

SKETCH SAMPLES

samples for your sketch

SKETCH DREADNOUGHT



Installation

1. Please go to the download links you received after purchase and download all of the files.

2. Make sure you put all downloaded files into a single folder.

3. Unpack the downloaded files to any folder.

To extract your files we recommend using Winrar for PC users, or UnrarX or Rar-Expander for the Mac.

Unpack the downloaded file into the same folder. It is your unique copy.

4. You need to have the full retail version of Kontakt 6.1.1 or later to use this library. The free Kontakt Player does NOT support this library.

5. Open the Kontakt 6 browser (look on the left-hand side of the Kontakt user interface) and click the "Files" tab. Find the library folder, which you extracted earlier, and double click on the SKETCH DREADNOUGHT.nki file which should be in that folder.

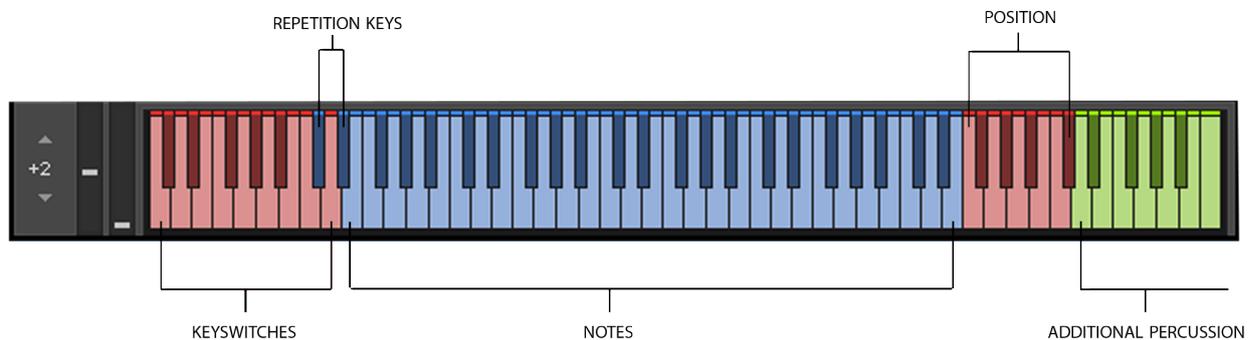
You can also load a patch from the Floppy icon on the top of the Kontakt window. Select "load" and find the library folder, which you extracted Earlier. Open the folder and double click on the SKETCH DREADNOUGHT.nki file.

You cannot use the "Libraries" tab to "Add Library" for this product. That feature is only available for encoded & locked "Powered-By-Kontakt" libraries.

Features

- **Mics, piezo and magnet** levels are controllable after the fact to give maximum sonic flexibility
- **12 articulations**
- **2 round robins** per note
- **8 velocity layers** on Pick and Finger.
4 velocity layers on Mute and Flageolet.
The rest of the articulations have 1 layer of velocity.
- 4 algorithms for **automatic position change**. (Classic, Django, Country, Random)
- Special **Keyboard Mode**. Play the Drednought guitar like a piano. At the same time, change of the positions is also available.
- **Auto legato**
- **Aftertouch** (Vibrato)
- Offset controls (CC110) on main patches (Pick, Finger, Mute, Flageolet)
- Speed controls on 3 patches (glissando up, glissando down, triplet)
- Percussion samples (FX articulation) and additional percussion samples (green zone on the keyboard)
- EQ controls on all patches
- 12 types of custom convolution reverb
- Sample rate: 24-bit 44khz
- 2 Repetition keys for last note
- Library Size: 9.3GB (1.8GB in RAM)

Keyboards zones



1. Keyswitches (C0 - D1)

You can switch the articulation from the keyboard. In this case, after you release the articulation key, it will automatically return to the "Pick" articulation.

You can also switch articulations in the graphical interface of the instrument. In this case, automatic return does not occur and you can play with the selected articulation (for example, "Mute" or "Flageolet").

If the **"auto" button** is enabled in the graphical interface, the articulations of "Pick" and "Finger" will switch between themselves automatically. In this case, you cannot select one of them.

2. Notes (E1 - E4)

Instrument range.

3. Repetition Keys (C#1 and D#1)

Repeat the last note.

4. Position (F5 - C#6)

There are 9 positions in total (every 2 frets).

If you press the F5 note, the range from 0th fret to 4th fret will be available.

F6 - from 2nd fret to 6th fret, etc.

You can also switch positions in the graphical interface of the instrument.

5. Additional Percussion (D6 - C7)

Additional Percussion zone. It is necessarily for adding various sounds when programming without switching to "FX" articulation.

This is convenient for creating the accompaniment.

Articulation

1. Pick

Sound production with plectrum.

The Pick articulation has 8 layers of velocity and Round-Robin function.

2. Finger

Sound production with fingers.

The Finger articulation has 8 layers of velocity and Round-Robin function.

3. Mute

Palm muting is a standard technique that mimics the pizzicato sound.

This group includes another articulation X-Note (in the range of velocity 1-25).

Mute sounds in the range of velocity 26-127.

The Mute articulation has 4 layers of velocity and Round-Robin function.

4. Flageolet

The Flageolet articulation has 4 layers of velocity and Round-Robin function.

5. Strum

The technique for performing this articulation is similar to playing the double-stop octaves. The only difference is that one note sounds, instead of two. There is a lot of noise in this articulation from hitting the strings with the pick. This is very convenient for programming an accompaniment parts with the Strum technique. The Strum articulation has 1 layer of velocity and Round-Robin function.

6. Pull/Ham

Legato on the guitar is foremost of playing notes by the left hand. Up legato is called hammer-on, down legato is called pull-off.

In the legato mode with overlapped notes either hammer-on or pull-off articulations will be activated depending on the direction of the melodic phrase.

7. FX

Percussion and noise samples.

Articulation

The following articulations are used when playing the guitar as melodic ornaments.

8. Slup_fast

Fast slide up on half step

9. Slup_slow

Long Slide up

10. Triplet

Four notes played in a group, with an accent on the last note.

Playback speed control.

11. Gliss_up

Glissando up

Playback speed control.

12. Gliss_dw

Glissando down

Playback speed control.

And two keyswitches for releases

Release2

Another release option

Release_off

Extra capabilities

Keyboard Mode

If this mode is off, you will not be able to play more than one note on one string and no more than 6 notes can sound simultaneously.

If this mode is on, you can play Dreadnought guitar like a piano. In this case, notes located on one string can sound simultaneously.

The function of changing positions will be available in any case.

If you are using the Midi Pack, turn off this feature.

«auto» Button (between Pick and Finger)

If the "auto" button is enabled in the graphical interface, the articulations of "Pick" and "Finger" will switch between themselves automatically. In this case, you cannot select one of them.

If you are using the Midi Pack, turn off this feature.

Auto legato. «auto» Button (Opposite Pull / Hamm)

This is a very convenient feature for live play. The algorithm remembers the pressed notes and if the next played note is in the selected range (1 - semitone, 2 - whole tone), then either Pull or Hammer will work, depending on the direction of melodic phrase.

If the Keyboard Mode is active at the same time, the multi-legato function starts working. The algorithm remembers the pressed notes located anywhere, even on one string.

Note that if auto legato mode is active, you will not be able to play two notes at the same time, located in the semitone-tone range (depending on the position of the slider 1-2).

If you are using the Midi Pack, turn off this feature.

Position

There are 9 playing positions on the instrument in total. Each position covers 5 frets. Positions change after 2 frets. The first position is from 0th to 4th fret, the second is from 2nd to 6th fret, the third is from 4th to 8th fret, etc.

You can manually switch positions on the keyboard (F5-C#6) or in the GUI.

4 automatic algorithms for switching positions are also available (Classic, Django, Country, Random). If you are using automatic mode, you can still manually correct the position by pressing the desired key in the F5-C#6 range.

If you are using the Midi Pack, turn off auto mode.

Extra capabilities

Position.

This is a very useful feature that allows the same piece to sound differently. As you know, a guitar is an instrument on which the same note can be played in several positions. And each time this note will have a slightly different timbre. Thus, the part played at the beginning of the neck (in the zero position) would have a different sound from the part played at the end of the neck.

We have sampled the entire fretboard and you have the ability to choose a position to play.

The instrument also has an automatic position switching function.

Algorithms for automatic position switching.

Classic.

As soon as, the played note goes beyond the range of the current position, the position switches to the closest position with this note.

Django

The notes are arranged as follows:

6 string: E1 to Bb1

5 string: B1 to F2

4 string: F#2 to C3

3 string: C#3 to F#3

2 string: G3 to C#4

1 string: D4 to E5

Country

The algorithm is the same as Django, but with the use of open strings.

Notes E1, A1, D2, G2, B2 and E3 will sound at zero position.

Random

Random switching of positions.

Extra capabilities

Offset

Only for the following articulations: Pick, Finger, Mute and Flageolet.

To change the attack in a sound use the knob Offset or CC110 controller.

If you are using the Midi Pack, set the Offset to its original position. To do this, hold down «Ctrl» on Windows or Cmd on iOS and left-click on the knob.

Release group

The volume of the release group.

Equalizer

3-band equalizer (109.5Hz, 2.0kHz, 17.7kHz)

Reverb

Custom convolution reverb (12 different spaces)

Speed

Speed controls on 3 patches (glissando up, glissando down and quadruplet)

Mic

Microphones Volume

Piezo

Piezo Volume

Magnet

Magnet Volume

Vibrato

There are two ways to add vibrato effect.

1. You can use the modulation wheel (CC1).
2. You can use the **aftertouch** function on your midi keyboard if it has such a function. Or add an additional aftertouch line to the pianoroll and draw an envelope with the mouse.

MIDI PACK

Before using the midi pack, turn off Keyboard mode, Auto, Auto legato, and turn the Position knob to any position other than Auto.

The midi pack includes 54 accompaniment styles:

- 15 types of fingerstyle
 - 32 types of strum
 - 7 types of Bass/Chord
- 4 types of guitar chords (Maj, Min, 7, mb5). 2592 chords in total.

In each midi file there are 5 zones that correspond to zones on the keyboard

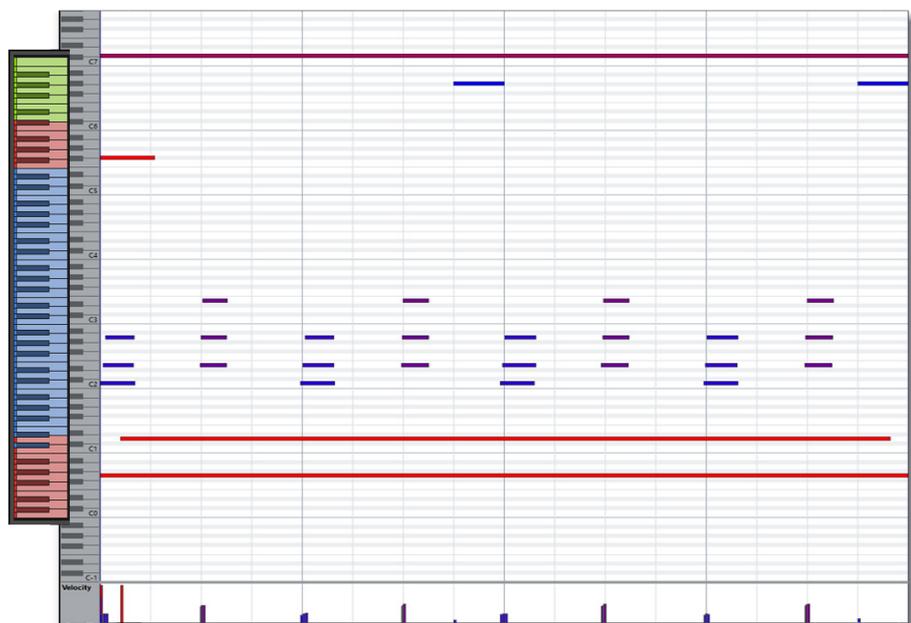
Keyswitches (C0 - D1)

Repetition keys (C#1, D#1)

Notes (E1- E4)

Position (F5-C#6)

Additional Percussion (C#5 – C6)



If you need to change the chord, then change the notes that are located in the blue zone (Note Zone). The notes located in the red (keyswitches and position) and green (additional percussion) zones do not need to be touched. A change of articulation, percussion sounds and noise are programmed in these zones.