LOST PIANO

User Manual

RTFM | LOST PIANO

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Contents

Thank you

Hello and a huge thank you for purchasing our **LOST PIANO** library for Native Instruments' Kontakt.

This user manual should give you all the information you need to learn about the instrument and get the best out of the controls.

For additional help and support, please visit our website:
www.westwoodinstruments.com/help

Kontakt

This library requires Kontakt Player
by Native Instruments.

6.2.2 or higher

You can download this additional software for free here:

https://www.native-instruments.com/en/products/
komplete/samplers/kontakt-6-player/

Downloading

All of our downloads are handled by an app called **Pulse**.

It's a fast, easy and reliable download manager, purpose built for sample libraries.

You will need the **license key** that was emailed to you shortly after purchase.

Please refer to this webpage for full details:

https://westwoodinstruments.com/howtodownload/

Storage

We suggest storing all of your sample libraries and project files on an external hard drive.

We would highly recommend using an SSD (Solid State Drive) for the most reliable storage and the fastest load and access times, but a good 7200RPM mechanical drive is the next best option.

We also would strongly advise keeping a back-up of all your libraries (and project files too!) on a secondary drive. Either physically and geographically away from your studio or in the cloud (Google Drive/Dropbox etc). So in the case of a drive failing, theft or fire, all of your work and assets are not lost and easily accessible.

OVERVIEW

Beautifully worn and naturally warped, **Lost Piano** is designed to create a mood and inspire the way you play.

It's not a synthesiser but neither is it really a piano anymore. It's the somewhere in-between that you won't have been before. Created for experimentation. Created to push the limits on what you thought a piano could sound like.

Made from 32 sets of piano sounds that have been time-stretched and transformed through reel-to-reel, cassette tapes, guitar pedals and some unconventional plugin chains.

It also features our new custom Memories engine which generates an intelligent pattern of rhythmic sounds. More character and complexity than an arpeggiator. More curious and unconventional than a delay.

This is for the composers, creators and music makers that value the way a sound makes you feel.

It's time to get lost . . .

USER INTERFACE

This part of the manual take you through every section of the user interface and what each control does as well as some really useful information. There's lots of useful tips throughout!

Some helpful tips

Defaults

To revert any control (except switches) to the default settings we have set the controls at:

Mac cmd + left click   **Windows** Windows + left click

Fine Tuning

If you hold down Shift, whilst turning any knob on the interface, you can achieve a much more precise and granular level of control. This tip work with most Kontakt instruments :)

Reassigning MIDI controllers

By right clicking on any of the controls, Kontakt will bring up an option to "Learn MIDI CC# Automation". If you have a compatible external MIDI controller you can now move any input (e.g. fader or rotary knob) and Kontakt will learn this device. You will now be able to control the fader using this device.

Built-in manual

Because no-one reads manuals (apart from you, you little rebel)

If you want to know what a control does whilst using the instrument without having to refer to this manual, just hover your mouse over any control and a short handy guide will appear as if by magic.
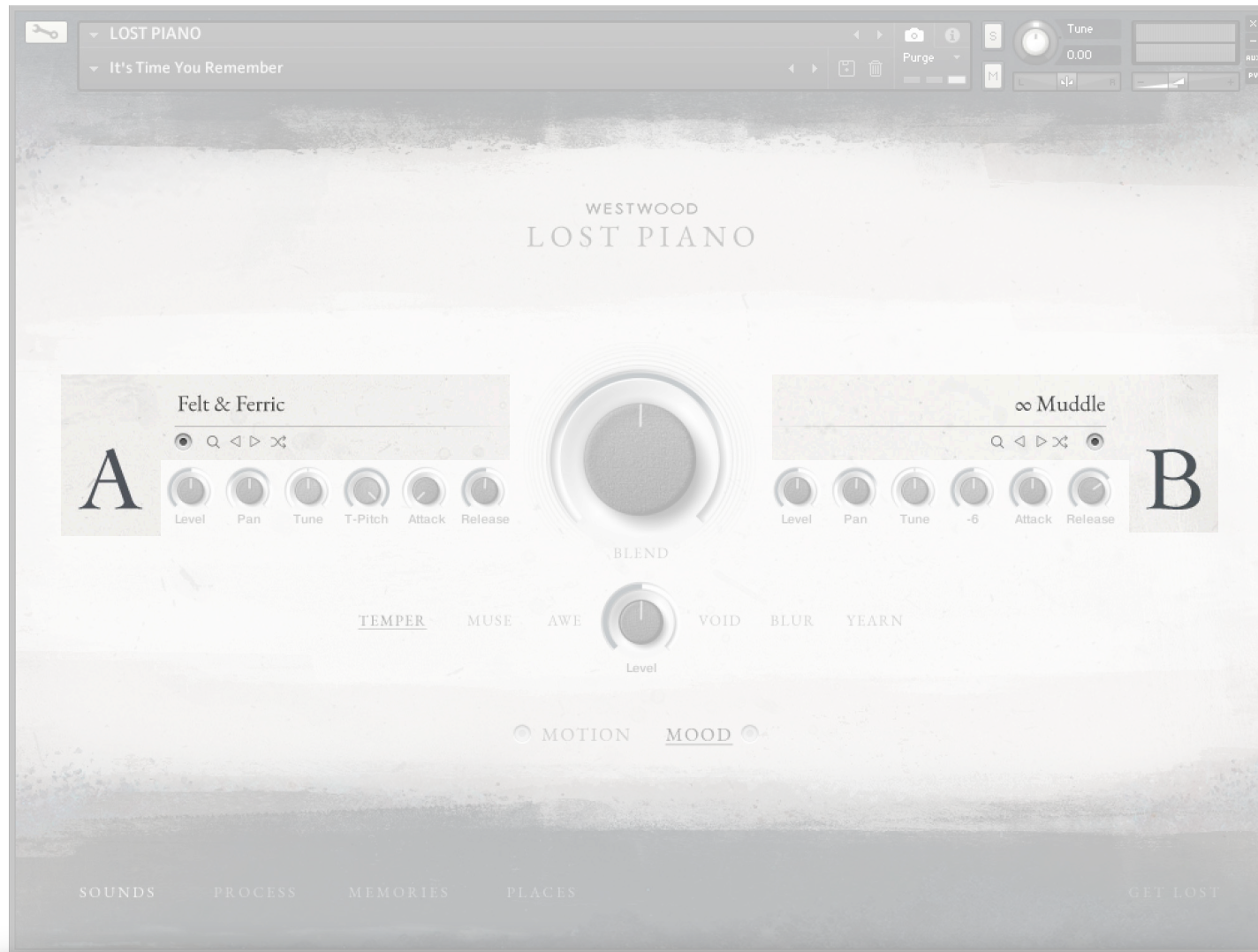
SIDES A & B

The instrument has two sides which you can load sounds into and then control them independently. You can load the same sound into each side or just one side and leave the other turned off.

Power

To turn each side on or off, either click the **Power** switch or the large letter **A** or **B**
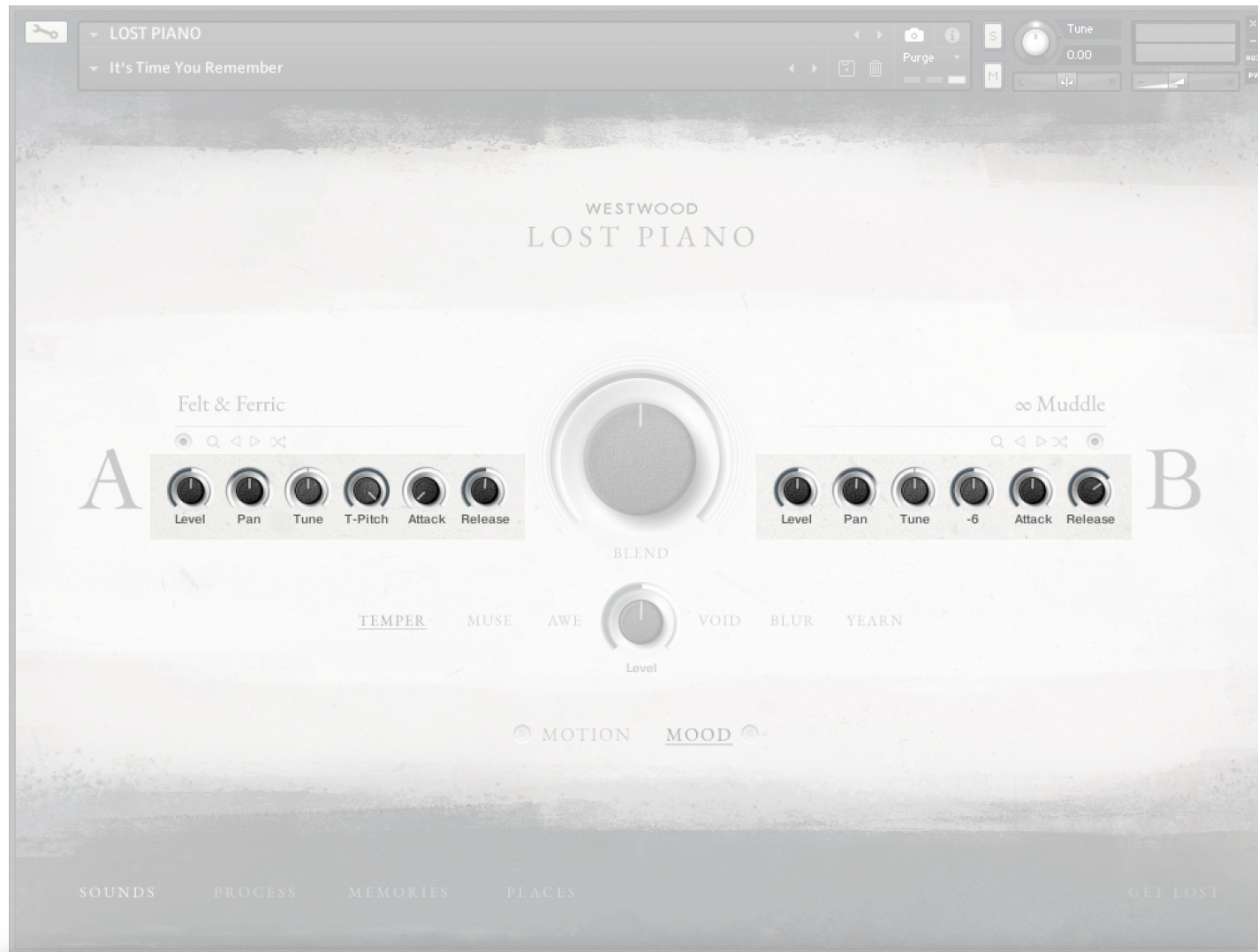
Search

To choose a sound for the side, either click the magnifying glass search icon or the name of the currently loaded sound. More on this later.

Next / Previous

Use the **Next** / **Previous** arrows to scroll through the sounds.

Random

Click the **Random** button to load a random sound into that side.

SOUND CONTROLS

There are some initial controls duplicated on each side to control the basics of the sound.

Level
Overall volume of the side.

Pan
Overall panning position of the side.

Tune
Tune the samples +/- 1 octave.
Hold down 'shift' for precision tuning.

Transpitch
A clever control which tunes the samples down whilst retaining the correct pitch. Makes the sound darker.
Please note that every step reduces the upper playable range by 2 semitones.
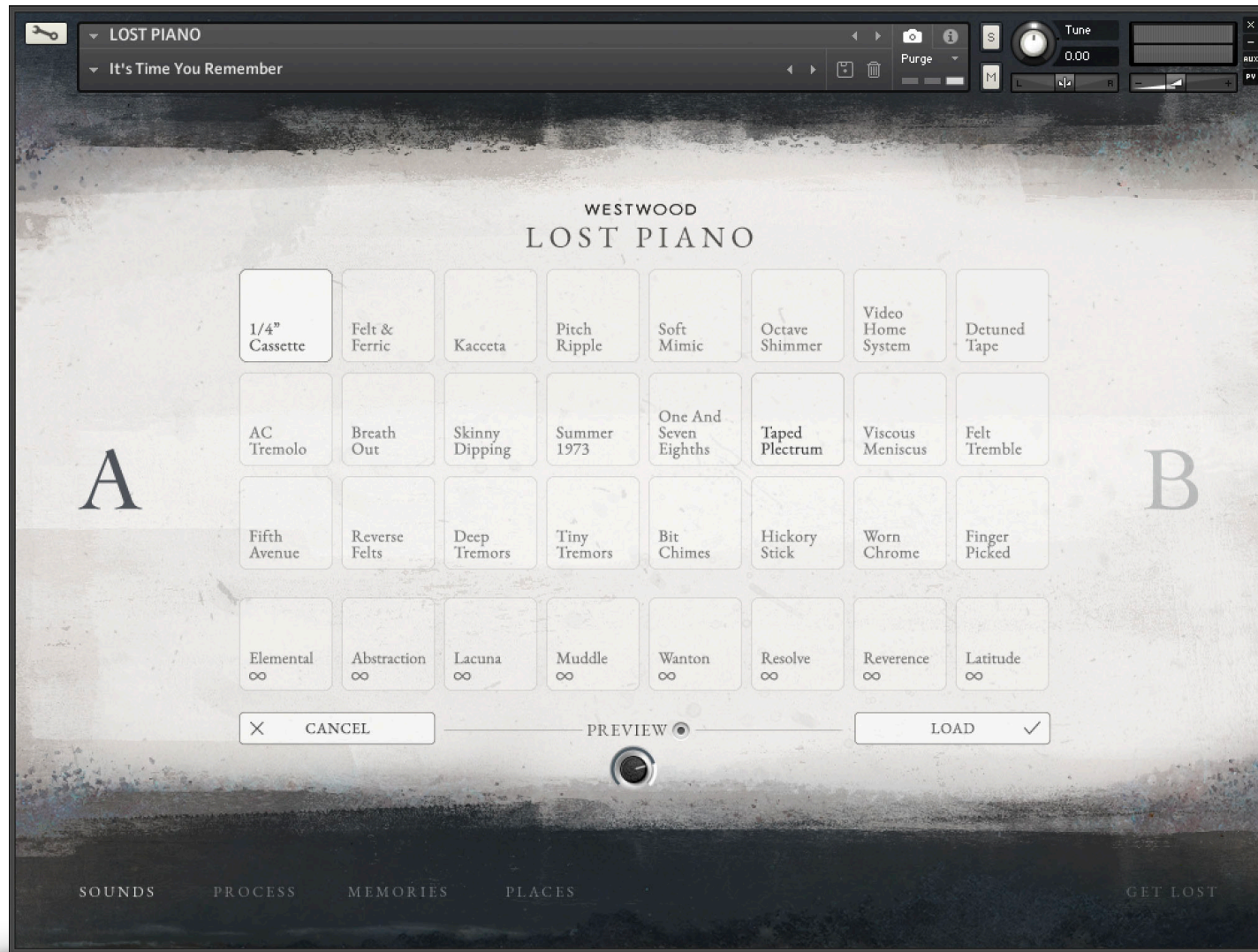
Attack / Release
Attack and release times. These controls are duplicated on the **Process** page.

BLEND

The blend knob is to mix between the two sides.

If you move this all the way to side A, side B will be muted and vice versa.

SOUND SELECTOR

This sound selector page will appear once you have clicked the search icon or name on either side.

Previewing sounds

Click on any of the sound icons to hear a preview of that sound. You can turn off the preview with the power switch next to the word **Preview**. You can adjust the playback volume of the preview with the **Volume** knob at the bottom.
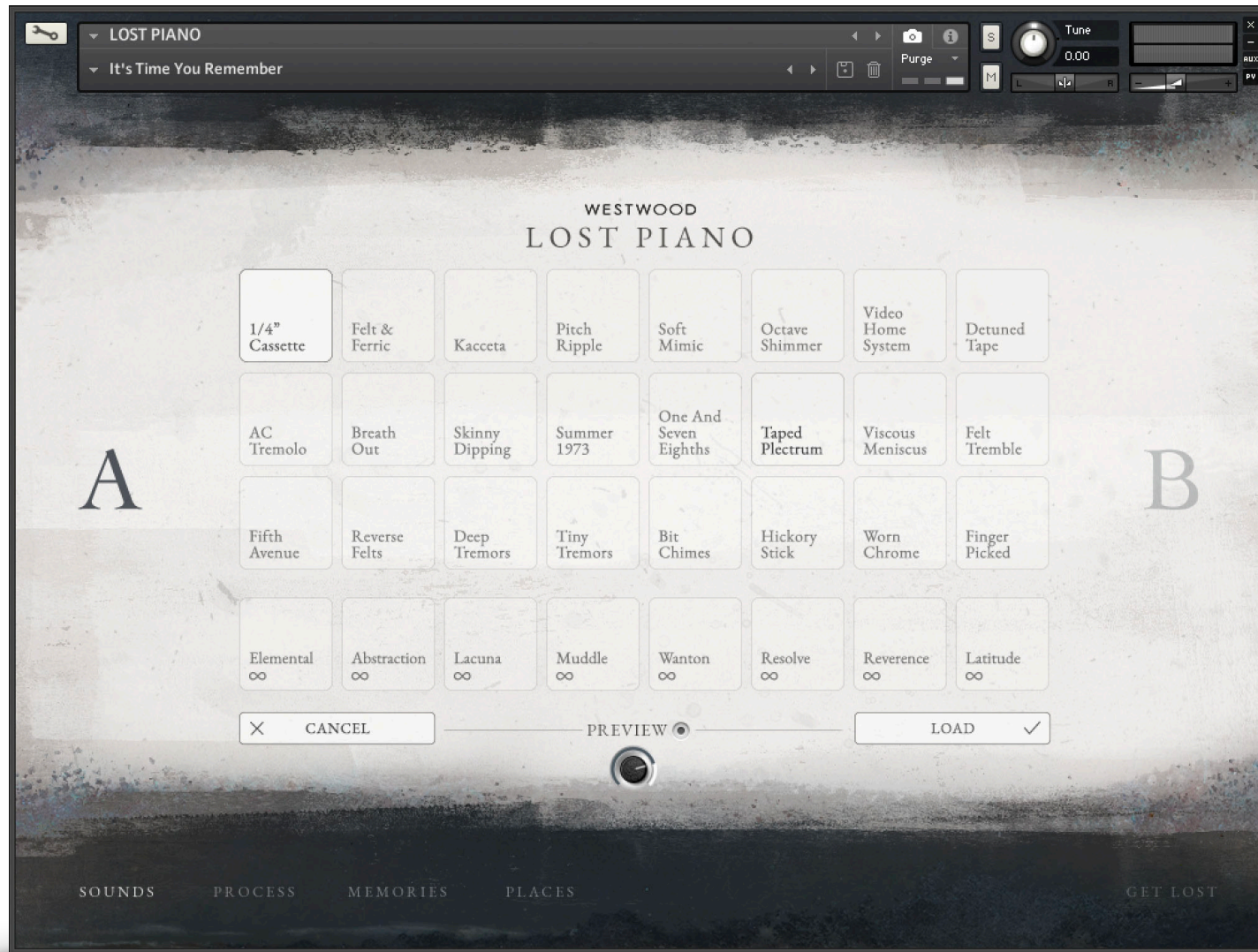
Loading sounds

Once you have clicked a sound icon, press **LOAD** and the sound will be loaded into the instrument.

Cancel

If you want to get back to the main screen without loading a sound, just click **CANCEL**.

A / B

To choose a sound for the other side instead of the one you're on, just click the other letter.

S O U N D S

Piano Sounds
The Piano sounds are the top 3 rows. There is no order to them, so click around and explore!

Texture Sounds
The Texture sounds are the bottom row of 8 icons, listed with the infinity symbol (∞) next to the name. These are looped and are essentially like a pad.

Memories Sounds
Please note when choosing a sound for the Memories engine, the Texture sounds are not available. More on this later.

MOOD & MOTION

On the main Sounds page are 2 features, **MOOD** and **MOTION**.

MOOD
This sets up a ready-to-go chain of plugins built into the instrument. All of the effects on the **Process** page and also the Reverb and Delay effect on the **Places** page are changed.

MOTION
This control oscillates the Blend between both sides. You can either create a deep and pulsating synth-like wobble, or use it much more subtly to slowly move back and forth between the sounds.

MOOD

Click **MOOD** to display the settings

Power

Turns on or off the **MOOD** control.

Please note that turning on the **MOOD** control will override and change all of the settings on the **Process** Page as well as the Reverb and Delay settings on the **Places** page.

Level

Changes the amount of MOOD.

Please note some of the MOODS will only start to have their main effect once the **Level** knob is past it's half-way point.

What do each of the MOODS sound like?

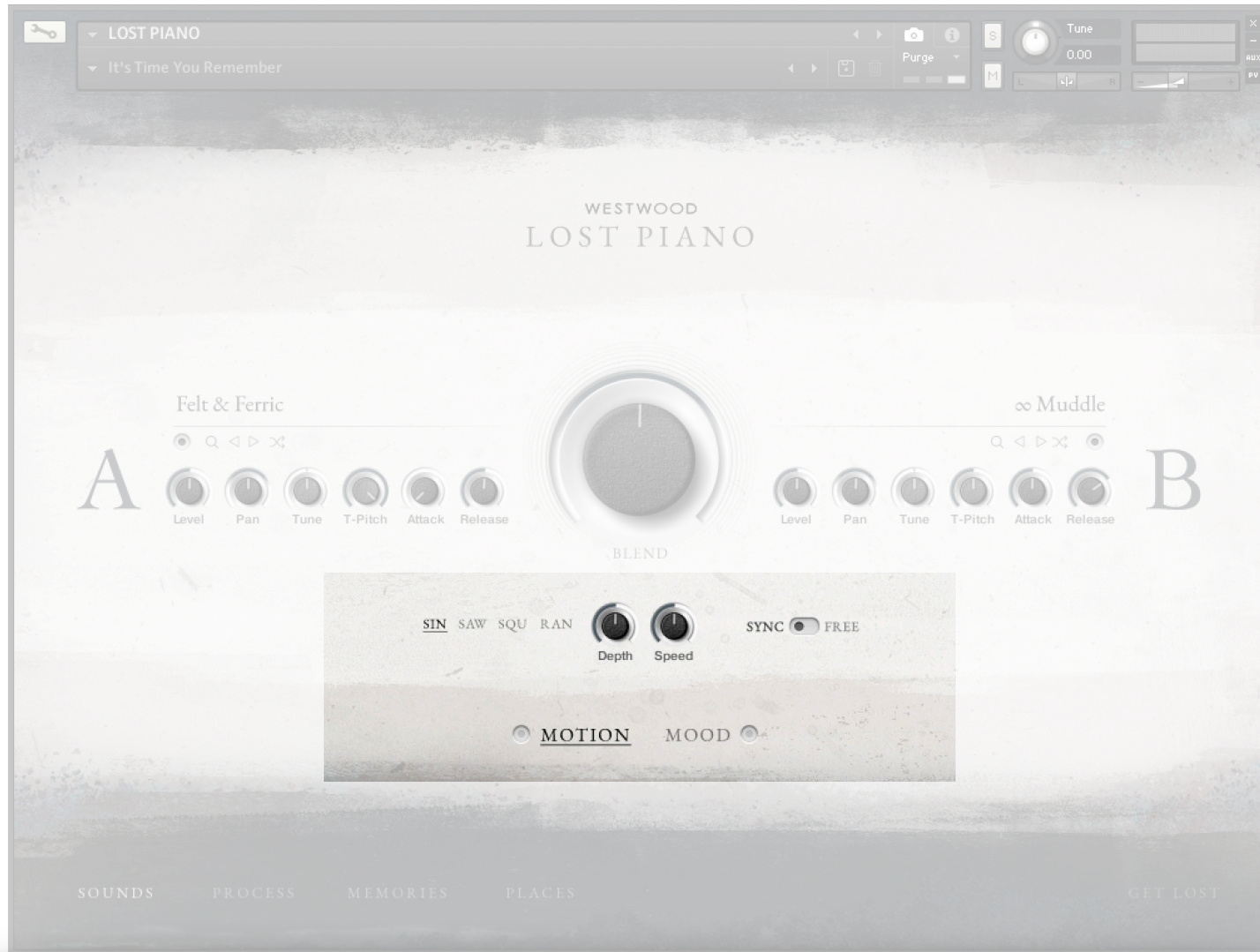**TEMPER** Like a raging bull getting closer and closer.
MUSE Gently pulsating with a vintage time-worn delay.
AWE Big, open and epic reverb with a gentle pulse.
VOID Airy, icy and almost infinite.
BLUR Deep and bold but slightly unstable.
YEARN Wandering and heartbroken.

MOTION

Click **MOTION** to display the settings. The oscillator works equally around the position of the **Blend** knob.

Power
Turns on or off the **MOTION** control.

SIN - SAW - SQU - RAN
Change the waveform used to create the Motion. Sine, Saw, Square or Random

Sync / Free
Sync will time-synchronise the motion to the tempo set in your DAW. **Free** will allow any time to be used.

Depth
Controls the depth of the Motion. At maximum setting, every cycle will be be playing one side only.

Speed
Controls the speed of the motion. This control will change depending on what **Sync / Free** is set at.

GET LOST

The Get Lost options randomises almost every control in the whole instrument.
Use it when you need some inspiration or if you just want to be surprised.

1. Click GET LOST to open up the mini menu

2. Click the Random icon to do it's magic

3. Click the Undo icon to revert to all the previous settings

SOUNDS   PROCESS   MEMORIES   PLACES   ↩   ⤭   GET LOST

PLEASE NOTE
Get Lost can take you to some interesting places, but don't let it get you distracted.
You have a score to write and that deadline is getting closer.

Occasionally it may take a few moments to work.
Kontakt is ensuring everything is set correctly behind the scenes. Please be patient :)

Undo only has one history state.
Don't expect to go back to that random sound you found 3 hours ago.

PROCESS

The Process page houses all the plugin insert effects. You can choose different effects for each side or decide to operate each one globally.

A / B

Click on either of the letter to change the controls of that side.

A / A&B

Use the switch in each module to choose whether the settings are specific to that side or you would like them to be for both sides.

MOOD

The MOOD controls on the front page will override all of these controls as soon as you turn on the MOOD power switch. If you want to control these, please turn off the MOOD switch.

ADSR

The ADSR module controls the attack, decay, sustain and release times of the sound. The defaults for Attack and Release are set for the piano sounds, you may want to increase them for the Textures sounds. The Attack and Release controls are duplicated on the SOUNDS page.
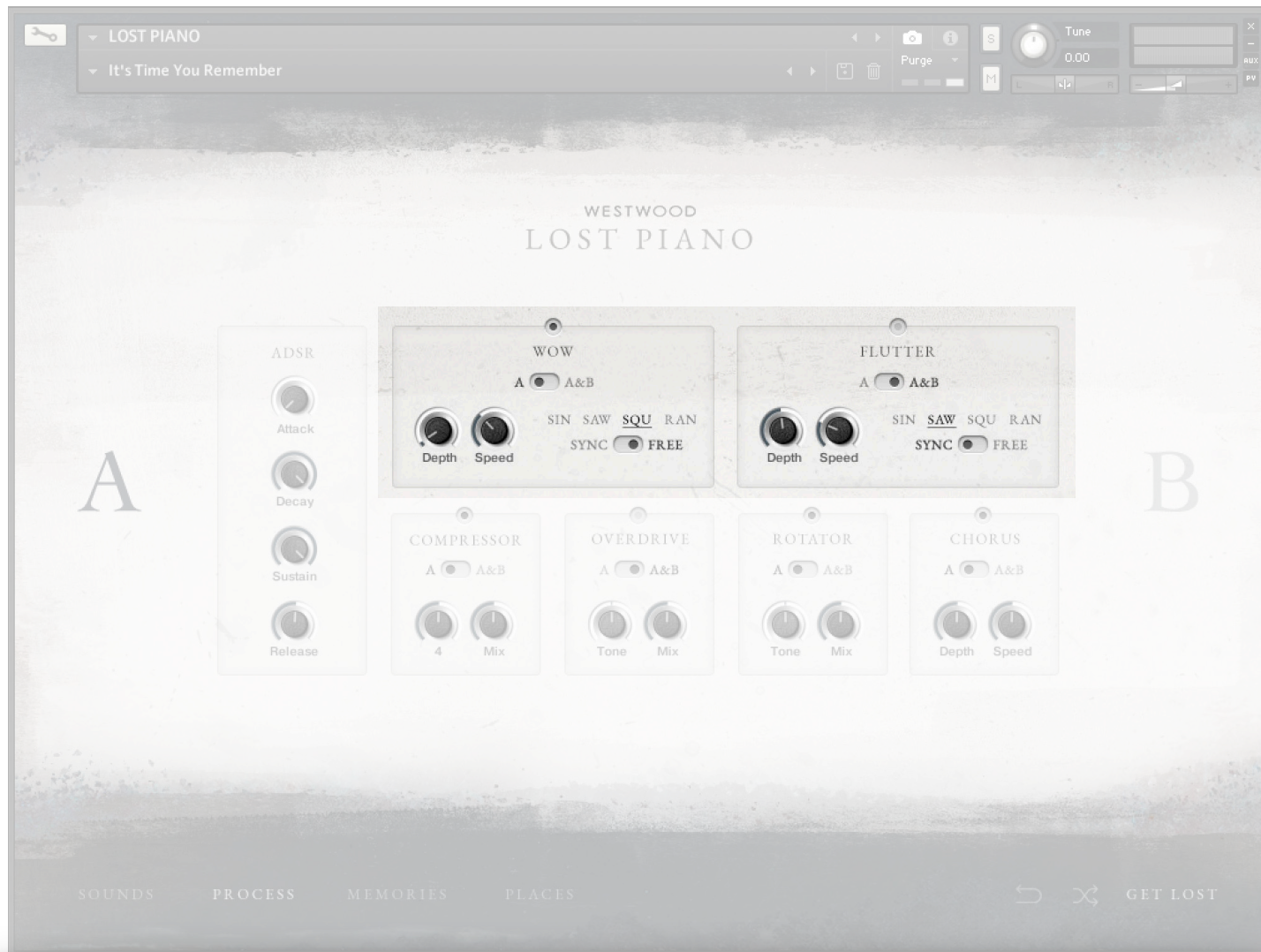
Wow

Wow controls pitch over time. We've clamped this so things can't get too out of hand.

Set to **FREE**, **SIN** with a very low **Speed** and medium **Depth** will give you a subtle tape wow effect.

Flutter

The Flutter controls are much more expansive and can can be used for anything from giant synth-like pulses and wobbles to fast but subtle tape flutter effects.

Other Effects

The other effects have their own simple controls. Think of the **Level** control on the main **Sounds** page like an input gain for the effects. You can amplify or reduce their intensities by changing the **Level**. e.g. Increasing the **Level** knob will drive the volume going into the **Overdrive** for an even more distorted sound. Similarly you can work the compressor harder by hitting it with more Level.
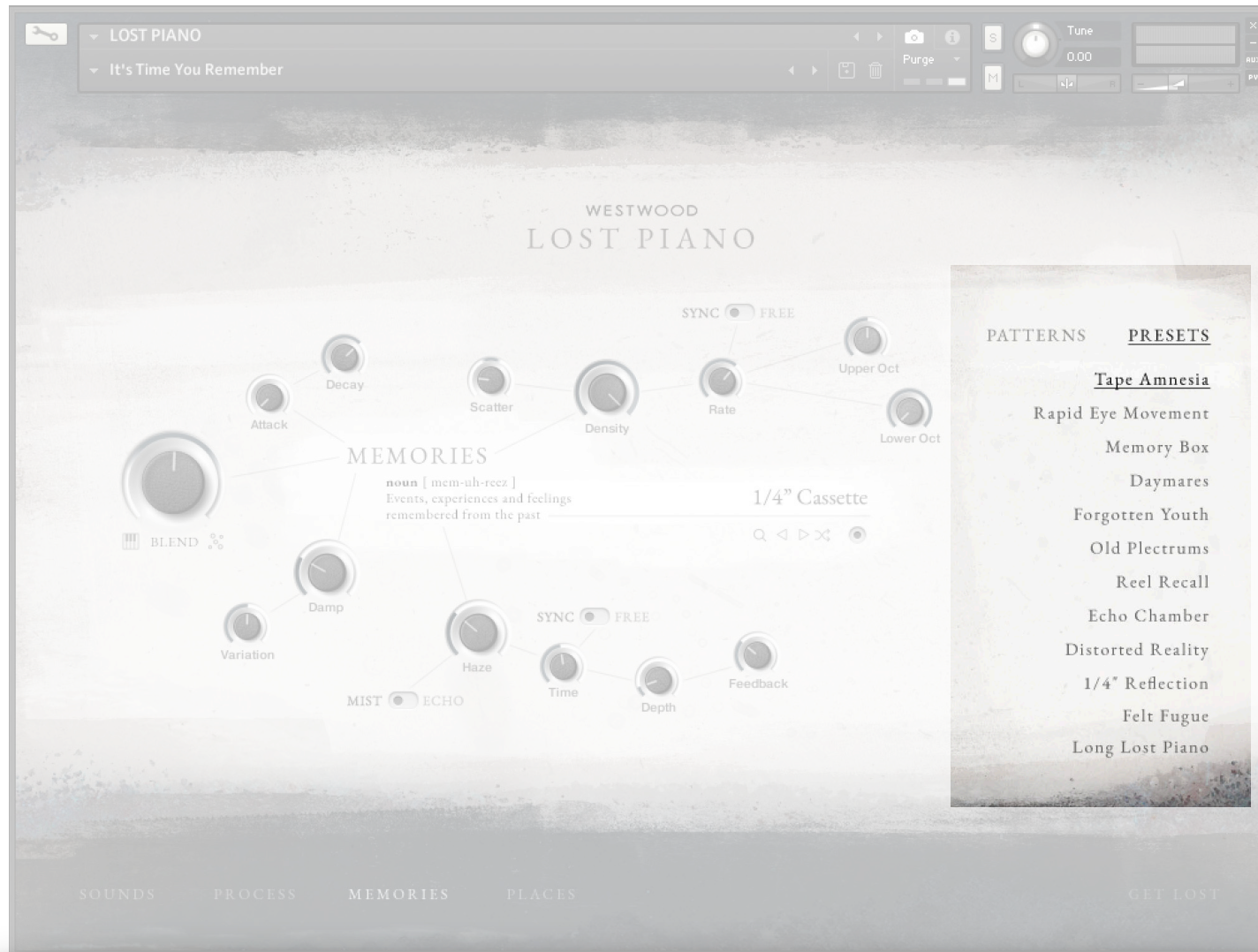
MEMORIES

The Memories page features a custom built engine that accompanies you with a series of complimentary notes based on what you are currently playing.

There are a lot of options and you can make it sound etherial and expansive or percussive and rhythmical. You can send it to the back of the mix as an underscore or make it the main feature.

Once turned on, the memories engine will start as soon as begin playing. It also keeps going if you have played and released notes, but the sustain pedal is held down.

Experiment and have fun.

PRESETS

To get you an immediate start, there are some built in presets just for the Memories engine.

These set all of the controls as well as choosing a sound which works nicely with those settings. You can then make your own adjustments from there.

PATTERNS

Clicking on the Patterns menu, brings up some options for the velocity based patterns behind the engine.

These will have some effect so experiment, but the greatest change in sound will come from choosing different sound sources and changing the main controls on the interface.

SOUND SELECTOR

You can choose the sound source for the Memories here. The icons function the same as they do on the **Sounds** page.

Power

To turn on / off the Memories engine, please click the **Power** button.

Blend

Mix between the main sounds and the Memories using the **Blend** knob. Just as the blend knob works for sides A and B, turning the knob fully either way will effectively mute the other sounds.
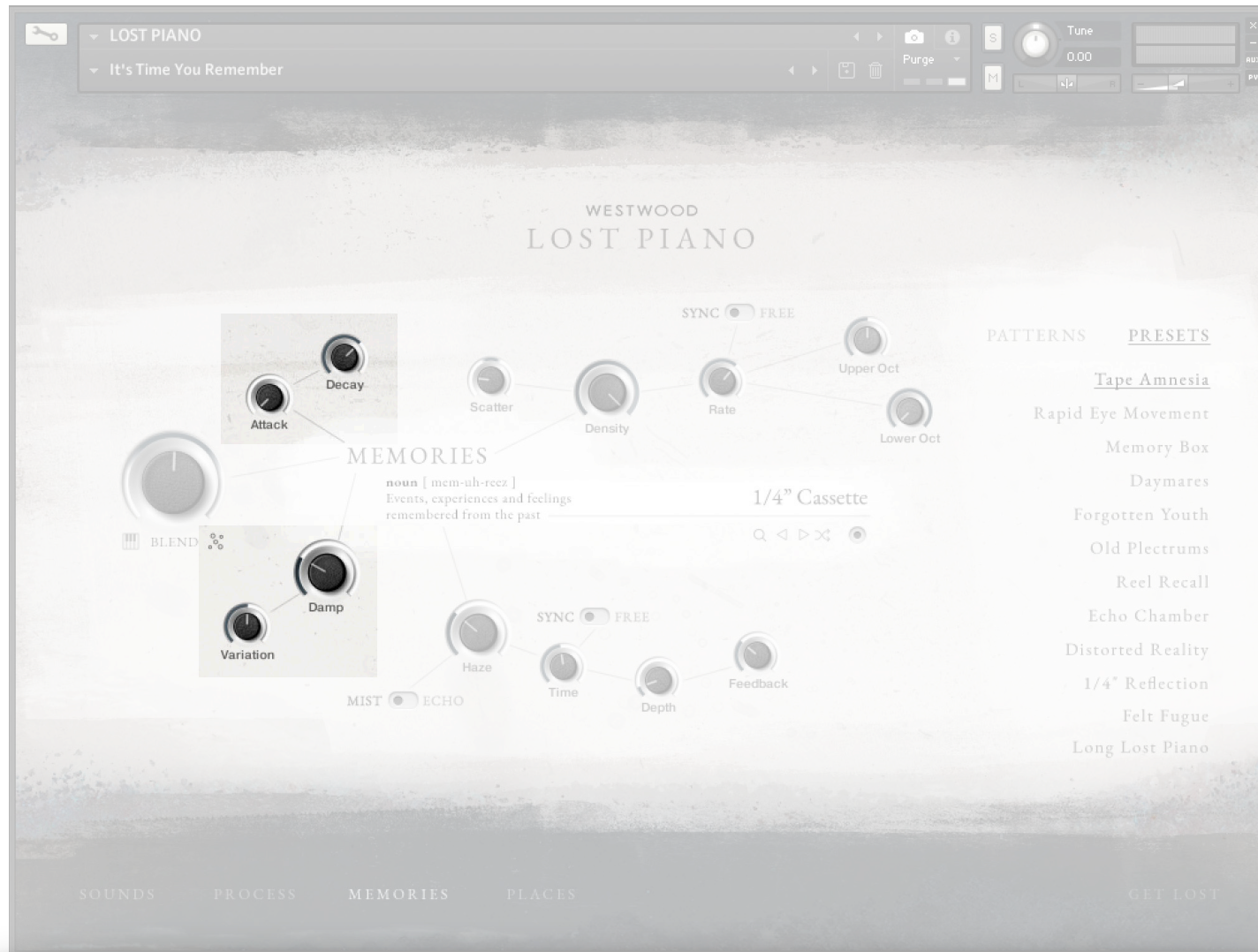
Attack / Decay

Change the Attack and Decay times of the Memory sounds.

DAMPENING

Dampening provides a nice way to introduce some variation to the Memories.

Damp

This reduces the high frequencies in the sound. At minimum there is no effect on the original recordings of the sound. At maximum only the very lowest frequencies will be heard.

Variation

Increasing this control allows more and more of an un-dampened sound through on random notes. Set to minimum, all Memory sounds will play with the same amount of Dampening.
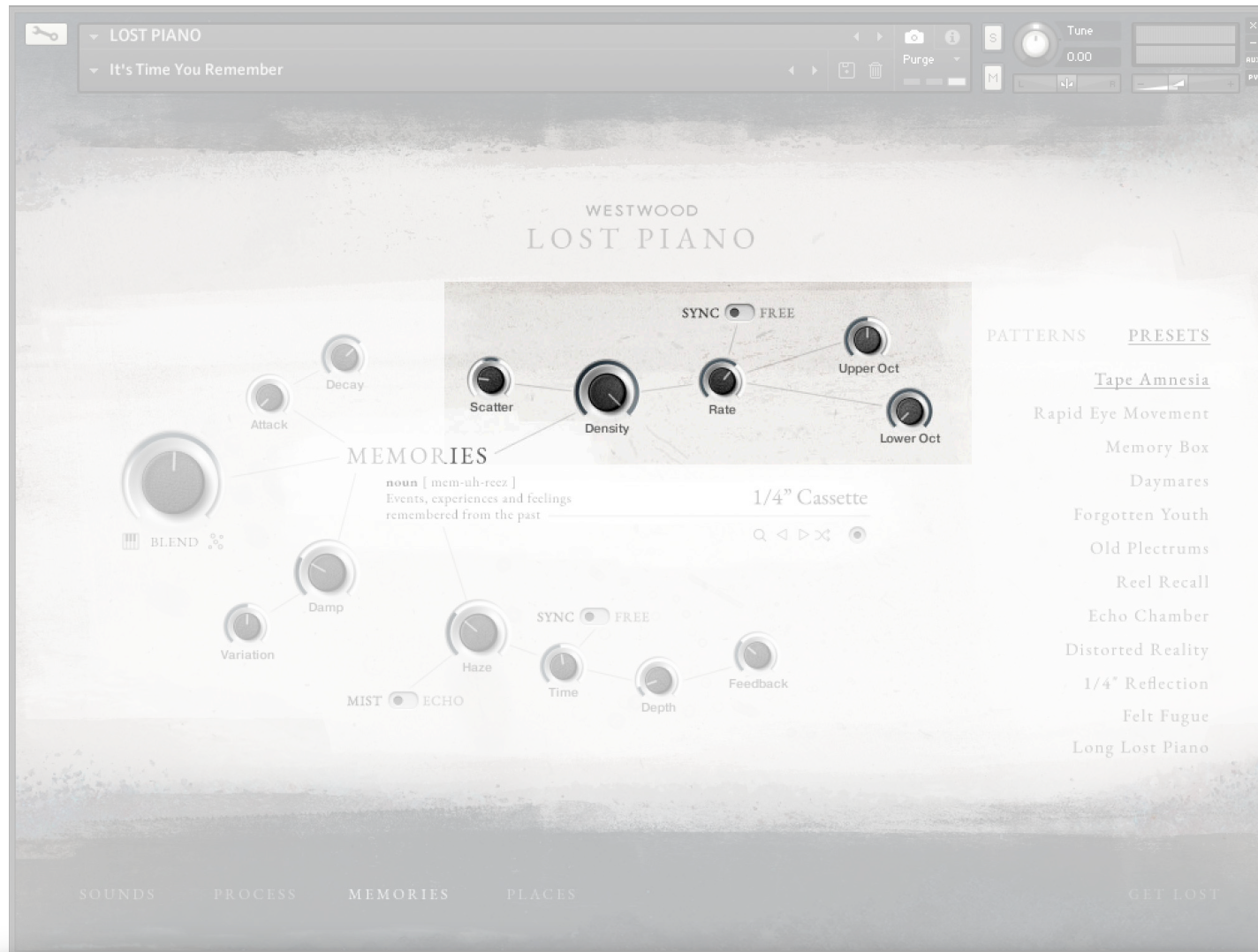
Density
This changes the amount of notes played by the Memories engine.

Rate & Sync / Free
Set to 'Sync' to tempo sync the notes with your DAW's tempo, then change the Rate knob to set how frequently the notes are played.
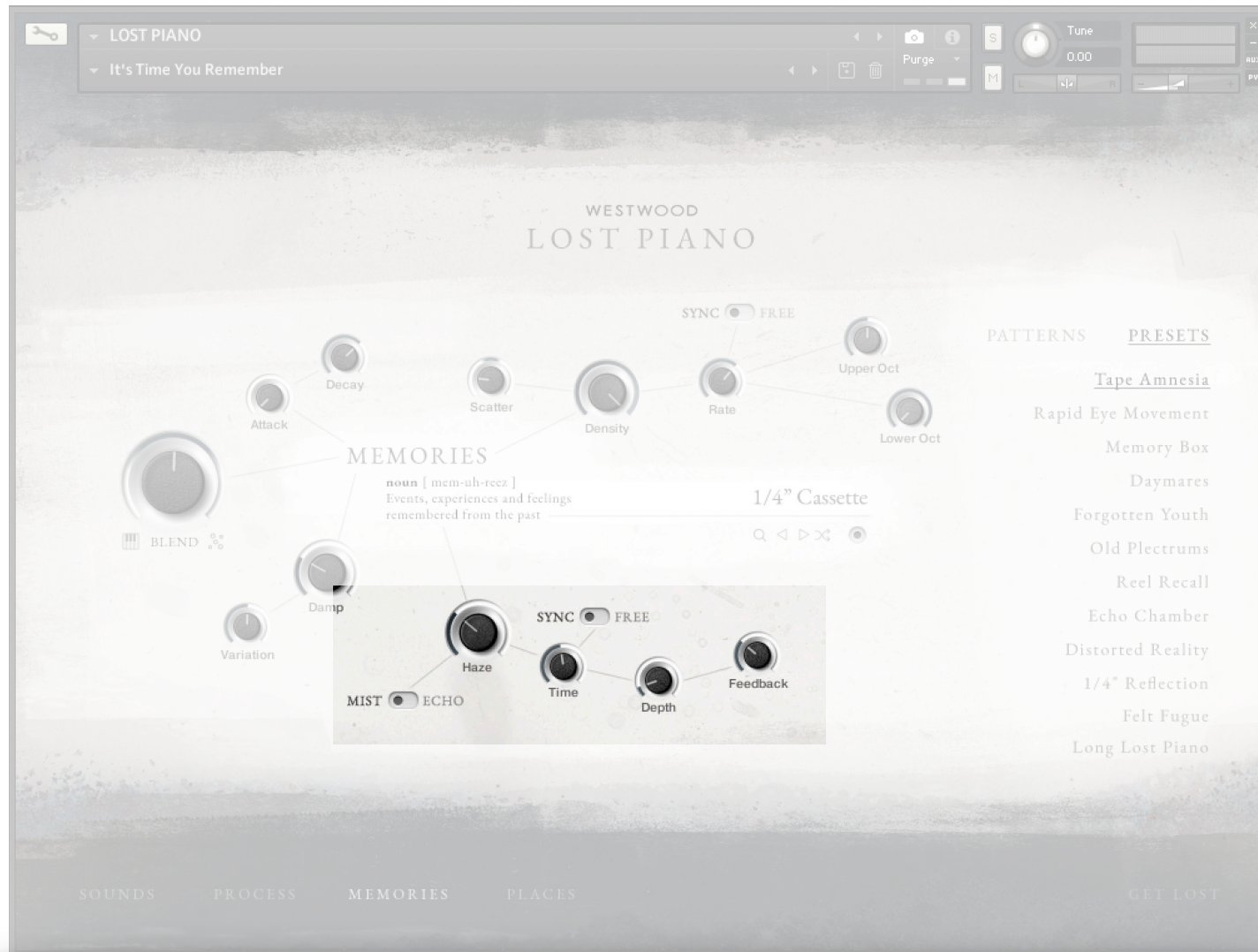
You can set to 'Free' sync and dial in a time value if you want something a bit more off-beat.

Upper Oct (0, +1, +2)
Set how many octaves above the notes you are currently playing will be trigged by the Memories engine.

Lower Oct (0, -1, -2)
Set how many octaves below the notes you are currently playing will be trigged by the Memories engine.

HAZE

With Haze you can really transform the sound of the Memories. Turn this up to add more. Simple :)

Mist

Mist is somewhere between delay and reverb. Use this to achieve a shimmery ambient reverb.

Echo

This is an analogue-inspired tape delay. Use this for adding lots more notes and a sense of rhythm.

Time / Depth / Feedback / Sync

Use these controls to change the sound of the effect. You can temp-sync both Mist and Echo to your DAW's tempo. Feedback of around 75% or more will start to self-loop if that's your thing.

PLACES

Places is the page where you can decide where you want to be.

Reverb
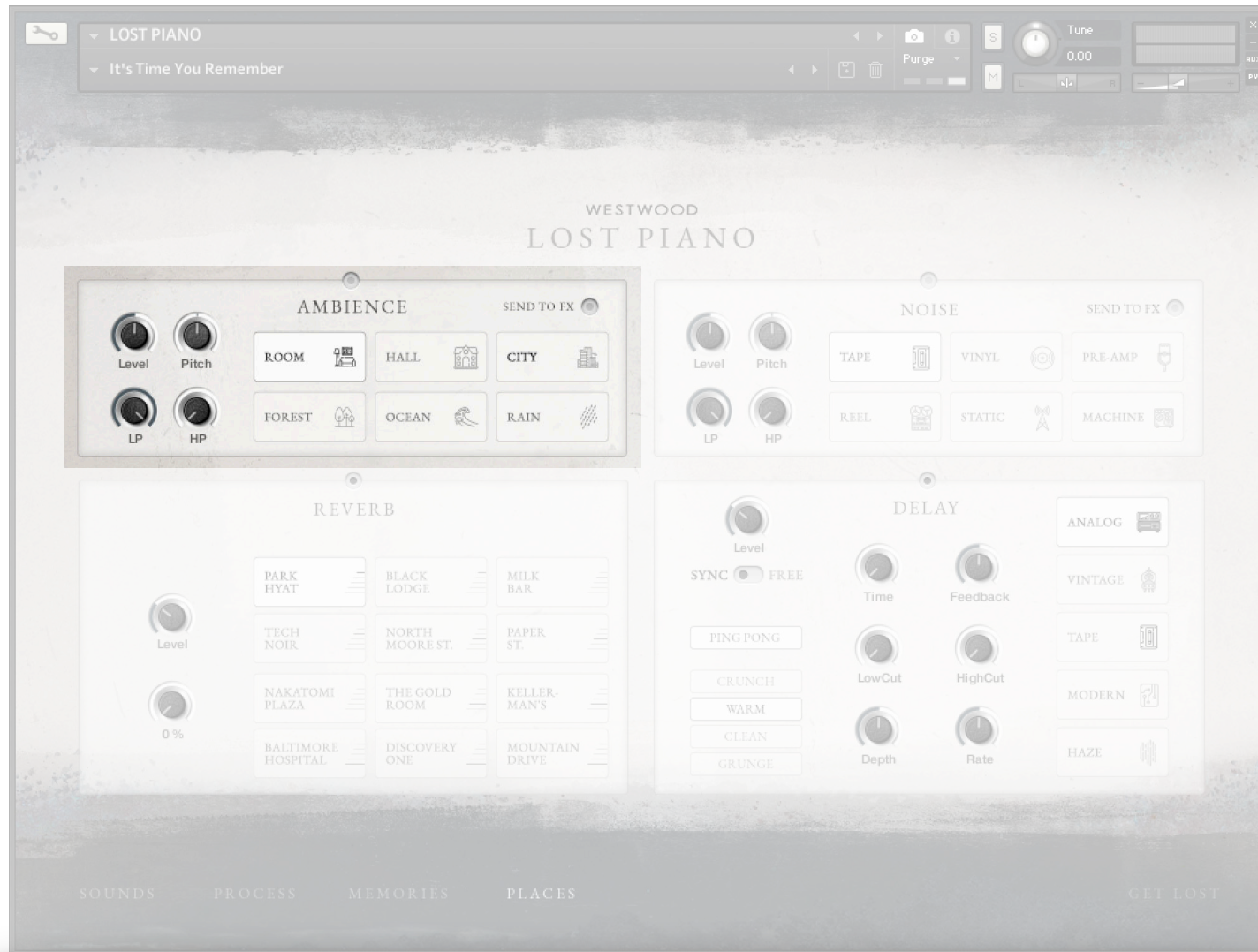12 film location inspired custom reverb impulses.

Delay
A very powerful and customisable Delay engine.

Ambience
6 ambient location recordings from real-world spaces.

Noise
6 analogue noise recordings to roughen up your sound.

AMBIENCE

Choose from 6 ambient recordings or real-world spaces. All are subtle enough not to overpower the music, but provide a sense of space.

Power
Turns on / off the Ambience sound.

Level
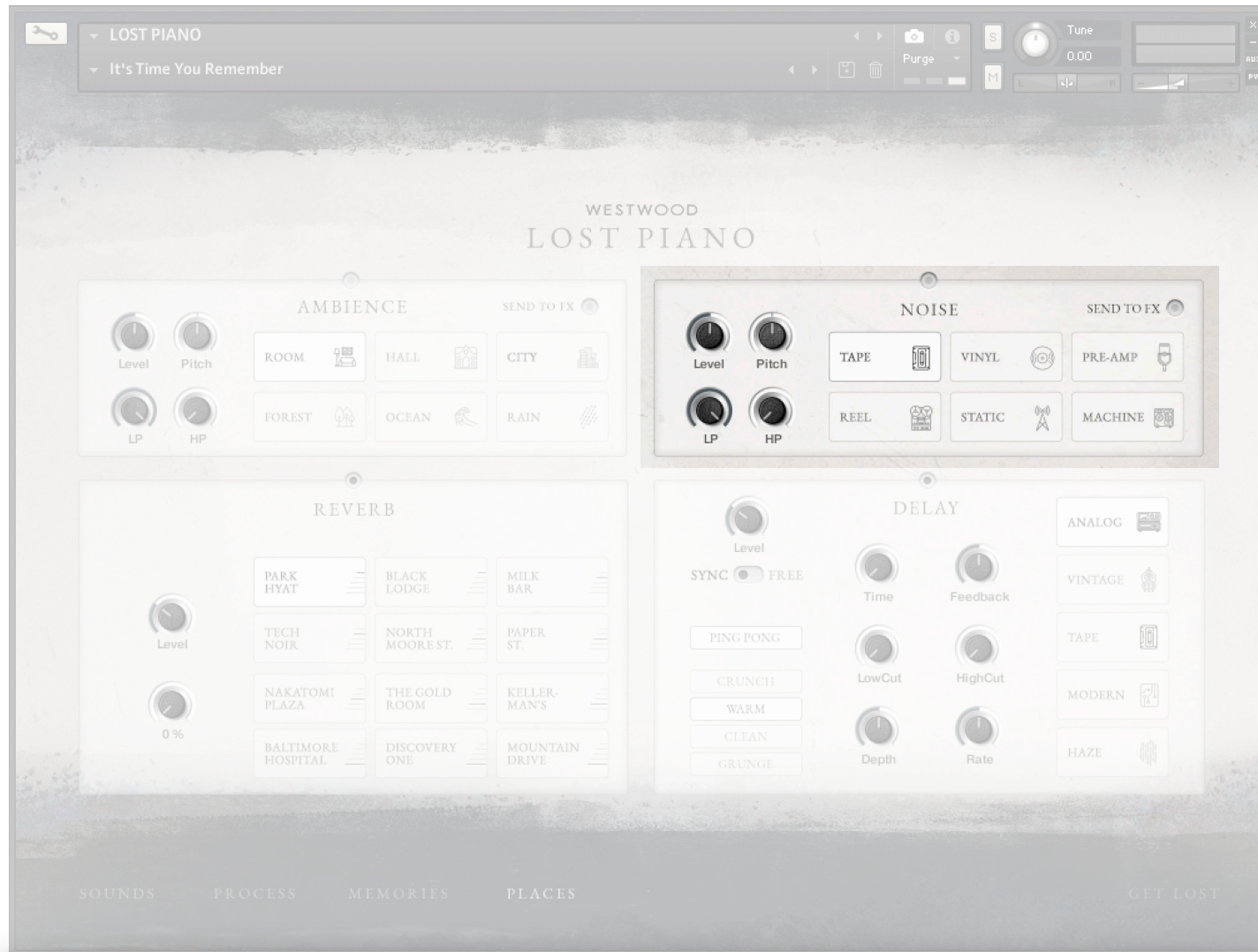The volume level of the Ambience.

Pitch
Change the pitch of the Ambience +/- 1 octave.

LP / HP
A gently sloped low and high pass filter.

Send To FX
Using this switch will send the Ambience sound to the effects of Side A on the Process page.

N O I S E

Choose from 6 analogue noise recordings.

Power
Turns on / off the Noise sound.

Level
The volume level of the Noise.

Pitch
Change the pitch of the Noise +/- 1 octave.

LP / HP
A gently sloped low and high pass filter.

Send To FX
Using this switch will send the Noise sound to the effects of Side A on the Process page.

REVERB

Choose from 12 film-location inspired reverb impulses. Can you guess the movie?
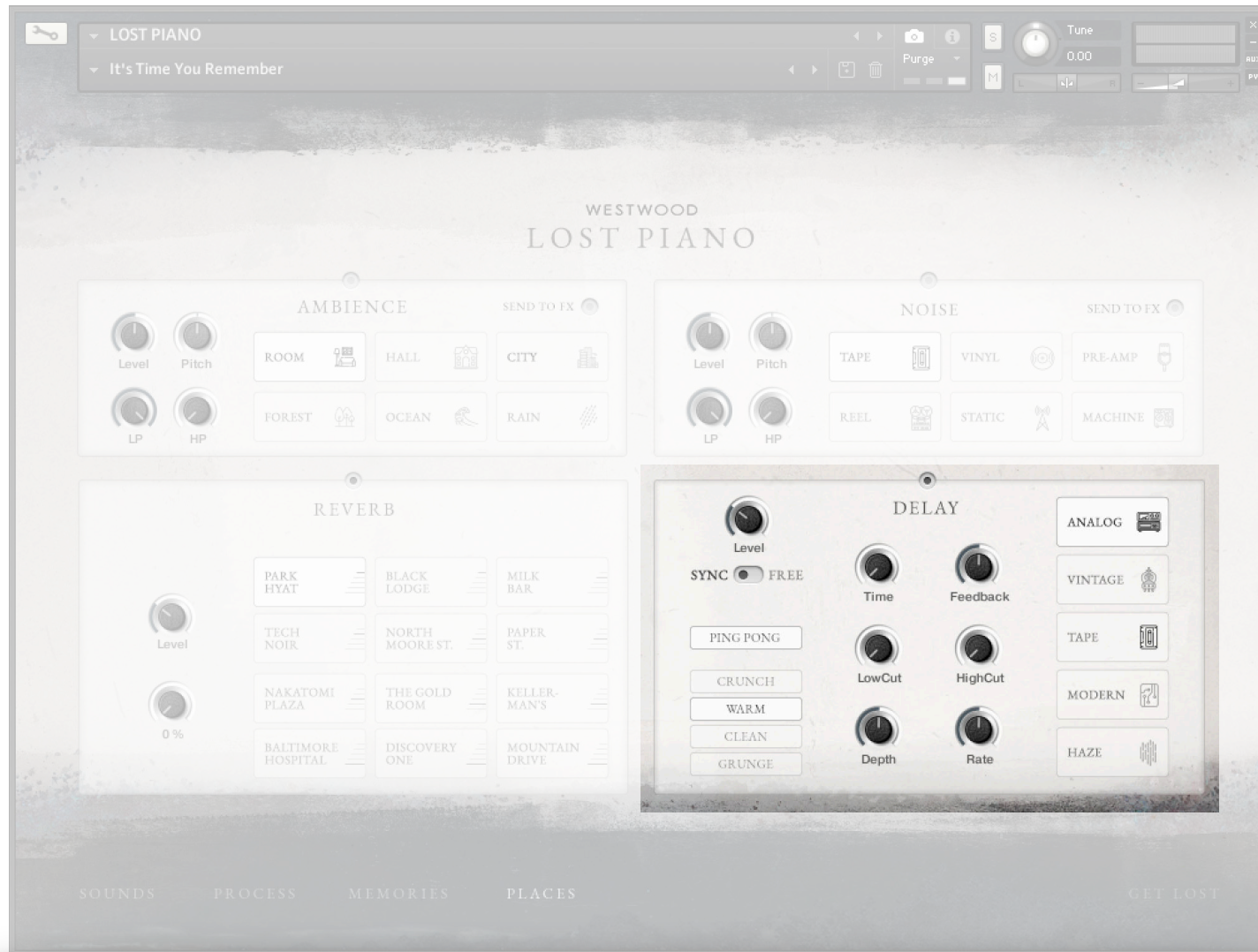
Power

Turns on / off the Reverb effect.

Level

The send level of the Reverb.

Pre-Delay

Add a simulated pre-delay to the front end of the reverb impulse.

DELAY

A very powerful and expansive delay effect. Choose from 3 analogue inspired options, a clean and modern digital style or 'Haze' which is great for shimmery ambient style reverb. There are plenty of controls to dial in, and they change depending on what style of Delay you have chosen to work with.

Power

Turns on / off the Reverb effect.

Level

The overall send/mix level of the Delay.

Sync / Time

Select 'SYNC' to time-synchronise the effect to your DAW's tempo. Then use the Time control to change the beat division that it's synced with.

PLEASE NOTE This delay uses a healthy dose of CPU to operate. If your CPU is short on power, you may want to leave this effect off and use a simpler external plugin.

S N A P S H O T S

We have created over 100 snapshots for the entire instrument.

These are there to give you a really good starting point or just help you in the right direction.

How do I find the snapshots?
Click the Camera icon 📷 in the top Kontakt menu.

You'll then see a drop down menu below the name of the instrument. Click this and Kontakt will open the menu of available snapshots. When you come up with something of your own, you can save to use again by clicking the Disk icon. 💾

Standard Pianos & Textures
All of the 32 available sounds as a single source loaded into side A with a basic reverb applied. Sectioned into categories to make them easy to find.

Piano Blends
Two complimentary Pianos with a few effects applied to turn it into something unique.

Texture Blends
Two complimentary Textures with several effects applied to make it into an analogue-feeling synth.

LoFi Pianos
Dirty, scratchy and full of vibe. Ideal for LoFi music of any genre.

Electric Pianos
Various combinations of sounds that all take their inspiration from electric pianos. Most have that classic tremolo feel that's ideal for late night scores, Disco or Drum 'N' Bass.

Memories
A wide variety of sounds all with the Memories engine switched on. Lots to play with here and should give you some ideas about what's possible.

Alternative
A handful of alternative sounds that were some of our favourites when we were creating them, so we didn't want to bury them away with the others.

THANKS

Thanks to the following people, and several more who wish to remain anonymous, for making this instrument possible.

Hope & Social	Brad Hoyt
James Hamilton	Nathan Carlton
	Aaron Newberry
Derik Thomas	Harry Maes
	Lex Shellard
John Tordoff	Michael Quigley
Stephen Day	Paul Burgess

WESTWOOD

Now go make some music :)