

AkousKontr Manual

Here's an quick explanation of how AkousKontr works. If you have any question, feel free to email me at samples@acousticsamples.com or using the contact form on the website. You can also watch the videos to see all the functionalities in action.

Content:

779 Mo of samples (1710 samples) recorded at 24 bits, 44.1khz both from the pickup and with an electro-static microphone.

- Sustain samples: 5 different velocities per note and 2 round robins separated in microphone and pickup samples.
- Release samples, about 13 different velocities per note.
- Hammer-on samples easily triggered with the keyboard thanks to the advanced scripting
- Advanced Vibrato effect controlled via modulation wheel
- Multiple slides effects
- Harmonics, Ghost notes, String hits samples
- Percussion samples
- KONTAKT 2 and 3 format only, it uses a lot of script for hammers, slides, mixing, release level. Easy to use KONTAKT interface.

and more...

The mapping:

- A2 to D3 are used for the playing mode changes.
 - A2 -> normal mode
 - A#2 -> legato mode (if you play a new note that is less or equal than 3 semitones up or 3 semitones down and if this second note is played before the end of the first one, the release sound will not be played)
 - B2 -> hammer mode (if you play a new note that is less or equal than 3 semitones up or 3 semitones down and if this second note is played before the end of the first one, the release sound will not be played and the new not will be a hammer-on sample)
 - C3 -> slide mode (if you play a new note that is less or equal than 3 semitones up or 3 semitones down and if this second note is played before the end of the first one, the release sound will not be played and note will be slided to the destination pitch).
 - D3 -> slide vel mode (if you play a new note that is less or equal than 3 semitones up or 3 semitones down and if this second note is played before the end of the first

one, the release sound will not be played and note will be slid to the destination pitch and the speed of the slide is determined by the velocity of the last note).

- E0 to G2 are the normal sustained notes. If you use the hammer mode, the hammer samples will be played.

-C0 to D#0 are the ghost notes samples.

-B-1 is the right hand hit on the strings.

Then you have 9 different harmonics:



E3, A3, B3, D4, E4, G4, A4, and D5.

The interface:

- **Play mode:** You can choose the play mode on the kontakt interface: normal, legato, hammer, slide or slide vel (see the mapping section and listen to the audio examples on the website, they use a lot of hammers and slides).
- **Monophonic:** This mode will limit the polyphony to a single note but not in a traditional way. It will simulate the way of playing of a real bass, for example if you play a C2 and then a C#2, no releases sample should be played and the two note can not be played at the same time, but if you play a C2 and then a F2, the release sample is played as you need to remove your finger from the C2 before playing the F2. This is exactly what monophonic does and it works with the sustain pedal too to make it easier.
- **Release:** defines the volume of the release samples.
- **Sensitivity:** defines the volume of the release samples.
- **Microphone:** This is the Microphone section. You can change the volume and the pan of the Microphone samples to make your own mix.

- **Pickup:** This is the Pickup section. You can change the volume and the pan of the Pickup samples to make your own mix.
- **Reset:** Resets everything to its default value.

Controllers:

- **Pitch bend:** You can use the pitch bend to control a slide by hand, it can go up to 4 semi-tones up and down.
- **Modulation wheel:** You can create a tremolo effect with the modulation wheel. Simply move it up and down as you would do a tremolo on an acoustic bass.