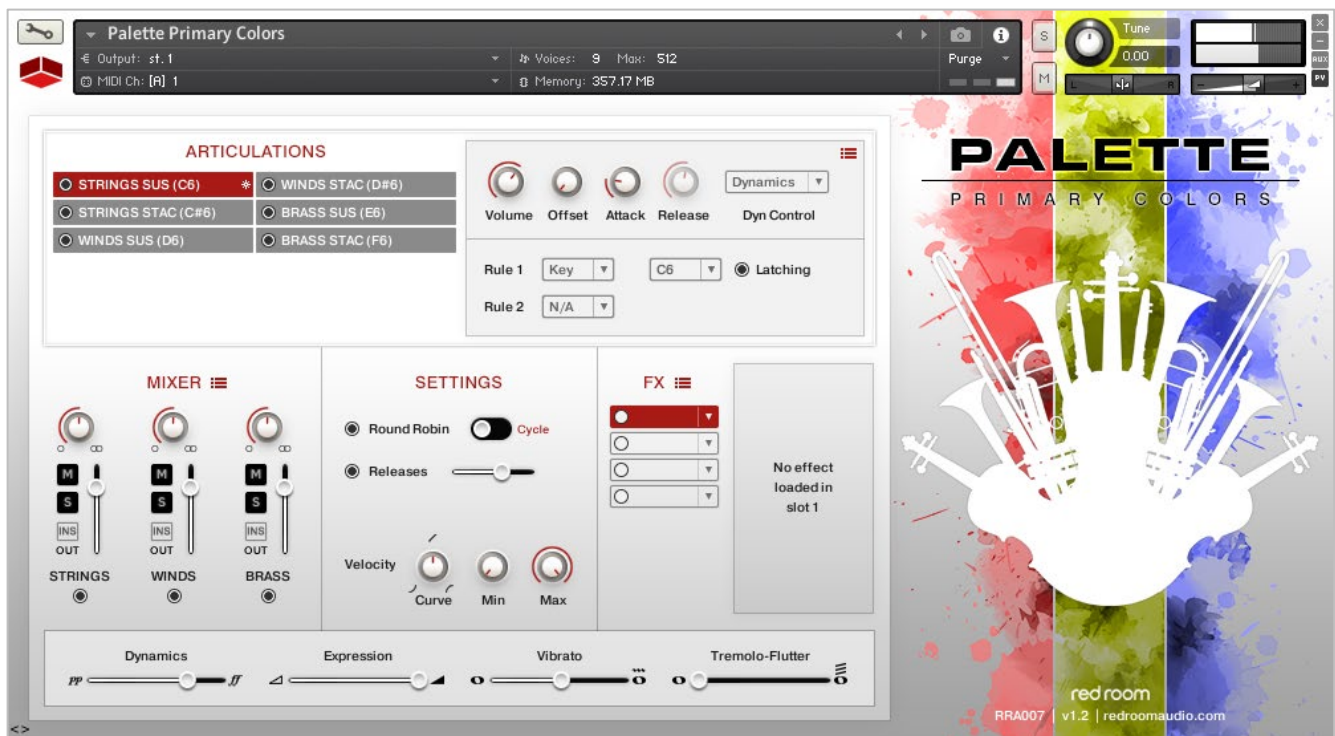
Articulations

At the top of the GUI you'll find the Articulations panel. The list of buttons on the left displays the names of the available articulations and how each is triggered in parenthesis. Use the radial buttons to unload articulations you don't need to help save RAM.

The articulation buttons have 4 possible states:

| **Available** | **Currently triggered** | **Available & Selected for editing** | **Currently triggered & Selected for editing** |

Clicking an articulation button selects it (represented by an asterisk) and opens its editing controls in the right side of the Articulations panel. Here you'll find **TACT**, which stands for Total Articulation Control Technology. Developed by our partners at Impact Soundworks, TACT is a powerful yet easy-to-use solution for customizing how an instrument's articulations are triggered. Starting at the top of the TACT box there are knobs for adjusting Volume, sample Offset, Attack, Release and a dropdown to select your preferred method of Dynamic Control (Velocity or MIDI CC). The red "hamburger" icon opens a menu for saving and loading your own TACT settings.

In the lower half of the TACT box you'll find 2 **Rules** that determine how the selected articulation is triggered. There are 5 options:

> **Key**: When this is selected the articulation is triggered by pressing the note, or keyswitch, displayed in the second dropdown, which can of course be changed to your preference. Keyswitches are colored red on the Kontakt keyboard and NKS compatible controllers. The currently selected keyswitch is colored green. Note that you can activate multiple keyswitches to stack instruments/articulations!

"Latching" means that the articulation remains active after you release the keyswitch. Deselecting this button means that the articulation will only be active when the key is held down. Note that, for obvious reasons, it is not possible to set a keyswitch in the blue playable instrument range.

Vel: When this is selected the articulation is triggered when notes are played within a designated velocity range, which you can set by dragging the values up or down in the range boxes.

CC: When this is selected the articulation is triggered by the MIDI CC you set in the first box, and only when you play within the range determined by the next two boxes.

⚠️ ***WARNING* - CC's 124-127 are forbidden as they are used internally and may cause a MIDI feedback loop that could result in a crash.***

Range: When this is selected the articulation is triggered when you play a note that lies between the values you set in the two boxes.

Pedal: When this is selected the articulation is triggered when you press/activate a sustain/control pedal (also known as CC64).

💡 **TIP* - Try using rules to layer 2 different articulations. This is useful when, for example, you'd like to create a sforzando by overlapping Staccato and Sustain. Set Sustain's Rule 1 to a Keyswitch and the Staccato's Rule 1 to a Velocity range, maybe 110-127. Now when you hit a Sustain hard you get sforzando!*

Notice that when you change an articulation's rule(s) that gets updated on the articulation button so you can always see at a glance how each is currently set be triggered.

Mixer

The second panel of the GUI contains the instrument mixer. For each of the 3 instruments – **Strings, Winds and Brass** - 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 instrument routed to different tracks in your DAW. The red "hamburger" button allows you to save/load mixer settings.

Settings

The third (center) panel of the GUI is where you can adjust various performance settings.

Round Robin: Turning this off deactivates the additional round robin samples, which will make the instrument sound more robotic. It is recommended that this be left on for more realistic results. The switch changes the order of playback of the round robins from Cycle to Random.

Releases: Releases provide a more natural, realistic ending to sustained notes when you release the key. Again, we recommend these be left on for best results. You can use the slider to adjust their volume.

Velocity: These 3 knobs allow you to customize the velocity curve for additional control over dynamics. This will be most useful for short articulations when Dyn Control is set to Velocity in TACT.

FX

The fourth panel of the GUI houses a compact yet powerful 4-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**.
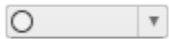
Clear (white) signifies that the slot is **empty** (no effect currently loaded).

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.

Performance Sliders

The fifth and final panel of the GUI contains sliders for Dynamics, Expression (volume), Vibrato and instrument-specific articulations like Tremolo and Flutter Tongue. Right-click on a slider to MIDI-learn (assign) it to the CC of your choice. Here are the default settings for the entire library:

Dynamics: CC1	**Expression: CC11**
Vibrato: CC4	**Tremolo/Flutter: CC2**

WARNING - CC's 124-127 are forbidden as they are used internally and may cause a MIDI feedback loop that could result in a crash.

CREDITS

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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 Impact Soundworks, and the entire staff at Sofia Sessions Studios and FourForMusic.

If you have any questions about **Palette – Primary Colors** 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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