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Installation

After downloading the library simply unzip the file with software like WinRar, 7Zip or a program of your choice. Please leave the internal folder structure as it is, otherwise you would have to resave all the patches with the new sample location. To install the snapshots (presets) you have to select all folders inside the snapshot folder and copy it into the following directory. **!It has to be this exact location, otherwise it won`t work!**

PC: C:\Users\<username>\Documents\Native Instruments\User Content\Kontakt

Mac: Users\<username>\Documents\Native Instruments\User Content\Kontakt

Mountains

First of all, big thank you for buying our product and supporting us!

Mountains contains a vast collection of lush and textural pads and strings. In addition to that does the v.3.0 now include a completely new "Bonus" patch, which includes designed sounds from just four samples (a piano, violin, xylophone and a harp). The sounds range from beautiful and dreamy to dissonant and disturbing. All sounds within the "Bonus" patch have prebaked effects like reverb for example. All patches are very intuitive regarding its usage, but you will find an explanation for all of the user interface controls below.

The Strings

The Strings were sampled from a keyboard and then edited to get out this soaring sound. Of course it won't replace a real string library, but it is great if you need some rich and full strings underneath your track. For the update we've created four additional strings themed sounds, which have a less organic and more hybrid sound. Especially the Velocity Filter control can quite helpful to receive a more organic sound since then more high frequencies are damped on low velocities. **You can select a sound by either clicking on the sound menu at the bottom of the instrument or the arrows to jump to the next/previous one.**

Con Sordino: Emulates a Con Sordino Effect by using specific eq settings.

Virtual Pan: *Spreads the strings within the stereo field from right (low) to left (high).*

Volume: *Determine the Velocity Sensitivity*

Filter: *Determine the minimum filter cutoff value, which is applied to Velocity.*

A/D/S/R: *Control the volume envelope of the instrument.*

Width: *Set master stereo width.*

Filter: *Set master filter (LP) cutoff frequency.*

Output: *Set master output gain.*

Pan: *Set master panorama position.*

The Pads

The Pad sounds were derived from the original recordings of the strings. The results range from lush and warm over distorted to really glitch and textural sounds. Use the built in Tape Saturator to slightly add drive to your signal. **You can select a sound by either clicking on the sound menu at the bottom of the instrument or the arrows to jump to the next/previous one.**

Warmth: *Determine the Color of the Tape Saturation.*

Sat: *Set the Tape Saturation gain(dB).*

A/D/S/R: *Control the volume envelope of the instrument.*

Width: *Set master stereo width.*

Filter: *Set master filter (LP) cutoff frequency.*

Output: *Set master output gain.*

Pan: *Set master panorama position.*

The Bonus Sounds

The Bonus Sounds are a cool accompany for the long sustained pad sounds. All of the sounds were created from just four samples (Violin, Piano, Xylophone, Harp) and have prebaked effects. They range from beautiful and haunting (for example "Dream Piano, Gentle Piano, Clean Harp" etc.) to more dissonant and horrifying sounds (for example "What?, Weird Piano, Scary Xylo" etc.). **You can select a sound by either clicking on the sound menu at the bottom of the instrument or the arrows to jump to the next/previous one.**

Reverse: Reverses the selected sound. Most of the sounds are looped as well (less or more).

RR: *Activates a random sample offset to avoid the machine gun effect.*

Volume: *Determine the Velocity Sensitivity*

Filter: *Determine the minimum filter cutoff value, which is applied to Velocity.*

A/D/S/R: *Control the volume envelope of the instrument.*

Width: *Set master stereo width.*

**Filter:** *Set master filter (LP) cutoff frequency.*

Output: *Set master output gain.*

Pan: *Set master panorama position.*

The Modulation Pages gives you the ability to add subtle movement to your sounds or go crazy and create awesome rhythms by utilizing one of the five step sequencers or the four LFOs. All Modulators are retriggered so if you play polyphonic it is recommended to quantize the notes. All of the five sequencers are time independent so you can set speed for every of them individually. They also stop playing once you release all notes to save CPU Power.

If you want to create more harsh sounding rhythms then you should choose the "INIT" snapshot. If you're after smooth evolving filter or volume sequences then you should load the "INIT (Smooth)" snapshot. Both snapshots are included within all three patches.
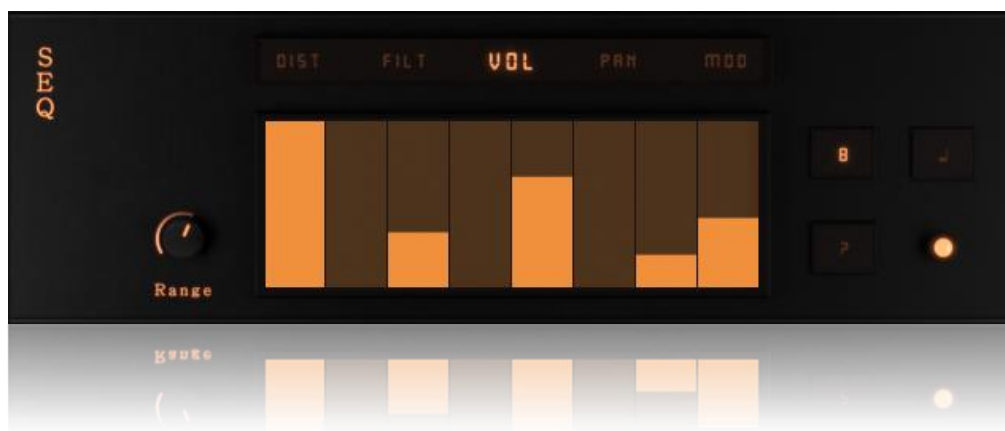
The Sequencers can modulate the following parameters:

- Distortion DRIVE **(DIST)**
- Filter CUTOFF **(FILT)**
- Filter RESONANCE **(FILT)**
- VOLUME **(VOL)**
- PAN **(PAN)**
- Flanger SPEED **(MOD)**
- Flanger COLOR **(MOD)**

First, to edit a respective parameter, click on the one you want to edit within the bar at the top of the instrument ("Dist, Filt, Vol, Pan, Mod"). Now you can adjust different parameters like step amount, length of each step, randomize or bypassing the sequencer/Effect. Filter and Mod Sequencers can actually modulate two parameters, so if you want to only randomize one of them you have either shift+click or alt+click on the randomize button. If you click without alt when your editing for example filter, then it will randomize both filter AND the resonance sequencer. It works the same way for editing the second sequencer (for example the resonance sequencer when you've opened the filter tab). Simply shift+click on the reso button and the resonance sequencer will appear while the cutoff sequencer disappears.

In addition to that can you set the minimum value of the sequencers (only for Drive, Cutoff,, Resonance, Speed and Color) so if you turn for example the "Cut" knob all the way up, then the cutoff sequencer will affect nothing. For Volume and Pan can you only set the range of the sequencer (it is the intensity of the modulator).

The LFOs are retriggered as well. Here you can modulate the following parameters:

- Volume
- Pan
- Pitch
- Stereo Width

You can set fade in time, intensity, waveform and wether the LFO should be synched or not. If you sync the LFO to for example one eighth then the rate slider acts like a multiplicator to the note value. You have to bear in mind that if you sync it then the rate knob works the other way around, so with eights selected fully cranked up would mean one 1/8 note and all turned down would mean twelve 1/8 notes.
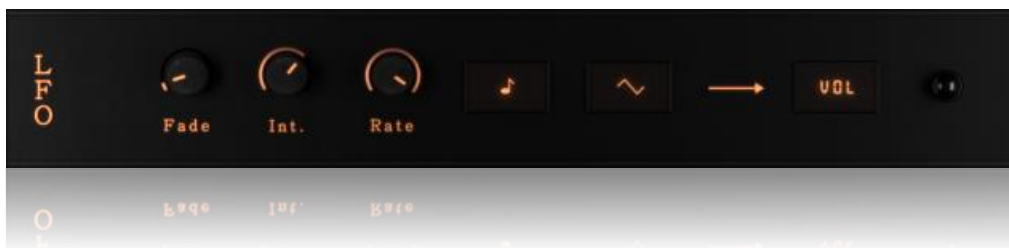
The Effects

The Effect Rack includes the following six effects and is divided into three parts a two effects:

- Algorithmic Reverb (1)
- Phaser (1)
- Delay ;Not synched (2)
- LoFi (2)
- Equalizer (3)
- Convolution Reverb ;with 12 custom IRs (3)

To edit a specific effect simply click on the name of the effect and it will switch to the other one in this tab (See above list in which the effects remain). So if you want to edit Equalizer settings then you have to click on the Convolution label since the Equalizer remains within the third rackplace. To bypass or activate a effect simply click on the lamp below the effect. Red means" off", and yellow means "on".

Please be careful with the use of the Convolution Reverb since it can consume quite a lot of CPU ressources! It is recommended to render in place those tracks when using it.

License

The licensee…
1. …may use the product for commercial purposes.
2. …may alter the samples within this library but not distribute them outside a musical context for example as single samples.
3. …may use this product on multiple computers if:
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   b. He/she has two independent setups (like studio and live setup).
4. …may not make this or other products by Sound Aesthetics Sampling available to others by either duplication, copy, distribution, transfer, upload, download, trade, resale or loan.

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If you have any questions regarding this or other products feel free to mail us at
support@sasampling.com
Or visit our site at:
www.sound-aesthetics-sampling.com

Sounddesign: Paul Lebküchner
GUI and Script: Paul Lebküchner
Presets: Erick McNerney, Paul Lebküchner

Specifications

- 3 Kontakt patches (.nki)
- 122 snapshots (.nksm)
- 80 samples (Either 96 or 48khz/24bit)
- 12 custom IRs
- 200 mb (ncw compressed from 300 mb of raw data)
- Requires **Kontakt** 5.5.2 or higher