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Installation

After downloading the library simply unzip the file with software like WinRar, 7Zip or a program of your choice. Please leave the internal folder structure as it is, otherwise you would have to resave all the patches with the new sample location. No Further Installation needed!

Consona

First of all, big thank you for supporting and trusting us!

Consona is a simple but powerful Ensemble Engine for Kontakt 5. It was originally created for our team during the work on Spring Choirs, the upcoming conter part to Autumn Choirs and will also include Vocal recordings other than AC. The functions will be of course way more extensive, but Consona can be a really cool Sounddesign application if You want to create Your own unique Choral Voices, Vocal Pads and much more...And Don't limit Yourself to Voices only, try it on solo instruments like guitars, violins etc.

Besides the Empty Engines (Short and sustained for the respective applications) have we also included a simple test sound for each patch (not multisampled) to show You what You can achieve with this engine. And to be honest...the samples are not the best You can find, but with the engine they start to sound pretty nice. As mentioned above do You get two empty engines:

- Consona - Sustains
- Consona – Shorts

While the Sustains are more meant to be used with Vowel recordings, sustained strings etc., are the shorts able to transform a boring guitar sample into a rich sounding guitar with a cool 80's vibe if You turn detune up.

Ensemble Engine

Obviously are the Ensemble settings the core of the engine. Here You control five Parameters:

- Number of Voices (per Layer not global)
- Stereo Spread of the Voices
- Random Detune Amount (Per Voice)
- Random Tone Variation Amount (Per Voice)
- Weighting to dampen the Voices in the middle a bit for a more natural sound

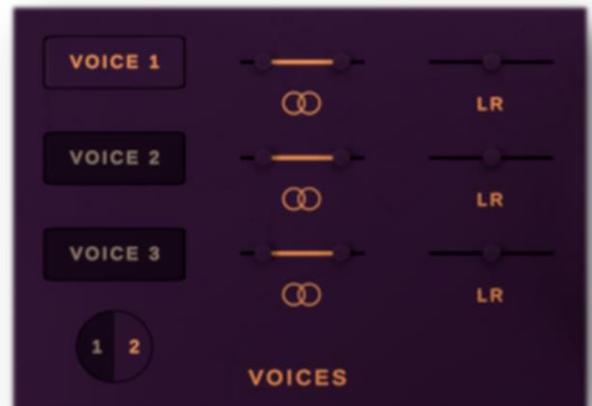


!Note! The Ensemble settings are applied globally to ALL three layers together. (In Spring Choirs You'll be able to control those settings for each layer individually)

Layering

Besides thickening Your sounds through the Ensemble engine are You also able to mix up to three layers together. On the Layers (Here called Voices) do You have the following controls:

- Activate/Deactivate Layers
- Set Stereo width of each Layer
- Set Panorama Position “ “
- Set Volume “ “
- Set Low Pass (LP2) frequency “ “



!Note! If You activate all three layers and use a lot of generated Voices then it can get a bit CPU intense, depending on Your settings and Your hardware. So it is recommended to RIP the tracks 😊

How to Use it?

If You want to know how to use it simply watch the video, that is included inside Your download folder or alternatively on Youtube. If You're a medium to advanced Kontakt user then this text explanation should be enough for You.

- Load up an empty Patch ("Consona Sustains" for example)
- Go into edit mode (The wrench icon)
- Enable "Group Editor" and select the Layer You want to edit (Voice1, Voice2, Voice3) [Be sure that "selected groups only" is checked]
- Now simply drag in Your sample(s) to the keys they belong to (and maybe adjust fine tuning if they're not in tune)
- Do this for the other two layers as well if You have more than one sound source
- Exit edit mode
- You're done! 😊

Support/Credits

If you have any questions regarding this or other products feel free to mail us at

support@sasampling.com

Or visit our site at:

www.sound-aesthetics-sampling.com

Concept, GUI and Script: Paul Lebküchner

Specifications

- 4 Kontakt patches (.nki)
- 4 samples (Most 48khz/24bit)
- 10 MB of Disk Space required
- Requires **Kontakt** 5.5.2 or higher