

# **EMERGENCE AUDIO®**

## **CELLO TEXTURES USER MANUAL**

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# Thank you for purchasing Emergence Audio's Cello Textures!

## OVERVIEW

Add deep emotional subtleness with Cello Textures by Emergence Audio. A fresh new sonic palette with neo-classical ambient vibes.

We brought in world-class Cellist Mariko Muranaka to create an emotionally evolving nuance that never feels static. Our intuitive Infinite Motion Engine™ and Non-Static Sampling™ process allows you to sculpt expressive sonic landscapes in new and unique ways. Create pads, textures, soundscapes, drones and pulses for a wide range of genres including film, television and game scoring, contemporary era music, neo-classical music, ambient music, drone music, sound design, trailer music, new age/meditation music, and much more.

## GETTING STARTED

### HOW TO INSTALL:

If you have never used one of our NKS libraries before and you don't own a copy of Native Instrument's Kontakt, you'll need to download the free "Kontakt Player" via [native-instruments.com](http://native-instruments.com).

### INSTALLATION:

Your serial number will be emailed to you, it will also be located in your Emergence Audio account. The product will then be downloaded and installed using Native Access. The instrument will appear in the Not Installed Section after you enter the serial number. Click install and once the installation is complete, launch Kontakt and it will appear in your Library Browser.

Please connect with us via our support page at [emergenceaudio.com/support](http://emergenceaudio.com/support) if you encounter any unforeseen issues or have any questions.

# INFINITE MOTION ENGINE™

The IME Interface is CC learn enabled. You can assign any knob to your Midi controller by right clicking and then moving your desired midi controller knob or fader.

**1. CROSSFADE:**

Crossfades between both selected layers (CC#1)

**2. LFO TEMPO SYNC:**

Quantized to your sessions BPM up to 1/32. This function controls the modulation between layer one and layer two

**3. VOLUME FADER:**

Controls the decibel level of each layer, the lower the volume the lighter the color, the more transparent the fader becomes

**4. LAYER MENU:**

Left-click your mouse over the layer text to bring up the dropdown menu to select what waveform you want to use

**5. FINE TUNE:**

This knob allows you to adjust the pitch of the entire layer up to 1 octave up or down

**6. ADSR LINK:**

Combines both ADSR functions as one

**7. LFO LINK BUTTON:**

Links pre-selected parameters to the master LFO to independently control the intensity of the depth

**8. ON/OFF LFO SWITCH:**

When activated it turns on the sinewave LFO to modulate the crossfade between each layer

**9. DEPTH:**

Left-click and hold the vertical infinity symbol up or down to adjust how deep the crossfade moves

**10. RATE:**

Left-click and hold the horizontal infinity symbol left or right to adjust the rate/speed of the sinewave LFO

**11. UNIVERSAL LFO:**

This is the master LFO for the entire engine, You have 5 LFO's to select from:  
Sinewave, Triangle, Sawtooth, Square and Random

**12. LOW PASS/HIGH PASS FILTER SWITCH:**

This button will jump between each filter

**13. PURGE LAYER BUTTON:**

Deactivates the layer by completely removing it from the interface.

This is great if you want to save RAM space or quickly hear the other layer on its own

**14. WAVEFORM:**

Is the average shape of the sound source

**15. POLARITY SWITCH:**

A bipolar number that oscillates between positive and negative signals. It translates to modulating the provided parameter from the offset center location specified by the user

**16. ATTENUVERTER:**

Sets a percentage relative to the UNIVERSAL SINEWAVE LFO's AMPLITUDE

**17. LFO LINK BYPASS:**

This button will bypass the RELATIVE VALUES you set on each parameter and lock it to the UNIVERSAL SINEWAVE LFO

**18. ADSR ENVELOPE:**

Attack, decay, sustain, and release

**19. EXPRESSION:**

Controls the overall master volume of the patch (CC#11)

**20. RANDOMIZER:**

The randomizer will only affect the low pass, high pass, pan knobs and source material on both layers. Also the attenuverter values below the LP, HP and pan knobs for both layers on the main page will also randomize

**21. FILTER LINK:**

When active links both filter link layers to operate in unison

# EFFECTS PAGE

## 1. CONVOLUTION REVERB:

Over 50 top-shelf impulse response reverbs, from real rooms to the legendary Lexicon reverbs, which includes L480, L300 and the L96. With tails from 1 second to 31 seconds.

## 2. DELAY:

Delay has sync options from whole to 1/256 and dotted notes. Turn the pan knob all the way up to create a ping pong effect. Also, a tempo sync option to lock to your DAW's tempo.

## 3. PHASER:

This effect changes the phase relation in your signal with an all-pass filter

## 4. WIDTH:

This is a stereo imager, it will widen the left and right speakers or you can choose to mono the patch by bringing the knob to zero

## 5. DISTORTION:

This has a transistor type of effect on the signal

## 6. SATURATION:

This effect brings warmth to the signal and emulates a classic analog tone

## 7. ROTATOR:

The Rotator effect realistically simulates the sound of rotating speaker cabinets

## 8. CHORUS:

The Chorus module thickens the audio signal by splitting it up and detuning one version in relation to the original

## 9. LO-FI:

This effect module adds various digital artifacts, like quantization noise or aliasing, to a clean signal

## 10. TAPE SATURATION:

This effect brings analog warmth and presence to a sound

# CELLO TEXTURES - DIMENSIONS

Dimensions are our single layer patches and consist of every layer in the library individually, it also has curated presets

# PRESET CONCEPTS

## **"INIT\_CELLO TEXTURES\_MAIN" PATCH::**

A start from scratch option

## **INFINITE PADS:**

As a play on words with our Infinite Motion Engine™, we've named our "Infinite Pads."

These presets have a much more experimental approach

## **CORRELATED:**

The Theory of our universe is the foundation for the Infinite Motion Engine™. This is a concept on how something can exist acoustically in two different places, but still be a part of the same source and generate something entirely new and intricate

## **PULSES:**

Creates a pulsing or swelling sound using our LFO component. A great tool for enhancing your compositions' dynamic range and movement

## **MULTIS:**

Various presets have been mixed in unusual and experimental ways to create these multi patches. You can experiment with countless combinations and ideas

## **DIMENSIONS:**

Our individual patches explore our source material in a much more minimalistic form