

EMERGENCE AUDIO®

QUANTUM USER MANUAL

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Thank you for purchasing Emergence Audio's Quantum!

OVERVIEW

Quantum's unique sampling process, combined with our innovative easy-to-use engine, creates a feeling of infinitely changing motion unlike anything before it. Hear the sonic landscapes unfold. You can easily create a whole cue with just a few notes filled with character and depth. During sampling, there was a conscious intention to perform each note slightly differently than the last within the same sound source. This gives a non-static evolutionary cycle that feels alive and will never repeat the same way over a very long period of time.

Our intuitive user-friendly interface helps you instantly create a sculpted ever-evolving blend of pads, textures, soundscapes, drones and pulses that are filled with nuance. Great for Film, TV and Game Scoring, Ambient Music, Contemporary Era Music, Drone Music, Sound Design, Trailer Music, New Age/Meditation Music, Downtempo, Synthwave and so 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.

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 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

40 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

QUANTUM - DIMENSIONS

Dimensions are our single layer patches

Dimensions consist of every layer in the library individually, it also has curated presets

PRESET CONCEPTS

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.

DIMENSIONS:

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

Suspended: This is our sustained (pads) in our dimensions preset folder.

Arcs: This concept uses the ADSR knobs, it's set up in such a way that when a key is first pressed it will swell above the resting volume of the pad.

Shorts and Retrigger(STR): Retrigger(STR) are our short note patches that will also play when you release your finger(s) off the keyboard.

DRONES:

This is meant to add a little low end and darkness to the library.

MULTIS:

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

PULSES:

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