LUMINABELLS

Luminabells

Produced by Mike Peaslee.

Designed to perform a million tasks, in a millions different shapes and sizes, the incandescent lightbulb illuminated human existence and enabled the world to finally and truly find its way out of the dark. Over the generations, this old filament-syle lightbulb and the various offspring have served humanity well. Indeed, the very concept of a brilliant idea is most often signified by this single iconic image,

However, as populations have exploded and resources have diminished, that brilliance is a luxury we're quickly finding ourselves unable to afford. The grave inefficiencies of Edison's incandescent bulb have forced us to move toward Tesla's far superior fluorescent design, with its vastly longer life, lower energy consumption, heat output and fire danger. Yes, the incandescent puts out warmer, more pleasing light than most current fluorescents. But at what cost? Like vacuum tubes, as magnificent as these things are and as beautifully as they perform, they will soon be a rare anachronism sought by the purist, but long forgotten by the masses.

The fragile and inherently musical bell-like aspect of the old incandescent bulb has always fascinated us and we knew that time was running out for this poor little device. That is why we must now bring you Luminabells, - the mysterious and angelic essence of the simple ordinary lightbulb. captured as a tiny, starry galaxy of humble and yet beautiful tuned and untuned percussion.

This library was originally released by Tonehammer Inc. as "Microhammer Luminabells."

Overview:

71 Kontakt Instruments
1511 Samples
45 Custom Impulses
663 MB Installed
Sample resolution: 44.1Khz / 24Bit stereo .wav format
Format(s): Kontakt and .wav

Note: Native Instruments Kontakt 3.5 + full retail versions required.
Note: Free Kontakt Player will only work for 30 minutes with this product. Full version required to remove this restriction.

INSTALLATION

Use Winrar, UnrarX, Unrar or other compatible program to decompress the "Soundiron_Luminabells.rar" file into its own folder in your sample library directory. Make sure to preserve the included folder structure. This is usually done by selecting the "extract to'..." option in Winrar or UnrarX.

Here's a link to winrar for PC:
http://www.win-rar.com/download.html
Here's a link to UnRarX for OSX:
http://www.unrarx.com/

You should now be able to open and play the .nki files. Be aware that all of our .nki files are only compatible with full retail versions of Kontakt 3.5 or later.

Note: The Free Kontakt Player and any bundled Kontakt or Kompakt Players that come included with other software will **not** be able to load this library. The **full** retail version of Kontakt is required for full use.

However, since our wave directories are open, you can translate the patches into whatever format you like. There are a few conversion utilities available, such as Chicken Systems Translator, that can make the translation process much easier.

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Programming Notes:

Keep in mind that these sounds were all very quiet, produced by often very small and usually very fragile glass bulbs. In order to amplify many of these musical sounds up to usable levels, some low frequency rumble and high frequency hiss has also been unavoidably boosted. We've left these impurities in place deliberately, rather than filtering them out, in order to both preserve the most delicate aspects of these sounds and to broaden the creative potential in these sounds. and allow those impurities to become added complexity and flavor.

Untuned Master Percussion Patch
(Luminabells_Master.nki)

This preset contains all of the 44 impacts, strikes, taps, clicks, bounces and rattles programmed over the full keyboard range. All sounds are at their natural root pitches, but can be adjusted up to +/- 24 semitones using the Stepping knob or by +/- 12 semitones, using the key-switches from C-2 to C0. Each sample set of velocity-layered and round-robin cycled notes is smoothly blended from one to the next as you move up and down the keyboard.

"Tuned" Solo impacts:
(Solo_Luminabell_01.nki - Solo_Luminabell_44.nki)

We recorded a number of different sizes and shapes of bulbs, using a variety of playing articulations to explore the sonic potential of each one. We tapped with fingers, palms, sticks, mallets, other bulbs and other implements, focusing on each timbre and tone that we could bring out of each lightbulb. We paid special attention to vibrating the unique filament in each one as much as possible without breaking it or the glass bulb itself.

"Tuned" Solo shakes and rattles:
(Solo_Luminabell_Swoosh_01.nki - Solo_Luminabell_Swoosh_03.nki)

These sounds are the result of shaking the bulbs aggressively, within millimeters of the microphone diaphragms, in order to bring out the most intense filament shimmer that we could, with the added low-frequency "whoomp" to make them very interesting potential sound design or percussive elements.
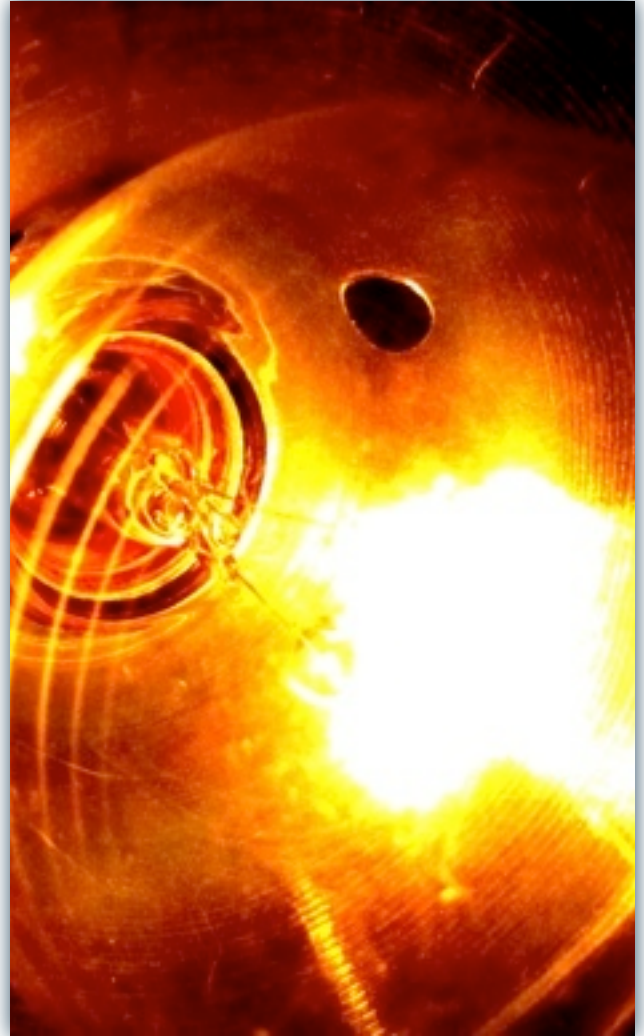
Special FX presets:

We've included a selection of 12 specially modified presets that take the raw source material in new directions,. Hopefully, these will inspire you to create and customize more of your own. Don't be afraid to try extreme experiments with the control and convolution settings. The FX directory would have hundreds of presets if we highlighted even a small fraction of the total sonic range that various unique combinations of the front panel and reverb controls provide.

We also played with Time-Machine and Tonemachine engine settings, with added specialized automation controls provided for key parameters in each one. Look for the following words in the FX preset names to determine the special added control offered by each one.

mw-xfade - these sustaining ambient presets have multi-layer cross-fading that can be controlled in realtime using the modwheel (CC1).

pw-speed - these presets allow control over Time-machine I or II engine playback time stretch/compress speed by using the pitch-wheel.

mw-damp - uses the normal release damping functionality we typically assign to the modwheel, but with more extreme results.

mw-trem - modwheel control over the intensity of tremolo effect.

pw-formant -pitch-wheel control over formant shape in the tonemachine engine.

pw-stutter - pitch-wheel control over time-machine grain size, causing more intense glitching effects.

Looping Rattle and Hum:

These 11 sustaining loop-based instruments have been slightly "tuned" to create playable "pseudo-organs" out of the sounds of rattling and spinning lightbulb filaments and harsh, buzzy, noisy fluorescent lightbulb hums. They all feature modwheel intensity swelling and the master Flourescent_Organ_mw-swell.nki program turns them into a full-bodied and expressive electric church organ... or at least something rather oddly like one.
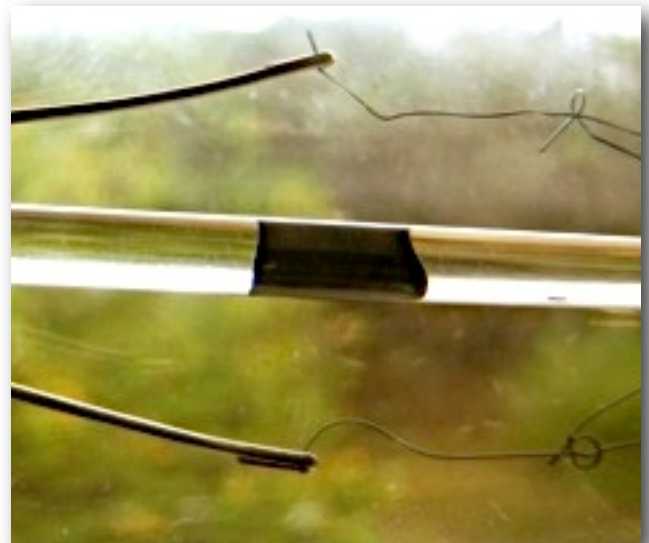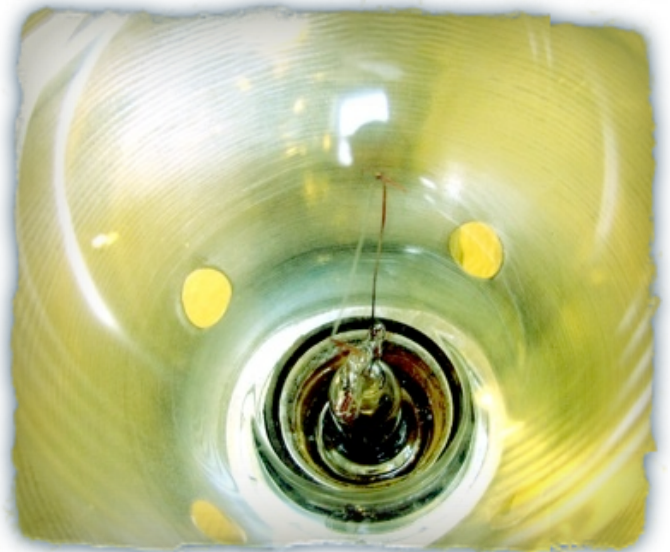
Custom Control Interface

The instrument patches in this library feature custom front panel controls. Saving the instrument patch will store the current user settings. When setting or automating these controls in your host sequencer, we recommend that you save a custom version of the patch with your project. If you need to restore the default settings, you can always do this by pressing Ctrl+click on the PC or or Apple Key + click on the Mac.

All knobs in the interface can be quickly automated using Midi CCs, but assigning them from the Automation browser on the left side of Kontakt or using the Midi Learn function, by Right-Clicking (or Option-clicking on the Mac) on the knob and moving your desired midi controller. knob or slider

Attack Knob

This knob allows you to soften or sharpen the beginning note attack, to smooth out harsh notes and create more pad-like effects. Small adjustments to this knob can also be helpful in preventing clicking and popping when using the **Offset** knob. This knob always uses CC74 by default, but additional automation sources can be mapped to it as well.

Release Knob

This knob controls the decay and release characteristics of the note, allowing you to shorten and tighten the tail of the sound. This knob usually uses CC1 (modwheel) by default, but additional automation sources can be mapped to it as well.

Offset Knob

This knob allows you to shift the sample start position forward, farther into the sample itself. This allows you to sharpen/tighten note attacks, or just play the tail of a sample if you like. When using the Offset control, there may be clipping right at the start of notes when the sample is starting at non-silent parts of the waveform. You can increase the setting of the **Attack** knob slightly to prevent the popping. We decided to not to have this attack correction happen automatically, since many users may want the rougher "glitch" effect that abrupt sample edits can create.
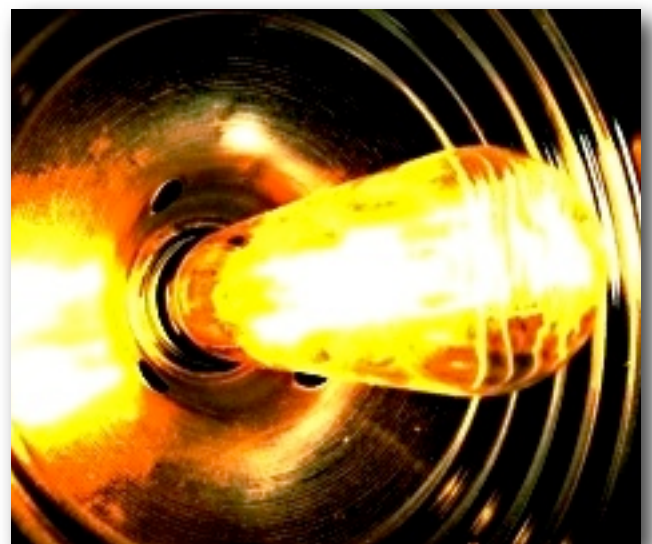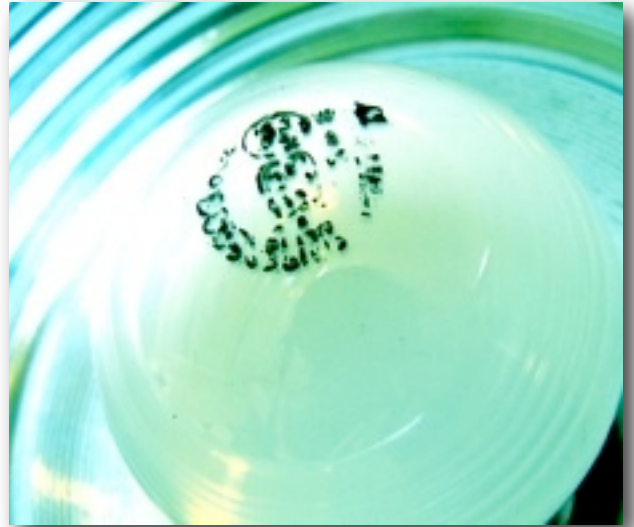
Stepping Knob

The "stepping" knob allows you to step the tuning up or down by up to +/- 24 semitones, in even semitone intervals. This allows for easy integration with similar functionality in this library and allows for easy external automation of real-time note re-tuning.

The stepping control can also be adjusted by using the special key-switches from C-2 to C0. These key-switches allow +/- 12 semitones of adjustment. Pressing the key-switch at C-1 or pressing Ctrl (or Apple-key on the Mac) and clicking your mouse button on the Stepping knob will reset the pitch to normal.
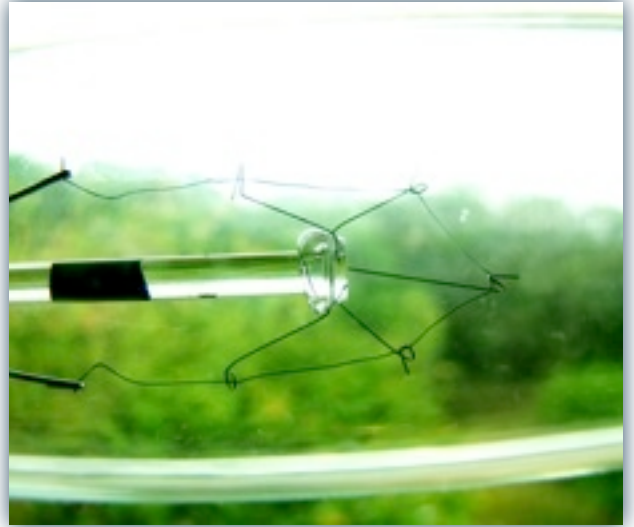
Key-Switch On/Off Button

To turn the pitch stepping key-switches ON or OFF entirely at any time, use the Key-Switch On/Off button.

Reverb Controls

We've included a special selection of custom-captured real-world and special effect convolution impulse files that can be directly accessed and applied to the sound of each instrument by using the Reverb panel controls on the second tab of the front UI panel. These Impulses provide a huge creative range that take these sounds far beyond their simple origins.

Dry Mix Knob

This knob controls the amount of dry (clean) signal that is allowed through the Convolution effect. It is only active when an Impulse is loaded wuing the **Imp. Response** drop-down selector menu. When no impulse is selected, the signal is always completely dry (clean).

Wet Mix Knob

This knob controls how much effected "wet "signal is allowed out of the Convolution effect. When no impulse is selected, this control is bypassed.

Lowpass Knob

This control adjusts the lowpass filter that is applied to the wet output signal of the effect. The value is the frequency above which the output is filtered out.

Impulse Response Menu

To enable the Convolution Effect and activate the Wet Mix, Dry Mix and Lowpass knobs, please select one of the impulses from the menu. To Bypass the entire effect and shut if off, select "**None**" from the top of the menu.

This drop-down menu allows you to browse and choose one of our 45 included convolution impulse files. The first 2o are actual real-world spaces that we recorded sine-wave sweeps in order to capture the acoustic properties of each location. The next 25 impulses are a hand-picked selection of FX impulses that each have a unique flavor that is imparted on and morphed into the sound as it passes through the effect.

Please note that because of the way convolution works, some frequencies may resonate very strongly due to sympathetic interaction between the instruments themselves and some impulse files. This resonance can become very loud unexpectedly, so please test each special effect impulse out at a low volume to be safe, before playing more loudly through it,
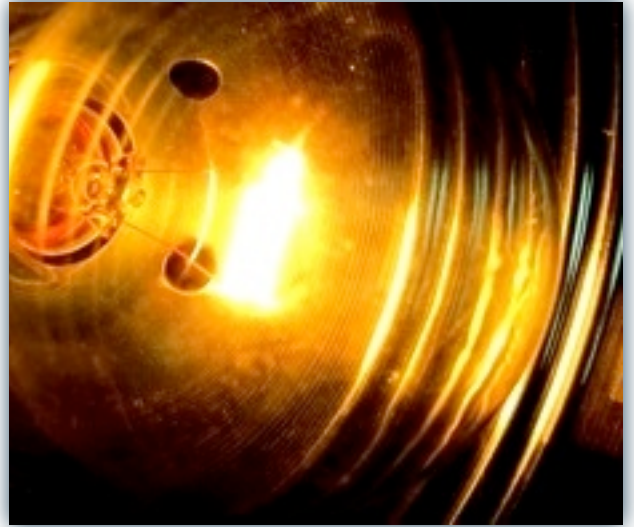
Special notes

Please be advised that there may be Kontakt-related bugs to be aware of in several of the patches in this library. These bugs are caused by engine problems in some versions of the Native Instruments Kontakt software. Our Ambient, Special FX or Tempo-synching patches are often effected by these bugs, while the standard percussion patches are unlikely to have any issues at all.

You may experience popping and clicking due to a bug in the way the Tonemachine and Timemachine features respond to the automation ranges used in these patches. This can sometimes be fixed by manually adjusting the speed control, but there's no full solution available at this time.
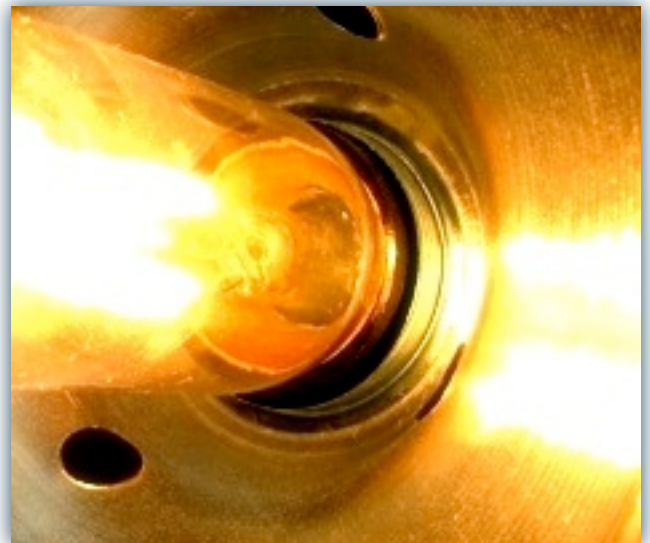
THANK YOU.

We wanna thank you for buying the Soundiron Luminabells.

If you have any questions, concerns, love-letters or hate mail feel free to send it to:
info@Soundiron.com

If you need any technical help, contact us at
support@Soundiron.com

Love,

Mike Peaslee, Gregg Stephens and Chris Marshall
Soundiron, LLC.
www.Soundiron.com

Soundiron
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