

SOLO STRINGS UNTAMED

User Manual

RTFM | SOLO STRINGS UNTAMED v2.1

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Thank you

Hello and a huge thank you for purchasing our SOLO STRINGS UNTAMED 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

Requirements

Required disk space	~ 29 GB ~ 58 GB required during installation to unzip the files.
Apple	OS10.10 Intel Core Duo
Windows	7, 8, 9, 10 Intel Core Duo or AMD Athlon 64 X2
Recommended	i5, i7 or i9 16 GB RAM

Kontakt

This library requires Kontakt by Native Instruments.

Full retail version 5.6.8 or higher

You can download this additional software here:

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

You can run the instrument in the free version called "Kontakt Player", but only in demo mode for 15 minutes, before it times out and you will have to restart.

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.

Loading into Kontakt

Once downloaded, please follow the following steps to load the instrument into Kontakt.

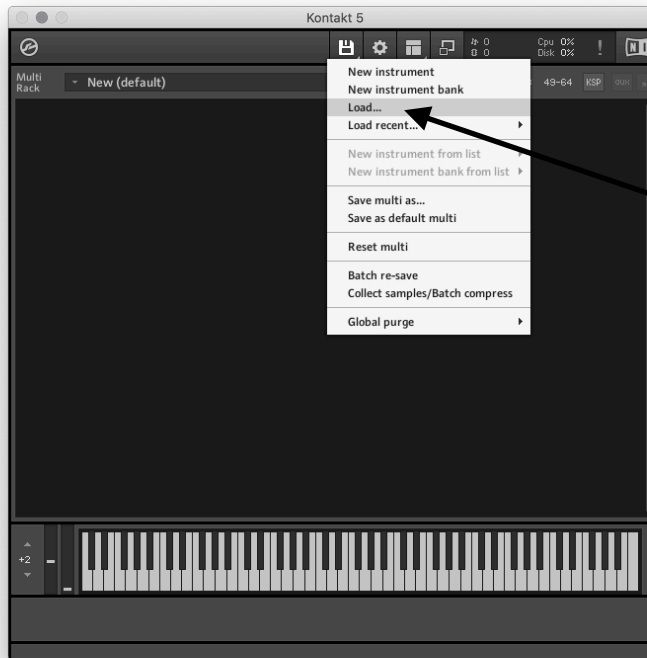
Open up your DAW and insert a new instance of Kontakt into an empty channel.
Be sure to use the **full version of Kontakt** and not an instance of Kontakt Player if you have both installed.

Option 1

Drag and drop the file e.g.
WESTWOOD - Violin Untamed.nki
straight into the empty
window of Kontakt.



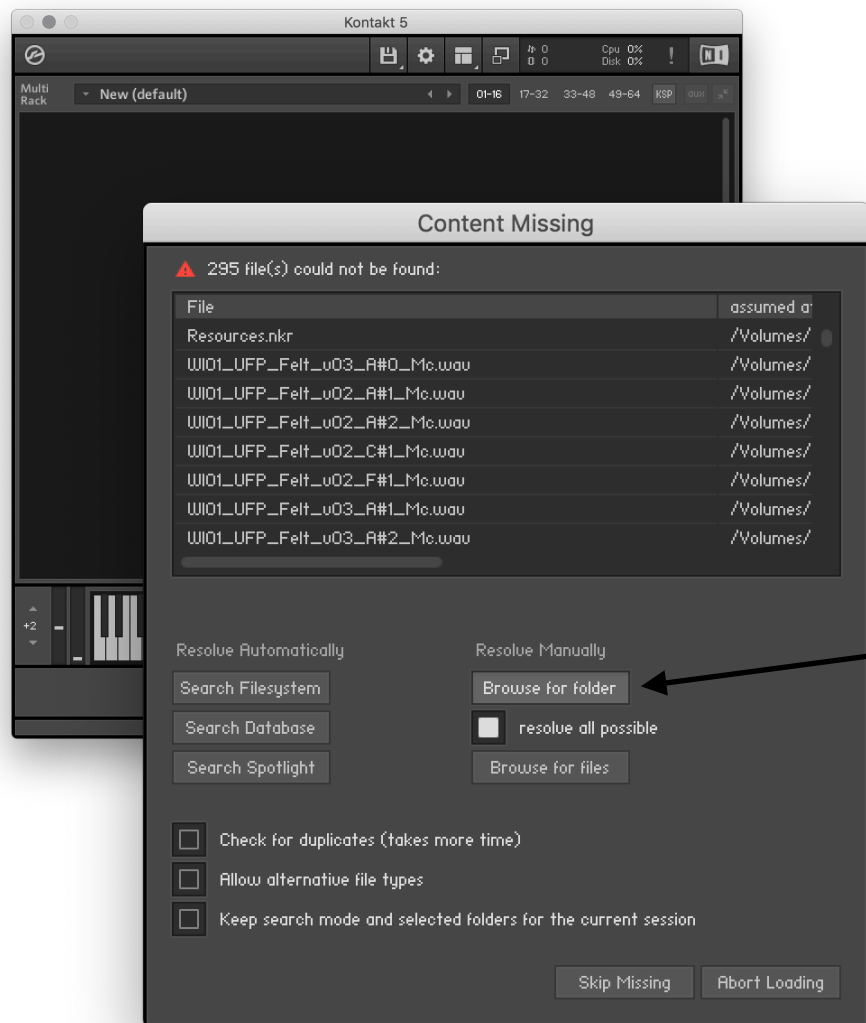
WESTWOOD - Violin Untamed.nki



Option 2

Click the disc icon in the menu of Kontakt and select "**Load**".

Navigate to where you have stored the library and then select the instrument file e.g. **WESTWOOD - Bass Untamed.nki** file here.



Resolving missing files

You may sometimes run into this “Content Missing” dialogue box on the first time you load the instrument.

The simplest method to resolve this is to click the “**Browse for folder**” option and navigate to the folder where you have stored the instrument and select it. Kontakt will then automatically search in the relevant place for the files it can’t locate.

Improvisations overview

A series of totally improvised long notes. Each are around 15-30 seconds long. These notes are ever evolving and represent the true power of this Kontakt instrument.

Every single note over the 3 octave range holds 3 unique performances of varying intensities which are accessed by playing between 3 different velocity ranges.

There are two different sets of improvisations on the Bass and Cello and three different sets on the Viola and Violin (A, B, and C), giving you hundreds of unique performances for each instrument.

With Violin Untamed, there is also another set of Improvisations (Impv) included from the original release of the instrument.

Combinations

The really interesting stuff happens when you start laying up and combining the improvisations to give the feeling of more than one instrument. To do this hold down the shift key and select multiple articulations on the interface. You can also hold down shift and remove individual articulations.

Improvisations articulations

Improv A1, A2, B1, B2, C1, C2

(C1 and C2 available on Viola and Violin only)

The 3 different sets of improvisations are called A, B and C.

The samples behind **A1**, **B1** and **C1** have their start times set at the beginning of the performance.

A1 and **A2** are the same samples. **B1** and **B2** are the same samples. **C1** and **C2** are the same samples. Their start time is in a completely different position, often half-way in to the sample, which gives the feeling of a new sample and gives you more variation to play with.

Improv RR (Round Robin)

This cycles through the sets of improvisations **A1 - A2 - B1 - B2 - C1 - C2** on every new note press.

Impv (Improvisations Legacy)

These are the improvisations recorded for the very first release of Violin Untamed.

We've included them in the update as a legacy option but have now been superseded by the other improvisations above.

They are only recorded in whole tones (every other note), so there are not as many samples, but there are still some excellent performances in there to explore!

Improvisations velocities

Calm MIDI Velocities 0-50

Fragile and more harmonic/flautando style playing, sometimes on the edge of breaking up.

Lively MIDI Velocities 51-90

More emotional and passionate performances, greater variations in natural dynamics and vibrato.

Wild MIDI Velocities 91-127

Much more chaotic and frantic playing. Ideal for emotionally charged music, horror scores or used sparingly for dramatic emphasis.

Storms

Storms uses all of the improvisations to blend from a single performance to 12 on every note you play.

As you increase the value of your mod wheel, each of the improvisation layers are added one by one.

Starting from a single **Calm** layer building up to all 4, then adding the **Lively** performances and then adding the **Wild** performances. The more keys your play the more performances you will hear and the richer and more intense it will sound.

e.g. if you hold down 2 keys you will hear 2 performances gradually increasing to 24.

This articulation is demanding on the drive and CPU. We recommend only using 1-2 mic positions to keep you system resources happy.

Long articulations

Normale

Standard long notes.

Flautando

A much softer sound, played over the neck.

Sul Pont

A raw and brittle sound, played over the bridge.

On the Cello there are two different versions of Sul Pont;
Soft and Grit, both providing a different feel.

Tremolo

A fast and exciting tremolo.

Circular Bowing (Not available on Bass)

Circular motion of the bow, creating more of a texture than a note. Gets more energetic as you increase the mod wheel.

False Harmonics

Delicate and fragile harmonics.

Short articulations

Spiccato

2-3 velocity levels, 6 round robins

Vivid and expressive short notes. The sound of these starts to really dig in as you play harder.

Pizzicato

4 velocity levels, 6 round robins

Finger plucked strings from very delicate to a full on Bartók snap. These sound great with the Room or Gallery mic position at full volume mixed with the Spot or Close mics to get a really lively sound.

Ricochet (Bass only)

3 velocity levels, 6 round robins

The bow bouncing on the strings in a percussive style. Great for added building rhythms and accents.

Glue & Glue 8vb

A pure sine wave recorded to 1" tape and then re-sampled to give it a more organic feeling. Use to add weight and richness to any of the articulations.

Glue is pitched at the note centre. **Glue 8vb** is pitched one octave below the currently played note(s)

Add one or both of them by holding down shift whilst selecting 1 or more of the articulations.



PLEASE NOTE We have used the interface for Violin Untamed in this manual, so each different instrument will not have all the same articulations available.

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.

On-screen Kontakt keyboard

Blue keys

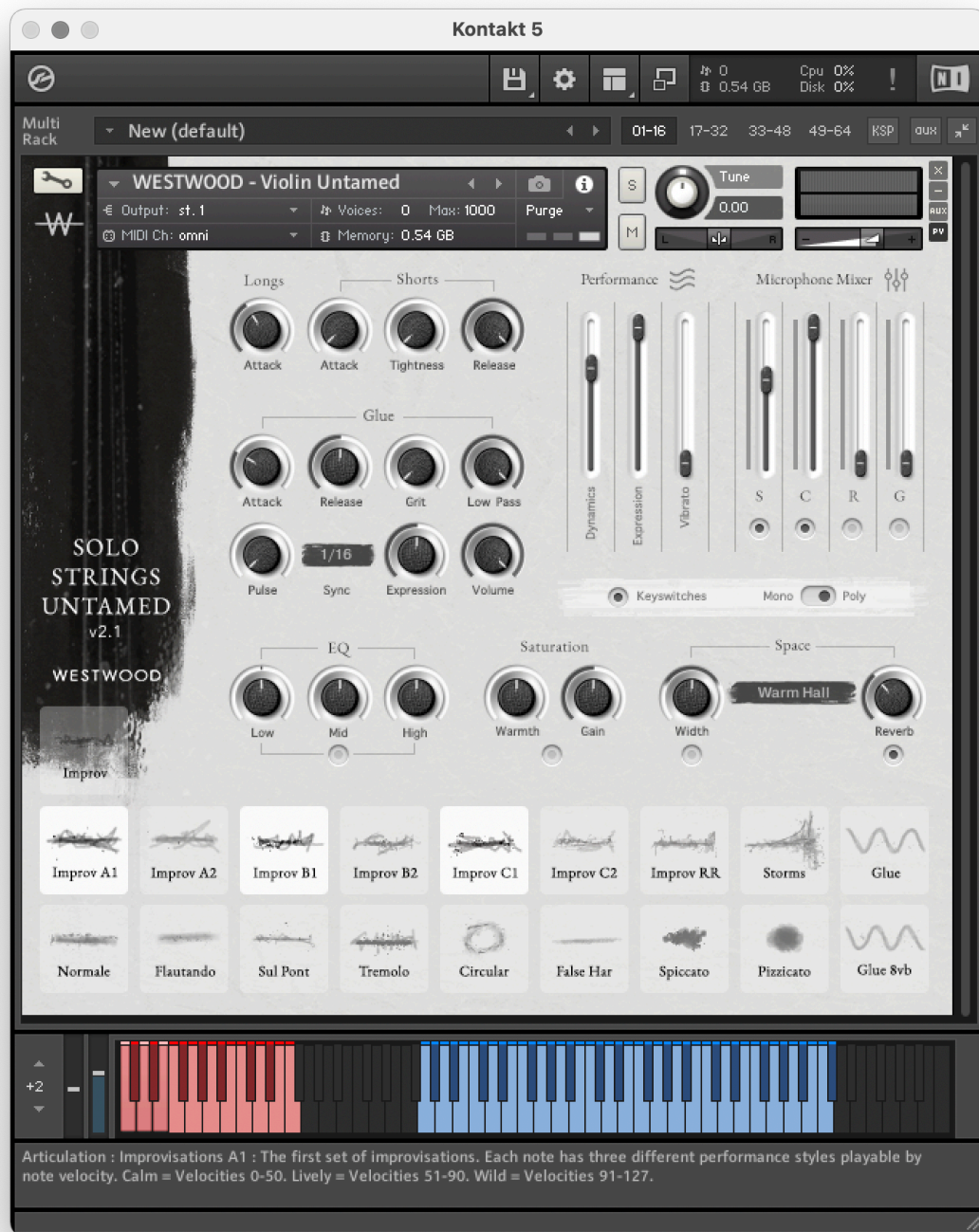
Playable range of notes. This will change depending on which articulation you have chosen.

Red keys

Key-switches to change articulations during MIDI playback and performance. More details below.

Blacked-out keys

Non-functional.



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

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.

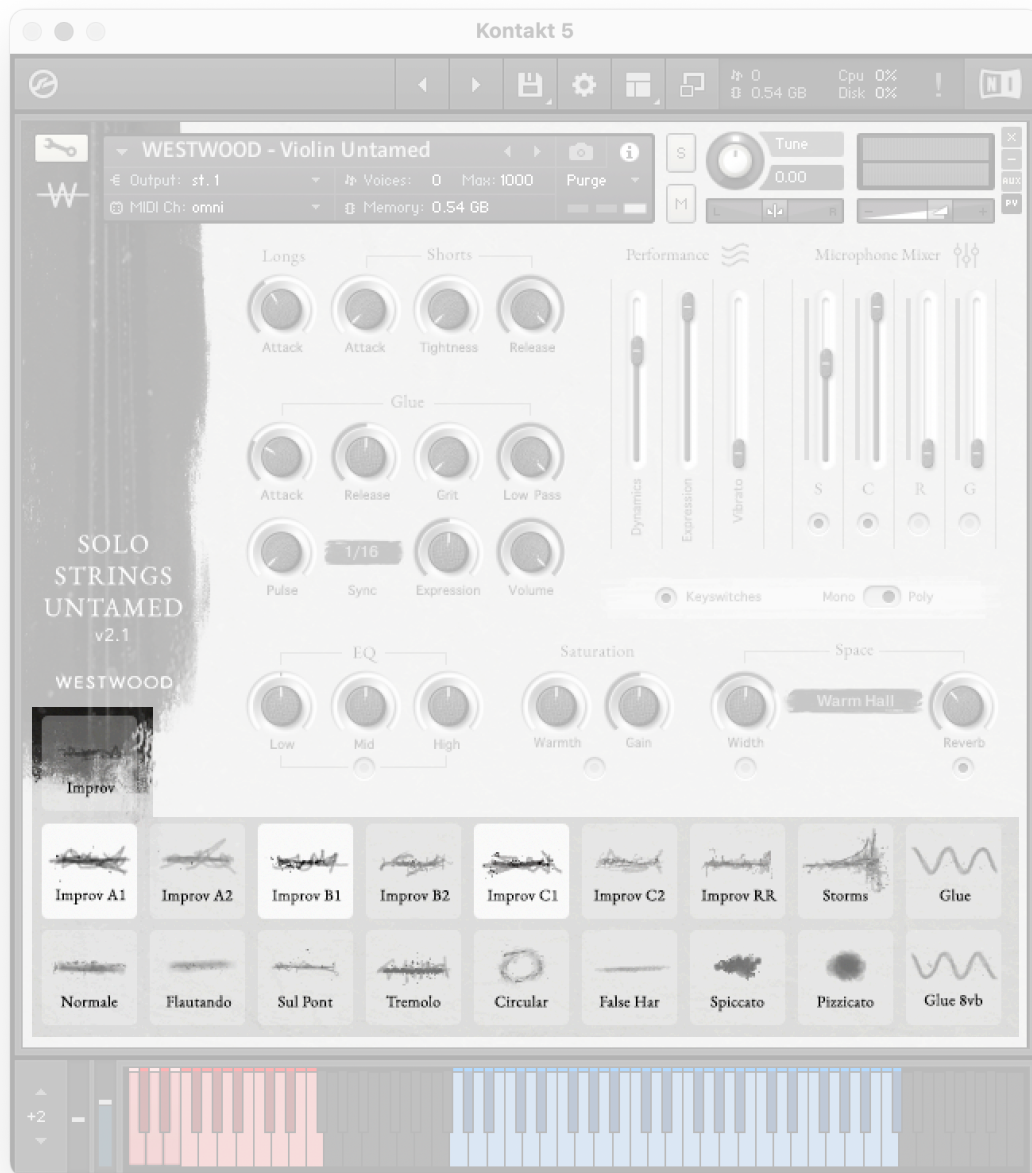


Mono / Poly

Poly mode allow you to play multiple notes at the same time.

Mono mode only allows one note to be played at a time. If you play more than one note together, only the last note played will be heard.

If multiple articulations are selected in Mono mode, only one note will be played, but all the articulations will be heard.



Articulation switches

Select the various articulations here.

How to play multiple articulations at the same time

You can select and play more than one articulation at the same time by holding down shift and clicking a different one. You can also de-select articulations by holding down shift and clicking the one you don't want anymore.

Please experiment, but keep an eye on the following:

1. Your voice count doesn't exceed the maximum 1000 voices
2. Your disk and CPU usage.
3. Your mic and overall instrument volumes will increase as you add more articulations. Make sure you don't peak any levels and adjust the mic faders and the Kontakt Master Volume if they do.



Articulation Keyswitches

In stead of using the on-screen articulation switches, you can change which articulation is triggered by using the in-built key-switches.

You can turn on or off the Keyswitches by using the switch on the GUI.

Please note You can't trigger multiple key-switches at the same time to enable playing multiple articulations. To do this you must select them via the GUI.

The red keys on the Kontakt on-screen keyboard display where these are located.



Microphone mixer

Here you can change which microphones you are using and the level they are played back at. Each one has a level meter which turns red if the channel peaks.

Underneath each fader is a power switch. By turning a mic position off, this also purges the samples from your system's memory to preserve your resources.

S Spot

A single (mono) mic, placed very close to the instrument. Provides a very dry and detailed sound.

C Close

A stereo pair of mics placed over the instrument. Provides a lively, intimate sound and is a good starting point if you only want to use one mic position.

R Room

A stereo pair of mics placed several feet in front of the instrument for a natural reverb sound.

G Gallery

A stereo pair of mics placed high up in the gallery of the Nave for a very distant perspective.



Performance

These faders control the dynamics, expression and vibrato of the instrument.

Dynamics

Controls the natural volume and timbre of the instrument. Has NO effect on the short articulations as those are controlled by velocity.

Set to MIDI CC# 1 (mod wheel).

Expression

Controls the overall MIDI volume of the instrument. Ideal for fine-tuning or creating a larger dynamic range than is natural. Can also be used to achieve a fade that begins or ends in silence.

Set to MIDI CC# 11

Vibrato

Controls the vibrato intensity of the instrument. There is a natural rise on the intensity before it achieves the level you set it at, which provides a more realistic feeling.

Set to MIDI CC# 21



Longs

Attack

Controls the attack time of all of the Long articulations.

Does NOT affect:

Spiccato, Pizzicato, Ricochets, Glue, Glue 8vb

Shorts

Attack

Controls the attack time of the short articulations only.

Tightness

Cuts in to the start time of the short articulations to achieve a more immediate attack.

Release

Controls the release time of the short articulations. Leave on maximum to hear the full tail of each sample. Really useful if dialled back on Pizzicato to get a shorter, more dampened playing style.



Glue

This section controls how the Glue layers sound.

Attack / Release

Controls the attack and release time.

Grit

Adds a distorted/overdrive effect. Go steady :)

Low Pass

Control how much high frequency information is cut-off.

Pulse

Adds a pulsating feeling. Set to minimum to turn-off the effect.

Sync

Use this menu to choose the frequency of the Pulse.
This is time-synchronised to your DAW.

Expression

Controls the gain of the glue layer. Is set to MIDI CC# 11 so will be in tandem with the main articulations.

Volume

Controls the overall volume. Think of this like a microphone fader.



EQ

A 3-band EQ set to the specific frequencies of the instrument. Use the knobs to cut or boost specific parts of the EQ.

A little goes a long way!

There is a power switch underneath the section to turn off and on the effect.



Saturation

A great sounding tape saturation emulator. As with the EQ, you don't need a lot to achieve a lot. Use this to add texture and warmth, but not to the point you can hear it too much.

Warmth

Cut of boost the warmth of the effect.

Gain

Controls the overall level of the effect.

There is a power switch underneath the section to turn off and on the effect.



Space

Width

Changes the stereo width of the entire instrument. The default centre position is exactly how it was recorded. Set to minimum to achieve an entirely mono signal or set to maximum to create a much more immersive and wrap-around feeling. Turn the effect on and off with the power switch.

Reverb (menu)

Choose one of our curated convolution reverb impulses.

Reverb

Control the overall wet level of the reverb. Turn the effect on and off with the power switch.

WESTWOOD
Now go make some music :)