FIRE VIRTUOSO

user manual

loops de la Crème - JULY 2023

Thank you for purchasing **FIRE VIRTUOSO**, the first playable Kontakt instrument dedicated to fires!

Over 20 Kontakt presets are included, and I hope they will provide you with hours of inspiration and creativity. The library features:

- Highly **realistic** fires of various sizes.
- Stunning **sound design instruments**.
- Dynamic **risers**
- Unique **drum kits** based on fire samples

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named FIRE VIRTUOSO.zip. On a Mac, use the default 'Archive utility'. On a PC, I recommend to use Winrar or Winzip to properly unzip the file.

You can then copy/paste the FIRE VIRTUOSO folder to your sample library hard drive, and make sure you make a backup of the new samples on a separate drive (or a SD card / USB stick...)

IMPORTANT NOTE:

!!! Please keep the FIRE VIRTUOSO folder structure intact: Do not move or erase a folder or a file from the main FIRE VIRTUOSO folder to ensure proper loading of the instruments.

LOADING INSTRUMENTS

To load patches, find the folder from the Kontakt Files Tab and select the patch you wish to load: just double-click on a patch or use drag- and-drop. You can also use Kontakt's '**quick load**' menu. Find more infos about this in Kontakt's user manual

!!! NB: Native Instruments Kontakt 5.8.1+ is required to fully use the instruments. Make sure you have the latest updates installed.

You can also load patches with Kontakt Free Player in demo mode (with a 15mn time limit and saving functions disabled).

Along this user guide, you'll find a pdf **License Agreement**. Please read this text carefully, it precisely explains the things you are allowed and not allowed to do with the sample library.

KONTAKT INSTRUMENTS

FIRE VIRTUOSO features a wide range of instruments, organized by category:

AUTHENTIC FIRES (presets #00 to #10)

Realistic and easy to play fires of various sizes.

SOUND DESIGN INSTRUMENTS (presets #11 to 16)

Explore otherworldly fires, amazing dynamic soundscapes, and innovative textures with these instruments.

RISERS (presets #21and 22)
Add energy and heat to special parts of your tracks

FIRE DRUMKIT (presets #30 and 31)
Unique drum kits based on fire samples

00_FIRE VIRTUOSO.nki
01_Little Straw Fire.nki
02_Light my Fire.nki
03_Super Warm Cozy Sub.nki
04_In the Medieval Throne Room.nk
05_Small Distant Fire.nki
06_Inside the house.nki
07_Huge Fire.nki
08_Big Forest Fire.nki
09_Grand Slam.nki
10_Burning Car.nki
11_FX_Les Esprits du Feu.nki
12_FX_Inside the anthill_Microscope
13_FX_Spaceship CineSub.nki
14_FX_Plancton AquaLife.nki
15_FX_War Veteran Hypnosis.nki
16_FX_Stone Age subman cave.nki
21_RISER_Burn Energy.nki
22_RISER_Asylum Oppression.nki
30_DRUMS_Fire Drumkit INIT.nki
31_DRUMS_warm and Low.nki

For maximum realism, try to actually play, perform and record the instrument live in your tracks!

To provide the best realistic response, the instruments use extended sampling with round-robin techniques and velocity layers.

FIRE, SOUND EFFECT, and RISER instruments

There are two ways to play the fire instruments: using the GUI mixer or using your keyboard.

USING THE GUI MIXER TO PLAY THE INSTRUMENTS

The mixer lets you play, mix and control 16 layers of fire sound effects, organised per category:

4 fine textures (STRAW, SPARKLES, SIZZLE, GROUND)
4 wood cracks (BRANCHES, CRACKS, POPS, LOGS)
2 air effects (AIR, FLOW)
2 deep ground drones (SUB1, SUB2)
4 flame effects (S, M, L, XL)

Click on a layer name to start automatic playback for this layer. (grey=OFF, orange=ON)
Click on the name again to stop playback.

Use the **RESET** switch at the top of the mixer to stop all playing layers at once.
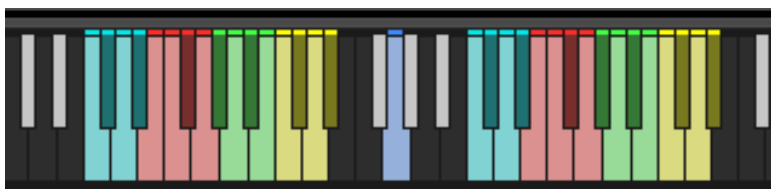
Use the 16 knobs under the layer's names to control the overall **volume** of each layer.

MOD WHEEL:
Use your modulation wheel (or any controller set to CC#1) to control the INTENSITY of all playing layers. Above the mixer, a **VU meter** lets you monitor this intensity.

USING THE KEYBOARD TO PLAY THE INSTRUMENTS

The keyboard layout offers intuitive and varied ways to play the instruments. It is organised in three zones:

ZONE 1 (C0 to D#1): 16 layers, with MW control
Play these keys to start the individual sounds
Use the modulation wheel (CC1) to control the INTENSITY of each playing layer.

ZONE 2, (blue key, G1): One key for all layers, with MW control
Play this key to start all layers at once
Use the modulation wheel (CC1) to control the INTENSITY of all layers.
NB: *Most presets are designed to have an optimal response when playing this key only.*

ZONE 3 (C2 to D#3): 16 layers, with velocity response
Play one of these keys to start the playback of one layer.
Use velocity to control the INTENSITY of each layer.

ZONE 1 and **ZONE 3** follow the same keyboard layout and color code:

| **CYAN KEYS**	**RED KEYS**	**GREEN KEYS**	**YELLOW KEYS**
FINE TEXTURES	*WOOD EFFECTS*	*AIR EFFECTS & DRONES*	*FLAME EFFECTS*
STRAW (C0, C2)	BRANCHES (E0, E2)	AIR (G#0, G#2)	FLAMES S (C1, C3)
SPARK (C#0, C#2)	CRACKS (F0, F2)	FLOW (A0, A2)	FLAMES M (C#1, C#3)
SIZZLE (D0, D2)	POPS (F#0, F#2)	SUB1 (Bb0, Bb2)	FLAMES L (D1, D3)
GROUND (D#0, D#2)	LOGS (G0, G2)	SUB2 (B0, B2)	FLAMES XL (D#1, D#3)

BUILT-IN EFFECTS:

Use the built-in effects to completely change the sound of the fire!

!!NB: *Click on the effect name to activate or bypass the effects (grey=OFF, orange=ON), and use cmd+click (or ctrl+click) to return the knob to its default value.*

FILTERS: The high-pass filter lets you reduce the bass and sub frequencies, and a low-pass filter controls the brilliance and lets you create a softer sound.
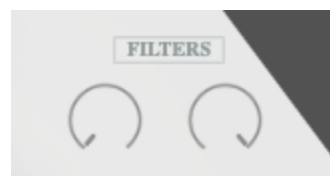
MIDS: A simple tone control to boost or cut mid frequencies.
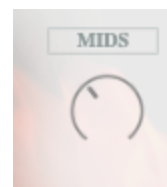
STEREO: Control the stereo width of the signal, from fully mono to extreme stereo spread.

DRIVE and DISTO: two independent gain stages to add energy to the sound. DRIVE is a subtle and warm transparent saturation that adds depth and brings the sound forward. DISTO is a strong distortion that is great to create wild and huge fires!
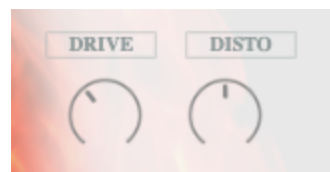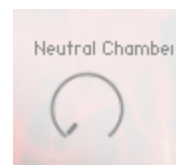
RELEASE: use this knob to control the decay of the sounds when a key is released.
NB: Set the release to the minimum value to create RISERS!

REVERB: Click on the reverb name to choose one of 20 custom Impulse Responses.
Use the knob to control the amount of reverb.

FIRE DRUMKIT

This instrument lets you play unique beats and percussive sounds based on fire samples.

The keyboard is organized into 5 'drumkits' from C0 to B4

Each kit occupies one octave, with a mapping that is inspired by traditional GM drum mapping:

kicks on C, Snares on D and E, and shorter sounds that can be used as hi-hats on F#, G#, and Bb.

Extra kicks can be found on B. Sounds reminiscent to cross sticks and claps can be found on C# and D#.

!!! IMPORTANT NOTE ABOUT CPU USAGE !!!

All presets were designed to run smoothly on regular computers and laptops. However, according to the power of your computer, you might experience polyphony overload, audio issues or system instability. Here a few tips to avoid this:

- Increase the audio buffer in your DAW or in Kontakt 'Preferences' menu
- **In Kontakt** *Options / Engine*, **use 'relaxed', 'medium' or 'strict' for the CPU overload protection**
- Try to reduce the number of notes simultaneously played
- Shut down other applications and softwares
- Decrease or increase the maximum polyphony of the patches:
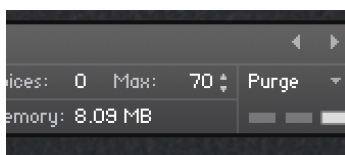
SAMPLES AND RECORDINGS

The library features 1590 samples organized in 3 folders.
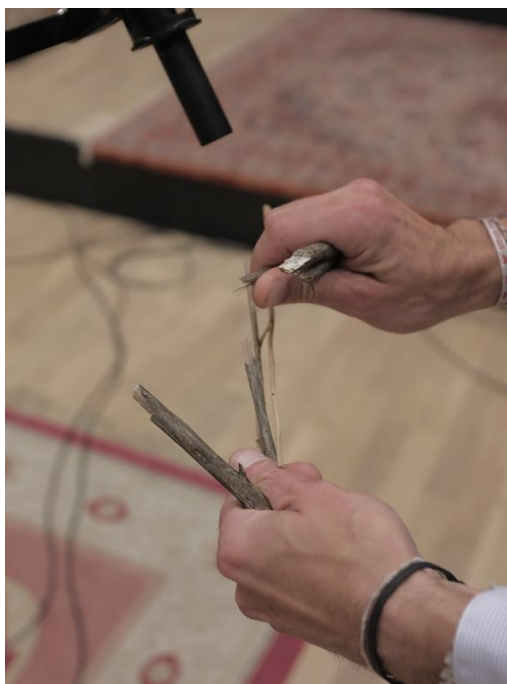
Most Foley Fire samples used for the 16 fire elements were recorded using a pair of Audio Technica AT4022 microphones with omni capsules. Extra recordings of real fires were done with a Sony PCM M10.

The drum samples used in the FIRE DRUMKIT were edited from the long foley fire recordings.

Most recordings took place in the Studios Palace, in Moulins, FRANCE

Photos of the recording session by Théophile Collier.

UPDATES

The included patches are early versions of the software. They were thoroughly checked and tested before release. If you still find bugs or inconsistent behavior, please report to office@julientauban.com

Also, don't hesitate to send me ideas or requests for future updates.You will be informed via email (from office@julientauban.com) about future updates and add-ons.

CREDITS

Concept, sampling, editing, mixing, programming and graphics by Julien Tauban.

If you find a problem using the sample library, have questions or just want to get in touch, don't hesitate to send an email to office@julientauban.com

Thanks a lot for reading, I wish you lots of inspiration and fun with FIRE VIRTUOSO!

Best regards,

Julien Tauban

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www.julientauban.com

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