

TALUA

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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.

Talua

First of all, big thank you for buying our product and supporting us!

Talua is basically a small library bringing You the imperfect sound of glasses and bells to texturize Your tracks. We see this as a great tool to add those little, slightly random sparkles into Your composition and bringing the piece to life. In addition to that we also added a bunch of various texture sounds, which range from beautiful pad like sounds to more atmospheric and dissonant ones. The engine's concept is quite simple with a dual layer system for all three master patches (Glas, Elements and Textures) with basic controls like ADSR etc. and a fundamental but effective effect rack with EQs and Filter for each layer along with spatial, tone and mod effects.

Since Talua contains Glas sounds just like our upcoming bigger library Crystal Aura, will all owners of Talua get an additional discount in order to upgrade to CA. Crystal Aura features a completely new sample set and despite the fact that both libraries contain glas samples will they have nothing else in common.

Main Page

Talua is built upon a dual layer engine so You're able to select a different sound for each of the layers and also adjust parameters individually. **You can select a sound by either clicking on the sound menu at the top of each layer or the arrows to jump to the next/previous one. All sounds are dynamically purged to save system resources so they're only loaded into ram when selected. Set this to "EMPTY" if You don't want to use a layer.**



VOL: Let's You adjust volume for the respective layer from $-\infty$ dB to 0dB.

OCT: Set Octave of the layer from one octave down to one octave up (This Control works in Semitones for the textures patch)

START: Determine Sample Start offset for the layer (This control changes the intensity of two additional voices with random sample start for the textures patch).

SOLO: Solo the layer (Solo in place).

A/D/S/R: Control the volume envelope of the respective layer.

The Master let's you adjust stereo width, panorama position, output gain and filter cutoff (LP1).

Motion (only Textures)

The Motion Tab enables You to shape the raw sounds through 2 independent LFOs per layer. On the left side reside the two LFOs for layer 1 and on the right side those for layer2. All LFOs are retriggered, which means they will start from the beginning with every note You play.



Waveform: Set the Waveform from SINE, SAW, TRIANGLE and RECTANGLE.

Multiply: Multiply the Sync Rate. So set to three with $1/8^{\text{th}}$ Sync Rate would mean $3/8^{\text{th}}$.

Pulse width: Set the Pulse width of the Rectangle wave (only needed when selected).

Bypass: Activate or Bypass LFO.

Sync Rate: Select the Sync Rate of the LFO from 32^{nd} to a whole.

VOL/PAN/CUT: Determine the intensity of the LFO applied to Volume, Pan and Filter Cutoff (You need to have activated the filter inside the FX tab for this to work), which ranges from -100% to +100%. If turned to 0% (default value through CMD+Click) then the respective LFO will be completely bypassed to save system resources.

The Effects

The Effect Rack includes individual EQs and Filter per layer (layer1 on the left, layer2 on the right). The Lowpass also has velocity mapped to cutoff so You can set the intensity in which it affects the cutoff frequency. The global effects are the following:



- Master EQ (only three bands and with a maximum of 3dB gain)
- Tape (color and gain controls)
- Flanger (with rate, feedback and wet level controls)
- Chorus (with rate and wet level controls)
- Echo (synced Delay; set rate through the menu)
- Convolution Reverb (select from 8 custom IRs)

License

The licensee...

1. ...may use the product for commercial purposes.
2. ...may alter the samples within this library but not distribute them outside a musical context for example as single samples.
3. ...may use this product on multiple computers if:
 - a. The use of multiple computers is part of a single audio workstation
 - b. He/she has two independent setups (like studio and live setup).
4. ...may not make this or other products by Sound Aesthetics Sampling available to others by either duplication, copy, distribution, transfer, upload, download, trade, resale or loan.

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

Sounddesign: Paul Lebküchner

GUI and Script: Paul Lebküchner

Presets: Paul Lebküchner

Specifications

- 49 Kontakt patches (.nki)
- 18 Kontakt Multis (.nkm)
- 583 samples (Either 96KHz or 48KHz/24bit)
- 8 custom IRs
- 580 mb (ncw compressed from 1,12 GB of raw data)
- Requires **Kontakt** 5.5.2 or higher