

PLUCKED AND HAMMERED STRINGS

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1 - THE CHORDOPHONES 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 FP Effects Manual.

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2 - UPDATE NOTES

Version 1.0

- 'The Chordophones' combines the sounds of legacy products; Ancient Chordophone and Hammered Chordophone."
- 6 layers of sound with pan and tune controls for the mixer."
- ADSR envelope for each individual layer."
- Convolution reverb with a selection of special IRs."
- FX engine which includes 11 effects including; arpeggiator, strum, echo and reverb."

3 - WHAT IS THE CHORDOPHONES?

The Chordophones is a sample library consisting of multisampled plucked and hammered strings. The sounds do not originate from 'real' instruments, instead they are mostly made from acoustic steel guitar strings. Great attention has been paid to making the library atmospheric and unique.

The Chordophones has 6 layers of sound: 1 hammered string sound, 4 plucked string variants and 1 stretched and morphed sound. Using the mixer to set the volume, pan and tune you can create a wide spectrum of sounds from dulcimer-like to lyre-like.

This library is also excellent at creating organic rhythms and patterns using the included arpeggiator. The strum effect in the effects page can also be used to make harp-like glissandos or even guitar strumming.

4 - USEFUL TIPS

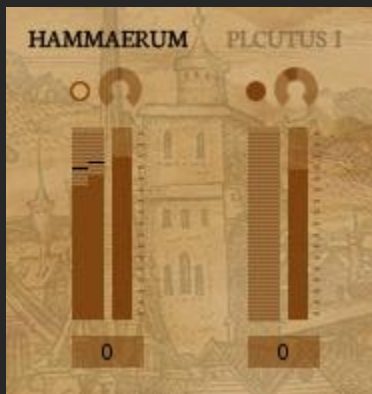


Press the info button at the top of the Kontakt interface to see descriptions when you hover over buttons and sliders. The description will be shown at the bottom of the Kontakt window.

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



5 - MIXER



The Chordophones has 6 layers of sound that can be mixed and blended together to create new textures and tones. Each mixer channel consists of 5 controls:

- ON button** – the circular button turns on the channel, when inactive the text above will turn dull. Hold CTRL and click to solo the channel. To purge the samples from RAM hold SHIFT and click, the text will now turn to red.
- PAN knob** – pan the sound left or right.
- LEVEL meter** – see the volume of the sound.
- VOLUME fader** – control the volume of the sound.
- TUNE control** – click and pull up to change the tune of the layer, from -36 to +36 semitones

Each mixer channel has a unique sound:

1. Hammaerum – pairs of octave steel strings hammered with pencils for a bouncy dulcimer-like sound.
2. Pluctus I – plucked steel string variant 1.
3. Pluctus II – plucked steel string variant 2.
4. Pluctus III – plucked steel string variant 3.
5. Pluctus IV – plucked steel string variant 4.
6. Aeternae – plucked string sound stretched and morphed to sustain indefinitely.

6 - ADSR ENVELOPES



You can control the ADSR envelope of all the layers at once, or alternatively you can tweak each envelope individually. The first drop down menu lets you choose whether to control them all at once (master) or each by themselves (individual). The second menu is active when individual is chosen, with this menu you can select which layer you want to tweak.

7 - CONVOLUTION REVERB



The convolution reverb unit allows you to alter and adapt the sound in unusual ways. Rather than typical room emulations the impulse responses are unique effects. The Chordophones features 21 IRs which can be chosen from the drop down menu. The **on** switch bypasses the unit. As well as the **wet/ dry** controls you can edit the impulse response by filtering out low frequencies with the **high pass** control, and stretch the sample

length with the **size** control. Due to the way this convolution unit works, the controls can take a second to apply.