

ATMOSPHERIC SOUNDS BLENDED WITH COLOUR

CREATED BY SAM WINDELL

WWW.FROZENPLAIN.COM

1 - COLOURFORM MANUAL

This manual explains the features of the main page of the library, to read about the FX engine have a look at the separate PDF called Effects Engine Manual.

No not distribute, share or use pirated copies of FrozenPlain software. FrozenPlain is a one man project. Registered users receive support and free updates to libraries which include new features.

© FrozenPlain
All rights reserved

2 - UPDATE NOTES

Version 1.0

- Colourform released.

Version 2.0

- Features the FrozenPlain effects engine which includes 13 effects such as reverb, chorus, echo, sequencer and atomise.
- New panel on the Colourform interface:
 - Attack, decay, sustain and release controls for each of the colours.
 - Low pass cutoff and resonance, and volume and pan for each colour.
 - Level meter for each of the colours.
- Better CPU performance – the smart voicing function is improved and is now built into the instrument rather than toggle-able.
- The control for moving all the colour wheels at once is now a freely assignable slider instead of a hard coded CC1.

3 - WHAT IS COLOURFORM?

Colourform is a Kontakt 5 sample library of picturesque organic sounds. The library explores the link between sound and colour offering a unique inspirational experience. Each patch features 12 different sounds, which are each assigned a colour. These can then be blended and mixed in real time to produce new colours. Rather than standard knobs and sliders, this concept allows for a more visual link between what you see and what you hear.

The 112 sounds are wide atmospheric recordings from abstract sources, such as pitchforks, glass bowls, creaky gates, spanners, rain and thunder, fire, water, miscellaneous metal, CRT screens, bowed glass and plucked strings.

4 - USEFUL TIPS



Press the info button at the top of the Kontakt interface to see descriptions when you hover over buttons and sliders. The description will be shown at the bottom of the Kontakt window.

CTRL + click to set a knob or slider back to its default value.



5 - THE COLOUR WHEELS - HOW THEY WORK



The core feature of Colourform are 3 unique controls called colour wheels. These can be interpreted to be like oscillators on a synth. The sound that each colour wheel (or oscillator) makes is determined by what colour the white marker is pointing at on the outer ring. For example, in the picture above, the first colour wheel will make a 'yellow' sound.

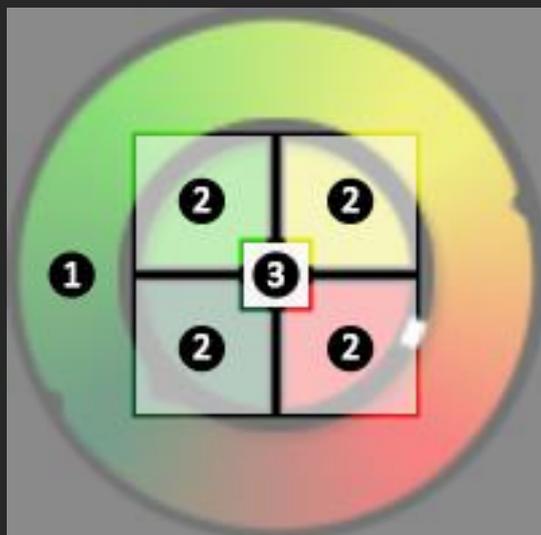
Each colour wheel is made up from 4 different sounds. These sounds are represented by a colour. Here are is a table of the available colours for each colour wheel:

Colour Wheel 1	Colour Wheel 2	Colour Wheel 3
Dark Blue	Dark Green	Purple
Light Blue	Light Green	Pink
Yellow1	Yellow2	Yellow3
Red1	Red2	Red3

You will notice that the yellow and red colours are repeated across all 3 colour wheels. However, the sounds of these colours are not the same. For example, red on colour wheel 1 is not the same sound as red on colour wheel 2. The reason that it was made this way is because the 3 red sounds and 3 yellow sounds sometimes have similar characteristics.

The order in which these 4 colours appear on the wheel can be chosen by you. This means that you can put yellow next to blue and then move the white slider between the 2 colours (which happens to be green-ish), you will then hear a 50/50 mix of the yellow sound and the blue sound.

6 - THE COLOUR WHEELS - HOW TO USE THEM



The colour wheels are made up from 3 different controls as shown in the diagram to the left. The 'click-boxes' of these controls are squares so be careful that you grab the right bit!

1. This is the white marker slider. Like a normal knob, this is controlled by clicking and dragging up or down.
2. These 4 segments are buttons that are used to pick which colour each segment will show. When you click on the button it will cycle to the next available colour in the same pattern as written in the table above.
3. This is a small button that will turn the colour wheel off so it will not make any sound. When the colour wheel is turned off all of the segments will turn grey as in the picture in the 'The Colour Wheels - How they work' section.

7 - RANDOMISATION AND THE OUTPUT COLOUR



To the right of the 3 colour wheels we have the output colour. This is a visual representation of the final sound. This circle will show the sum of the 3 colour wheels. For example, if the white mark on the 1st colour wheel was at dark blue, the 2nd on red and the 3rd on yellow the output colour will be brown. It can be really fun to experiment with both colour and sound mixing.

There are also 2 randomisation buttons. The rotating arrow button will cause the 3 colour wheels' white markers to spin to a new random location. The segment button will cause all of the segments in each colour wheel to change to a new random colour.

8 - COLOUR PRESETS



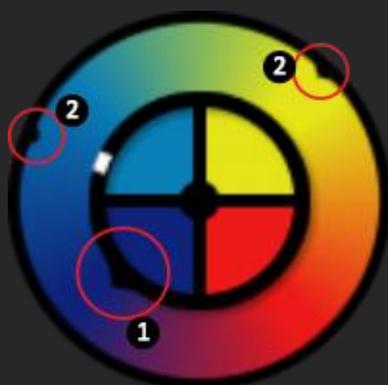
Colourform also features 4 colour presets that can be loaded from and saved to. By pressing one of the grey save buttons you can store your current colour to memory. To load a colour, simply click the colour button. These presets save the position of the white markers, the colour of the segments and the on-state of all 3 colour wheels.

9 - MORPH CONTROLS



The morph slider allows you to move all 3 colour wheels at once. When the slider moves it will move each white marker from its position 'A' to position 'B'. These start and finish points can be set with the A and B buttons. Simply move the colour wheels to the place that you want the morph to start and press 'A'. Then, move them to where you want the morph control to finish and press 'B'.

By default, this slider is set to CC1, however you can just right click the slider and pick 'Learn MIDI' to set it to another controller.



On each colour wheel there are some small black markers that show the points 'A' and 'B'.

1. This black marker is on the inner circle facing outwards. This is the point at which the slider loops. Unfortunately, Kontakt does not allow knobs to have infinite rotation. This marker indicates the point at which the white marker cannot pass, it does not move.
2. These 2 markers are on the outer circle facing inwards. These are set to indicate the point 'A' and 'B' of the morph control.

10 - INDIVIDUAL COLOUR CONTROLS



New in version 2.0 is the colour specific controls. These allow you to change the volume envelope, filter, volume and pan of each layer individually.

1. **Colour Selection Buttons.** These 12 buttons are used to pick which colour you would like to edit. They are grouped into 3 groups of 4 to show the colour wheel that they are from. Mouse over the buttons to show its colour. In the example above, Red1 is selected (which is red from the first colour wheel). All of the controls in this panel also change to red.

2. **Link Controls Together.** When this button is activated, a new white set of control will be shown. These will control all of the colours at once. When deactivated, the colours will return to their previous state.
3. **Volume Level Meters.** These boxes are used to show the current volume of each colour. They correspond to the buttons above.
4. **Volume Envelope and Controls.** These four knobs control the attack, decay, sustain and release of the volume envelope. The graph on the left shows a visual estimate of how the envelope will look, this cannot be interacted with.
5. **Filter Cutoff and Resonance.** Each colour features a low pass filter. The 'cut' control sets the cutoff point at which frequencies above will be filtered out. The 'res' control is the resonance of the filter i.e. the size of the volume peak at the cutoff point.
6. **Volume and Pan.** The volume and pan of each layer can also be controlled. Note that the volumes have been premixed so the use of the volume control should only be for tweaks or for sound design purposes.
7. **Convolution Reverb On.** Some of the patches of Colourform have a convolution reverb built into the sound. This can be turned off using this button. This button is a global control, not per colour.

11 - SOUNDSCAPE PATCHS AND FOLDER STRUCTURE

Presets	File folder	
Colourform - Bowed Bowls.nki	Kontakt nki File	108 KB
Colourform - China Items.nki	Kontakt nki File	108 KB
Colourform - Creaking Gates.nki	Kontakt nki File	108 KB
Colourform - Glass Bowls.nki	Kontakt nki File	108 KB
Colourform - Metal Forks Ambient.nki	Kontakt nki File	107 KB
Colourform - Metal Forks.nki	Kontakt nki File	107 KB
Colourform - Metal Notes.nki	Kontakt nki File	108 KB
Colourform - Metal Rattle.nki	Kontakt nki File	108 KB
Colourform - Organic Pads.nki	Kontakt nki File	108 KB
Colourform - Reversed Ceramics.nki	Kontakt nki File	108 KB
Colourform - Reversed Tones.nki	Kontakt nki File	108 KB
Colourform - Slow Motion Forks.nki	Kontakt nki File	108 KB
Colourform - Smooth Metal.nki	Kontakt nki File	107 KB
Colourform - Soundscape Echo.nki	Kontakt nki File	108 KB
Colourform - Soundscape Fire.nki	Kontakt nki File	108 KB
Colourform - Soundscape Water 1.nki	Kontakt nki File	108 KB
Colourform - Soundscape Water 2.nki	Kontakt nki File	109 KB
Colourform - Strings.nki	Kontakt nki File	108 KB
Colourform - Water.nki	Kontakt nki File	108 KB

In total, Colourform is made from 76 nki patches. In the instruments folder there are the 19 core patches which are custom made and feature unique combinations of the 112 different sounds. Also included in the instruments folder is another folder called presets. This contains 3 presets of each core patch (total of 57) showing the potential range of sounds capable with the effects engine.

The 4 'soundscape' patches, and their associated presets, work a little bit differently from the others. For these, the keyboard is divided into 3 sections. The low notes are controlled with the 1st colour wheel, the middle section is controlled by the 2nd colour wheel and the highest section the 3rd.