SOUNDIRON

MADE FOR KONTAKT PLAYER

NKS NATIVE KONTROL STANDARD

HYPERION STRINGS ELEMENTS

Hyperion Strings Elements is a universal string ensemble library built for everyone. It was recorded with uncompromising engineering precision and then hand-edited and carefully balanced to achieve a new benchmark in quality and playability. We set out to strike the ideal balance between polished refinement and natural humanism, for maximum creative flexibility, advanced utility and acoustic realism.

This symphonic string library is a robust musical production workhorse that will serve you well, whether you're a working composer, student, producer, songwriter, teacher, arranger, band, sound designer, or are just curious about creating your own music. It's optimized for instant gratification, from the moment you load it up. Its intuitive modular design and content symmetry make it easy to use for the beginner. Yet its robust articulation list, dynamic capabilities, time-saving articulation management tools, deeply customizable acoustics and professional feature set make it exceptionally powerful in the hands of the seasoned composer. It is encoded and optimized for Native Instruments' NKS standard and the free

Kontakt Player, Komplete Kontrol and S-Series Keyboards, and very affordably-priced to make it truly accessible to everyone.

The Hyperion String ensemble has a forward and robust sound unlike any other. It has a strong tone and wide dynamic range that can be shaped to fit any genre or style. It can also be used to fatten and layer with other strings to create massive arrangements. We recorded our string ensemble sections up close in the historic Studio A at Fantasy Studios in Berkeley, CA. We've also equipped the interface with plenty of spatialization, environment simulation and positioning controls and options to let you dial in the sound and character you need.

The library includes a full-ensemble preset and 4 Master and True-Legato section presets for 8 Violins, 6 Violas, 5 Cellos and 4 Double Basses. The Master presets include a broad selection of fundamental articulations, each with their own range of customizable real-time performance options, key-switch and mapping options and performance tools. These master presets allow you to blend and switch effortlessly vibrato, non-vibrato and tremolo sustains, a variety of short bow strokes and naturally dynamic tempo-based expressions, effects, rhythmic patterns, runs and sequences.

The Sustain articulations weave together multi-dynamic lush vibrato, clean non-vibrato and intense tremolo sustains, recorded naturally in piano, mezzo-forte and forte dynamics. Within the special True-Legato presets, you can switch instantly between agile fingered and smooth glissando legato transition styles for vibrato and non-vibrato sustains, with speed control that adapts to the way you play when you want it to, yet gives you total hands-on control when you need it. Our True-Legato system lets you craft startlingly realistic and seamless performances, whether you're playing quick slurred runs or long, silky-smooth melodies.

The Short articulations include 6 types to choose from: 8th note long staccatos, classic short staccatos, spiccatos, pizzicatos, Bartok pizz string snaps and col legno bow taps. Each type includes two speeds, loose and tight. Each short articulation provides 4 round-robin variations per note and auto-speed switching, making it easy to humanize your arrangements and find the perfect bow stroke or emotive expression for any musical moment.

The Expressions allow real-time dynamically-aware release sample triggering, tempo-synching and time-stretching. We've included a wide selection of Crescendo and Decrescendo, Sforzando and Swell expressions in various lengths, styles, curves and speeds. When combined with the Offset and Attack controls, you can carve out just about any dynamic shape you could ever need.

When you're ready to move up to a more powerful and complete palette, you can upgrade seamlessly to full Symphonic Edition of our Hyperion Strings product line (*coming soon*), with an even vaster array of specialized bow strokes, articulations, special orchestral effects, expertly-crafted sound design content and comprehensive controls for advanced users, as well as multiple microphone positions for custom and surround-sound mixing.

Welcome to the next step forward toward our vision of a truly universal virtual symphonic orchestra! May it serve you well for years to come.

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Symphonic strings for everyone.

- 5 master section presets: Ensemble, Violins, Violas, Cellos, Basses
- Multi-sampled multi-dynamic acoustic articulations: Sustains Con Vibrato, Sustains Sans Vibrato, Fingered & Gliss True Legato, Staccatos, Spiccatos, Pizzicatos, Bartok Pizz, Col Legno and a full suite of dynamic Expressions.
- 20,148 Stereo Samples
- 9.7 GB Installed (14.2 GB wav)
- 24-bit, 48 kHz Stereo Lossless NCW Format
- A flexible, intuitive user interface with pro features, deep customizability and simple workflow
- Free soundstage positioning for each section within dozens of custom rooms, halls, chambers and special effects environments
- Special note: Hyperion Strings Elements owners can apply their full purchase credit toward future upgrades to Hyperion Symphonic Strings.

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Hyperion Strings Elements has been licensed for use in the free Kontakt Player, virtual instrument engine. It can be used in Kontakt Player or the full retail version of Kontakt (version **6.0.4** or later) for VST, AU or AAX instrument plugin formats. You can add this product to the Kontakt "Libraries" browser. It requires online serial number registration through Native Instruments' Native Access app. This library is fully compatible with Komplete Kontrol and all S-Series Keyboards by Native Instruments. Buying Hyperion Strings Elements automatically qualifies you for a great cross-grade discount toward the full unlocked version of Kontakt through Native Instruments!

SYSTEM REQUIREMENTS

This library requires Native Instruments **Kontakt Player version 6.0.4 or later**, or the full retail version of **Kontakt version 6.0.4 or later**. The sample files are compressed to lossless 48kHz and 24 bit NCW audio format. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products. **You must have at least Windows version 7 or later, or Apple OSX 10.12 or later.**

Many instrument presets in this library are extremely system resource intensive. We highly recommend that you have a 64-bit operating system (Windows 7+ or OSX 10.12+) 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 older machines and audio devices.

FIDELITY

This library was recorded at in a dry recording studio using high-quality preamps and extremely low-noise studio microphones. Natural kinetic sounds from body and clothing movement by the performer sounds may be present in some samples. These performance sounds are natural and unavoidable. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile results.

Our goal is to preserve and accentuate the natural live qualities in our instruments without sucking all of the life out of them for the sake of clinical perfection. The samples are meant to be clean, but lively.

KONTAKT PRESET LOADING

Once installation is complete, you can browse and load the included .nki presets using the Libraries

window, Files Browser or Quick Load Window in Kontakt. You can load Kontakt as a virtual instrument plugin inside your host sequencer or as a stand-alone application.

CONTROL AUTOMATION

Most knobs, buttons and sliders in this library can be automated by midi continuous controller or by using host automation envelopes in your DAW. To assign any interactive control knob, button or the Sound Selection Menu to a midi CC, you can right-click the control (command-click on OSX) and select the "Learn MIDI CC# Automation" button that appears. Then move your desired midi hardware control to link 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 lock it to.

LIBRARY ACTIVATION

1. If you don't already have Kontakt 5 or the Kontakt Player installed, download the Free Kontakt Player (WIN 7+ / OSX 10.12+) from the Native Instruments website. You need Kontakt or Kontakt Player version 6.0.1 or later to use this library:

https://www.native-instruments.com/en/products/komplete/samplers/kontakt-5-player/

2. Please download the library from our server and unpack it completely before trying to install it. You can find full instructions in the download email we send you after your purchase.

3. Make sure all instances of Kontakt are closed and launch Native Access. It is a special program that is automatically installed by Kontakt. Once it is open, find the "Add a serial" button and click it.

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4. Next, copy your serial number from the download or serial number email we sent you after your purchase. This registration process is necessary to allow Kontakt and the NI Native Access to activate the product. You usually only need to do this the first time you add and activate this Library.

5. On the next screen after registering your serial number, click the Browse button to the right of the library name. This will allow you to select the folder location that you chose to install this library on your hard drive. Select the folder and then press INSTALL on the next screen to complete the process.

6. Exit Native Access and launch Kontakt. Go to the "Libraries" tab in the Kontakt browser window, located in the upper left area of Kontakt window, just to the right of the "files" tab. You should see this library as a new tile in the Libraries window.

7. You can find the instrument presets by clicking the Instruments button on this library's tile in the Libraries window. You can also browse and load

the included .nki presets using the Files, Quick-load or Database browser windows in Kontakt, or through the main File load/save menu.

8. Please allow any current preset to finish loading completely before loading a new one. When loading or unloading articulations within a preset, make sure to allow all samples and GUI elements to finish loading completely before attempting to play notes.

TROUBLE-SHOOTING

If you have trouble activating and registering the library, make sure that you have full unrestricted Administrator account permissions to change your system registry.

Also check to make sure that your security software is not preventing Kontakt from freely accessing the internet and your registry. You may also need to manually set a full exception and/or special access permissions in your security suite or operating system for Kontakt and Native Access.

KONTAKT INSTRUMENT HEADER

The top area of the user interface includes default instrument controls that are common to all Kontakt instruments.
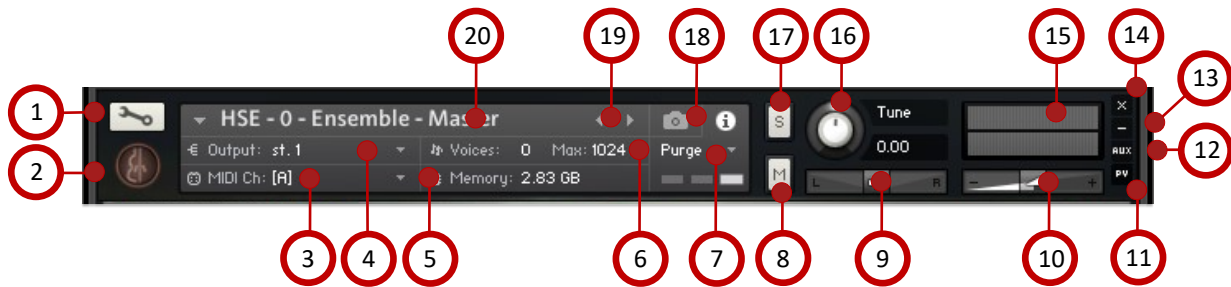
1 - OPEN INSTRUMENT EDITOR button
Click on this to view and edit the internal settings and programming of this instrument. Be careful making internal changes unless you're an experienced Kontakt user, as changes here can easily disable the entire instrument.

2 - CLOSE MAIN CONTROL AREA button
Click the S icon to collapse the "Performance View" and just show the Kontakt instrument header bar, as seen above.

3 - MIDI INPUT menu
Click the down arrow to route the audio from this instrument to select a midi input source. By default, you can choose Omni to allow the instrument to respond to midi messages and notes on any midi channel, or you can choose a specific midi channel number to control the instrument.

4 - OUTPUT menu
Click the down arrow to route the audio from this instrument to any available Kontakt plugin output. You can adjust Output mix and Insert FX settings by showing the main Output window in Kontakt at the bottom of Kontakt (Press F2).

5 - MEMORY USE display
This displays the amount of system RAM used by the samples and other data required by this instrument.

6 - VOICE COUNT AND MAX LIMIT values
This displays the number of voices currently playing on the left and the maximum number of voices that can play before voices are automatically culled. High voice counts can slow down your CPU and cause crackling, popping and other issues. The safe number of voices will vary greatly based on other programs running, the core count and speed of your CPU, available ram, hard drive speed and other factors.

7 - PURGE menu
This menu allows you to purge samples from RAM or reload them.

8 - MUTE button
This mutes the instrument.

9 - PAN slider
This pans the output left or right in the stereo field.

10 - MAIN VOLUME slider
This controls the output volume for the instrument.

11 - PERFORMANCE VIEW button
This button collapses the "Performance View" to just show the instrument header bar, as seen above.

12 - AUXILLARY SENDS button
This opens the Auxiliary Send mixer, allowing you to route signal to the Aux Sends in the main Kontakt Mixer window (Press F2).

13 - MINIMIZE ALL button
This collapses the entire instrument UI down to a thin strip.

14 - CLOSE button
This closes and removes the instrument from the rack.

15 - SIGNAL METERS
This displays the current signal level during playback.

16 - TUNE knob
This controls the global pitch, by semitone increments up to +/- 36. Hold the shift key down while dragging the knob to adjust pitch in 1 cents (1/100th of a semitone). This is separate from the layer pitch settings in the instrument UI.

17 - SOLO button
This solos the instrument and mutes all others in the rack.

18 - SNAPSHOTS button
This allows you to save and load snapshot presets for this instrument. Click the " i " button to close the menu.

19 - PREVIOUS / NEXT PRESET buttons
These arrows let you skip to the previous or next available preset within the same folder. Be aware that any settings you've changed will be lost, so we recommend saving a snapshot after making any changes if you wish to be able to load them again later.

20 - PRESET NAME value
This shows the currently loaded preset name.

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MASTER CONTROL

The main user interface provides you with a complete set of sound-shaping, layering and articulation controls, including 12 independently assignable articulation layers that can be mixed, stacked, cross-faded or key-switched in real-time. Master controls include Swell, Body, Attack, Offset, Release, Release Volume and Vibrato. These global controls are accessible at the top of the UI window at all times.

In the Ensemble Master preset, you can play Sustains, Staccatos, Spiccatos, Pizzicatos, Bartok Pizz, Col Legno and a variety of Crescendos, Decrescendos, Sforzandos and Swells. Each of the 12 available slot layers has its own gain, pan, velocity range and key-switch settings. You can load "DYN" articulations that include all available dynamic layers spread naturally using Swell (CC1/Modwheel) or Velocity, or individual dynamic layers for any articulation for precise creative control.

Each articulation displays its core controls in the lower left area: Sustains offer simulated legato and smooth dynamic expression across p, mf and forte sample layers using the Swell knob, and the ability to solo or crossfade between natural vibrato and steady non-vibrato "clean" layers using the Blend slider. You can also play natural bow direction changes when

retrigging the same key again while using the sustain pedal.

Staccatos and Spiccatos have 4 round-robins and up to 3 dynamics per note, with optional velocity control at the push of a button. Pizzicatos have p and f dynamics. The Bartok Pizzicato is played at a fortissimo and the Col Legno is naturally in a pianissimo dynamic.

The Crescendo, Decrescendo, Sforzando and Swell expressions all offer Auto-Release and Play-Through modes, so you can let go whenever you like, or let the expression play to the end. You have 3 speed options: natural, variable stretch and tempo synching playback modes.

See next page for more info about these controls...

GLOBAL CONTROLS

1 - BODY knob

This controls the bass and presence . Higher settings produce a fuller, punchier sound. Lower values are best for simulating distance.

2 - ATTACK knob

This controls the note attack shape. Turning this up causes the sound to fade in more gradually. This is useful for softening hard transients and taming aggressive articulations.

3 - OFFSET knob

This cuts into the sample start, allowing sample playback to skip past the beginning of the sound. You can use this to make the sound more pad-like or to remove hard transient starts, especially when combined with the Attack knob.

4 - SWELL knob

This controls the volume of the layer, with smooth real-time tonal and dynamic attenuation. When using multi-dynamic articulations in standard mode, the Swell knob cross-fades smoothly between dynamic sound layers, from pianissimo to

fortissimo. When using single-layered articulations or dynamic articulations in Velocity mode, the Swell knob provides direct volume and tone attenuation. The Mod-wheel (CC1) also controls this knob by default.

5 - RELEASE knob

This controls the duration of the release fade out once you let go of a key. Lower values cause the sound to fade out more quickly after a note is released, while higher values fade the sound out more slowly.

6 - REL VOL knob

This controls the volume of the release in articulations that have release samples. Higher values are good for adding punch to a note release, while lower values are good for crafting more subtle releases.

7 - VIBRATO knob

This applies basic simulated vibrato to the sound. For articulations recorded with natural vibrato, such as the main vibrato sustains, this knob applies *additional* simulated vibrato to allow more intense vibrato.

LAYER SETTINGS

The settings for each layer are located in the lower middle area of the main control window. To edit the settings for a layer, select it in the main articulation area in the center of the main UI. When selected, a layer's current articulation assignment, pan position, velocity range and key switch activation settings are displayed.

1 - ARTICULATION menu

This displays the currently selected articulation layer assignment. You can change the articulation currently loaded into the selected layer slot by clicking on the articulation name and selecting a new articulation from the menu.

2 - PAN slider

This sets the left-right stereo pan position for the articulation. Each articulation layer slot can have its own custom pan setting.
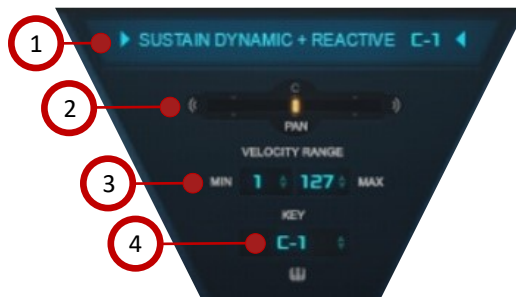
3 - VELOCITY RANGE values

These text boxes set the minimum and maximum velocity trigger thresholds. Incoming midi notes with a velocity below the MIN *or* above the MAX for the selected layer slot will not trigger the layer.

4 - KEY switch value

Key switches are midi notes assigned to turn an articulation on and off. This text box sets the trigger key that must be pressed to activate the slot. Only one key switch can be active at a time, but you can assign multiple layers to the same key switch.

ARTICULATION CONTROLS

SUSTAINS & LEGATO

We've included emotive vibrato sustains, smooth clean non-vibrato sustains and tremolo sustains, each with piano, mezzo-forte and legato dynamics. The violin section also includes an extra "mezzo-piano" dynamic between the piano and mezzo-forte layers. Select the Sustain DYN + REACT articulation in the Master preset if you wish to smoothly blend between vibrato and clean sustains and use the swell control to fluidly move through the dynamic range. In the True Legato presets, all articulation menu options include clean, vibrato and blend modes. If you need more precise control and focus, you can load an individual dynamic sustain layers as well.

LEGATO button — This enables the legato system, allowing you to seamlessly tie melodic passages together more naturally. In the master presets, this is a simulated legato transition that can be used with the vibrato, clean and tremolo sustain articulations, In the true legato presets, this system weaves actual legato transition recordings into the sound to recreate a natural note transition. In both cases, when the legato system is active, notes will smoothly transition from one to the next as long as you keep the old note held down briefly after triggering the new note.

FINGERED / GLISS selector— In the True Legato presets, this switches between faster fingered legato transitions and slower glissando slide transitions. Faster melodies sound best and are generally only played with fingered legato. Slower, more dramatic pieces are sometimes played with glissandi or portamento transitions that glide between notes. Keep in mind that fast note transitions may note sound natural if played in Gliss mode.

RESPONSE slider — This controls the interval transition speed when legato is on. Lower values provide smoother, more gradual transitions, while higher values produce more transient, distinct intervals.

AUTO-RESPONSE text button— If this is active, the legato response will adapt to the speed at which you play. In the "DYN" multi-dynamic sustain and true legato articulations, you'll also see a pair of triangle indicators. Click and drag them to set the minimum and maximum legato response speed you want to allow. We recommended leaving this on, unless you need manual control over the speed of individual legato transitions.

SOLO / DUET selector — This toggles between monophonic mode and semi-polyphonic mode. Solo mode triggers legato transitions between any two played notes across the section's entire key-range. Duet mode limits legato transitions to intervals within 1/2-octave from the current note, but allows two independent legato melodies to be played simultaneously, as long as they are farther than 1/2-octave apart.

BOW CHANGE text button—This enables automatic bow direction change sounds when you retrigger a currently-playing note while the sustain pedal is held down.

BLEND 3-way selector & slider — This allows you to switch between natural vibrato and non-vibrato sustain types, or you can choose Blend to smoothly transition between them in real-time using the slider next to it. **Note:** The Blend controls are only shown for Sustain and True Legato DYN + REACT articulations.

TIP: If you would preset to have more precise dynamic control, you can assign all of the available sustain dynamics and types to different key-switch slots, or by loading "Map - Master - 02 - Sustains.nka" from the Articulation Editor Map presets we've included. Use the 6-dot menu button in the top right of the Articulation slot window to Save and Load custom maps.

ARTICULATION CONTROLS

SHORT NOTES

We've included a wide spectrum of short note types and lengths, with a standard 4 round-robin variations per note/dynamic, all organized into an extremely easy-to-use and convenient control and playback system.

There are 3 main bow stroke types: long staccatos, short staccatos and spiccatos. Each one has two different style variants that roughly correlate to "speed" or "tightness" as the bow slides or bounces over the strings at faster speed and/or for a shorter contact duration. It's easiest to roughly think of them as a spectrum from very long to very short note lengths. For longer notes and slower patterns, try the loose or tight 8th Staccatos. For faster passages, use either the loose or tight Staccatos. For very quicker rhythms, accented attacks and more aggressive passages use the loose or tight spiccatos. All 6 of these variants include piano, mezzo-forte and forte dynamics.

There are 3 percussive types: Pizzicatos (piano and forte finger plucks), Bartok Pizz (fortissimo string snaps) and Col Legno (pianissimo bow taps). Loose mode provides naturally looser ensemble cluster attacks for slower passages and a more natural ensemble sound. Tight mode provides more tightly-synchronized single attack for faster passages and a more precise sound. Time mode automatically switches between Loose and Tight modes, depending on how quickly you play new notes. This allows for a natural attack on slow passages and more precise attacks during faster passages without using key-switches.

RESET button — This resets the round robin counter to the first sample in the sample repetition series.

VEL SENSITIVE button — This switches the articulation to velocity sensitive mode. When this is active, your midi velocity controls the dynamic layering for staccato, spiccato and pizzicato articulations, rather than the Swell knob.

STYLE selector — This switches the samples between longer and shorter or looser and tighter attack variants of the bow stroke type. Selecting "**Loose**" loads the longer/slower variant and selecting "**Tight**" loads the short/faster variant. Selecting "**Time**" enables automatic switching, so that the loose variant will play when you're playing notes far apart and the tight variant will play when you repeat notes more quickly.

TIP: If you prefer to use keyswitches to change bow strokes, you can load the same articulation into two separate slots and then choose loose for the first one and tight for the second. You can do the same for all of the short note types and have them all at your fingertips at once, or load "Map - Master - 03 - Shorts.nka" from the Articulation Editor Map presets we've included. Use the 6-dot menu button in the top right of the Articulation slot window to Save and Load custom maps.

ARTICULATION CONTROLS

EXPRESSIONS

The expressions are a selection of short, medium and long articulations that transition across dynamics, from p to f, f to p and everywhere in between. We've captured a complete selection of crescendos, decrescendos, sforzandos, hairpins and swells that allow you to create more realistic and emotive arrangements quite easily. They are modular and approximately time-aligned between the four sections to allow layering.

AUTO-RELEASE / PLAY-THRU selector — When Auto-Release is enabled, a dynamically-aware release sample will play if you release the note before the expression has ended. In Play-Thru mode, the entire crescendo or decrescendo will play out each time a note is played, using the Release knob to control fade-out time.

PROGRESS display — This shows the current playback position of the crescendo or decrescendo as it is played.

PLAYBACK selector & slider — This selects the playback engine mode for the expression. In **Normal** Mode, the sound plays back as it was recorded, so the timing will shift slightly as you go up in half-steps (the orchestra was sampled at whole-step intervals). **Sync** mode enables Kontakt's Time Machine Pro engine. This mode locks playback speed to the BPM of your DAW project (or Kontakt's master tempo if you're running it in "stand-alone" mode). **Variable** mode lets you freely stretch playback speed of the expression, with the use of the slider located just below it.

Note: Sync and Variable modes correct the timing shift issue between whole-steps, but they require additional CPU and memory resource and may introduce popping, glitches and stuttering artifacts due to technological limitations in the Time Machine engine's algorithms. It is best to keep within a range of 105—135 bpm, or tempos divisible or compatible with that range for best engine performance. We've included a selection of 8 count, 4 count, 2 count and 1 count expressions to allow coverage for most tempos and potential use-cases.

TIP: As expressions play back, you can release notes at any time to trigger a natural and dynamically-appropriate release. You can also use the Attack and Offset knobs to further shape these nuanced articulations. With these tools, you can create an infinite variety of natural and fluidly real transitions and dynamic passages.

ARTICULATION SLOT BROWSER

The Articulation Slot browser in the middle of the main GUI window provides you with up to 12 active articulation slots that you can freely assign to any of the included instrument articulations. Each layer can have its own articulation, pan, volume and keyswitch settings, independent of the global controls.
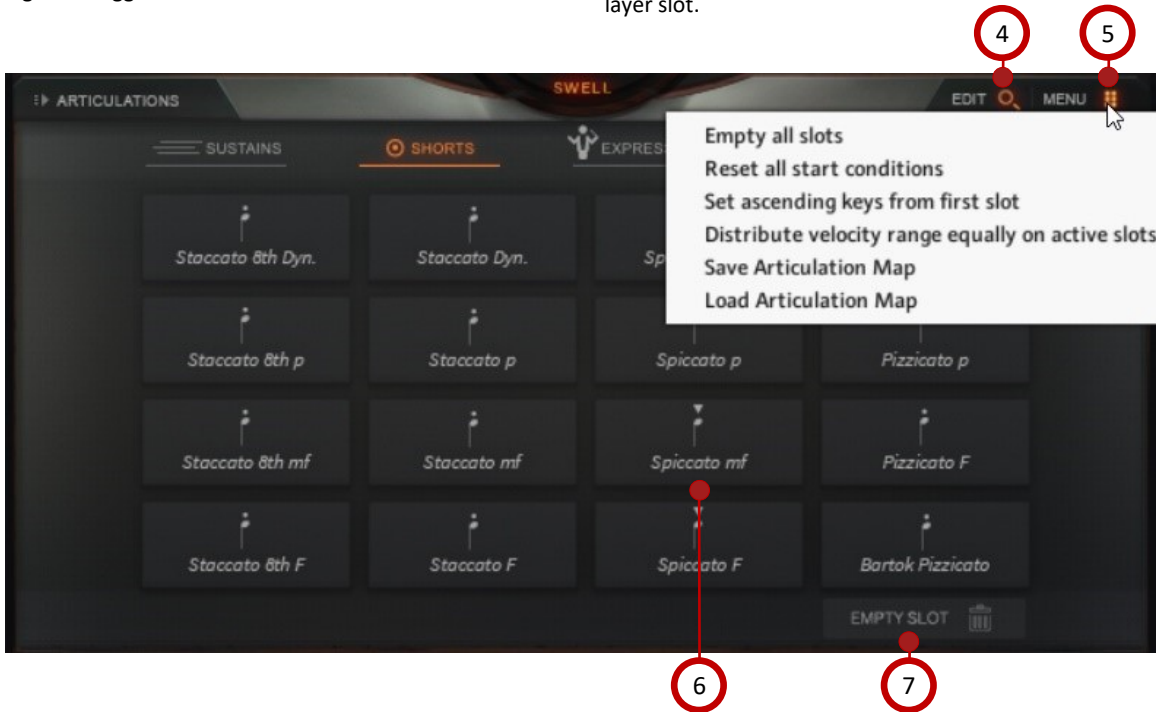

1 - ARTICULATION menu
This displays the currently selected articulation layer assignment. You can change the articulation currently loaded into the selected the layer slot by clicking on the articulation name and selecting a new articulation from the menu. You can load multiple instances of the same articulation into different layer slots and then customize settings and trigger conditions.

2 - KEY SWITCH display
This value displays the currently assigned midi key switch to turn an articulation slot on and off via midi control. Simply play the designated midi note to enable or disable a layer.

3 - SLOT VOLUME knob
These knobs control the gain for each individual articulation layer slot.

4 - EDIT button
This opens the Articulations selection window.

5 - MACRO MENU
This opens the macro function menu. The "**Empty All Slots**" macro lets you instantly empty all slots to return them to their empty default state. The "**Reset all start conditions**" macro resets velocity and keyswitch settings to default. "**Set ascending keys from first slot**" automatically assigns each slot to sequential keyswitches based on slot order from low to high, in a continuous block of keyswitches. "**Distribute velocity range equally on active slots**" assigns the slots to non-overlapping velocity ranges, so you can use midi note

velocity to switch between articulations. You can also save and load your own custom articulation maps with this menu. Note: If you load a saved map into a preset that does not included all of the same articulations, those slots will be left "Empty".

6 - ARTICULATION TILES
Use the category headings at the top of this area to select different articulation types. Then click on the tile for the specific articulation you want to load into the current slot.

7 - EMPTY SLOT button
This unloads any articulation assigned to the current slot.

ENSEMBLE MIXER PANEL

The Ensemble Mixer panel is included in the main Ensemble preset to allow you fine individual control over the midi key range, volume and pan position of each section. The controls are simple, with visual representations to show you everything at a glance, including live signal meters and a color-coded key range display along the bottom. You can also switch off any section you don't need or limit their key ranges to fit your needs.

The total extended playable range of each section is as follows:

Basses (4 players): Maximum Range C0 to C3

Cellos (5 players): Maximum Range C1 to F4

Violas (6 players): Maximum Range C2 to F5

Violins (8 players): Maximum Range G2 to E6

1 - SECTION ON/OFF buttons
This turns the individual string sections on and off. When a section is off, it does not use voices and its samples are unloaded from ram.

2 - PAN sliders
This sets the left-right stereo pan position for each string section.

3 - VOL sliders
This main volume slider sets the volume for each string section independently. There is a signal meter to the right of each section's volume slider that displays the current signal level in real-time.

4 - KEY RANGE LIMIT values
These pairs of text boxes set the lowest and highest midi note that each section covers. Allowing multiple sections to overlap will result in higher voice counts,

and greater CPU use, but can allow a smoother tonal blend from section to section across the key range. Please be aware of system resource limits when setting your preferred section key ranges.

5 - LINK buttons
These 3 buttons snap the key ranges to non-overlapping defaults. When the boundary for one section is moved while the Link is enabled between it and an adjoining section, the key range for both sections is adjusted automatically.

5 - KEY RANGE DISPLAY bars
These 4 colored bars show the current midi key range of each section. Orange is for Basses, Light Green is for Cellos, Blue-Green is for Violas and Dark Blue is for Violins.

EFFECTS PANEL

The Effects panel includes Filter, Compressor and Equalizer modules that can be turned on and off individually, with plenty of factory FX chain presets that can be loaded from the Preset drop-down menu.
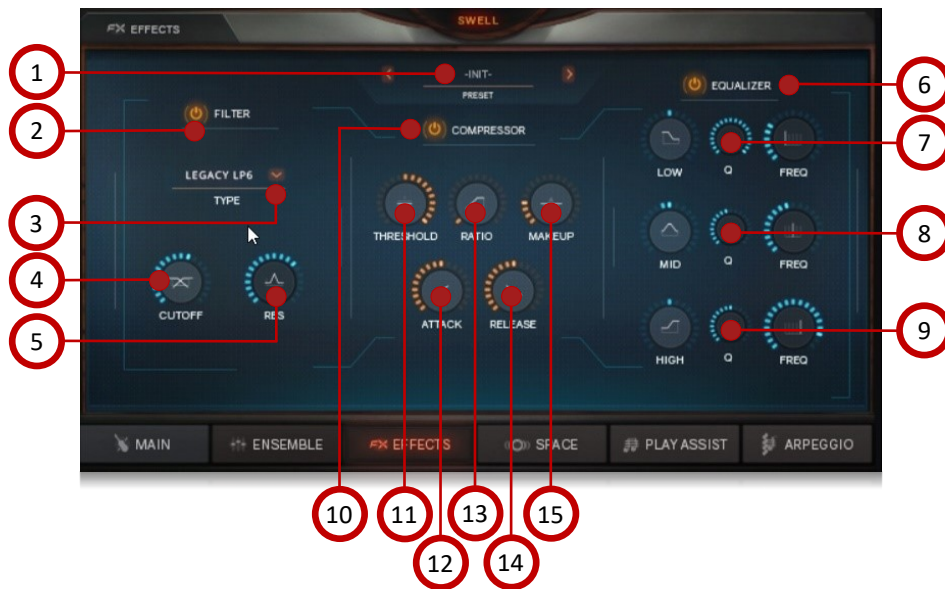
1 - PRESET menu

This menu lets you load any of our custom FX presets. You can save and reload your own custom presets with the Export and Import options at the bottom of the drop-down menu. The left and right arrow buttons also allow you to quickly cycle through the presets without opening the menu.

FILTER

2 - FILTER ON/OFF button

This turns the filter effect on and off.

3 - FILTER TYPE menu

Use this menu to select the filter type that you want to apply, from a choice of 12 common filters.

4 - CUTOFF knob

This controls the filter cutoff frequency.

5 - RES knob

This controls the filter resonance level.

EQUALIZER

6 - EQUALIZER ON/OFF button

This turns the EQ effect on and off.

7 - LOW BAND knobs

The **LOW** knob sets the low frequency band gain. The **Q** knob controls the bandwidth of the low band. The **FREQ** knob controls the low band's frequency center.

8 - MID BAND knobs

The **MID** knob sets the mid frequency band gain. The

Q knob controls the bandwidth of the mid band. The **FREQ** knob controls the mid band's frequency center.

9 - HIGH BAND knobs

The **HIGH** knob sets the high frequency band gain. The **Q** knob controls the bandwidth of the high band. The **FREQ** knob controls the high band's frequency center.

COMPRESSOR

10 - COMPRESSOR ON/OFF button

This turns the Compressor effect on and off.

11 - THRESHOLD knob

This controls the compressor signal threshold, above which dynamic compression will be applied.

12 - ATTACK knob

This controls the compression attack time, with higher values resulting in a slower attack.

13 - RATIO knob

This controls the compression ratio, with higher values applying stronger compression.

14 - RELEASE knob

This controls the compression release time, with higher values resulting in a longer release.

15 - MAKEUP knob

This applies or reduces output gain after the compression has been applied.

SPACE PANEL

The Space panel provides convolution reverb and a stage position mapping. This feature gives you the ability to place and position the strings in a huge variety of different environments and even create otherworldly atmospheric and ambient special effects. You can also adjust the roll-off for low and high reflections, adjust wet/dry mix and the perceived size of the environment. The possibilities are endless.
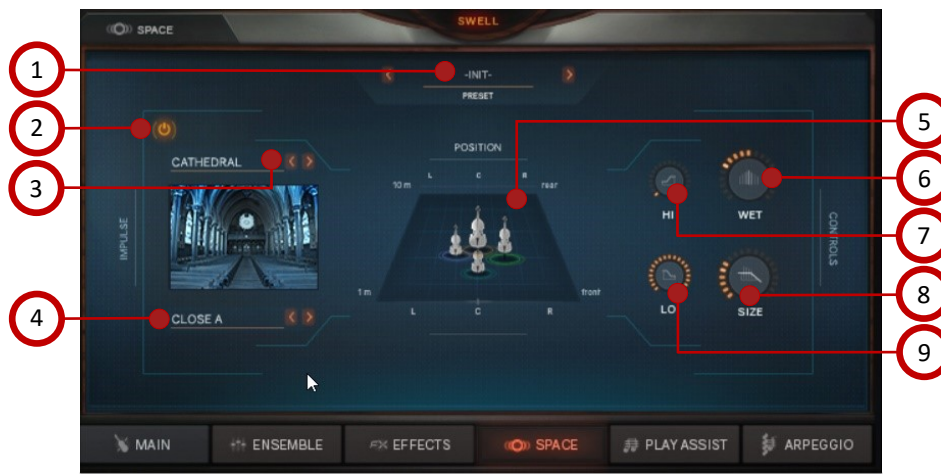
1 - PRESET menu
This menu lets you load any of our custom Space presets. You can save and reload your own custom presets with the Export and Import options at the bottom of the drop-down menu. The left and right arrow buttons also allow you to quickly cycle through the presets without opening the menu.

2 - ON/OFF button
This turns the convolution reverb effect on and off. You can still use the Position map to spatialize the instruments even when the reverb effect is off.

3 - CATEGORY menu
Use this menu to select the environment category that you want to model. You can choose from 119 distinct real-world cathedrals and halls, chambers, large rooms, small rooms, hallways and stairwells, underground environments, fields and forests and a selection of more unusual sound-designed and special effect impulses, in both long and short sub-categories.

4 - IMPULSE menu
This menu selects the specific convolution reverb impulse that you wish to load from the selected category.

5 - POSITION map
The stage mapping window allows you to freely place each section where you would like it in the sound stage, from left to right and from close to distant. Just click and drag the instrument icon.

6 - WET knob
This controls the wet/dry mix for the convolution reverb effect. It's only active when reverb is on and is not a real-time automatable control.

7 - HI knob
This controls the high frequency roll-off for reverb reflections. It's only active when reverb is on and is not a real-time automatable control.

8 - SIZE knob
This controls the perceived size of the reverb environment. It's only active when reverb is on and is not a real-time automatable control.

9 - LO knob
This controls the low frequency roll-off for reverb reflections. It's only active when reverb is on and is not a real-time automatable control.

PLAY ASSIST PANEL

The Play Assist panel allows you to lock the keyboard to just the specific scale you want to use and maps the notes over just white keys for convenience. You can then customize the scale using the Preset Settings sliders to move any note sharp, flat, or natural. You can then assign your scale to the yellow key-switch slot of your choice from C-2 up to B-1.
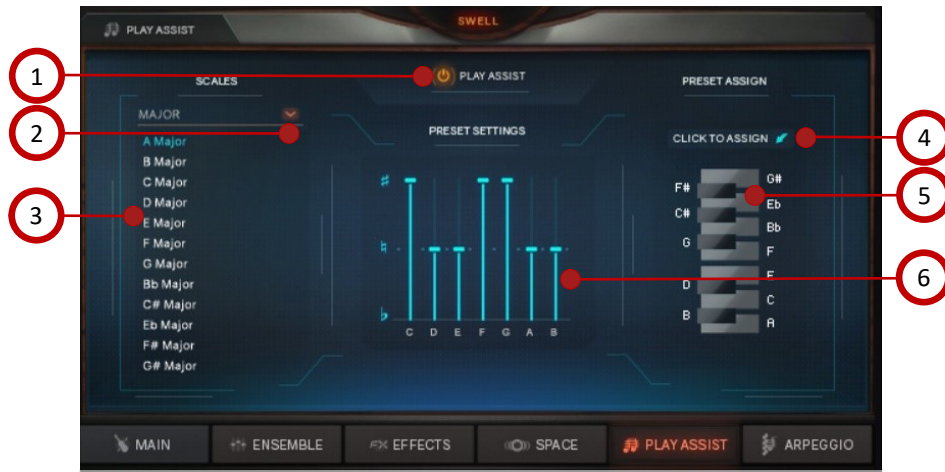
1 - PLAY ASSIST button
When Play Assist is activated, the black keys are turned off and the notes of your chosen scale are mapped just over the white keys, so you won't need to remember where the specific notes in the scale are. Just play up and down the keyboard without worrying about a single sour note!

2 - SCALE TYPE menu
Use this menu to select a scale type, from your choice of Major, Minor, Major 6, Minor 7, Suspended 4th, Whole Tone and Harmonic Minor Scales.

3 - SCALE KEY menu
Use this menu to select a scale key.

4 - KEY-SWITCH ASSIGNMENT button
Click this button to arm the key-switch assignment keyboard for assignment.

5 - KEY-SWITCH ASSIGNMENT keys
After pressing "Click To Assign", click on the key you wish to assign your scale preset. The scale key-switches are colored yellow and are located from B-1 down to C-2.

6 - PRESET TUNING sliders
You can shift any of the notes in the scale up or down a half-step with these sliders. After customizing your scale, you can assign it to one of the scale keyswitches to save it for later use.

ARPEGGIO PANEL

The Arpeggio panel allows you to create instant rhythmic and melodic patterns. You can draw the velocity in for each note in the pattern by using the graph table, or simply use the velocities that you play in real-time. You can choose your note length in the Rhythm menu. The mode menu lets you select Trill, Arpeggio, or Run modes. The Direction menu gives you a range of pattern options, from simple up/down patterns to complex cascades. You can also add swing and variation to your rhythm for a more natural flow.
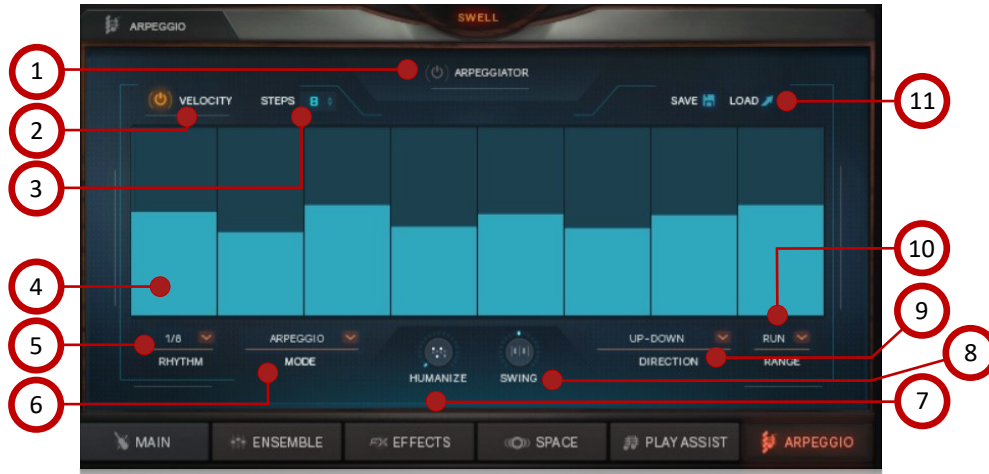
1 - ARPEGGIATOR ON/OFF button
This turns the arpeggiator on and off.

2 - VELOCITY ON/OFF button
This enables the velocity graph. When this graph is off, the pattern will use the actual velocities of the incoming midi notes as you play or sequence them.

3 - TABLE STEPS value
This setting determines the number of velocity steps that will be cycled through in the sequence, from 2 to 32 steps in length. You can change the value by double clicking the number or clicking and dragging it up or down.

4 - VELOCITY GRAPH table
Use the graph to draw the velocity for each step in your desired arpeggio sequence. The table plays from left to right.

5 - RHYTHM menu
This menu lets you choose the note time, with half note, half triplet, quarter note, quarter triplet, 8th note, 8th triplet, 16th note, 16th triplet, 32nd note and 32nd triplet.

6 - MODE menu
This menu controls the Arpeggiator mode. Trill mode alternates between two notes continuously, with selectable intervals of up to an octave using the Range Menu. In Arpeggio mode, it cycles between the notes you're currently holding. You can select the number of steps to cycle through using the Range menu, from 2 to 8 steps or choose Run to continuously arpeggiate as long as you are holding down notes. In Run mode, playing a single key will trigger a melodic run across the scale, depending on your Direction

and Range menu settings, and whether you're also using the Play Assist scale constraint system at the same time.

7 - HUMANIZE knob
The Random knob applies natural variability to the speed and velocity values.

8 - SWING knob
This adds pre-beat or post-beat swing to the arpeggiated rhythm.

9 - DIRECTION menu
The Direction menu controls the arp direction and behavior, with 14 different patterns to choose from: Up, Down, Up-Down, Down-Up, Zig-Zag Up, Zig-Zag Down, Zig-Zag Up-Down, Zig-Zag Down-Up, Move-In, Move-Out, In & Out, Out & In, EZ-Roll, Random and As Played.

10 - RANGE menu
This menu selects the number of repeated arpeggio steps that will play. For example, 2X means that only two notes will play each time a key is triggered, while 8X cycles through the pattern for 8 consecutive steps. Selecting "Run" will sustain the arpeggio cycle for as long as you hold down a note.

11 - SAVE & LOAD buttons
This "disk" icon button allows you to save and export your ARP settings to an nka preset file. The "folder" icon button allows you to import and load your previously saved Arp panel settings from an nka file.

GALLERY

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HYPERION *STRINGS* ELEMENTS

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HYPERION *STRINGS* ELEMENTS

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ARTICULATION LIST

(recorded separately for all violin, viola, cello and bass ensemble sections)

Sustains (w/ fingered and gliss true legato)

Piano con vibrato
Mezzo-Forte con vibrato
Forte con vibrato
Piano sans vibrato
Mezzo-Forte sans vibrato
Forte sans vibrato

Tremolo

Tremolo Piano Sustain
Tremolo Mezzo-Forte Sustain
Tremolo Forte Sustain
Tremolo 4-count Crescendo p < F
Tremolo 4-count Decrescendo F > p

Short Notes (bowed, 4x round-robin)

8th Staccato Loose Piano
8th Staccato Loose Mezzo-forte
8th Staccato Loose Forte
8th Staccato Tight Piano
8th Staccato Tight Mezzo-forte
8th Staccato Tight Forte
16th Staccato Piano
16th Staccato Mezzo-forte
16th Staccato Forte
32nd Staccato Piano
32nd Staccato Mezzo-forte
32nd Staccato Forte
32nd Spiccato Piano
32nd Spiccato Mezzo-forte
32nd Spiccato Forte
64th Spiccato Piano
64th Spiccato Mezzo-forte
64th Spiccato Forte

Short Notes (percussive, 4x round-robin)

Pizzicato Piano Loose (plucks)
Pizzicato Piano Tight (plucks)
Pizzicato Forte Loose (plucks)
Pizzicato Forte Tight (plucks)
Bartok Pizz Loose (string snaps)
Bartok Pizz Tight (string snaps)
Col Legno Loose (bow taps)
Col Legno Tight (bow taps)

Crescendo Expressions (<)

8-count Crescendo p < mf sans vibrato
8-count Crescendo mp < F sans vibrato
8-count Crescendo p < F sans vibrato
8-count Crescendo p < mf con vibrato
8-count Crescendo mp < F con vibrato
8-count Crescendo p < F con vibrato
4-count Crescendo p < mf
4-count Crescendo mp < F
4-count Crescendo p < F
2-count Crescendo p < F
1-count Crescendo p < F

Decrescendo Expressions (>)

8-count Decrescendo mf > p sans vibrato
8-count Decrescendo F > mp sans vibrato
8-count Decrescendo F > p sans vibrato
8-count Decrescendo mf > p con vibrato
8-count Decrescendo F > mp con vibrato
8-count Decrescendo F > p con vibrato
4-count Decrescendo mf > p
4-count Decrescendo F > mp
4-count Decrescendo F > p
2-count Decrescendo F > p
1-count Decrescendo F > p

Sforzando Expressions (><)

4-count Sforzando F > p < F Full-Range
4-count Sforzando mp > p < mp Low

Swell Expressions (<>)

4-count Swell p < F > p Full-Range
4-count Swell p < mp > p Low

HYPERION STRINGS ELEMENTS

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Gregg Stephens
Chris Marshall

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Chris Marshall

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Gregg Stephens

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Gregg Stephens
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Hannah Addario-Berry
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Michelle Kwon
Monica Scott

Basses
Alden Cohen
David Horn
Michael Graham
Robert Ashley

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ELEMENTS

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THANK YOU!

Soundiron is a virtual instrument and sound library developer founded in 2011 by sound artists and instrument designers Mike Peaslee, Gregg Stephens and Chris Marshall. We are based in the San Francisco Bay area, in California. We are driven every day to capture all of the sonic flavors that this world has to offer. Our mission is to record them in deep detail and carefully craft them into living-breathing virtual instruments that inspire you to play and create the music and sound you hear in your heart. Each library is crafted to deliver the greatest possible realism, outstanding acoustic quality, natural real-time playability, and intuitive and flexible controls and unique sound-shaping options. We hope these tools make your composition and sound design work a breeze, so you can spend more time creating. If you enjoy this instrument, we hope you'll check out some of our other awesome sound libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you at **support@soundiron.com**!

Thanks from the whole Soundiron team!