

# PALETTE

---

BRUSH PACK 02 • ORCHESTRAL FX

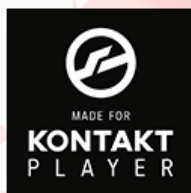
## Reference Manual



RRA003 | v.1.2

## Contents

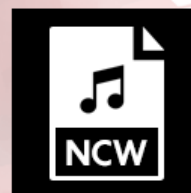
Welcome to Palette	2
Download & Installation	3
Instruments	4
Strings, Brass, Woodwinds and Choir FX	4
FX Builder	7
List of Articulations	9
Credits	10
License Agreement	11



**WORKS WITH THE  
FREE KONTAKT PLAYER**



**COMPATIBLE WITH  
COMPLETE KONTROL**



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

## WELCOME TO PALETTE

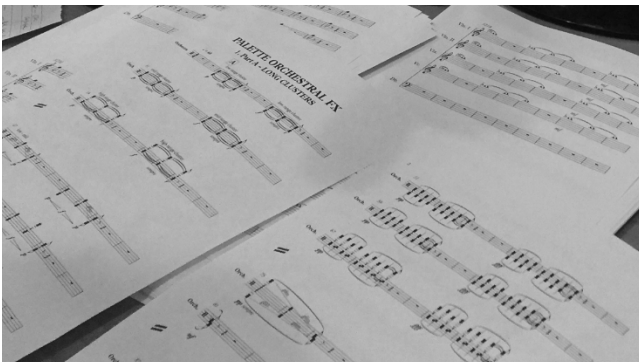


**Palette** is a series of thematic professional orchestral and cinematic Kontakt virtual instruments for songwriters and media composers. It was recorded in a dedicated hall with world-renowned performers by a passionate and experienced team. It was a dream come true for us to make and we hope this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

**"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

**Palette – Orchestral FX** 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:

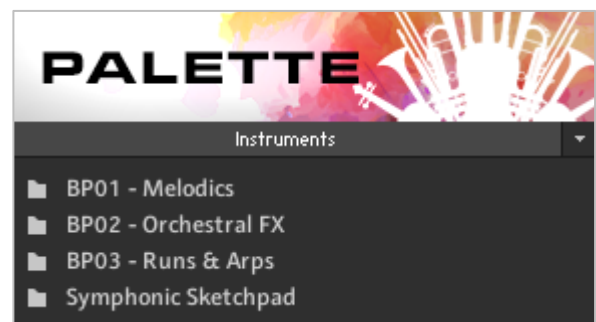
5. Go to [www.pulsedownloader.com](http://www.pulsedownloader.com) and **download & install Pulse**. Make sure you have the latest version 40.1.1 or higher.
6. Open Pulse and register an account or login.
7. Once logged in, click on **"Add a Product"** in the top right-hand corner of the Pulse app. Enter 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...*

8. 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.
9. **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...*

10. 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.

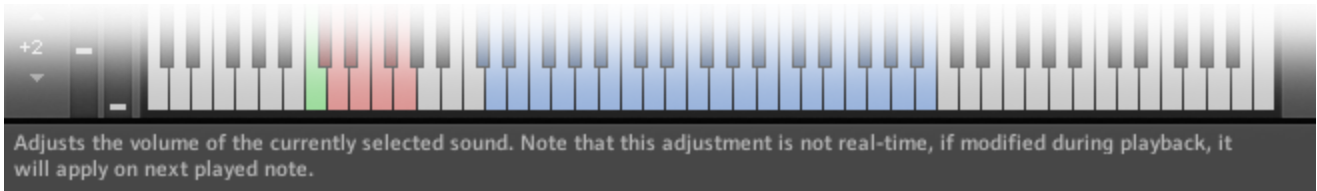


# INSTRUMENTS

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

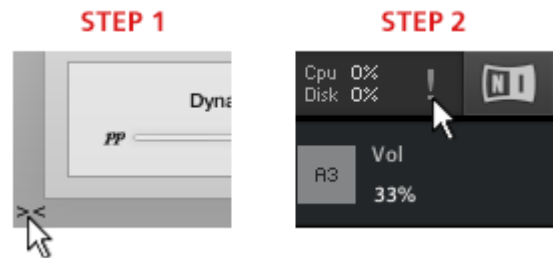


**\*TIP\*** - We've added handy help text for every control in our GUI! If you're unclear as to the function of a control simply hover over it and the help text appears at the bottom of the Kontakt window.



**\*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.

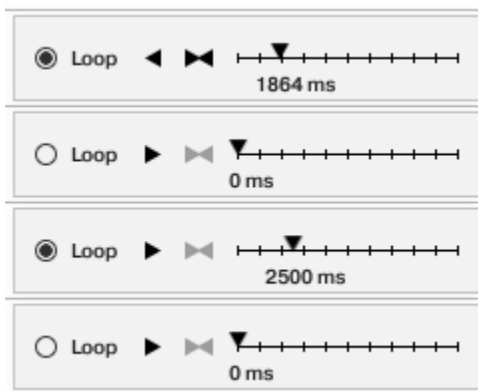
## 05 FX Builder

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

Strings

Woodwinds

Brass

Choir

CATEGORY

Shorts

Long

Stings

Textures

Rises

Falls

FX

Upward Mid Glissando Swell

Upward High Glissando Swell

Downward Glissando Sforzando Crescendo

Glissando Converging

Glissando Converging Crescendo

Glissando Converging Decrescendo

Glissando Diverging

Glissando Diverging Crescendo

Glissando Diverging Decrescendo

High Tense Stab

Low Tense Stab

Diverging Jitter Crescendo Stab

High Cluster Bend Downward 1

High Cluster Bend Downward 2

Mid Cluster Bend Downward 1

Mid Cluster Bend Downward 2

Low Cluster Bend Downward 1

Low Cluster Bend Downward 2

High Broad Bend Downward

Mid Broad Bend Downward

Low Broad Bend Downward

High Bend Downward Crescendo 1

High Bend Downward Crescendo 2

Mid Bend Downward Crescendo 1

Mid Bend Downward Crescendo 2

Low Bend Downward Crescendo 1

Low Bend Downward Crescendo 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

**Concept & Art:** Dickie Chapin

**Kontakt Scriptors:** Mario Krušelj & 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:** 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](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 question.

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