

PALETTE

BRUSH PACK 01 • MELODICS

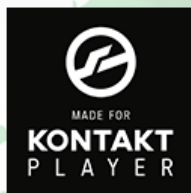
Reference Manual



RRA002 | v.1.2

Contents

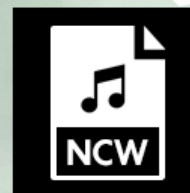
Welcome to Palette	2
Download & Installation	3
GUI	4
List of Articulations	8
Credits	9
License Agreement	10



**WORKS WITH THE
FREE KONTAKT PLAYER**



**COMPATIBLE WITH
KOMplete KONTROL**



**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. 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.

The concept for our first Palette Brush pack **"Melodics"** is simple. We studied the scores of several of our favorite classical and modern film music composers and selected 18 of the most evocative melody-carrying combinations and instruments. We recorded a soaring violin section playing octaves, regal trumpets with horns, playful flutes & piccolo, creepy bass clarinet & contrabassoon octaves, a gigantic and downright frightening low strings & low brass ensemble and many others. We felt it was also important to include **soloists** since they are so often used to deliver a melody, so we recorded 6 of those as well.

17 of the 18 instruments in the library have **true legato**.

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 - Melodics** 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

Palette – Melodics runs in both the full version of Kontakt and the free Kontakt Player, version 5.6.8 or above. If you don't already have Kontakt, get it [here](#). You'll activate the serial number in the Native Access app. If you don't already have Native Access, get it [here](#).



Pulse

For convenience, download, installation, future updates and library management are handled through the [Pulse](#) app. Just follow these simple steps:

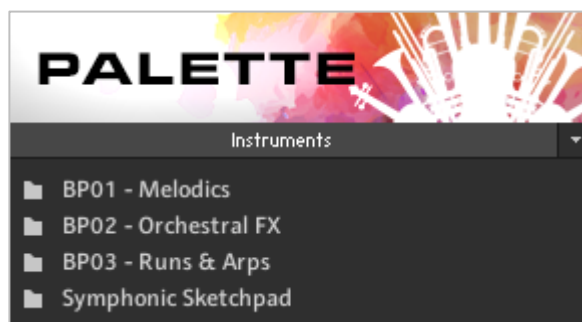
1. Go to www.pulsedownloader.com and **download & install Pulse**. Make sure you have the latest version 40.1.1 or higher.
2. Open Pulse and register an account or login.
3. Once logged in, click on **"Add a Product"** in the top right-hand corner of the Pulse app. Enter the **Redemption Key** you received with your order and click on **"Redeem."** The product will be added to your Pulse account.

If this is your FIRST Palette product...

4. In Pulse, click **"Redeem."** Then select an 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.
5. **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 same serial number from your order, 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...

5. In Pulse, click **"Redeem."** Then select the level ABOVE your existing Palette folder as the installation directory and press **"Download & Install"**. Once Pulse is finished downloading, it will automatically extract and merge your files so that all your Palette products live together in the same master "Palette" folder. When you launch Kontakt and find Palette in the Libraries tab, your new library should now be listed. You do not need to register your original serial number again in Native Access.

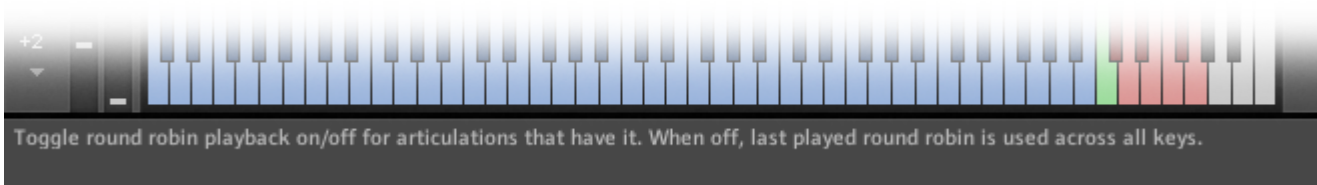


GUI

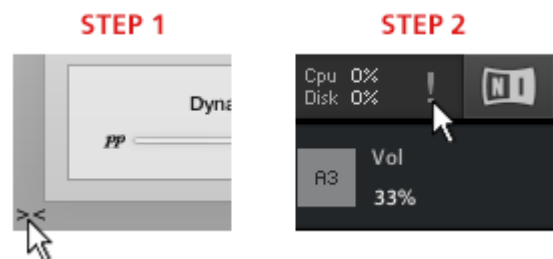
Palette - Melodics includes 18 Kontakt Instruments (.nki's). Let's go through the features of the GUI. But first, 2 very handy tips:



****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.*



****TIP*** - **Palette - Melodics** 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.



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, which helps to save RAM.

The articulation buttons have 4 possible visual states:



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.

It is important to note that our legato technique crossfades between 2 samples – a sustain and a legato transition (and back again). These 2 articulations are controlled separately in TACT. So when you select and adjust the parameters of the legato articulation, only the transition samples are being affected – not the sustain. To change the parameters of your overall legato *performance*, adjust both articulations.

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 together to stack 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!

In most cases, like a typical keyswitched setup, one Rule will be sufficient. But there may be times when you'd activate a second. For example, you might set all the short articulations to the same Rule 1 keyswitch, but then set Rule 2 to Velocity to trigger each one with a different velocity range for quicker performance (e.g. Marcato 00-40, Tenuto 41-70, Staccato 71-100, Spiccato 101-127). Another example is to set Rule 1 for both kinds of trills to the same keyswitch and set the WT Trill's Rule 2 to Pedal. There are many possibilities.

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 to be triggered.

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 mic routed to different tracks in your DAW. Patches that feature more than one instrument, or instruments playing in octaves, have an **additional Close mic** position. In these cases each is generally focused on one of the two instruments in the combo so you can subtly adjust the mix. The red "hamburger" button allows you to save/load mixer settings.

Settings

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

Round Robin: Turning this off deactivates the additional round robin samples, which makes 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 the best results. You can use the slider to adjust their volume.

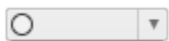
HQ Vel Xfade: When this is active Kontakt employs AET filters on all short articulations to smooth out the steps between dynamics layers for more natural results. Note that this does, however, use more CPU.

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

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.

Performance Sliders

The fifth and final panel on the GUI contains sliders for Dynamics, Expression (volume) and instrument-specific articulations like Vibrato, Tremolo and Flutter (where applicable). 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



****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.***

LIST OF ARTICULATIONS

VIOLINS OCTAVES (6-5)

True Legato
Sustain
Sustain Vibrato
Marcato
Tenuto
Staccato
Spiccato
Major & Minor Trills

VIOLINS OCTAVES (CON SORD) (6-5)

True Legato
Sustain
Sustain Vibrato
Marcato
Tenuto
Staccato

CELLI + DOUBLE BASSES OCTAVES (6-4)

True Legato
Sustain
Sustain Vibrato
Marcato
Tenuto
Staccato
Spiccato

FLUTES + PICCOLO OCTAVES (2-1)

True Legato
Sustain
Sustain Vibrato
Marcato
Tenuto
Staccato
Staccatissimo
Rips

OBOE + BASSOON OCTAVES (1-1)

True Legato
Sustain
Sustain Vibrato
Marcato
Tenuto
Staccato
Staccatissimo
Rips

BASS CLARINET + CONTRABASSOON OCTAVES (1-1)

True Legato
Sustain
Marcato
Tenuto
Staccato
Rips

TRUMPETS + HORNS OCTAVES (3-3)

True Legato
Sustain
Sustain Vibrato
Marcato
Tenuto
Staccato
Staccatissimo

TROMBONES + TUBA (2-1-1)

Sustain
Marcato
Tenuto
Staccato

6 HORNS (6)

True Legato
Sustain
Marcato
Tenuto
Staccato
Staccatissimo

TRUMPETS OCTAVES (2)

True Legato
Sustain
Marcato
Tenuto
Staccato
Staccatissimo

LOW BRASS + LOW STRINGS (2-1-1 + 6-4)

True Legato
Sustain
Marcato
Tenuto
Staccato
Staccatissimo

HORNS + VIOLINS OCTAVES (3 + 6-5)

True Legato
Sustain
Marcato
Tenuto
Staccato
Staccatissimo

SOLO VIOLIN

True Legato
Sustain
Sustain Vibrato
Marcato
Tenuto
Staccato
Spiccato
Pizzicato
Tremolo
Measured Tremolo
Major & Minor Trills

SOLO CELLO

True Legato
Sustain
Sustain Vibrato
Marcato
Tenuto
Staccato
Spiccato
Pizzicato
Tremolo
Measured Tremolo
Major & Minor Trills

SOLO FLUTE

True Legato
Sustain
Sustain Vibrato
Marcato
Tenuto
Staccato
Staccatissimo
Major & Minor Trills
Rip
Double & Triple Tongue

SOLO OBOE

True Legato
Sustain
Sustain Vibrato
Marcato
Tenuto
Staccato
Staccatissimo
Major & Minor Trills
Double & Triple Tongue

SOLO TRUMPET

True Legato
Sustain
Sustain Vibrato
Marcato
Tenuto
Staccato
Staccatissimo
Major & Minor Trills
Rip
Fall
Double & Triple Tongue

SOLO HORN

True Legato
Sustain
Sustain Vibrato
Marcato
Tenuto
Staccato
Staccatissimo
Major & Minor Trills
Rip
Fall
Double & Triple Tongue

CREDITS

Concept & Art: Dickie Chapin

Kontakt Scriptors: Mario Krušelj, Davide Magni & Nabeel Ansari

Sample Editor: Christian Yoder

Live recordings performed by The Sofia Session Orchestra at FourForMusic, Sofia, Bulgaria

Session Producer: Yuliy Stoyanov

Orchestration & Score Prep: Dickie Chapin & Yuliy Stoyanov

Engineers: Plamen Penchev & Angelia Vihrova

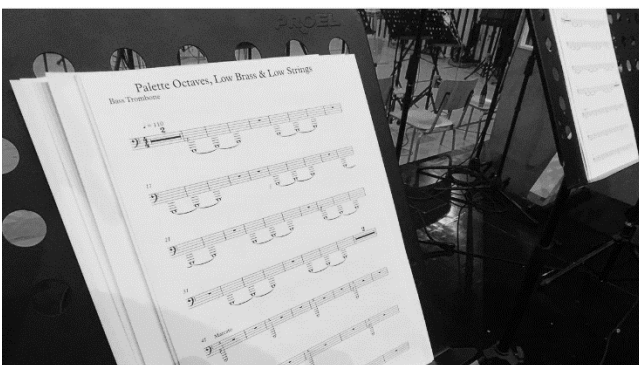
Conductors: Lyubomir Denev Jr., Georgi Elenkov, Boris Radilov, George Strezov

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 – Melodics** 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.

All programming, scripting, samples, images and text © Red Room Audio 2017. All rights reserved.
Red Room Audio is a Registered Trademark of Constructive Stumblings, Inc.



LICENSE AGREEMENT

All sound recordings, performances, scripting and/or code contained in this product is the intellectual property of Red Room Audio unless otherwise noted and remain the property of Red Room Audio after the product is purchased. When purchasing a Red Room Audio product, you are purchasing a non-exclusive license to use, edit, perform, or otherwise utilize these recordings, performances, scripting and/or code for commercial and non-commercial purposes as defined below.

Authorized Users

Depending on the type of customer and usage scenario, authorized users of this license will vary. ALL purchases fall into category A or B.

A. Individual Purchase

This license is extended to customers who are purchasing as the primary user of the product, OR are purchasing on the behalf of another primary user (i.e. as a gift).

The licensee (primary user) MAY install the product on as many computer systems as he or she has access to. However, ONLY the licensee may use the product. No other users are authorized.

B. Corporate, Academic, Institutional Purchase

This license is extended to customers who are purchasing for a multi-user setting, such as a shared studio, networked workstation, computer lab, etc. In this case, the licensee is the institution and not any one user. In contrast with individual purchases, an institutional license applies to ONE computer / workstation. All users of that workstation who belong to the purchasing institution (licensee) shall be considered authorized users. However, at no point may multiple authorized users access one license simultaneously. Multiple licenses must be purchased if the product is to be used by multiple users simultaneously.

Scope of License

The licensee is entitled to the use and unlimited editing of the product within the scope of music production, performance, recording, and composition. This includes both non-commercial and commercial usage of all types, including, but not limited to, film scores, television scores, music libraries, video game soundtracks, digital and physical music releases, albums, compilations, etc. Exceptions to this scope are listed below.

The licensee MAY NOT use the product in the production of any other sample library or virtual instrument products.

The licensee MAY NOT sell individual sounds from a product in any context.

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.

Ownership, Resale and Transfer

Redistributing, reselling, electronically transmitting, uploading, sharing, or renting the product in any way, shape, or form is prohibited by law. The licensee may create a physical backup copy of any digitally purchased and downloaded product. This backup copy is subject to the same limitations as the original copy of the product and may not be transferred to any other individual for any reason.