



VIOLIN TEXTURES
BY EMERGENCE AUDIO

QUICK GUIDE

Thank you for your purchase of Violin Textures by Emergence Audio!

Experience the beauty of the violin like never before with Emergence Audio's Violin Textures. With world-class violinist Francesca Dardani at the helm, these sounds are infused with deep emotion and a neo-classical ambient vibe. Our advanced Infinite Motion Engine™ and Non-Static Sampling™ process allows you to effortlessly sculpt expressive sonic landscapes for a variety of genres, from film and television scoring to contemporary music and beyond.

Instrument Overview:

Powered By The Free Kontakt Player 6.7 Or Later
Fully Compatible With Native Instruments Hardware

- Infinite Motion Engine™
- Non-Static Sampling™
 - 100+ presets
- 100+ parameters to customize your own sound
- Convolution reverb with 50+ top-shelf impulse responses
 - 10 effects and randomizer
- 12 traditional but uniquely performed articulations
 - Evolving organic soundscapes and pads
 - 24bit 48kHz samples
 - Midi learn/automation for all controls
- Free Kontakt Player Included
- Free Updates For Infinity

Preset Concepts:

"Violin Textures_main.nki" Is a start-from-scratch patch from which all presets were created.

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.

INFINITE MOTION ENGINE MAIN PAGE



*IME SUPPORTS CC LEARN. RIGHT-CLICK A MIDI CONTROLLER KNOB OR FADER TO ASSIGN IT.

1. ON/OFF LFO SWITCH: When this button is clicked, the LFO modulation is turned on or off.

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

3. DEPTH: To change the depth of the crossfade, left-click and hold before moving the mouse up or down.

4. LFO SELECT TOOL: This section gives you the option of selecting one of five different LFO shapes/modulation types.



5. WAVEFORM WINDOW: Displays a visual representation of the currently selected LFO.

6. CROSSFADE: Crossfades between both selected layers (CC#1)

7. LFO LINK BUTTON: Connects the selected parameters to the master LFO to control the intensity of the depth individually.

8. LFO TEMPO SYNC: This option lets you Quantize to the Tempo of your session and select from a variety of divisions.

9. ATTENUVERTER: Sets an LFO percentage relative to the master LFO by click/hold and dragging the button up or down.

10. EXPRESSION: Controls the overall master volume of the patch (CC#11)

11. RANDOMIZER: The randomizer will only influence the low pass, high pass, pan knobs, and attenuverter underneath them, as well as the source material on both layers.

INFINITE MOTION ENGINE MAIN PAGE



12. LFO BYPASS: This button locks each parameter's RELATIVE VALUES to the master LFO.

13. VOLUME FADER: Controls the volume of each layer; the lower the volume, the lighter the color, and the more transparent the fader.

14. FINE TUNE KNOB: Lets you change the pitch of the entire layer by one octave up or down or anywhere in between.

15. PURGE LAYER BUTTON: Deactivates the layer by removing it entirely from the interface. This is useful if you want to preserve RAM space or hear the second layer on its own quickly.

16. LAYER MENU: Left-click the layer text to bring up the dropdown box where you can choose which source material to use.

17. WAVEFORM: Is a graphical depiction of the sound source.

18. ADSR: Attack, decay, sustain, and release of the layer.

19. FILTER LINK: When enabled, this causes both filter link layers to work in unison. You can also double-click the link button to ensure that both the LP or HP filters are shown without having to click the other layer.

20. LOW AND HIGH PASS FILTERS: This button alternates between filters, allowing you to fine-tune the prospective bandwidth.

21. POLARITY FLIP: Allows you to reverse the direction of the LFO by changing its polarity.

INFINITE MOTION ENGINE EFFECTS PAGE



1. CONVOLUTION REVERB: 50+ top-tier impulse response reverbs, ranging from real rooms to the iconic Lexicon reverbs, including the L480, L300, and L96. With tails ranging from 1 to 31 seconds.

2. DELAY: Delay provides sync choices ranging from full to 1/256 as well as dotted notes. To generate a ping pong effect, turn the pan knob all the way up.

3. PHASER: With an all-pass filter, this effect alters the phase relationship in your signal.

4. WIDTH: This is a stereo imager; rotating the knob to the right will broaden the sound. Turning it all the way to the right will make it mono.

5. DISTORTION: The signal is affected by a transistor effect.

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: This module thickens the audio signal by splitting it into two versions and detuning one of them in relation to the original.

9. LO-FI: This effect module adds numerous digital artifacts to a clean signal, such as quantization noise or aliasing.

10. TAPE SATURATION: Gives a sound analog warmth and presence.

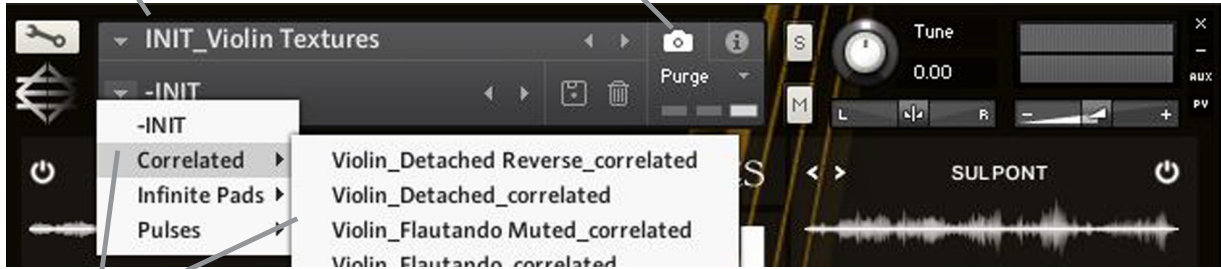
11. SYNC: Locks the delay to the session's tempo and provides rhythmic possibilities.

12. MAIN & FX PAGE BUTTON: You can switch between the main and effect pages by left-clicking this area with your mouse.

SNAPSHOTS / PRESET CONCEPTS

Anything labeled "INIT" will be a start from scratch option.

Snapshot ICON, click here to access the presets.



Our preset concepts use snapshots. You will find all the presets in the Infinite Motion Engine™ Initial (INIT) Patch and creating your own User presets will also be located in this section.

SINGLE LAYER PAGE

Dimensions are our single layer patches they consist of every layer in the library individually.



VIOLIN TEXTURES: CREDITS

Concept

Michael Vignola

Preset Design

Michael Vignola with contributions from Arttu Silvast and Fraser Campbell

Recording Engineer

Francesca Dardani

Mixing and Mastering

Michael Vignola

Sample Editing

Michael Vignola

Kontakt Player Mapping

Michael Vignola

Recording Studio

Emergence Audio/Remote Session

GUI Design

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Kontakt Scripting

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