SKETCH SAMPLES

samples for your sketch

SKETCH NYLON

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 NYLON.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
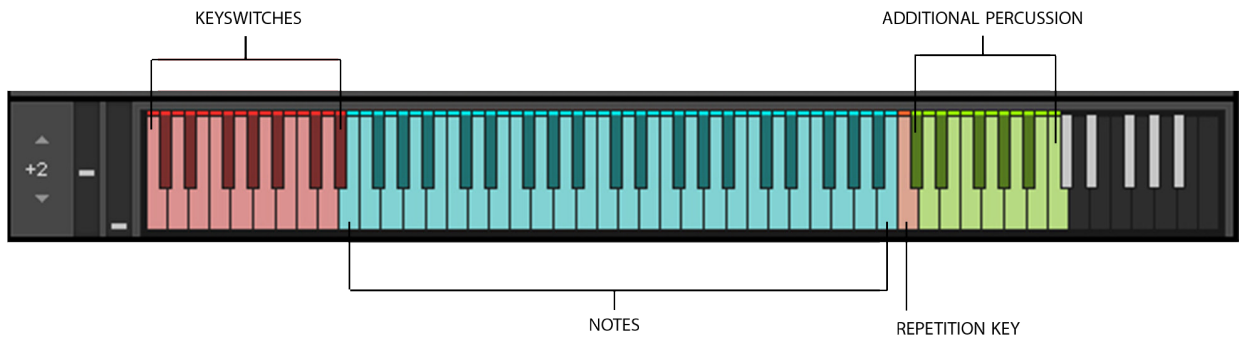Earlier. Open the folder and double click on the SKETCH NYLON.nki file.

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 and piezo** levels are controllable after the fact to give maximum sonic flexibility

- 14 articulations

- 2 round robins per note

- 5 velocity layers on tirando and apoyando, 4 velocity layers on mute and flageolet, 3 velocity layers on vibrato

- Offset controls (CC110) on main patches (tirando, apoyando, mute, flageolet and vibrato)

- Speed controls on 7 patches (slide up fast, slide up slow, mordent 1, mordent 2, triplet, glissado up, glissando down)

- 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

- Repetition key for last note

- Library Size: 2.3GB (1GB in RAM)

Keyboards zones

KEYSWITCHES   ADDITIONAL PERCUSSION

+2

NOTES   REPETITION KEY

1. **Keyswitches (C0 - D#1)**
You can switch the articulation from the keyboard, in this case, after you release the articulation key, it will automatically return to the "Tirando" 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 "Tirando" and "Apoyando" will switch between themselves automatically. In this case, you cannot select one of them.

2. **Notes (E1- B4)**
Instrument range.

3. **Repetition Key (C5)**
Repeat the last note.

4. **Additional Percussion (C#5 – C6)**
Additional Percussion zone. It is necessary in order to add various sounds when programming parts without switching to "FX" articulation.
This is convenient when you program the accompaniment.

Articulation

1. **Tirando**
After plucking, the finger does not touch the string that is next lowest in pitch (physically higher) on the guitar, as it does with apoyando.
The Tirando articulation has 5 layers of velocity and Round-Robin function.

2. **Apoyando**
After plucking the string, the finger rests on the adjacent string after it follows through, giving a slightly rounder sound (contrasted with tirando).
The Apoyando articulation has 5 layers of velocity and Round-Robin function.

3. **Mute**
Palm muting is a standard technique used in classical guitar performance (pizzicato sound).
This group includes another articulation X-Note (in the range of velocity 1-40).
Mute sounds in the range of velocity 41-127.
The Mute articulation has 5 layers of velocity and Round-Robin function.

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

5. **Vibrato**
You can use two types of vibrato – natural and LFO vibrato.
To enable a natural vibrato, press Vibrato keyswitch.
To add LFO vibrato the Mod Wheel (CC1) is used.
The Vibrato articulation has 3 layers of velocity and Round-Robin function.

6. **Pull/Ham**
Legato on the guitar it 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 articulation will be activated depending on the direction of the movement.

7. **FX**
Percussion and noise samples.

Articulation

The following articulation are used when playing the guitar as melodic ornaments. For all of these articulations you can control the playback speed (Speed).

8. **Slup_fast**
Fast slide up on half step

9. **Slup_slow**
Long Slide up

10. **Mordent 1**
Mordent on half step

11. **Mordent 2**
Mordent on whole step

12. **Triplet**

13. **Gliss_up**
Glissando up

14. **Gliss_dw**
Glissando down

And two keyswitches for releases

Release2
Another release option

Release_off

Extra capabilaties

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

Offset(Nail Attack)
Only for the following articulations: Tirando, Apoyando, Mute, Flageolet and Vibrato. To change the attack in a sound use the knob Offset or CC110 controller. By increasing the value of CC110, you will get the notes attack rid of the long nails pick of the string. The sound remain in its unchanged when the value of this parameter equals 0.

Release group
The volume of the release group.

Velocity
Range of Velocity.
In the extreme left position, the difference between quiet and loud sounds is small (the range is narrow). In the far right position, the difference is much larger (wide range).

Equalizer
3-band equalizer (82.4Hz, 2.0kHz, 17.7kHz)

Reverb
Custom convolution reverb (12 different spaces)

Speed
Speed controls on 7 patches (slide up fast, slide up slow, mordent 1, mordent 2, triplet, glissando up, glissando down)

Mic
Microphones Volume

Piezo
Piezo Volume

MIDI PACK

Midi pack includes 5 styles with variations (Samba, Bossa Nova, Baiao, Choro, Frevo), a total of 41 types of accompaniment (Drums not included). 4 types of guitar chords (Maj, Min, 7, mb5) in each style. 1968 total chords.
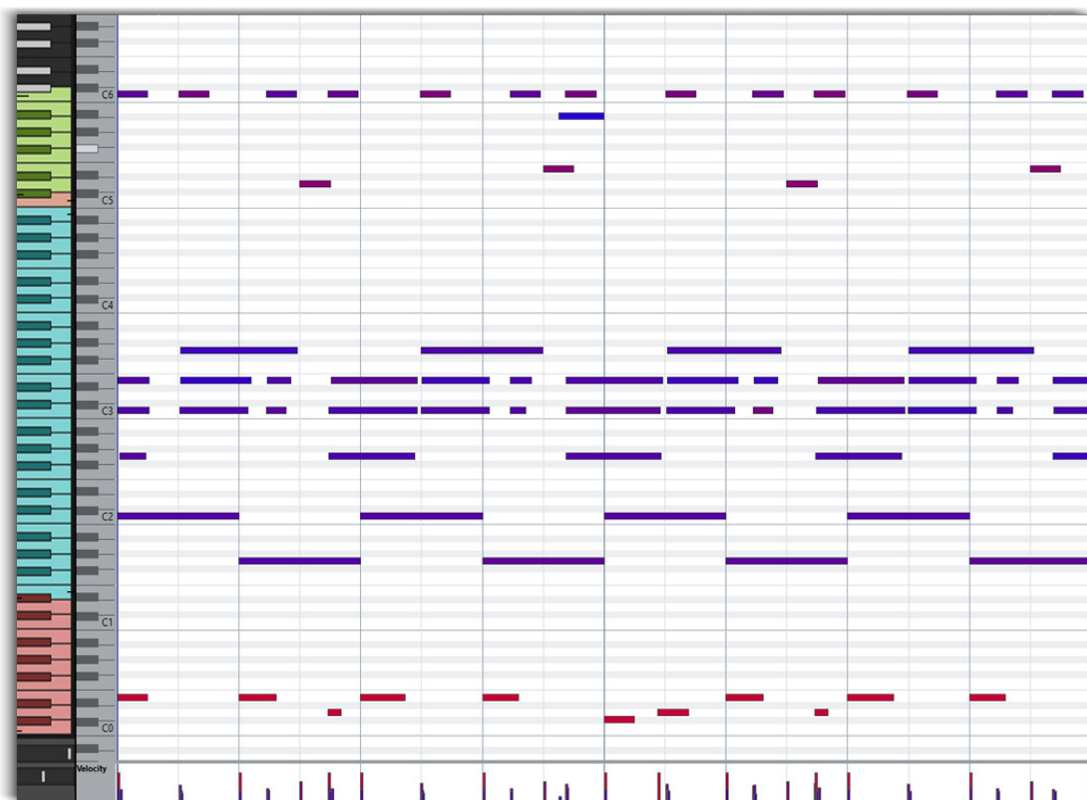
In each midi file there are 4 zones that correspond to zones on the keyboard

      Keyswitches (C0 - D#1)

      Notes (E1- B4)

      Repetition key (C5)

      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 green (additional percussion) zones do not need to be touched. A change of articulation, percussion sounds and noise are programmed in these zones. This is for greater authenticity.