



The Soundiron Waterharp is a deeply multi-sampled percussion and effects instrument library that captures the heart and soul of the Waterphone.

This unique instrument concept was originally developed by Richard Waters in the late 1960s. Waterphones — also commonly known as Water Harps — are found in all shapes and sizes, but they generally follow the same basic design: a brass vessel with a hollow brass water chamber and a long neck. The top side of the chamber is adorned with vertical brass tines or bars. It is played by strumming, striking and bowing these tines, which resonate together creating darkly harmonic or dissonant tones and textures. The tines are cut to specific lengths and arranged to create scales as they wind around the body of the waterphone. Adding water to the chamber and changing the position of the Waterphone drastically changes the pitch and harmonics that are produced when the instrument is played. The water chamber itself can also be played as a percussion instrument. Overall, the Waterphone can be considered as both a tuned and un-tuned percussion instrument, but is most often used in suspense and horror soundtracks and sound design as a dramatic sound effect tool.

As we tend to do with all of our libraries, we took our Waterphone recording session to extremes. We played it with lots of different mallets, sticks, metal rods, fingers and palms, bows and even voices to explore every nuance and hidden musical potential of this instrument. We recorded it both empty and full of water. We even recorded it from the inside out using hydrophones (underwater microphones), while being cooked over open flame and while filled with machine screws. And finally, we created a wide variety of ambient soundscapes, pads, drones, ambiences and atmospheres using the recordings and all manner of creative sound design techniques to take this library to the next level.



SOUNDIRON WATERHARP

Version
2.0

- 18 powerful open-format Kontakt .nki instrument presets
- 2927 Samples
- 7.86 GB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- Bonus Pads, Soundscapes and Atmospheres
- Convolution reverb with a variety of different room, hall and special effect acoustic environments.

Note: The full version of Kontakt 5.1 or later is required for all Kontakt presets in this library. The free Kontakt “Player” and Libraries rack do not support this library.

CREDITS

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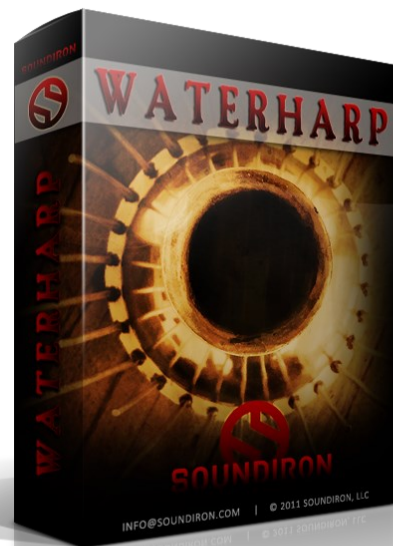
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Format

All of the sample content is included as standard open PCM wav files to allow you easy access to manipulate, reprogram and customize the sounds however you wish.

If you wish to use the optional Kontakt “nki” instrument presets, you’ll need to own the full retail version of Native Instruments Kontakt 5.1.0 or later. Please be aware that the free Kontakt “Player” is not a full retail version of Kontakt and does not support this library. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

Fidelity

This library was recorded in a dry studio environment. Due to the physical nature of recording with water, bows, mallets and hands, you may hear some natural sounds such as clothing, body movements, water sloshes and drips and other noises in some samples. Our goal is to preserve and accentuate the natural performance qualities in our instruments without overly sterilizing the recordings.

System Requirements

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 3GB of system ram, a multi-core cpu and a 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some machines.

Download

We provide the Continuata Connect download manager to offer high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You may also need to add special permissions to your security software for the downloader, if it blocks applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished

library. Once installation is fully complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

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If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code. Or, if you used the downloader originally, but you need to re-install the library manually for any reason at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library. Please note that Stuffit Expander and Winzip do not support many types of common rar files.

Kontakt Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files, Quick Load or Database tabs in the Kontakt Browser, or through the main File load/save menu. Launch Kontakt as a virtual instrument plugin inside your host sequencer or in stand-alone mode.

Please allow any current preset to finish loading completely before loading a new one. You can't use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked “Powered-By-Kontakt” Libraries are visible to that propriety browser view. The “Add-Library” function does not support this product or any other open-format Kontakt library. This library doesn't require any special activation process.



KONTAKT INTERFACE (PERCUSSION & SUSTAINS)

The Kontakt presets contain a variety of customizable control settings. To view the playable key range of the currently loaded set of samples, click Kontakt's keyboard display button at the top of the main Kontakt program window. The playable range is colored Blue on the keyboard. Key-switches are colored red. To assign any knob, button or menu to a midi CC, right-click on the knob or on the menu's label and select "Learn MIDI CC# Automation". Then move your desired midi controller to assign it. To assign the control to a host automation ID, use the "Auto" automation routing window in the left side Kontakt browser area to drag-drop an automation routing number onto the control you wish to assign it to.



Attack - (CC 74)

This controls the attack envelope shape, allowing you to soften note transients.

Release - (CC76)

This controls the release fade-out time. Lower settings shorten the sound, while higher settings allow sounds to ring out longer.

Edge - (CC78)

This sets the amount of start time offset, allowing you to move the sample start position later into the sound. Use it to sharpen transients or create glitchy sounds, in conjunction with different Attack settings.

Cut - (CC71)

This smoothly adjusts the low-pass filter cut-off frequency.

Rez - (CC72)

This knob smoothly controls the low-pass filter resonance level.

Wet - (CC73)

This knob controls the amount of convolution reverb wetness applied to the signal.

SOUND Menu

This menu lets you select from the available kits or sounds included in each preset. When a kit or sound set is selected from the menu, you can see the active sample trigger keys displayed in **Blue** in Kontakt's internal keyboard display bar.

You can also change the currently selected kit or sound bank by using the **Red** keyswitches, located at the bottom of the midi key range while Kontakt's keyboard view is open. You can also use midi or host automation assignments to automate menu item selection in real-time, by right-clicking the "Sound" label or dragging a host automation ID onto it from the "Auto" browser window on the left side of Kontakt.

IMPULSE Menu

This menu lets you selection any of the available room, hall, environmental and special FX convolution impulse response files to process the sound with. This library contains 30 different impulse options. When "None" is selected, the effect is bypassed. Due to the way impulses must be loaded, this menu can't be automated.

ARP (Arpeggiator System)

The Arp function menu, Velocity Table Pop-Up button and Note Length menu all control the integrated arpeggiation system. You'll find more info about the ARP system on the next page...



ARPEGGIATOR

The Kontakt presets include a dynamic arpeggiation system with a number of different playback options.

ARP Direction Selector Menu

This menu turns on the Arpeggiator and selects the pattern you want the Arpeggiator to cycle through. When a pattern is selected, the instrument will cycle through all notes that are held down according to the chosen pattern. This menu can be assigned to midi CC automation by right-clicking on the menu's label.

- **Off** - Turns off arpeggiation completely.
- **Up** - Cycles up through the notes, from lowest to highest.
- **Down** - Cycles down from highest to lowest.
- **Up-Down** - Cycles up and down, from lowest to highest and back down again.
- **Down-Up** - Cycles down and up, from highest to lowest and back up again.
- **EZ-Roll** - Repeats all held notes together simultaneously.
- **Random** - Randomizes note selection between any currently held notes.
- **As-Played** - Plays through the notes in the order they were originally played.



Note Length Selector Menu

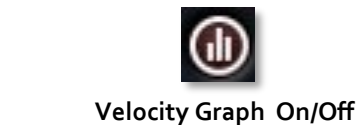
This menu sets the duration of each arpeggiated note. Each new note in the arpeggiation will begin after the previous one ends, so smaller note lengths equal faster arpeggiations. This menu can be assigned to midi CC automation by right-clicking on the menu's label.

- Quarter Note
- Triplet
- 8th Note
- 8th Note Triplet
- 16th Note
- 16th Note Triplet



Velocity Graph On/Off Button

Pressing this button will enable the Velocity Step Sequencer and display the Sequencer window on the left side of the GUI. When turned on, the velocity/volume of each arpeggiated note will follow the step sequence drawn on the graph. When turned off, arpeggiated notes will use your originally played velocities.



Step Sequencer Table

Use this graph to draw midi note velocities for the arpeggiation being played. Each note played will advance the step sequencer by one and it will loop back around when it reaches the end. Use the Number field to the left of it to add or subtract the number of steps.



Velocity Graph

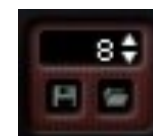
Number Of Steps

Use the Up or Down arrow buttons or type in the number of steps you want the Step Sequencer Table to cycle through.

Number Of Steps

Save Table Sequence

Save your custom sequences as nkp presets by pressing this disk icon button. Then use the browser window to select the location you wish to save your preset to. We recommend using the "Data" folder.



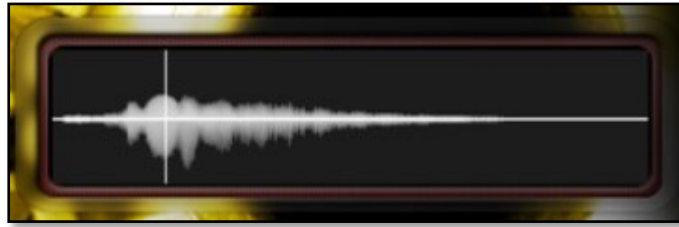
Save Load

Load Table Sequence

Load your previously saved custom step sequences (nkp presets) by pressing this folder icon button. Then use the browser window to locate your previously saved presets



WAVEFORM DISPLAY WINDOW



Most of the single-shot “FX” presets feature banks of individual unique samples, such as glisses, sweeps and other special effects, rather than round robin or chromatic sample mapping. These presets have the same main controls as the percussion, sustain and staccato presets, but they feature a waveform display window instead of the Arpeggiator system. The Waveform window displays the last sample played, with a cursor that indicates the sample’s current playback position. Additionally, when the Edge control is used to offset the sample start time, the playback cursor will start from the position set by the Edge control.

KEYSWITCHES



You can change the Sound menu selection by using midi key-switches. Simply play the lowest midi keys to switch between different Sound menu items. One key is assigned to each menu item. Open Kontakt’s keyboard display window to see the active key-range of each Sound menu item (**BLUE keys**) and the Sound menu item selection key-switches (**RED keys**).

To open the keyboard window, press the “**Keyb**” button in the main Kontakt header bar.



BOWED PRESETS



Waterharp Bow - Sustains & Staccatos - Chromatic.nki

Bowed tine long sustains and short staccatos (with round robin), pitched chromatically up the scale in half-step intervals.



Waterharp Bow - Gliss - Full.nki

Bowed sweeps over multiple tines to create a haunting rising, falling and swirling effects. With water in the resonance chamber, this creates a warbling, swirling and bending effect as the water moves around. Articulation types include: 2-note stabs, sloshing glisses, sweeps, fast bow taps, slow bow taps, soft whisper strokes and heavy vibrating grinds.



Waterharp Bow - Gliss - Empty.nki

Bowed sweeps over multiple tines to create a haunting rising, falling and swirling effects. With no water in the resonance chamber, this creates a sharp, steady stinging effect. Articulation types include: fast sweeps, medium sweeps, slow sweeps, short sweeps and heavy vibrating grinds.

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BOWED PRESETS



Waterharp Bow - Sustains & Staccatos - FX.nki

Bowed tine sustaining effects, with a variety of unique variations in 7 categories, including low sustains, low-mid sustains, high-mid sustains, high sustains, low staccatos, mid staccatos and high staccatos.



Waterharp Bow - Gliss - Hydrophone.nki

Bowed tine sustaining effects, recorded from inside the waterphone with the help of hydrophones submerged in the water-filled resonance chamber. Articulation types include glisses, sustaining effects and vocalized resonances created by resounding the instrument with a human voice at different pitches. And melodic patterns



Waterharp Bow - Gliss - Boiling.nki

Bowed tine sustaining effects, recorded while boiling water in the resonance chamber over an open gas flame. This preset includes a variety of gliss effects at 4 different heat levels, from simmer to intense rolling boil.

PERCUSSION PRESETS



Waterharp Perc - Hands.nki

Bare handed strikes around the base of the waterphone, with 4 different articulation types: palm strike open, palm strike closed, resonant hand claps and metallic neck grabs. Presets are arranged as tuned chromatic percussion spanning a full key range, as well as one combined kit of non-tuned percussive strikes.



Waterharp Perc - Mallet - Glisses.nki

Mallet sweeps and glisses on the tines, at various speeds and using a variety of mallets and sticks. Wooden mallet articulation categories include: Fast sweeps, medium sweeps, short sweeps, slow sweeps and soft sweeps. Thin stick articulation categories include fast, medium and slow sweeps. Soft felt mallet categories include sweeps and tapping glisses. There are also fast and slow metal rod glisses, as well as fast and slow rubber mallet glisses.



Waterharp Perc - Mallet - Hydrophone.nki

Mallet strikes on different pitched tines, recorded from inside the water chamber with the use of hydrophones. Presets are arranged as 11 tuned chromatic percussion spanning a full key range, as well as one combined kit of non-tuned percussive strikes.

PERCUSSION PRESETS



Waterharp Perc - Mallet - Metal.nki

Metal rod strikes on different pitched tines. Presets are arranged as 8 tuned chromatic percussion spanning a full key range, as well as one combined kit of non-tuned percussive strikes.



Waterharp Perc - Mallet - Metal - Sustain.nki

Long continuously looping rod strike rolls on the tines, with round robin variation on roll and release samples.



Waterharp Perc - Mallet - Rubber.nki

Rubber mallet strikes on different pitched tines. Presets are arranged as 18 tuned chromatic percussion spanning a full key range, as well as one combined kit of non-tuned percussive strikes.

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PERCUSSION PRESETS



Waterharp Perc - Mallet - Wood.nki

Wooden mallet strikes on different pitched tines. Presets are arranged as 18 tuned chromatic percussion spanning a full key range, as well as one combined kit of non-tuned percussive strikes.



Waterharp Perc - SFX.nki

A variety of different sound effects, foley and handling sounds recorded with the waterharp. Articulation types include: Rolling on a wooden floor, being vibrated by a strong neodymium magnet, additional boiling water effects, shaker percussion created by filling the chamber with machine screws, waterharp shakes, hand grab thumps, and human vocalized bowing effects,

AMBIENT PRESETS



Waterharp Abyss.nki By Gregg Stephens

Ambient sustaining pads, drones, atmospheres and soundscapes created by manipulating the organic sounds of the waterharp. This preset includes 14 different ambient sound presets.

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AMBIENT PRESETS



Waterharp Ambient FX.nki By Steve Tavaglione

Ambient sustaining pads, drones, atmospheres and soundscapes created with a mixture of sound design, Kontakt programming and effects that transform the waterphone into an otherworldly engine of soundscape generation. This preset includes 9 different ambient sound presets.



Waterharp Poseidon's Deep.nki By Mike Peaslee

Ambient sustaining pads, drones, atmospheres and soundscapes created by manipulating the organic sounds of the waterphone. This preset includes 20 different ambient sound presets.



Waterharp TavAmbient.nki By Steve Tavaglione

Ambient sustaining pads, drones, atmospheres and soundscapes created by manipulating the organic sounds of the waterphone. This preset includes 16 different ambient sound presets.

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THANK YOU

Thank you for buying the Waterharp library by Soundiron, programmed for Native Instruments' Kontakt. If you enjoy this creation, we hope you'll check out some of our other awesome virtual instrument libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you.

info@soundiron.com

Thanks!

Mike, Gregg & Chris



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