
APOLLO
CINEMATIC GUITARS
Vir2
INSTRUMENTS
USER MANUAL

Produced by Vir2 Instruments

Vir2 Instruments is an international team of sound designers, musicians, and programmers who specialize in creating the world's most advanced virtual instrument libraries. Vir2 is producing the instruments that shape the sound of modern music.

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APOLLO

CINEMATIC GUITARS

USER MANUAL

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CHAPTER 01

Apollo/ INTRODUCTION TO THE LIBRARY

Thank you for purchasing **Apollo**.

From Vir2 Instruments, the creators of the award-winning Electri6ity, Apollo, and MOJO Horns, comes Apollo: Cinematic Guitars, a revolutionary new guitar virtual instrument for the Kontakt Player. Created for all forms of music production, Apollo offers five innovative categories packed with features to enhance the creative process, as well as save time and increase productivity. The goal of Apollo is to provide the modern composer with real guitar samples, real strums, and real sounds made straight from the best guitars, effects pedals, amps, and signal flow possible. Vir2 worked with some of the industry's best composers and producers to bring you a comprehensive collection of sounds to give you exactly what you need for your next composition.

Apollo provides five unprecedented categories that will generate endless opportunities for creativity:

The **Swells** category is a vast collection of sounds giving you the option to trigger strums of both high and low iterations of major and minor chords for each sound. Individual notes were sampled per sound in order to give the user the ability to create their own voicings.

The **Pads** category puts sound design into the hands of the user. Apollo features the ability to load and mix two unique pads, allowing for the creation of thousands of unique guitar-based pads.

The **Ambient Designer** category delivers an experimental approach to sound design by engineering various tonal and non-tonal sounds to create custom guitar-based atmospheres. It utilizes various noises and sounds made solely with the guitar, including guitar plucks, phrases, violin bow on strings, fingers sliding on strings, white noise, amp buzz, and much much more. Each of these sounds can be combined, mixed, and panned to create the perfect atmosphere for compositions across all genres.

CHAPTER 01 CONT'D

The **Phrase Builder** category places common, and not-so-common phrase options at the user's fingertips. Particularly for use in film and television, simple phrases underscore much of what is seen. Working with top television guitarists, Vir2 created an unparalleled approach to using pre-recorded phrases which gives the user the option of combining these phrases to build their own performance.

The **Instrument** category is a simple approach to give the user the ability to create simple performances on the fly with various instruments. The instruments included are, Acoustic Guitar, Acoustic Guitar Harmonics, Electric Guitar Harmonics, Bass, Electric Guitar, and Sitar.

- 5 revolutionary guitar-based categories for the modern composer
- Unique and intuitive graphic user interface
- 8 powerful effects options for in-depth sound design
- Modulation for further effects processing
- Samples created by industry renowned composers and producers
- The best guitars, pedals, amps, and signal flow possible sampled

CHAPTER 02

Apollo/ REQUIREMENTS AND INSTALLATION

SYSTEM REQUIREMENTS

For Mac users, Apollo requires OS 10.7.3 or greater, an Intel Core Duo 2.0GHz or higher, a USB port, and minimum 2GB of RAM.

For Windows users, Apollo requires Windows 7 or 8 (latest s.p.), 32 or 64 compatible, an Intel Core Duo 2.0GHz or higher, a USB port, and minimum 2GB of RAM.

The library requires approximately 22GB of disk space.

Vir2 Instruments strongly recommends more than 4GB of RAM and an 88-key controller in order to use Apollo to its fullest potential.

INSTALLING

The installation of Apollo consists of two separate steps: the installation of the Kontakt engine, and the installation of the Apollo library.

In the Apollo folder, you will see the installers for Kontakt 5 and the Apollo library folder. Move the Apollo library folder to any location on your hard drive, then run the Kontakt 5 installer.

The Kontakt installer will install the Kontakt Player engine, its standalone application, all of its plug-in versions, and the Service Center authorizer program. We recommend the Easy Install and that the install locations for each component are left at their default settings.

The Apollo library is approximately 13GB in size, and can be installed on any available hard drive. For speed reasons, we recommend it be installed on internal or eSATA drives. A Firewire drive is also acceptable. An external USB drive may give somewhat less optimized performance. We also recommend 7200rpm drives or SSDs regardless of the interface used.

Once Kontakt is installed, launch the standalone application, or open it as an instrument plug-in from within your preferred host application. Click on the Libraries tab from the Kontakt browser on the left side of the Kontakt interface. Just below “Libraries,” click on “Add Library.” A “Locate Folder” window will appear. Navigate to the Apollo Library folder, highlight it, then click “Choose”. Apollo should now appear in Kontakt’s library browser..

UPDATING

After installation, please make sure that you are fully updated to the most recent versions of the three components that make up the Apollo package: the library (which contains all the patch information and programming), the engine (which is powered by Kontakt), and the authorizer (Service Center). It is possible that any of these components may have a more recent version than shipped in your physical package, so you should check for updates to each of these three. You can do this by visiting the vir2.com web site and checking the Support area.

AUTHORIZING

After you’ve completed installation, Apollo will be working in demo mode, meaning it will only work for 15 minutes at a time. To fully authorize it, launch Service Center (found in the Applications folder on a Mac, or the Program Files folder on Windows) and follow its instructions. You will be prompted to enter your e-mail address and password that make up your Native Instruments account, or will be given an option to create an account if you don’t already have one. Once inside the Service Center, it will give you a list of all the Native Instruments and NI-powered products on your hard drive and give you the option to activate them. You are allowed to install and use Apollo on up to two computers simultaneously.

Service Center will guide you through the process for either online (instant) activation, or offline activation if the computer on which you installed Apollo does not have direct access to the internet.

CHAPTER 03

Apollo/ USING KONTAKT

HOW TO ACCESS THE Apollo LIBRARY FROM KONTAKT

Apollo ships as a Kontakt-powered library, and Apollo is opened from within Kontakt, which can be run either as a standalone application, or as a plug-in hosted by any major sequencer on either Macintosh or Windows platforms. All these versions are installed by the Easy Install option of the installer.

Users who don't own a sequencer, or would like to simply boot up and be able to play Apollo, can go to their Applications folder (Mac) or Program Files folder (Windows) to launch Native Instruments > Kontakt.

Users who wish to use Apollo for sequencing or recording should use it in plug-in mode within a host sequencer. Kontakt supports the VST, AudioUnit, and RTAS plug-in formats. Any host sequencer that supports these plug-in formats properly will be able to use Kontakt. Instructions vary slightly from sequencer to sequencer, but the general procedure is to instantiate Kontakt as a virtual instrument plug-in, then load an Apollo instrument in Kontakt, then route a MIDI track to Kontakt so it can be triggered and recorded.

The following instructions will help standalone and plug-in users get up and running quickly with a basic track of Apollo.

USING KONTAKT IN STANDALONE MODE

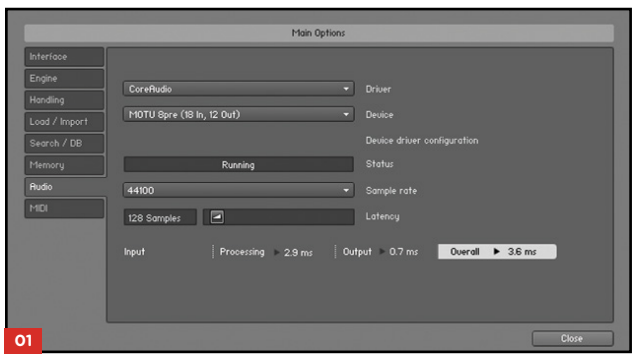
The standalone Kontakt application can be found in the Applications > Kontakt 5 folder for Mac users, or Program Files > Native Instruments > Kontakt 5 for Windows users.

After launching the Kontakt application for the first time, you will be presented with a dialog box to set up your audio and MIDI settings. Settings will vary for each user according to the specific setup, but the important thing is to route the audio to a valid audio device, and to set the buffer reasonably low for good latency performance. We recommend 256 samples or less. The lower the latency slider, the less latency (the split second between the physical playing of the note and the sound coming out of Kontakt) will be, but the harder the computer will have to work. Typical useful values range between 128 and 256, however very fast computers may be able to handle lower values, while very slow computers may need higher values. **[01]**

The MIDI page of the Options dialog box must be configured in order to let Kontakt know which MIDI device(s) to respond to. Kontakt will respond to up to four MIDI input ports (A, B, C, and D), so we recommend you switch one MIDI source on to Port A, as shown in the graphic below. **[02]**

More detailed information on the setup options can be found in the accompanying Kontakt manual.

Once you have completed Kontakt setup, jump ahead to the Getting Started with Apollo section below.



01

02

USING KONTAKT AS A VST PLUG-IN IN CUBASE AND NUENDO

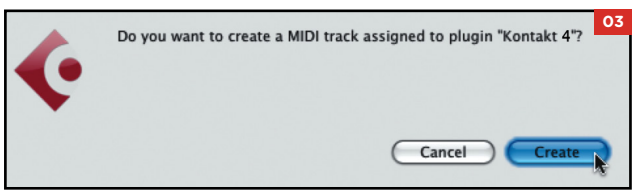
Users of Steinberg's Cubase or Nuendo sequencers can use Kontakt as a VST plug-in. These instructions have been prepared in Cubase 5, although Kontakt may also work in earlier versions if the computer meets the system requirements.

Once the project is open, go to the Devices menu and choose VST Instruments: **[01]**

When the VST Instruments window appears, click in the first available slot in which "no instrument" is listed. **[02]**

A popup menu will appear; choose Kontakt 5.

An alert box will appear asking if you want to create a MIDI track assigned to the Kontakt 5 plug-in. Click Create. **[03]**



The Kontakt window will appear, and a MIDI track will be created, transmitting to Kontakt's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into Kontakt.

At this point, you can skip down in the instructions to the Getting Started With Apollo section below.

USING KONTAKT AS A VST OR AUDIOUNIT PLUG-IN IN ABLETON LIVE

Users of Ableton Live can use Kontakt as a VST or AudioUnit plug-in, depending on the version. The functionality is the same. These instructions have been prepared in Live 7, although Kontakt may also work in earlier or later versions if the computer meets the system requirements.

Once the project is open, go to the left side and click on the third icon down to show the Plug-in Devices list, then scroll to the Native Instruments folder and locate Kontakt 5: **[04]**

Drag Kontakt 5 into the central area where the text "Drop Files and Devices Here" is shown.

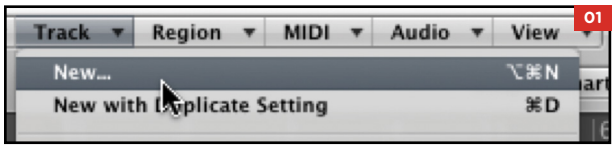
The Kontakt interface will appear, and it will already be actively transmitting to Kontakt's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into Kontakt.

At this point, you can skip down in the instructions to the Getting Started With Apollo section below.

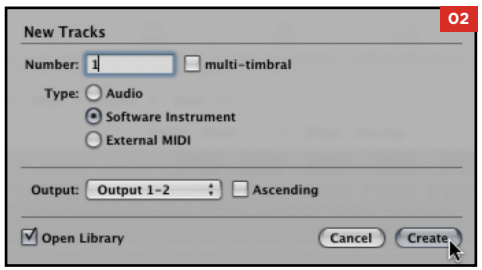
USING KONTAKT AS AN AUDIOUNIT PLUG-IN IN LOGIC PRO, LOGIC STUDIO, LOGIC EXPRESS, ETC.

Users of Apple's Logic can use Kontakt as an AudioUnit plug-in. These instructions have been prepared in Logic Pro 8, although Kontakt may also work in earlier versions if the computer meets the system requirements.

Once inside your Logic project, go to the Track mini-menu (in the central area of your screen) and choose Track > New... **[01]**



The New Tracks dialog box will appear. Make sure Software Instrument is selected, then click Create. **[02]**



The new instrument track will be created. On the left side of the screen you will see the channel strip for that channel, including a fader, pan knob, and various insert slots. Locate the blank slot just below the letters "I/O" and above the output pair: **[03]**

Click there, and a list of available instrument plug-ins will appear. Choose AU Instruments > Native Instruments > Kontakt 5 > Stereo. **[04]**

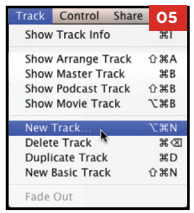
The Kontakt window will appear, and a MIDI track will be created, transmitting to Kontakt's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into Kontakt.

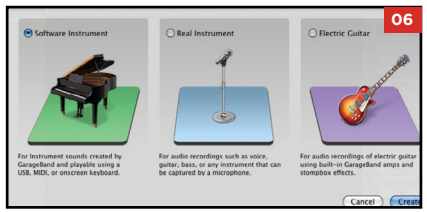
At this point, you can skip down in the instructions to the Getting Started With Apollo section below.

USING KONTAKT IN GARAGEBAND

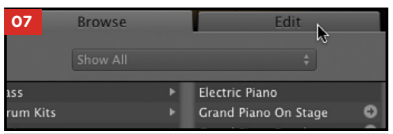
Users of Apple's GarageBand can use Kontakt as an AudioUnit plug-in. These instructions have been prepared in GarageBand 5 (which shipped with iLife '09), although Kontakt may also work in earlier versions if the computer meets the system requirements.

Once inside your GarageBand project, go to the Track menu and choose New Track. **[05]**





A window with three choices will appear. Choose Software Instrument, then click Choose. **[06]** On the right side of the interface, the Browse tab will be showing. Switch to the Edit tab. **[07]** The Sound Generator will default to Piano. Click on Piano, and a popup menu will appear. Choose Audio Unit Modules > Kontakt 5. **[08]**



Note: GarageBand may default to inserting effects, such as a compressor and a visual EQ track. This will color the sound. If you don't want these effects used, you can remove them.

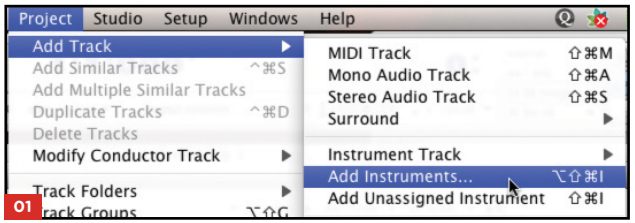
Once Kontakt 5 is selected, the icon will change to the AudioUnit icon (the ball with sound waves radiating outward). Double-click the icon to bring up the Kontakt window. **[09]**

The Kontakt window will appear, and a MIDI track will be created, transmitting to Kontakt's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into Kontakt.

USING KONTAKT AS AN AUDIOUNIT PLUG-IN IN DIGITAL PERFORMER

Users of MOTU's Digital Performer can use Kontakt as an AudioUnit plug-in. These instructions have been prepared in Digital Performer 6, although Kontakt may also work in earlier versions if the computer meets the system requirements.

Once the project is open, go to the Project menu and choose Add Track > Add Instruments... **[01]**



In the resulting dialog box, click on the unassigned pull down menu, and choose Native Instruments > Kontakt 5. You can also change the number of MIDI tracks to be added, if you know you will want to use more than one. **[02]**

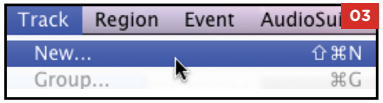
The Kontakt window will appear, and a MIDI track will be created, transmitting to Kontakt's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into Kontakt.

At this point, you can skip down in the instructions to the Getting Started With Apollo section below.

USING KONTAKT AS AN RTAS PLUG-IN IN PRO TOOLS

Users of Digidesign's Pro Tools (M-Powered, LE, or TDM) can use Kontakt as an RTAS or AAX plug-in. These instructions have been prepared in Pro Tools 8, although Kontakt may also work in earlier versions if the computer meets the system requirements.

Once the project is open, go to the Track menu and choose New... **[03]**



In the dialog box that appears, choose the appropriate options, such as the following: create 1 new stereo Instrument Track in samples. Then click Create. **[04]**

Go to the Mix window and look at the channel strip for the instrument. At the very top is an area for Inserts A-E. **[05]**

Click on the first of the five slots, and navigate through the popup menu to choose multichannel plug-in > Instrument > Kontakt 5. **[06]**

The Kontakt window will appear. At this point, you can skip down in the instructions to the Getting Started With Apollo section below.

USING KONTAKT AS A PLUG-IN IN ANOTHER HOST

There are too many host programs to cover here in detail, but any modern sequencer that properly supports the VST, AudioUnit, or RTAS standards should be able to use Kontakt properly, and load Apollo within it. Consult the manual for your specific host to find out how to instantiate the Kontakt virtual instrument.

CHAPTER 04

Apollo/ BASICS

Before diving into this exciting new instrument, there are a few basics to consider which are standard throughout Apollo.

Applied to all patches of Apollo is a Low Pass filter which can be engaged by moving the mod wheel, or drawing in the Mod Wheel MIDI informaiton in your DAW.

On/Off

First off, throughout Apollo you will notice that each tab or button has a specific color and that color will change based on its function. The rule of thumb is:

Blue = **OFF**, **Yellow** = **ON**, White = **Selected**

Input: No function

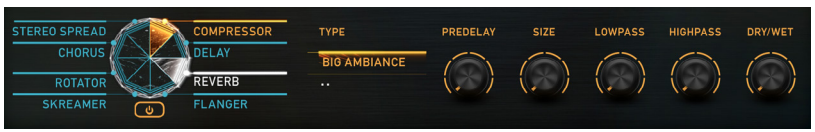
Power/Standby Switch: Mutes the patch when in Standby position

EQ: Controls the EQ of entire patch

Gain: Controls volume of selected group

Master: Controls the master volume of patch

FX SECTION



Apollo includes eight premium FX to further the versatility of each patch. Clicking on a specific effect will reveal that particular effect's controls to the right of the FX Pie. To engage a desired effect, simply select the desired effect and click the power icon at the bottom of the FX pie. The power button will turn yellow to indicate that it is "on".

In the image above, Reverb is selected, and its controls are displayed to the right. Looking at the FX Pie, you will notice that Compression is yellow, that is because it is currently "on". All of the effects colored blue are "off". We are still looking at Reverb because it is white. If you were to select another effect, Reverb would indicate yellow because it is "on".

INFO ICON

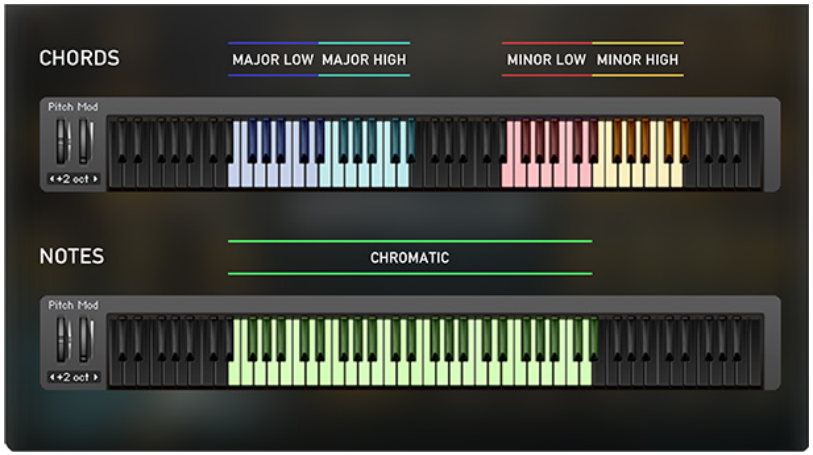
On the Swells and Ambient Designer patches you will notice a small info (i) icon in the bottom right corner of the screen. Click this icon to reveal mapping and additional reference information. Click anywhere on the image to return to Apollo's interface.

CHAPTER 05

Apollo/ SWELLS

Consistently throughout music production of all genres, guitar swells are prevalent. Apollo's Swells category is a tool created to provide composers and producers access to a wide variety of guitars, effects, and amps in order to effectively add guitar swells to their compositions. To maintain versatility, each sound has a wet and dry option, as well as sampled strums in both high and low iterations of both major and minor chords. Additionally, each sound includes chromatically sampled single notes across the range of the guitar's fretboard in order for the composer to create their own voicing or single-note performances.

MAPPING



Chords

Since there are multiple locations on the guitar to play a specific chord, Apollo provides both low and high iterations of both major and minor chords. The keys represent a strummed chord which corresponds with the key you are triggering on the MIDI keyboard. For example, triggering the E2 key will trigger an E Major chord, triggering the F2 key will trigger an F Major chord, and so on and so forth. Refer to the image above for mapping specifics.

Notes

The notes mapping has been chromatically sampled representing the range of a guitar. Beginning the open E, and progressing chromatically up the neck of the guitar to a high D#.

ADSR

Swelling sound with a guitar requires the plucking or strum of a note or chord with the volume down, then raising the volume slowly after, creating a swell of volume. The raising of volume is typically done with a volume pedal, so in order to recreate the swell effect, Vir2 utilized the attack of the ADSR to give the user full control of the swell speed. The attack knob was renamed "Swell Speed". When the Swell Speed knob is at 0.0 ms, the user can hear the strum or pluck of a note. Turn this knob clockwise to achieve desired swell speed. The Decay, Sustain, and Release knobs serve their standard functions in an ADSR.

LFO

Each Swells patch includes an LFO for further modulation and sound design. To turn on the LFO, simply click the switch on the right-hand side of the LFO edit area.

To select your desired sound wave, click the text button [shown as 'Rectangle' above] and a drop down menu will appear, giving you the option to choose from either a Rectangle, Sine, Sawtooth, or Triangle wave

• Clicking the **VOLUME / PAN** button will switch the LFO's modulation to control either volume or pan.

• **TEMPO SYNC** syncs the frequency of the modulation with the host tempo of Kontakt or DAW.

• **FREQ** affects the frequency of the modulation. When in TEMPO SYNC mode (yellow), the FREQ knob automatically adjusts to the frequency which matches the host tempo of Kontakt or your DAW. When not in TEMPO SYNC mode (blue), the user can freely turn the FREQ knob to achieve desired modulation.

• **FADE IN** affects the fade in of the modulating wave

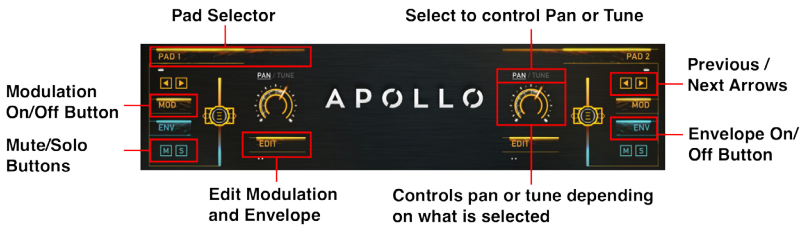
• **PHASE** affects the phase of the modulating wave

• **PULSE W** affects the pulse width of the modulating wave, most notably heard when a rectangle wave is selected

CHAPTER 06

Apollo/ PADS

Apollo offers the ability to load two separate pads, each with individual controls, in order give the user free reign to create a desired sound quickly and effectively. Below is a breakdown of the unique Pad's controls:



- **Pad Selector** - Click to open pad menu. Select desired pad by double clicking
- **Previous/Next Arrows** - Cycles through selected pad within selected folder
- **Modulation Button** - Click to enable Modulation (Blue = Off, Yellow = On)
- **Envelope Button** - Click to enable Envelope (Blue = Off, Yellow = On)
- **Mute/Solo Buttons** - Mute or Solo each pad engine
- **Edit Button** - Clicking this button causes the modulation and envelope controls to appear
- **Pan/Tune** - Click to specify if Pan/Tune Knob controls Pan or Tune
- **Pan/Tune Knob** - Controls either Pan or Tune depending on what is selected above

PAD SELECTOR

The Pad Selector is a drop down menu that appears when you click the tab above each pad engine. The menu has a basic folder structure with seven different parent folders, each containing multiple pads. Double clicking on a pad will select the pad, click the tab above to remove the menu.

Once a pad is selected, use the right and left arrows for swift navigation through the pads in the selected folder. Continue this process in the other Pads engine and use the faders to blend sounds together and create the exact guitar-based Pad you are looking for.

EDIT

Clicking the EDIT button on one of the Pads engines will direct you to controls which affect the specific pad that the EDIT button is located under. Like SWELLS, each pad engine allows control over the ADSR and LFO. The image below displays the Pads edit controls.

See Pages 19 and 20 for details on the functionality of both the ADSR and LFO.

Clicking the blue BACK button returns you to the main controls of the Pads.

CHAPTER 07

Apollo/ AMBIENT DESIGNER

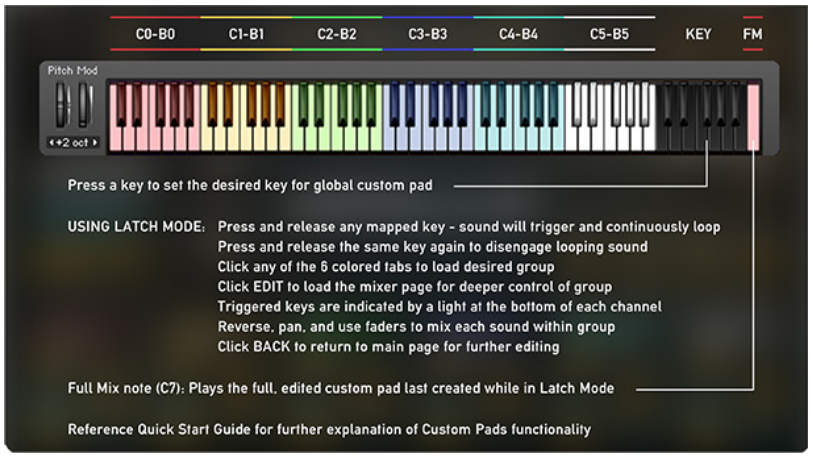
BASIC USE

The AMBIENT DESIGNER is a revolutionary approach to guitar-based ambient sound design. There are six basic groups: Red, Yellow, Green, Blue, Cyan, and White. Each group has a set of sounds loaded, which can be triggered by simply pressing a note on the keyboard. Click the LATCH switch to engage Latch mode, which allows for the basic foundation of sound design within Ambient Designer. Press a key to trigger a sound, that sound will latch and continue to loop (a light will illuminate below the group that a sound is triggered). Press the same key again to disengage the looping sound. With this feature, you can trigger as many sounds as possible within the six groups. Click the colored tab above each group to load different groups, each with unique sounds. Click EDIT to bring up the mixer page, which gives deeper mixing control for each triggered sound. The triggered keys in that particular group will be illuminated by a light on the bottom right of the channel. On the mixer page, the user can click the REV button to reverse the sound of each channel. Use each channel's fader and pan for further customization. Click BACK to return to the main Ambient Designer page.

MAIN PAGE

- **Latch Mode** - When engaged, a triggered sample will continuously loop until retriggered
- **Group Select** - Click to load desired group of sounds
- **Group Edit** - Click to navigate to group Mixer page
- **Mute/Solo** - Mute or Solo group
- **Surround Output** - Click to select surround mode
- **Global FX** - Choose to engage either Transient Master, Compression, or Limiter to the Ambient Designer
- **Global FX Switch** - Engages selected Global Effect
- **Group Playback Indicator Light** - Illuminates when a sample within group is being triggered
- **Info Button** - Clicking the Info Button brings up info slide

USING LATCH MODE



To engage **LATCH** mode, click the **LATCH** switch to engage. As the image above describes, trigger a sample by pressing a key on the MIDI keyboard. The light of the group triggered will illuminate. Click the EDIT button of illuminated group to navigate to Mixer Page, the specific key triggered will be illuminated by another light at the bottom of the respective channel. Triggering another sample from that group will illuminate another channel, so on and so forth. Reverse, mix, and pan each triggered sample. Click BACK to return to Main Page. Continue this procedure utilizing sounds from all 6 groups. When desired ambient bed is achieved, click the **LATCH** switch to disengage playback. the FULL MIX keyswitch, mapped to C7, will playback the ambient bed just created while in **LATCH** mode. Simply hold down C7 for playback.

Selecting Global Key

Mapped from C6-B6 are keyswitches colored black. Each keyswitch will change all samples to playback at desired key. For example, press C6 for all samples to play back in the key of C, press C#6 for all samples to play back in the key of C#, press D6 for all samples to play back in the key of D, so on and so forth.

DAW Use

Manually trigger samples by writing MIDI notes in the DAW's MIDI Editor or Piano Roll. If one wants to have a sample mapped at G4 triggered, simply draw MIDI note on Piano Roll at G4. Continue for all sounds.

Additionally, one can utilize the memory of the FULL MIX keyswitch and simply write a MIDI note at C7 in the Piano Roll or press record in the DAW and hold down C7 for desired length. This will playback the ambient bed designed while in LATCH mode.

MIXER PAGE

- **Reverse Button** - Clicking this button reverses the associated sample
- **Note Indicator Letter** - The letter at the bottom left of each channel indicates which key on the MIDI keyboard is being triggered.
- **Global FX Switch** - Enables the FX wheel to affect all groups as opposed to just the individual group selected.
- **Individual Sample Channel** - Each channel allows for panning, volume fading, and reversing of associated sample
- **Note Playback Indicator Light** - Illuminates when associated sample is being triggered

Clicking **EDIT** on one of the main 6 channels on the main page of Ambient Designer will navigate the user to the Mixer Page. The Mixer Page allows for deeper control over each sample being triggered. On the Mixer Page, each sample can be panned, mixed, and reversed. At the bottom of each channel is a note that corresponds to the key on the MIDI keyboard, and a light that illuminates if the sample is being triggered.

On the Mixer Page, click the blue BACK button to return to main Ambient Designer page.

CHAPTER 08

Apollo/ PHRASE BUILDER

The idea behind the Phrase Builder category is to provide composers and producers with broken down phrases that can be manipulated to create original performances. Each phrase is broken down into micro-phrases. Each cluster of mapped samples can be played together in whichever order. There are multiple clusters of samples mapped with each patch. These clusters can form a full performance. Typically, open strums are mapped furthest left on the MIDI keyboard, preceded by various strumming patterns, plucking patterns, and melodies. Each sample loop and each group can have individual FX applied when the Global FX Switch is switched off.

- **Patch Title** - Each patch includes the BPM each performance was performed at. This is useful information since each patch is tempo synced and will automatically sync to the host.
- **Global FX** - When on, the FX will be applied to all groups. When off, the FX will be applied to only the selected group
- **MIDI Select** - When on, the Group Display Tab will display the group being triggered on the MIDI keyboard. When off, the text will remain static
- **Group Display Tab** - Displays the group being triggered by the MIDI keyboard
- **Group Fader** - Controls the volume of selected group
- **Group Tuner** - Changes the tuning of selected group
- **Group Pan** - Controls the panning of selected group

As mentioned above, each sample in each patch automatically syncs to host tempo. Each patch portrays a different genre providing a wide array of use.

CHAPTER 09

Apollo/ INSTRUMENTS

The **INSTRUMENTS** category consists of basic, multi-sampled instruments intended for simplified use. Each instrument includes up to 3 velocity layers and 5 round robins for the creation of simple lead-based phrases, and arpeggiation.

Included Instruments:

- Acoustic Guitar Harmonics
- Acoustic Guitar
- Air Harmonics
- Electric Bass
- Electric Guitar 1
- Electric Guitar 2
- Electric Guitar Harmonics
- Sitar

CHAPTER 10

Apollo/ QUICK START GUIDE

Apollo: Cinematic Guitars includes five main categories: Swells, Pads, Ambient Designer, Phrase Builder, and Instruments. Each category showcases unique features for simplified sound design allowing the user to create the exact guitar-based sound they need. The following is a Quick Start guide for basic introduction:

Blue = **OFF**, **Yellow** = **ON**, White = **Selected**

SWELLS provide the user with their choice of well over a hundred unique patches, each with various options of triggering chromatically sampled notes, major chords (high and low iterations, and minor chords (high and low iterations). Transition between chords and notes by clicking the yellow tab above the Swell Speed knob. Some patches only include notes, this is indicated by the patch loading with a smaller range of notes mapped on the Kontakt keyboard.

The **PADS** patch includes two pad engines for easy sound design. Click the tab above each engine to load a pad from a desired folder. Click the left and right arrows to cycle through pads in chosen folder. Select MOD to engage LFO. ENV is engaged by default, with preset ADSR settings. Click M or S to mute or solo pad. By default, Pan is selected. Turning the knob will change the pan settings of the specific pad. Clicking the Pan text will switch the control to TUNE, which changes the function of the knob to affect the tune settings of the specific pad. Click the EDIT button to reveal MOD and ENV controls. Clicking BACK will bring back the main Pads control interface setting. Additionally, open the Preset Patches folder in the Apollo library for access to plug and play pads.

The **INSTRUMENTS** category consists of basic, multi-sampled instruments intended for simplified use. Each instrument includes up to three velocity layers and five round robins for the creation of simple lead-based phrases, and arpeggiation.

The **AMBIENT DESIGNER** is a revolutionary approach to guitar-based ambient sound design. There are six basic groups: Red, Yellow, Green, Blue, Cyan, and White. Each group has a set of sounds loaded which can be triggered by simply pressing a note on the keyboard. Click the LATCH switch to engage Latch mode, which allows for the basic foundation of sound design within Ambient Designer. Press a key to trigger a sound, that sound will latch and continue to loop (a light will illuminate below the group that a sound is triggered). Press the same key again to disengage the looping sound. With this feature, one can trigger as many sounds as possible within the six groups. Click the colored tab above each group to load different groups, each with unique sounds. Click EDIT to bring up the mixer page, which gives deeper mixing control for each triggered sound. The triggered keys in that particular group will be illuminated by a light on the bottom right of the channel. On the mixer page, the user can click the REV button to reverse the sound of each channel. Use each channel's fader and pan for further customization. Click BACK to return to the main Ambient Designer page.

The **PHRASE BUILDER** category is a simple approach to providing a user pre-recorded, tempo-synced phrases with the ability to create custom performances. The benefit of this approach is to allow a composer or producer the freedom and confidence of creating a loop style performance, without being confined by the limits of a pre-defined loop. Load a patch from the category, trigger a group on the keyboard, and notice that each key in the group transitions melodically. This is how a unique performance is created. As the user plays the different groups mapped on the keyboard, the text in the tab above the fader and Pan/Tune knobs changes. MIDI SELECT allows for the automatic changing of text between groups. GLOBAL FX, when switched on, allows for FX to be added to all groups. Switching GLOBAL FX off will allow FX to be added solely to the selected group, the group displayed in the tab to the right.

Apollo/ TECH SUPPORT, ETC.

TECH SUPPORT

Vir2 Instruments stands behind its products and is committed to helping you get the most out of using them. Please check the Support area of the www.vir2.com web site if you encounter any difficulties in using the product. You may also e-mail support@vir2.com.

Before getting in touch with Vir2 Instruments regarding problems with the product, make sure you are running the latest versions of the library, engine, and Service Center. We are continuously updating and improving the product, so it is possible that there are more recent updates available that were released after the physical manufacturing of your installation drive.

THE FULL VERSION OF KONTAKT 5

Apollo ships with Kontakt 5 running in library mode, meaning it is fully able to play back the Apollo library and access the parameters detailed in this manual.

Registered owners of Apollo are eligible for a special cross-grade discount to the full version of Kontakt 5, which enables users to create their own libraries, import libraries in non-Kontakt formats, and access numerous deep editing features.

Visit www.nativeinstruments.com for details on the Kontakt cross-grade.

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