

WORLD IMPACT:

Global Percussion



USER MANUAL

Produced by Vir2 Instruments

Vir2 Instruments / is an international team of sound designers, musicians, and programmers, who specialize in creating the world's most advanced virtual instrument libraries. Vir2 is producing the instruments that shape the sound of modern music.

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WORLD IMPACT: *Global Percussion*

USER MANUAL

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CHAPTER 01

WORLD IMPACT/ INTRODUCTION TO THE LIBRARY

Get ready for a perfect storm of ethnic, world, and cinematic percussion. Featuring a massive collection of varied percussion samples, WORLD IMPACT spans the globe featuring percussion instruments from large to small, west to east, north to south, and traditional to rare. Sampled in meticulous detail and programmed for maximum and instant musical usability, the collection includes hundreds of varied percussion instruments from Africa, the Middle East, Asia, Australia, and more.

Right: Screenshot of WORLD IMPACT's Interface

A massive multi-gigabyte collection of Japanese Taiko drums recorded from multiple microphone positions forms a central part of the library. Each instrument has been recorded with numerous alternate takes and velocity layers, assuring realistic and dramatically expressive sonic results. WORLD IMPACT is an essential tool in the toolbox of every film composer, movie trailer producer, and aficionado of world percussion instruments.

Beyond the instrument collection, WORLD IMPACT is augmented by a powerful pattern engine, the same engine that lies beneath Vir2's Elite Orchestral Percussion, allowing instant access to varied articulations such as chokes, rolls, flams, and ruffs, as well as patterned loop programming for both traditional and synthetic creations. The engine also allows for the layering of effects such as reverb, convolution, delay, chorus, phaser, and more.



CHAPTER 02

WORLD IMPACT/ REQUIREMENTS AND INSTALLATION

SYSTEM REQUIREMENTS

For Mac users, WORLD IMPACT requires OS 10.4.x or greater, a G4 1.4GHz or Intel Core Duo 1.66GHz or faster, a DVD drive, and 2GB of RAM.

For Windows users, WORLD IMPACT requires Windows XP or Windows Vista or greater, a Pentium or Athlon 1.4GHz or faster, a DVD drive, and 2GB of RAM.

The library requires approximately 13GB of disk space.

Vir2 Instruments strongly recommends 4GB RAM or more and an 88-key controller in order to use WORLD IMPACT to its fullest potential.

INSTALLING

The installation of WORLD IMPACT is two separate steps: the installation of the Kontakt engine, and the installation of the WORLD IMPACT library.

Insert the installation disc into your computer, and you will see the installers for both components. It doesn't matter which is installed first. Run each of the installers and they will guide you through the installation process.

The Kontakt installer will install the Kontakt engine, its standalone application, all of its plug-in versions, and the Service Center authorizer program. We recommend the

Easy Install and that the install locations for each component are left at their default settings.

The WORLD IMPACT library is approximate 13GB in size, and its installer will prompt you for the location you wish to install it. It can be installed on any available hard drive. For speed reasons, we recommend it be installed on internal or eSATA drives. Firewire can also be acceptable. External USB drives may give somewhat less optimized performance. We also recommend 7200 or 10,000rpm drives regardless of the interface used.

A special installer is provided in the “For Users of Kontakt 3.0” folder. If you are using Kontakt 3.0, you must upgrade to 3.5 or later in order to use WORLD IMPACT. This installer will perform that upgrade for free.

UPDATING

After installation, please make sure that you are fully updated to the most recent versions of the three components that make up the WORLD IMPACT package: the library (which contains all the patch information and programming), the engine (which is powered by Kontakt), and the authorizer (Service Center). It is possible that any of these components may have a more recent version than shipped in your physical package, so you should check for updates to each of these three. You can do this

by visiting the vir2.com web site and checking the Support area.

AUTHORIZING

After you’ve completed installation, WORLD IMPACT will be working in demo mode, meaning it will only work for 30 minutes at a time. To fully authorize it, launch Service Center (found in the Applications folder on a Mac, or the Program Files folder on Windows) and follow its instructions. You will be prompted to enter your e-mail address and password that make up your Native Instruments account, or will be given an option to create an account if you don’t already have one. Once inside the Service Center, it will give you a list of all the Native Instruments and NI-powered products on your hard drive and give you the option to activate them. You are allowed to install and use WORLD IMPACT on up to two computers simultaneously.

Service Center will guide you through the process for either online (instant) activation, or offline activation if the computer you installed WORLD IMPACT on does not have direct access to the internet.

CHAPTER 03

WORLD IMPACT/ USING KONTAKT

HOW TO ACCESS THE WORLD IMPACT LIBRARY FROM KONTAKT

WORLD IMPACT ships as a Kontakt-powered library, and WORLD IMPACT is opened from within Kontakt, which can be run either as a standalone application, or as a plug-in hosted by any major sequencer on either Macintosh or Windows platforms. All these versions are installed by the Easy Install option of the installer.

Users who don't own a sequencer, or would like to simply boot up and be able to play WORLD IMPACT, can go to their Applications folder (Mac) or Program Files folder (Windows) to launch Native Instruments > Kontakt.

Users who wish to use WORLD IMPACT for sequencing or recording, or wish to play it multitimbrally, should use it in plug-in mode within a host sequencer. Kontakt supports the VST, AudioUnit, and RTAS plug-in formats. Any host sequencer that supports these plug-in formats properly will be able to use Kontakt. Instructions vary slightly from sequencer to sequencer, but the general procedure is to instantiate Kontakt as a virtual instrument plug-in, then load a WORLD IMPACT instrument in Kontakt, then route a MIDI track to Kontakt so it can be triggered and recorded.

The following instructions will help standalone and plug-in users get up and running quickly with a basic track of WORLD IMPACT.

USING KONTAKT IN STANDALONE MODE

The standalone Kontakt application can be found in the Applications > Kontakt 3 folder for Mac users, or Program Files > Native Instruments > Kontakt 3 for Windows users.

After launching the Kontakt application for the first time, you will be presented with a dialog box to set up your audio and MIDI settings. Settings will vary for each user according to the specific setup, but the important thing is to route the audio to a valid audio device, and to set the buffer reasonably low for good latency performance. We recommend 256 samples or less. The lower the latency slider, the less latency (the split second between the physical playing of the note and the sound coming out of Kontakt) will be, but the harder the computer will have to

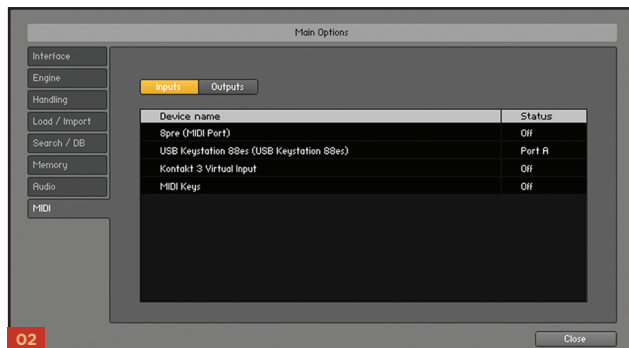
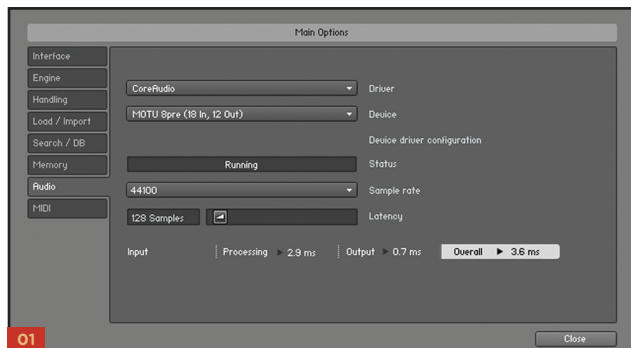
work. Typical useful values range between 128 and 256, however very fast computers may be able to handle lower values, while very slow computers may need higher values.

[01]

The MIDI page of the Options dialog box must be configured in order to let Kontakt know which MIDI device(s) to respond to. Kontakt will respond to up to four MIDI input ports (A, B, C, and D), so we recommend you switch one MIDI source on to Port A, as shown in the graphic below. [02]

More detailed information on the setup options can be found in the accompanying Kontakt manual.

Once you have completed Kontakt setup, jump ahead to the Getting Started with WORLD IMPACT section below.



USING KONTAKT AS A VST PLUG-IN IN CUBASE AND NUENDO

Users of Steinberg's Cubase or Nuendo sequencers can use Kontakt as a VST plug-in. These instructions have been prepared in Cubase 5, although Kontakt may also work in earlier versions if the computer meets the system requirements.

Once the project is open, go to the Devices menu and choose VST Instruments: **[01]**

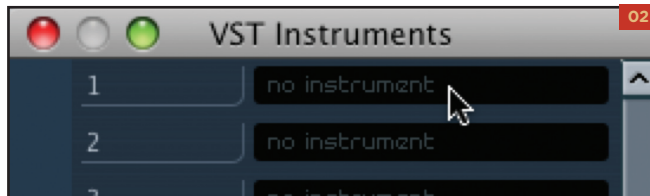
When the VST Instruments window appears, click in the first available slot in which "no instrument" is listed. **[02]**

A popup menu will appear; choose Kontakt 3.

An alert box will appear asking if you want to create a MIDI track assigned to the Kontakt 3 plug-in. Click Create. **[03]**

The Kontakt window will appear, and a MIDI track will be created, transmitting to Kontakt's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into Kontakt.

At this point, you can skip down in the instructions to the Getting Started With WORLD IMPACT section below.



USING KONTAKT AS A VST OR AUDIOUNIT PLUG-IN IN ABLETON LIVE

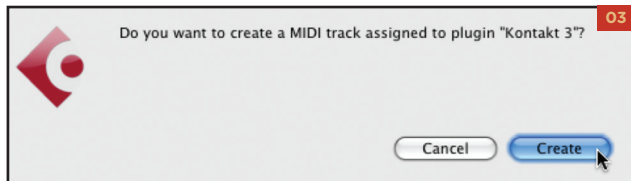
Users of Ableton Live can use Kontakt as a VST or AudioUnit plug-in, depending on the version. The functionality is the same. These instructions have been prepared in Live 7, although Kontakt may also work in earlier or later versions if the computer meets the system requirements.

Once the project is open, go to the left side and click on the third icon down to show the Plug-in Devices list, then scroll to the Native Instruments folder and locate Kontakt 3: **[04]**

Drag Kontakt 3 into the central area where the text “Drop Files and Devices Here” is shown.

The Kontakt interface will appear, and it will already be actively transmitting to Kontakt’s MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into Kontakt.

At this point, you can skip down in the instructions to the Getting Started With WORLD IMPACT section below.



USING KONTAKT AS AN AUDIOUNIT PLUG-IN IN LOGIC PRO, LOGIC STUDIO, LOGIC EXPRESS, ETC.

Users of Apple's Logic can use Kontakt as an AudioUnit plug-in. These instructions have been prepared in Logic Pro 8, although Kontakt may also work in earlier versions if the computer meets the system requirements.

Once inside your Logic project, go to the Track mini-menu (in the central area of your screen) and choose Track > New... [01]

The New Tracks dialog box will appear. Make sure Software Instrument is selected, then click Create. [02]

The new instrument track will be created. On the left side of the screen you will see the channel strip for that channel, including a fader, pan knob, and various insert slots. Locate the blank slot just below the letters "I/O" and above the output pair: [03]

Click there, and a list of available instrument plug-ins will appear. Choose AU Instruments > Native Instruments > Kontakt 3 > Stereo. [04]

The Kontakt window will appear, and a MIDI track will be created, transmitting to Kontakt's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into Kontakt.

At this point, you can skip down in the instructions to the Getting Started With WORLD IMPACT section below.



USING KONTAKT IN GARAGEBAND

Users of Apple's GarageBand can use Kontakt as an AudioUnit plug-in. These instructions have been prepared in GarageBand 5 (which shipped with iLife '09), although Kontakt may also work in earlier versions if the computer meets the system requirements.

Once inside your GarageBand project, go to the Track menu and choose New Track. **[05]**

A window with three choices will appear. Choose Software Instrument, then click Choose. **[06]**

On the right side of the interface, the Browse tab will be showing. Switch to the Edit tab. **[07]**

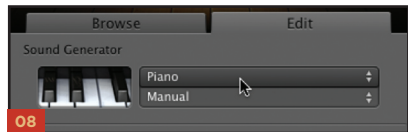
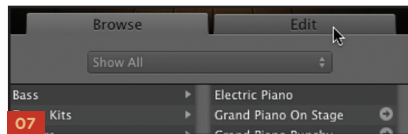
The Sound Generator will default to Piano. Click on Piano, and a popup menu will appear. Choose Audio Unit Modules > Kontakt 3. **[08]**

Note: GarageBand may default to inserting effects, such as a compressor and a visual EQ on this track. This will color the sound. If you don't want these effects used, you can remove them.

Once Kontakt 3 is selected, the icon will change to the AudioUnit icon (the ball with the sound waves radiating outward). Double-click on the icon to bring up the Kontakt window. **[09]**

The Kontakt window will appear, and a MIDI track will be created, transmitting to Kontakt's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into Kontakt.

At this point, you can skip down in the instructions to the Getting Started With WORLD IMPACT section below.



USING KONTAKT AS AN AUDIOUNIT PLUG-IN IN DIGITAL PERFORMER

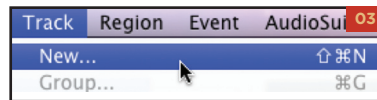
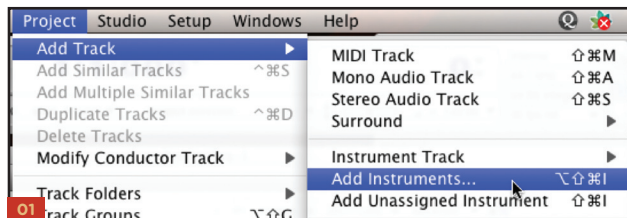
Users of MOTU's Digital Performer can use Kontakt as an AudioUnit plug-in. These instructions have been prepared in Digital Performer 6, although Kontakt may also work in earlier versions if the computer meets the system requirements.

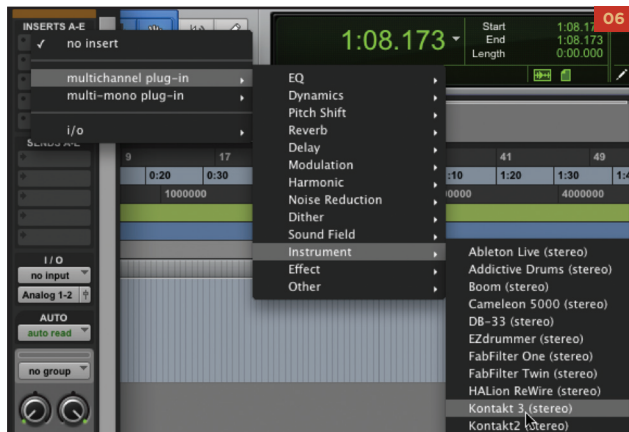
Once the project is open, go to the Project menu and choose Add Track > Add Instruments... [01]

In the resulting dialog box, click on the Unassigned pulldown menu, and choose Native Instruments > Kontakt 3. You can also change the number of MIDI tracks to be added, if you know you will want to use more than one. [02]

The Kontakt window will appear, and a MIDI track will be created, transmitting to Kontakt's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into Kontakt.

At this point, you can skip down in the instructions to the Getting Started With WORLD IMPACT section below.





USING KONTAKT AS AN RTAS PLUG-IN IN PRO TOOLS

Users of Digidesign's Pro Tools (M-Powered, LE, or TDM) can use Kontakt as an RTAS plug-in. These instructions have been prepared in Pro Tools 8, although Kontakt may also work in earlier versions if the computer meets the system requirements.

Once the project is open, go to the Track menu and choose New... **[03]**

In the dialog box that appears, choose the appropriate options, such as the following: create 1 new stereo

Instrument Track in samples. Then click Create. **[04]**

Go to the Mix window and look at the channel strip for the instrument. At the very top is an area for Inserts A-E. **[05]**

Click on the first of the five slots, and navigate through the popup menu to choose multichannel plug-in > Instrument > Kontakt 3. **[06]**

The Kontakt window will appear. At this point, you can skip down in the instructions to the Getting Started With WORLD IMPACT section below.

USING KONTAKT AS A PLUG-IN IN ANOTHER HOST

There are too many host programs to cover here in detail, but any modern sequencer that properly supports the VST, AudioUnit, or RTAS standards should be able to use Kontakt properly, and load WORLD IMPACT within it. Consult the manual for your specific host to find out how to instantiate the Kontakt virtual instrument.

CHAPTER 04

WORLD IMPACT/ GETTING STARTED

Once you've followed the instructions above to get Kontakt loaded in whichever mode you prefer, Kontakt's inner workings are exactly the same. On the left side of the Kontakt interface is a sidebar called the Browser, and it has six tabs across the top: Files, Libraries, Database, Monitor, Modules, and Auto. Click the Library tab to get started with WORLD IMPACT. **[01]**

The WORLD IMPACT library will appear, with buttons to access Instruments, Multis, and other materials. Clicking on the Instruments or Multis button will reveal folders of loadable patches, which will be discussed in more detail below.



INSTRUMENTS AND MULTIS

Two types of patches are included in WORLD IMPACT: Instruments and Multis. Instruments are typically individual instruments, and multis are collections of instruments (ensembles). Some prebuilt multis are provided for you, and you are also able to create your own by loading multiple instruments at the same time, then saving the multi.

Within the Instruments folder, you will find several sub-folders of categorized instruments, as well as a folder for Menus and Bonus Sound Design instruments. These last two folders will be discussed later.



THE BASIC INTERFACE

All instruments in WORLD IMPACT, except for the Menus, share the same basic layout: **[02]**

Under the instrument name are a variety of control options: audio output, MIDI channel selector, polyphony settings, a memory meter to let you know how much memory the instrument is taking up, and a purge menu and indicator. Each of these functions are discussed in more detail in the Kontakt manual.

To the right of the instrument name are two arrow buttons which allow you to scroll to adjacent instruments within the same folder. Use these to quickly audition instruments.

M and S buttons allow you to mute and solo the instrument, respectively.

Tune, pan, and volume controls are available in all instruments. Pan is the horizontal control on the left which defaults to the center position; volume is the horizontal control on the right which can be swept from minimum to maximum. Control-clicking (PC) or command-clicking (Mac) on either control resets the slider to its default setting.

Below the instrument panel is the custom engine built into each instrument in WORLD IMPACT, which will be discussed below.

KEYBOARD MAPPING

The mapping of instruments has been standardized as much as possible to avoid the need to consult a manual for each patch. However, there is also a significant amount of variation due to the different ways in which each instrument can be played. Some instruments have only one or two available articulations, while other instruments have many. Following is the broad concept that governs how all WORLD IMPACT instruments have been mapped.

Any instrument which is pitched, such as mallet instruments, appear on the keyboard exactly where they sound. Any performance features, such as left/right hand variations, are built into the instrument already.

Unpitched instruments are organized into zones of varying sizes. A zone may cover 3, 6, or 12 keys on the keyboard, depending upon how many articulations for a given instrument need to fit on the keyboard. The first zone always begins on C1, then subsequent zones may be found 3, 6, or 12 keys above. In other words, zones always start on a C, E flat, F sharp, or A. **[01]**

If there is only one articulation, it will be mapped into the first zone, and the zone will be 12 keys (i.e. C1 to B1).

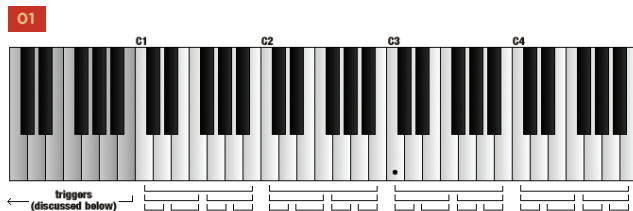
If there are anywhere from 2 to 4 articulations, then each

articulation will occupy one octave each (C1 to B1, C2 to B2, C3 to B3, and C4 to D4).

If there are 5-8 articulations then the first articulation is mapped to the first 6-key zone (C1 to F1), the second articulation is mapped to the next 6-key zone (F#1 to B1), and so on, going up the keyboard.

If there are 9-16 articulations, then the same pattern is followed but with 3-key zones, in other words C1 to D1, Eb1 to F1, F#1 to G#1, and A1 to B1.

There is great variety in this library, and the above system is meant to accommodate as many playing techniques as possible while maintaining simplicity and intuitiveness. It also allows for easy integration with pad controllers, discussed in the next section.



MIDI PAD CONTROLLERS

Most instruments in WORLD IMPACT can be played effectively from a properly prepared pad controller, such as an Akai MPD24 (shown below) or Korg padKontrol. Playing the library from a pad controller allows a new degree of realism not possible from a traditional MIDI keyboard.

The optimal pad controller for WORLD IMPACT would feature 16 pads arranged in a 4x4 configuration (though the library can be adapted for use by other MIDI pad controllers too). **[02]**

Taking into account the keyboard mapping scheme detailed above, it is most helpful if the pads control C, E flat, F sharp, and A, from octaves 1-4. Here is a suggested trigger layout for a 4x4 pad controller: **[03]**



02

Since pad controllers allow you to play the instruments much more authentically than a traditional MIDI keyboard, pad controller users may find little need to be able to access the triggers (discussed in the next section). If you use a pad controller but would like to utilize the triggers, you will need to either substitute some pads' MIDI assignments to the triggers, or use other knobs, sliders, or controllers on your pad controller to do so. If you want to use some of the 16 pads, we recommend you use the highest ones (C4, Eb4, F#4, and A4) as these are used least often in the library. Triggers are discussed in detail in the next section.

C4	Eb4	F#4	A4
C3	Eb3	F#3	A3
C2	Eb2	F#2	A2
C1	Eb1	F#1	A1

03

TRIGGERS

In every instrument in WORLD IMPACT, the MIDI keys below C1 have been reserved for special trigger functions. Listed going downwards from B0, here are the available triggers:

- B0: Choke
- A#0: Roll (64th notes)
- A0: Roll (32nd notes)
- G#0: 3-Stroke Roll (64th notes)
- G0: 3-Stroke Roll (32nd notes)
- F#0: 3-Stroke Roll (16th notes)
- F0: Flam
- E0: User Pattern 1
- D#0: User Pattern 2
- D0: User Pattern 3

and continuing down the keyboard, with 25 user patterns available in all.

Each of these triggers are generated by the powerful script and can be edited to taste (see next section). When a trigger is played, its description is listed in the interface. **[01]**

It should be noted that some instruments in the library already feature some of these articulations presampled for you. However, the effect of a live sampled flam, for example, compared to the trigger-generated one can be quite different. Some instruments achieve superior effects by using the trigger functions, while others are better live-sampled. As a library-wide implementation, we have made all trigger functions available for users to explore across all instruments, regardless of whether live sampled versions of the same articulations are already available. Some very interesting effects can be generated using the triggers.

To use the triggers, the performer can either hold down the silent trigger note then play the zone they want, or vice versa. The engine will work either way. The performer can play patterns by holding down a zone and then playing a trigger key as many times as they want. The engine responds dynamically to either style of playing, and also is sensitive to velocity. For example, if the performer holds down a zone containing a simple snare hit, then plays the flam trigger key (F0) multiple times with varying velocities, the result is flams that vary in volume.

01

A0

Roll 32nd (loop)

EDITING TRIGGERS

All triggers can be edited via the Edit Trigger pages. To enter this mode, click the Edit Trigger button in the upper left corner of the interface. This takes you to the Edit page:

[02]

On the left side are 4 scroll and paging buttons. These enable you to step through all the available triggers, since only five are visible at once. The interface defaults to showing you the five that are at the top of the trigger range (GO to B0). Click Scroll Down to move one trigger down, or click Page Down to move five triggers down.

B0 is a special trigger that is used for choking. Because many sounds in WORLD IMPACT ring out, you may sometimes want to use B0 to choke a particular sample upon request. This trigger is handled in a different way than the other triggers. Its only editable parameters are the Hold and Release values, in milliseconds. You can alter these values if you'd like the choke to occur faster or slower.

All other triggers, including rolls, 3-stroke rolls, flams, and patterns, are edited using another Edit screen. Click on the Edit button next to any trigger to access the Edit Pattern page:

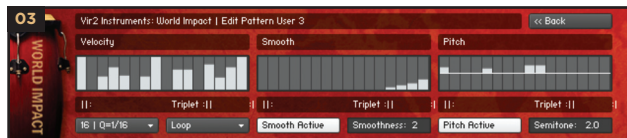
[03]

The Edit Pattern page features three graphs, allowing manipulation of velocity, smoothing, and pitch.

The Velocity graph allows you to customize a 16-step pattern dictating how loud each hit will be. The pattern shown in the graphic above will yield a rhythmic pattern.

The first pulldown menu under the Velocity graph specifies what note value each bar should get. Values are available ranging from 64th notes to quarter notes. Triplet values are also available, and are designated with a T. When a triplet value is selected, only the first 12 steps will play.

The second pulldown menu allows the performer to decide whether the pattern should loop (as a roll or a pattern should) or whether it should be a single one-shot (as a flam or a three stroke roll should be). Input quantization is also available in this menu. When input quantization is enabled, all incoming notes are quantized to the same value as is chosen in the note value pulldown menu (immediately to the left).



The Smooth graph functions as a legato mode for percussion. Raising the bar on any step smooths and crossfades the adjoining notes into one another so that there is less attack to the hits. Each step can be smoothed independently, and the overall effectiveness of smoothing can be adjusted from 0 to 10.

The Pitch graph is the third component of the Edit Pattern page. This function is optional, and can be activated or deactivated via its button immediately under the graph. Pitch can be used for both drastic and subtle purposes. The Semitone function in the lower right corner allows you to specify the range of the pitch variation, from a minimum of 0 (which is effectively bypassed) to a maximum of 12 semitones, or half-steps. Small semitone ranges, such as 0.1 or 0.2 can be used for realistic roll and pattern programming, as they will introduce tiny pitch variations that are barely audible, but enough to make a pattern feel more human. Large semitone ranges can be used for synthetic pattern creations that go beyond what the original sampled instrument is capable of.

The graph is drawn to allow the selection of pitches both above and below the original pitch.

Use the Back button in the upper right corner to return to the previous page.

HUMANIZE

Humanize is an engine that introduces slight pitch, timing, and volume randomization to all incoming notes. Each of the three dimensions can be turned on or off, but are enabled by default to enhance the realism of the library.

[01]

Each dimension offers two knobs that control its effectiveness. The Prob. knob controls probability, the percentage chance that each note will be randomized. If set to 100%, then every note played by the instrument will be randomized by that dimension. If set to 0%, then no notes will be randomized by that dimension, and that dimension will be effectively bypassed. The Range knob dictates the maximum range of possible randomization by that dimension. Pitch can be randomized up to 1 octave, timing can be randomized by up to 10ms, and volume can be randomized by up to 6dB.

Use the Back button in the upper right corner to return to the previous page.

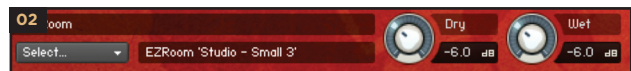
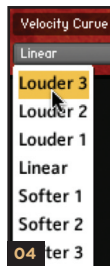


EZROOM

EZRoom is a sophisticated impulse response library that has been integrated into WORLD IMPACT. Convolution allows each instrument to be placed instantly into any of the more than 50 supplied rooms, which range from large concert halls and chambers to small rooms, practice rooms, classrooms, and also unusual sound effect rooms. **[02]**

EZRoom is off by default in all instruments in the library. To activate EZRoom, simply pull down its menu and select any one of the impulses. When an impulse is active, a Dry and Wet knob appears to the right, allowing you to control how much of the dry (unaffected) and wet (convolution impulse) signal should be mixed together.

To switch EZRoom off, choose Off from the EZRoom menu. Off is at the top of the list of impulses.



EQUALIZER

WORLD IMPACT includes a full 3-band equalizer with frequency, gain, and bandwidth controls. To access the equalizer, click on Edit Equalizer in the upper right hand corner of the interface. **[03]**

All three bands of the equalizer default to flat (0dB change). Each band can be controlled independently by sweeping the frequency and making a gain change. Use the Bandwidth knob to dictate how wide or narrow the apex of the gain change should be. Large values will result in a smoother EQ, while small values enable you to ring out tighter frequencies.

VELOCITY CURVE

WORLD IMPACT features an adjustable velocity curve, to give the performer the ability to tailor the dynamic response of the instrument. This setting defaults to linear, but can be adjusted in three degrees of extremity in both directions, to allow for louder or softer playing. **[04]**



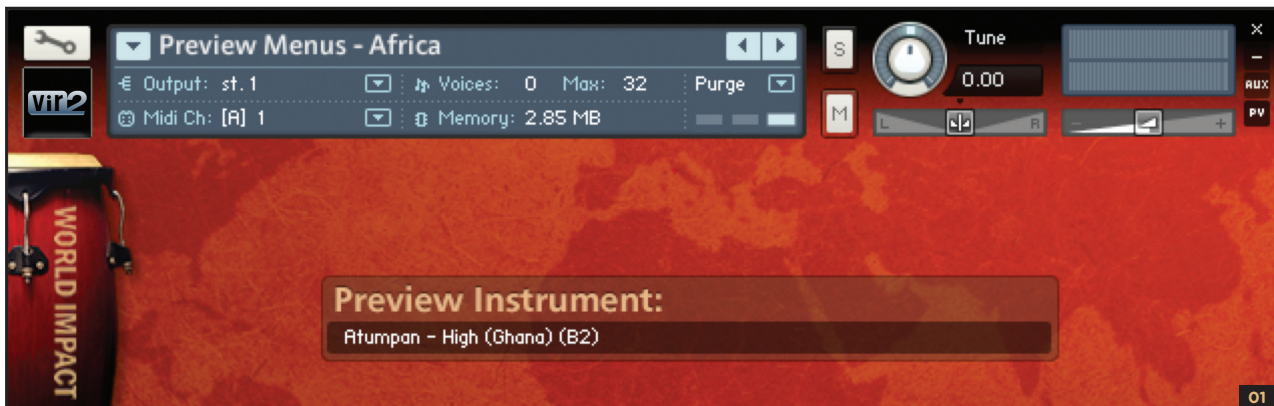
MENU PATCHES

Menu patches are special instruments designed to allow you to preview a large number of instruments at once. Loading up any menu patch brings a special, minimal interface: **[01]**

Selected samples from each individual instrument have been mapped to the keyboard, with one instrument occupying each chromatic key on the keyboard starting at C1 (two octaves below middle C). As you strike a note, the screen will update instantly with the name of the instrument you are playing.

This is designed to be a quick preview version allowing you to get an idea how each instrument sounds and quickly zero in on the instrument you wish to load. It is a very limited version of the full instrument, and typically includes only a few samples of the real instrument.

Once you have found an instrument you wish to use in sequencing, we recommend you load its full version in its corresponding folder, where you can access its full collection of samples, articulations, and all full WORLD IMPACT features such as triggers, effects, humanizing, and EZRoom. The menu patches do not use any of these features.



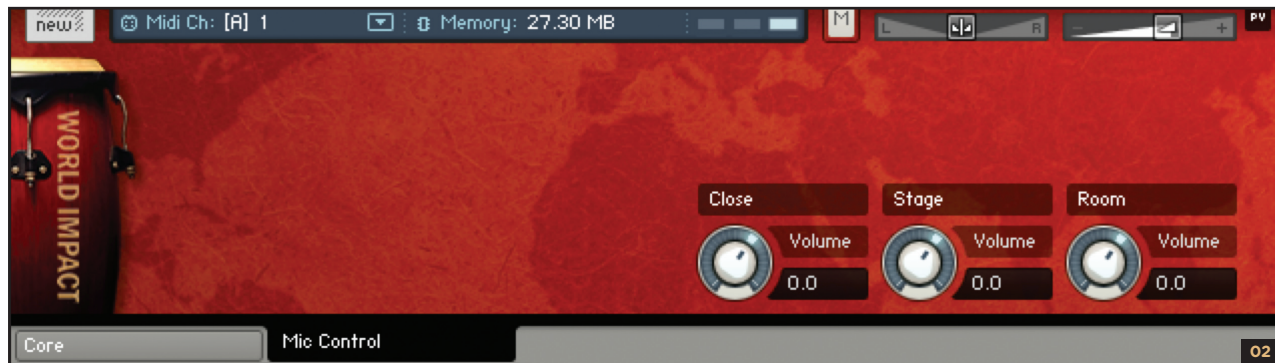
BONUS SOUND DESIGN INSTRUMENTS

WORLD IMPACT also contains a folder of bonus sound design instruments. These instruments use the samples from the WORLD IMPACT library, but feature unique effects and techniques to make them sound different, unique, and inspiring. We have included them as bonus features in the hopes that they will inspire you and extend the usefulness of WORLD IMPACT!

MULTI-MIC TAIKO CONTROLS

Instruments in the Taiko Drums folder feature the exact same interface as all other instruments in WORLD IMPACT, except that they feature an additional page of controls devoted to the multiple mic recording of the Taiko drums. At the bottom of the interface are two tabs: Core (for the normal core interface) and Mic Control. **[02]**

The Taiko drums were recorded on a large stage with three sets of mics capturing the drums: close mics, stage mics (approximately at the conductor's position), and room mics. Every sample of each Taiko patch has been phase-aligned and is triggered whenever you hit any Taiko note. These controls give you fine control over the sonic balance between the three pairs of mics.



CHAPTER 05

WORLD IMPACT/ TIPS ON EFFECTIVE SEQUENCING

TIP 1:

Because so many world instruments have unusual names, use the menu patches to quickly zero in on a sound you like without the need to load and scroll through dozens of individual instruments. Once you've found an instrument you want to use, then load its full version.

TIP 2:

If you are looking for unusual instruments or textures, try both the Bonus Sound Design instruments, and also investigate some of the user patterns in the Trigger engine. Some of the user patterns are wildly detuned to be obviously synthetic, but can produce tremendously interesting musical effects.

TIP 3:

Get to know the Trigger engine by loading up an instrument and trying each of the triggers. Rolls, flams, and patterns can greatly enhance the realism and interest of a programmed percussion part.

TIP 4:

When first loading an instrument, try playing C1, D#1, F#1, A1, C2, and so on (in ascending minor thirds) to get an idea of what articulations are available in that particular instrument. Articulations vary widely from instrument to instrument.

TIP 5:

If you have enjoyed working with WORLD IMPACT, you may also like to look at Vir2's Elite Orchestral Percussion, which utilizes the exact same engine, but contains traditional orchestral percussion instruments instead of world and ethnic instruments.

CHAPTER 06

WORLD IMPACT/ TECH SUPPORT, ETC.

TECH SUPPORT

Vir2 Instruments stands behind its products and is committed to helping you get the most out of using them. Please check the Support area of the www.vir2.com web site if you encounter any difficulties in using the product. You may also e-mail support@vir2.com.

Before getting in touch with Vir2 Instruments regarding problems with the product, make sure you are running the latest versions of the library, engine, and Service Center. We are continuously updating and improving the product, so it is possible that there are more recent updates available that were released after the physical manufacturing of your installation disc.

THE FULL VERSION OF KONTAKT 3

WORLD IMPACT ships with Kontakt 3 running in library mode, meaning it is fully able to play back the WORLD IMPACT library and access the parameters detailed in this manual.

Registered owners of WORLD IMPACT are eligible for a special crossgrade discount to the full version of Kontakt 3, which enables users to create their own libraries, import libraries in non-Kontakt formats, and access numerous deep editing features.

Visit the nativeinstruments.com web site for details on the Kontakt crossgrade.

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