

# TIME CRYSTALS

BY EMERGENCE AUDIO



QUICK GUIDE

***Thank you for choosing Time Crystals by Emergence Audio!  
We're thrilled to be a part of your creative journey.***

Time Crystals is an ambient textural library featuring the timeless resonance of quartz singing bowls, meticulously crafted with our revolutionary Non-Static Sampling™ process and powered by the Infinite Motion Engine™ 2.0. Packed with 150+ presets, 100+ customizable parameters, convolution reverb with 50+ impulse responses, and 10 versatile effects with a randomizer, it offers endless possibilities for evolving soundscapes. Powered by the Free Kontakt Player 7.7.3 or later and fully compatible with Native Instruments hardware, Time Crystals delivers lush, organic textures perfect for film scoring, ambient music, and sound design. Experience 24bit 48kHz samples, MIDI learn/automation, and free updates for life. Let your creativity evolve infinitely.

**Preset Concepts:**

**"Time Crystals.nki"** - This foundational preset serves as your gateway to exploring the entire library. It includes all available snapshots, providing a comprehensive overview and a solid starting point for your sonic exploration.

**INFINITE PADS** - Venture into lush pads that transcend traditional sound, blending innovative textures with constantly evolving sonic landscapes. Perfect for crafting immersive atmospheres and expansive, cinematic depths.

**INFINITE KEYS** - Immerse yourself in ambient wonder and expressive potential. These presets encapsulate the essence of Infinite Upright, delivering expansive and atmospheric piano sounds that inspire and elevate.

**INFINITE DRONES** - Perfect for compositions requiring a sustained note evolution, these presets maintain a dynamic and ever-evolving sound texture that remains engaging and never static.

**EXPERIMENTS** - Dive into the avant-garde. This category propels the Infinite Motion Engine™ to new heights, exploring unconventional soundscapes and extending beyond the realm of traditional sound design.

**CORRELATED** - Inspired by the interconnectedness of the universe, these presets explore acoustic phenomena that exist simultaneously in multiple spaces, yet originate from a single source. This concept harnesses the Infinite Motion Engine™ to forge intricate and novel sonic textures.

**ALTERNATES** - This practical preset offers a reference to alternative performances within the library, allowing for quick comparisons and selections to suit different musical contexts.

**PULSES** - Utilize the LFO component to add rhythmic pulsations or swelling motions to your compositions, enhancing the dynamic range and introducing movement and energy into your tracks.

**STRIKER** - is a specialized tool used to gently strike or glide along the surface of the quartz singing bowl, producing its rich, resonant tones and harmonic overtones. Crafted for precision and clarity, it's essential for unlocking the full depth of the bowl's unique sound.

**MULTIS** - A creative playground of multi patches, where presets are blended in unusual and experimental ways. This allows for endless creative possibilities, encouraging you to experiment with various combinations to discover unique soundscapes.

**SWELLS** - Tailor the dynamic contours of your music with ADSR parameters. Use increased attack for gradual crescendos, or manipulate release and decay while minimizing sustain for nuanced decrescendos. These settings add emotional depth and intensity to your compositions, shaping them in real-time.

# INFINITE MOTION ENGINE™ MAIN PAGE



## Tips:

- **IME SUPPORTS CC LEARN. RIGHT-CLICK A MIDI CONTROLLER KNOB OR FADER TO ASSIGN IT**
- **To finetune values in cents, hold shift, left-click and drag mouse to adjust the parameter**

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 arrows left or right to adjust the rate/speed of the sinewave LFO.

3. DEPTH: To change the depth of the LFO left-click and hold vertical arrows 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: Adjust the LFO percentage relative to the master LFO by clicking/holding 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 left 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.

13. FX ASSIGN BUTTON: Reverb, Delay, Dist, Sat, Lo-fi, and Tape Sat—can be applied either globally or specifically to layer 1 or layer 2.

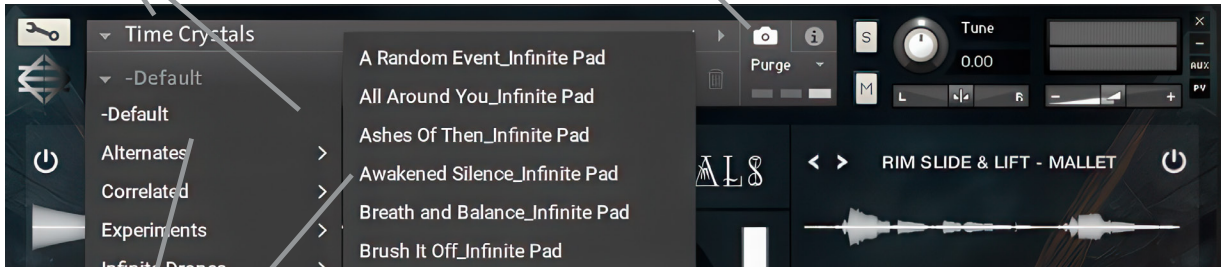
Exists In Three States:



# 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.**

*Native Access Downloader is required:*

*Don't have Native Access? <https://www.native-instruments.com/en/specials/native-access-2/>*

*Once you have Native Access installed, here are the steps you'll need to follow to install your Emergence Audio instrument:*

**1. Open Native Access:**

*- Ensure you have Native Access installed on your computer.*

**2. Install Kontakt Player:**

*- In Native Access, navigate to the "Available" tab.*

*- Look for the Kontakt Player and click on "Install" to begin the installation process.*

**3. Add Your Instrument:**

*- Once Kontakt Player is installed, locate the "Add Serial" button on the bottom left corner of the Native Access window and click it.*

*- You will be prompted to enter your serial number. This serial number can be found in your order confirmation email or within your Emergence Audio account under the "Orders" tab.*

**4. Install the Emergence Audio Instrument:**

*- Go back to the "Available" section in Native Access.*

*- Find your specific Emergence Audio instrument on the list.*

*- Click on "Install" next to the instrument's name.*

**5. Launch and Verify in Kontakt/Kontakt Player:**

*- Once installation is complete, open either Kontakt or Kontakt Player.*

*- Browse through the library section, and you should now see your newly installed Emergence Audio instrument ready for use.*

*Remember, always make sure you are running the most recent updates for both Native Access and Kontakt Player for optimal performance.*

# CREDITS

## **Concept**

Michael Vignola

## **Sound Design**

Michael Vignola

## **Preset Design**

Michael Vignola

## **Recording Engineer and Mixer**

Michael Vignola

## **Sample Editing and Mapping**

Michael Vignola

## **Recording Studio**

Emergence Audio

## **GUI Design**

Michael Vignola with contributions from Erica Vignola, Will Bedford, Theodore Chatzilamprou and Gabriel Dib

## **Kontakt Scripting**

Theodore Chatzilamprou, Will Bedford

## **Musician**

Michael Vignola



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