String
Ensemble Orchestra Series

MANUAL

FALCON EYE
CORPORATION

NKS
NATIVE
KONTROL
STANDARD®

MADE FOR
KONTAKT
PLAYER

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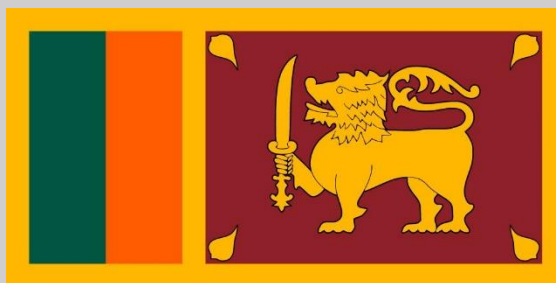
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FALCON EYE
CORPORATION

Table of Contents

1 Welcome to STRING ENSEMBLE LIBRARY

Thank you for purchasing STRING ENSEMBLE LIBRARY. On behalf of the Falcon Eye Corporation team, we hope this new KONTAKT library truly inspires you.

STRING ENSEMBLE LIBRARY adds a selection of exclusively sampled String instruments that integrate into the latest versions of KONTAKT 6.1.1 or the free KONTAKT PLAYER. These instruments have been carefully crafted to be both authentic and easy to use. Creating the atmosphere of an world musical STRING ENSEMBLE Main is now as easy as it gets, even if you are not deeply familiar with the musical style.

This manual will not introduce you to the different instruments that have been sampled for this Library, and explain how to use the KONTAKT instruments.

1.1 What is STRING ENSEMBLE Library ?

Continuing Falcon Eye Music Library Series of sounds from around the world, All our Instruments use only NI Kontakt effects. This means that the functionality of all elements of the user interface of our Instruments is completely identical to the controls of all other instruments for Konatkt from Native Instruments.

1.2 Document Conventions

This document uses particular formatting to point out special facts and to warn you of potential issues. The icons introducing the following notes let you see what kind of information can be expected:

The speech bubble icon indicates a useful tip that may often help you to solve a task more efficiently.

The exclamation mark icon highlights important information that is essential for the given context.

> ⊗ The red cross icon warns you of serious issues and potential risks that require your full attention.

Furthermore, the following formatting is used:

▪ Text appearing in (drop-down) menus (such as Open…, Save as… etc.) in the software and paths to locations on your hard disk or other storage devices is printed in italics.

▪ Text appearing elsewhere (labels of buttons, controls, text next to checkboxes etc.) in the software is printed in blue. Whenever you see this formatting applied, you will find the same text appearing somewhere on the screen.

▪ Important names and concepts are printed in bold.

▪ References to keys on your computer's keyboard you'll find put in square brackets (e.g., "Press [Shift] + [Enter]").

MAIN INTERFACE

3 BAND EQ
Clicking on the "Equalizer" opens additional settings

COMPRESSOR
All settings are available in section "FX Rack" (Settings > Effects)

LIMITER
All settings are available in section "FX Rack" (Settings > Effects)

MAIN / SENDS

*Output level of the send effects (Delay, Reverb, Flanger, Phaser).
Note that these controls change the effect output level on all mixer channels
at once. If you want to customize the level of these effects for
each channel, use a mixer.

NOTE:

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functionality of all elements of the user interface of our Instruments is
completely identical to the controls of all other instruments for Konatkt from
Native Instruments.

EQUALIZER (EQ)

Kontakt's fully parametric peak equalizers allow for a wide range of tonal alterations and corrections

FREQUENCY: Adjusts the center frequency at which the boost or cut will occur. BANDWIDTH: Adjusts the width of the frequency range that will be affected in octaves.
GAIN: Adjusts the amount of boost (positive values) or cut (negative values) at the center frequency.

INFORMATION

Clicking on the name ("Falcon Eye Corporation") opens information about the instrument (current version, release date and creators)

PANORAMA

This module provides extensive and powerful surround mixing and automation capabilities

INPUT / OUTPUT: Adjust the module's input / output level.
DIVERGENCE: Adjusts the amount of distance-dependent level changes and, consequently, the directional focus of sound sources on the surround plane. SIZE: Adjusts the size of the surround plane.
LFE: If the currently selected output configuration includes a low frequency effects (LFE) channel, this control adjusts its output level.
X SHIFT: Imparts a constant offset on the X positions of all sound sources. Y SHIFT: Imparts a constant offset on the Y positions of all sound sources. ANGLE: Rotates all sound sources around the center point.
DISTANCE: Adds a constant offset to the distances of all sound sources from the center point.

Turn on / off Panorama.

NOTE:

For a complete description of effects and their controls, see this manual in the following sections: Compressor, Limiter, Tape Saturator, Rotator, Cabinet

MAIN FX INTERFACE

MAIN EFFECTS
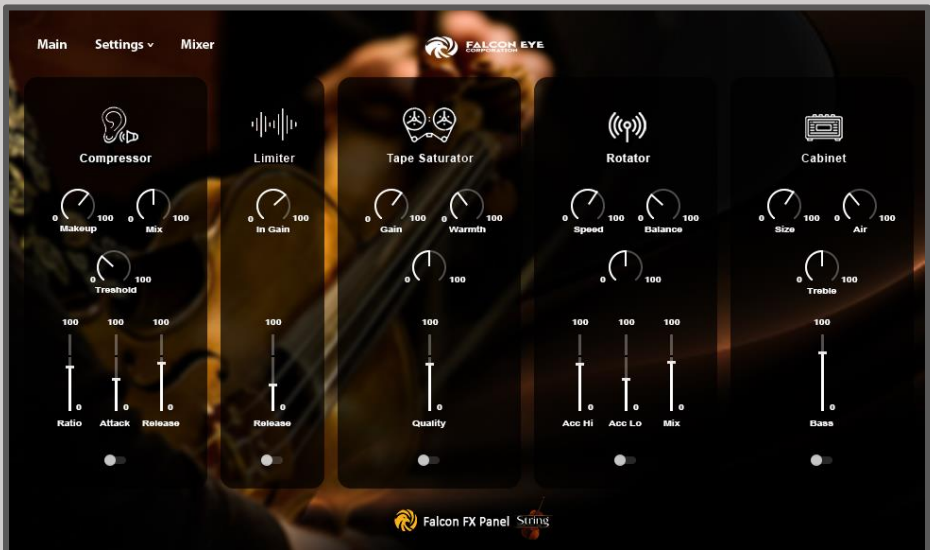
NOTE:

For a complete description of effects and their controls, see this manual in the following sections: Reverb, Delay, Chorus, Phaser, Flanger

SEND FX INTERFACE

SEND EFFECTS

NOTE:

All our Instruments use only NI Kontakt effects. This means that the functionality of all elements of the user interface of our Instruments is completely identical to the controls of all other instruments for Konatkt from Native Instruments.

MIXER INTERFACE

CHANNELS

Volume Mute / Solo Pan
Sends (Reverb, Delay, Chorus, Phaser, Flanger, Gainer).
All Send Effect settings are configured
in section "Send FX" (Settings > Sends)

Effects

NOTE:

All our Instruments use only NI Kontakt effects. This means that the functionality of all elements of the user interface of our Instruments is completely identical to the controls of all other instruments for Konatkt from Native Instruments.

ENVELOPE SETTINGS

ATTACK – controls the attack (fade in) time.
DECAY – controls the time it take for the volume to fade from the maximum value to the sustain value.
SUSTAIN – controls the level at which the envelope will sustain while the key is held. RELEASE – controls the release (fade out) time of the envelope after the key is released.

COMPRESSOR

Dynamic range compression or simply compression is an audio signal processing operation that reduces the volume of loud sounds or amplifies quiet sounds thus reducing or compressing an audio signal's dynamic range.

THRESHOLD: Sets a level threshold above which the Compressor starts working. RATIO: The amount of gain reduction is determined by ratio: a ratio of 4:1 means that if input level is 4 dB over the threshold, the output signal level is reduced to
1 dB over the threshold. The gain and output level has been reduced by 3 dB. ATTACK: The attack is the period when the compressor is decreasing gain in response to increased level at the input to reach the gain determined by the ratio. RELEASE: The release is the period when the compressor is increasing gain in response to reduced level at the input to reach the output gain determined by the ratio, or, to unity, once the input level has fallen below the threshold. MAKEUP: Controls the output gain of the compressed signal. Used to compensate for the gain reduction of the effect.
OUTPUT: Controls the module's output level.

Effects

LIMITER

Limiter is a circuit that allows signals below a specified input power or level to pass unaffected while attenuating (lowering) the peaks of stronger signals that exceed this threshold. Limiting is a type of dynamic range compression.

IN GAIN: Sets the gain of the input signal.
RELEASE: This knob adjusts the time it takes the Limiter to return to an unprocessed signal after the input level falls below the threshold.
OUTPUT: Adjusts the module's output level.

DISTORTION

Distortion and overdrive are forms of audio signal processing used to alter the sound of amplified electric musical instruments, usually by increasing their gain, producing a "fuzzy", "growling", or "gritty" tone. Distortion is most commonly used with the electric guitar, but may also be used with other electric instruments such as bass guitar, electric piano, and Hammond organ.

DRIVE: Adjusts the amount of distortion.
DAMPING: Turning this knob adjusts the high frequencies in the output signal. OUTPUT: Adjusts the module's output level.

LO-FI Effect

BITS: Re-quantizes the signal to an adjustable bit depth. S.RATE: Re-samples the signal to an adjustable sample rate. NOISE: Adds noise to the audio signal.
N.COLOR: Adjusts the frequency characteristic of the noise. OUTPUT: Adjusts the module's output level.

Effects

SATURATION

This module is allows you to recreate the effect of tape saturation. MODE MENU: Select the saturation type.
SATURATION: Adjusts the transfer curve.
OUTPUT: Adjusts the module's output level.

CABINET

This Effect simulates the sound of a guitar cabinet recorded through a microphone. CABINET TYPE: Allows you to choose the simulated cabinet model.
SIZE: Adjusts the size of the simulated cabinet.
TREB: Boosts or cuts the level of the higher frequencies. BASS: Boosts or cuts the level of the lower frequencies. OUTPUT: Adjusts the module's output level.

ROTATOR

The Rotator effect simulates the sound of rotating speaker cabinets.

SPEED: A change of this setting simulates the acceleration or braking of the rotor. BALANCE: Controls the relative levels of the cabinet's treble and bass parts. DISTANCE: Controls the distance between the cabinet and the pickup microphones.

DELAY

Delay is an audio effect and an effects unit which records an input signal to an audio storage medium, and then plays it back after a period of time.

TIME: The delay time in milliseconds.
DAMPING: Attenuates high frequencies in the delayed signal. FEEDB: Controls the amount of the feedback.
RETURN: Adjusts the module's return level.

Effects

CHORUS

Chorus effect occurs when individual sounds with approximately the same time, and very similar pitches, converge and are perceived as one.

DEPTH: Adjusts the range of modulated detuning. SPEED: Adjusts the LFO speed.
PHASE: Imparts an LFO phase difference between the left and the right stereo channel.
RETURN: Adjusts the module's return level.

FLANGER

Flanging is an audio effect produced by mixing two identical signals together, one signal delayed by a small and gradually changing period, usually smaller than 20 milliseconds.

DEPTH: The amount of LFO modulation. SPEED: The LFO speed.
PHASE: Imparts an LFO phase difference between the left and the right stereo channel. FEEDB: Feeds a certain amount of the delayed signal back into the fx module's input. RETURN: Adjusts the module's return level.

PHASER

A phaser is an fx processor used to filter a signal by creating a series of peaks and troughs in the frequency spectrum. The position of the peaks and troughs of the waveform being affected is typically modulated so that they vary over time,
creating a sweeping effect.

DEPTH: The amount of LFO modulation. SPEED: The LFO modulation speed.
PHASE: Imparts an LFO phase difference between the left and the right stereo channel.
RETURN: Adjusts the return level of the fx module's output signal.

Effects

REVERB

Reverberation is a persistence of sound after the sound is produced.
A reverberation, or reverb, is created when a sound or signal is reflected causing numerous reflections to build up and then decay as the sound is absorbed by the surfaces of objects in the space – which could include furniture, people, and air. This is most noticeable when the sound source stops but the reflections continue, decreasing in amplitude, until they reach zero amplitude.

PRE DLY: Adjusts the module's pre delay level. SIZE: Adjusts the size of the room.
DAMPING: Sets the amount of simulated absorption that takes place in rooms
STEREO: Adjusts the stereo base width of the output signal. RETURN: Adjusts the module's return level.

EQUALIZER (EQ)

Equalization or equalisation is the process of adjusting the balance between frequency components within an electronic signal.

LF GAIN: Adjusts the amount of boost or cut at the LF Frequency. LF FREQ: Adjusts the center frequency of the low frequency band. LMF GAIN: Adjusts the amount of boost or cut at the LMF Frequency.
LMF FREQ: Adjusts the center frequency of the low-mid frequency band. LMF Q: Controls the Quality of the low-mid frequency band.
HMF GAIN: Adjusts the amount of boost or cut at the HMF Frequency. HMF FREQ: Adjusts the center frequency of the high-mid frequency band. HMF Q: Controls the Quality of the high-mid frequency band.
HF GAIN: Adjusts the amount of boost or cut at the HF Frequency. HF FREQ: Adjusts the center frequency of the high frequency band.

11 Installation Instructions

a. REQUIREMENTS

This Instrument requires that you have installed the Full Version of Kontakt 6.1.1 or Higher. It will not work with the free Kontakt Player.

The NKI instrument preloads about 1.98 GB to RAM.

Make sure that your computer has enough RAM to cope with your host DAW needs and this and other Kontakt libraries needs.

When using more libraries at once, a fast HDD or an SSD is warmly suggested.

b. UNPACKING

1. Once you have downloaded the Install files,
2. please follow these steps:

- The ZIP compressed files & DMG MAC os Files need a specific application in order to be opened & Extract you choice.
- PC users might use Win Zip: http:/www.winizip.com.
- MAC users might use DMG File, an open source tool for compressed files: http://www.7-zip.org. These are freeware open-source option but there many commercial alternatives available on both plat forms to open ZIP files.

c. INSTALLING

1. Once all of the ZIP files or DMG file are unpacked, you can move the decompressed folder to your favorite location.
2. After your use windows , now install "String Ensemble Library – Falcon Eye Music.exe" Setup
3. Or your use Mac OS , now install "String Ensemble Library – Falcon Eye Music.DMG" Setup

Please keep and eventually make back-up copies of the ZIP installers since they might be useful in case of data-loss, without requiring a full re-download of the whole package.

d. UN INSTALLING

Windows

1. Option 1 :- Go to Control Panel -> Click Uninstall a program -> Find & Select " String Ensemble Library - Falcon Eye Music" -> Right Click Uninstall.

2. Option 2 :- Find your Library Installation Folder -> Click "unins000.exe" Application , Library Uninstall

MAC OS

1. Find your installation location & after permeant Delete Library folder

E. LOADING

> **Kontakt Instruments can be loaded in one of the following ways:**

1. Drag & Drop the .nki file onto the main Kontakt interface.

2. Use the Kontakt Browser to find the .nki file and either Double-Click or Drag & Drop to the main interface.

3. Use Library Tab & Browser the Instrument select & Double-Click
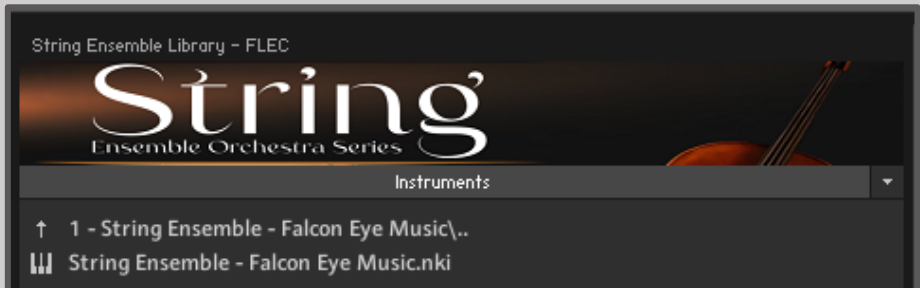
12 Technical Specifications

• One master patch with all controls on interface

• Pitch Bend articulations on String

• Varieties of alphabets on Hand Dring

• Advance Scripting features total control over individual sounds.

• Create a nice balance of Strings and Main Strings according to taste

• Special effects on UI include – Reverb effects

• Response reverbs Type In Library

• Sample Resolution Size : 44.1 / 48.1 khz/24 bit

Note 1 : Free Kontakt player will only work for 30 minutes. Product work with Kontakt 6.1.1 or higher full retail version only

Note 2 : The "Add Library" import process do not support this standard format Kontakt library 6.4.0 higher + Native Access. but you can use Kontakt file browser to load .nki Instruments. Other Kontakt Version Support "Add Library" import process.

13 About Library

STRING ENSEMBLE LIBRARY

This is the first and most advance playable "STRING ENSEMBLE LIBRARY" sampled instrument released till now with over 21,500 samples recorded with high quality equipments.

Sampled STRING ENSEMBLE LIBRARY was a always a great need of producers working in film industry and keeping their requirement in mind we started working on the concept and finally developed playable String instrument with the modern sound design capabilities. You have fine control over each sound as well each side of Violin Family. STRING ENSEMBLE LIBRARY is recorded High quality mic.

Use fine tune and ADSR control to mix each individual sound in layer (You can have snap of String sound) - This way you can create a fine mix of both these String. (Use Volume /Pan /Tune feature of individual String control section on Bottom side of UI)

We hope you will find this instrument useful and helpful in your productions.

Thank you ,
Falcon Eye Corporation Developed Team.
2023

14 Credits

Produced by: Falcon Eye Corporation / Music & Krescendo Music Studio

Product Design and Concept: Falcon Eye Corporation Team

KSP and Kontakt Programming: Buddhi Chalanga & Kapila Liyanage

User Interface Design: Adithya Bandara

Performed: Ayan Sengupta

MIDI Groove Programming: P.Shiva Kumar - India / FLEC – Sri Lanka

Sound Design: Falcon Eye Music Team

Sample Editing: Hitmix Studio - India

Sample Recording: Hitmix Studio - India

Quality Assurance: FLEC Team

Product Management: Amila Wikramasingha / Himan Perera / R.Chamara

Marketing Manager: Dhanuka Dilshan

Artwork: Rayan Domenico & Falcon Eye Team

Falcon Eye Corporation/Music - 2023