

SONGBIRD VIRTUOSO

user manual



loops de la Crème - May 2022



Thank you for purchasing **SONGBIRD VIRTUOSO**, the first fully playable virtual songbirds for Kontakt!

Over 27 Kontakt presets are included, and I hope they will provide you with hours of inspiration and creativity. The library features:

- Three highly **realistic** songbirds.
- A stunning **Nature Soundscape** instrument.
- Unique **drum kits** based on bird samples
- Finely **processed** sound design patches,
- One inspiring **melodic** instrument based on bird samples, chromatically playable over 6 octaves.

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named SONGBIRD 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 SONGBIRD 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 SONGBIRD VIRTUOSO folder structure intact: Do not move or erase a folder or a file from the main SONGBIRD 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 5.3.1+ 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

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

SONGBIRDS (presets #00 to #10)

Realistic and easy to play songbirds, and extra design patches.

NATURE SOUNDSCAPE (presets #20 to 26)

Create a soundscape of nature noises with 12 mixable outdoor recordings

BIRD CHROMATIC (presets #30 to 35)

Fun melodic instruments based on bird samples

BIRD DRUMKIT (presets #40 to 43)

Unique drum kits based on bird samples

MULTIS (nkm presets 50 and 51)

Bonus sound design patches

00_ROSSIGNOL.nki
01_LINOTTE.nki
02_ROUGE QUEUE.nki
06_Canary in the Cage.nki
07_Jungle Bird.nki
08_singing retro Alien.nki
09_Chiptune Master.nki
10_Tec Bird Sequencer_MW.nki
20_NATURE SOUNDSCAPE.nki
21_NATURE SOUNDSCAPE_automatic.nki
22_Dawn Chorus_Les Cabanes.nki
23_Quiet Night Soundscape.nki
24_Cave Water Soundscape.nki
25_Retro SciFi Planet.nki
26_Tough Conditions Soundscape.nki
30_BIRD CHROMATIC.nki
31_Mystic Melodic Bird.nki
32_Bird Theremin.nki
33_PolyFlutes LoFi.nki
34_Dove Boost_Add Filters for Crunch.nki
35_Rapid Talking Chords_MW.nki
40_BIRD DRUMKIT.nki
41_Tweety Boost Drumkit.nki
42_Dub Scientist Bird Drumkit_MW.nki
43_Extinction Rebellion Drumkit.nki
50_MLT_One hour before Sunrise_Play E0.nkm
51_MLT_In the Depth o...ngle_Soundscape.nkm

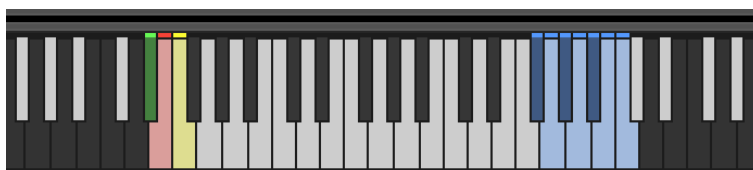


For maximum realism, try to actually play, perform and record the instrument live in your tracks!

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

VIRTUAL SONGBIRDS

KEYBOARD MAPPING



The keyboard layout offers a very practical, easy, and intuitive way to play the songbirds:

MAIN PLAYING AREA

BLACK AND WHITE KEYS (F#0 to F2):

All black Keys (F#0, G#0, Bb0...) let you play musical sounds and longer calls. Use these keys to end a phrase.

All white keys (G0, A0, B0,...) let you play shorter and higher sounds like trills, tweets, and shrieks.

AUTOMATIC KEYS

GREEN KEY (D#0): Continuously varying short percussive sounds

RED KEY (E0): Automatic 'Magic' Songbird

Hold this key down for a continuously varying bird song.

YELLOW KEY (F0): automatic short phrase builder

This key automatically combines shorter and longer bird sounds to create rapid phrases with constant variations.

LOOPS

BLUE KEYS: (starting at F#2): Trills and repetitive rhythmic loops

HOW TO PLAY REALISTIC BIRD CALLS AND BIRD SONGS:

Keep the phrases quite short, and leave a bit of **silence between each phrase**.

Use lots of repetition in your phrases. Don't hesitate to play the same phrase a few times in a row: birds are often **repeating the exact same call** several times in a row.

Try to mostly **end the phrases with one of the black keys**.

Adjacent white keys work very well when they are played consecutively.

Quickly play a few **adjacent white keys** consecutively, and end the phrase with a black key.

Play small groups of 3, 4, or 5 white keys in a row, like a 'roll'.

Alternatively, you can play the yellow key (F0) several times in a row and end the phrase on a black key.

Play only a combination of black keys for a very fluid and melodious phrase.

For unpredictable and constantly varying calls and phrases, simply hold the red key (E0)

For automatic short percussive sounds, hold the green key (D#0)

Hold down one of the loops (Blue Keys) for a short period of time and finish the phrase with one or two black keys

Repeat a short pattern of two keys played alternatively. You can even repeat the same note 6 or 8 times in a row before a pause.

Experiment with various key combinations: combine loops, automatic keys, black and white keys to create your own bird calls and songs.

Follow your instinct and have fun playing these virtual songbirds!

USER INTERFACE:

The DISTANCE switch lets you quickly access two sound variations: close and dry or further away. By default, it is always activated.

A built-in Reverb menu lets you choose one of 11 reverb Impulse Responses. Use the reverb knob to control the amount of reverb.



The songbirds use round-robin samples for maximum realism. They are not velocity-sensitive.

NATURE SOUNDSCAPE



This instrument lets you quickly and easily create a soundscape of nature noises. It offers 12 different soundscapes that you can freely combine and mix. It is based on extra long looped samples recorded in the Val D'Allier, a nature park close to Moulins, France.

USING THE INSTRUMENT:

NATURE SOUNDSCAPES feature 6 categories of sounds: Birds1, Birds2, Bugs, Wind, River, and Stream.

For each category, 2 different soundscapes are available (bottom and top row)

Press the corresponding switch to activate a soundscape. Use the volume knob under the switch to control the volume.

Press and hold down the Blue Key (C3) to play the soundscapes at their original pitch. The soundscapes are chromatically spread out on the keyboard over 6 octaves from G-1 to G5 to offer instant access to sound design atmospheres.

!!! The preset **21_NATURE SOUNDSCAPE_automatic** works in a different way: the keyboard is deactivated. Pressing one of the switches will automatically play the corresponding soundscape. Press the switch again to stop the soundscape. Use this preset to create a beautiful soundscape that plays automatically :)

USER INTERFACE:

FILTERS: Use the switch to activate two filters. Use the HP knob to control the cut-off frequency of the High Pass filter (=remove bass frequencies) and the LP knob to control the cut-off frequency of the Low Pass Filter (=remove high frequencies).

MONO: This switch reduces the stereo field into a mono output. Perfect when you want to fit the soundscape in a complex music mix.

RETRO: Activate this switch to emulate a warm vintage sound, with reduced frequencies and slight saturation

REVERB: A built-in Reverb menu lets you choose one of 11 reverb Impulse Responses. Use the reverb knob to control the amount of reverb.

BIRD CHROMATIC



Play melodies, chromatic effects, and chords based on bird samples with this instrument!

USER INTERFACE:

VOICES

Click on the active voice to access a menu with 21 different voices:

The voices are organized per category:

Longer voices (01 to 05)

'Bends' (06 and 07)

Rolls (08 and 09)

Shorter voices (10 to 13)

Percussive sounds (14 to 17)

Looped melodic voices (18 and 19)

Looped effects (20 and 21)



01 - SONG
02 - EXPAND
03 - DOUBLE
04 - SEAGULL
05 - PRECIS
06 - BEND1
07 - BEND2
08 - ROLL1
09 - ROLL2
10 - MELLOW
11 - TIGHT Short
12 - WHISTLE
13 - BEAUTY
14 - KISS
15 - TOY1
16 - TOY2
17 - BILLE
18 - MONO Looped
19 - POLY Looped
20 - VIBRO Looped
21 - DOVE Looped

ATTACK and RELEASE: Use these knobs to shape the envelope of the sound.

FILTERS: Use the switch to activate two filters. Use the HP knob to control the cut-off frequency of the High Pass filter (=remove bass frequencies) and the LP knob to control the cut-off frequency of the Low Pass Filter (=remove high frequencies).

DRIVE: This switch activates a smooth overdrive.

FX: Every chromatic preset has one pre-programmed effect that can be activated with this switch. By default, this switch activates a chorus effect.

LIMITER: This switch engages a transparent output limiter.

REVERB: A built-in Reverb menu lets you choose one of 11 reverb Impulse Responses. Use the reverb knob to control the amount of reverb.

BIRD DRUMKIT



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

The keyboard is organized into 4 'drumkits' from C0 to C4

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

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

USER INTERFACE:

KICKS: Use this knob to add an extra layer of real kick samples on the notes C0, C1, C2 and C3.

SNARES: Use this knob to add an extra layer of real Snare samples on the notes D0, D1, D2 and D3.

ATTACK and RELEASE: Use these knobs to shape the envelope of the sound.

FILTERS: Use the switch to activate two filters. Use the HP knob to control the cut-off frequency of the High Pass filter (=remove bass frequencies) and the LP knob to control the cut-off frequency of the Low Pass Filter (=remove high frequencies).

DRIVE: This switch activates a smooth overdrive.

FX: Every drumkit preset has one pre-programmed effect that can be activated with this switch. By default, this switch activates a chorus effect.

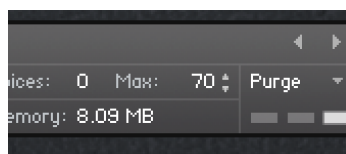
LIMITER: This switch engages a transparent output limiter.

REVERB: A built-in Reverb menu lets you choose one of 11 reverb Impulse Responses. Use the reverb knob to control the amount of reverb.

!!! IMPORTANT NOTE ABOUT CPU USAGE !!!

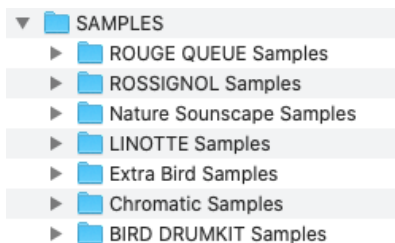
All presets were designed to run smoothly on regular computers and laptops. However, according to the power of your computer, you might experience polyphony overload, audio issues or system instability. Here a few tips to avoid this:

- 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 681 samples organized in 7 folders.

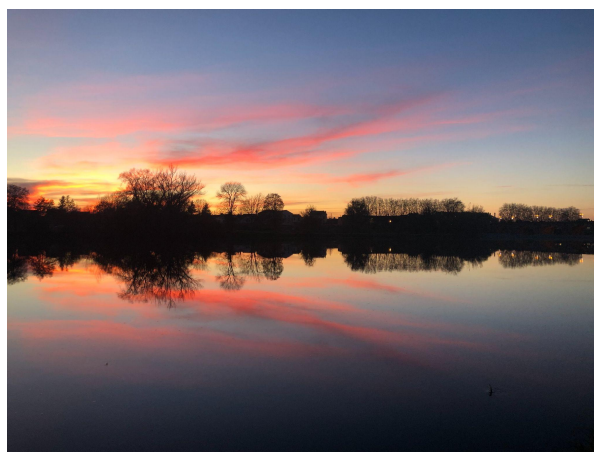


The bird samples used for the virtual songbirds were recorded using an AKG C480B with a CK63 hypercardioid capsule. I used the built-in low-cut filter set at 70Hz. The Microphone was plugged into a Sounddevice MixPre and the recordings were done with a Sony PCM M10.

The outdoor soundscapes were recorded with various set-ups: AB configurations of two Audio Technica AT4022 plugged in a Zoom F8 recorder, built-in mics of the Sony M10, or mono recordings using an AKG C480B.



All recordings took place in the natural park VAL D'ALLIER, France, between April 2020 and April 2022



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.

Recorded in Val D'allier, Moulins, France, April 2020 to April 2022

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 SONGBIRD VIRTUOSO!

Best regards,

Julien Tauban

www.loopsdelacreme.com

www.julientauban.com

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