

ABSTRACT TEXTURES

audiority

Abstract Textures (Kontakt Edition)

produced by Luca Capozzi (Progsounds / Audiority), December 2012.

Welcome to **Audiority Abstract Textures**

Abstract Textures is a collection of unique sound sources created by processing sounds captured from both real and digital worlds. These sounds are specifically designed to fit both modern music composition and sound design. All sounds were recorded, edited and processed at high sample rate (96KHz / 24bit) in order to provide you high quality samples for further processing. All WAV files contains metadata, so you can easily import them into your favorite sound library manager. This library is divided in two parts, providing 30 Core Instruments and 240 Variation Instruments for a total of 270 Kontakt Instruments ready to be used.

Please, read carefully both product specifications and system requirements **before** purchasing any **Audiority** products.

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produced by Audiority, December 2012.

Credits

Concept, recording, editing, programming and scripting by Luca Capozzi

Published under Audiority brand by Progsounds di Luca Capozzi

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Specifications

270 Kontakt Instruments (.nki)

Custom Kontakt Scripting

30 high quality samples (.WAV - 96KHz / 24 bit stereo, embedded Metadata)

20 Custom Impulse Responses

1.26GB Installed

Performance controls

Note: Full version of Native Instruments Kontakt 4.2.4+ is required.

Installation

Uncompress the downloaded .rar file in your favourite Sample Libraries folder. Kontakt patches are stored in Core Instruments and Core Variations folders. Please, remember to keep both files and folder structures or Kontakt will pop-up an error message asking for missing files. In that case, all samples are store into Samples folder.

If you don't have any program to handle .rar archives, here's a couple of links:

[WinRAR for Microsoft Windows](#)

[UnRarX for Mac OSX](#)

Bear in mind that you need **FULL** version of Kontakt 4.2.4 or upper in order to load this library properly. Kontakt Player is **not supported**.

You can use the Files or Database tabs to load our .nki files. Since this is a standard open-format library, you cannot load it under Library tab of Kontakt browser. This section will only load locked "Powered by Kontakt" libraries and the "Add Library" command will not work with this product.

System Requirements

Even if this is a small package, we recommend that you have at least 4GB of RAM, a dual-core CPU and a fast hard drive (7200rpm SATA II or higher) before purchasing this or any sampled Audiority product. We also suggest an audio driver latency of 512 or more for best performance.

Behind Abstract Textures

The idea behind this library is to provide some unique sounds using both sampling and advanced synthesis. What I really like in sound design is the fact that there are countless possibilities to create new sounds, just out of everything.

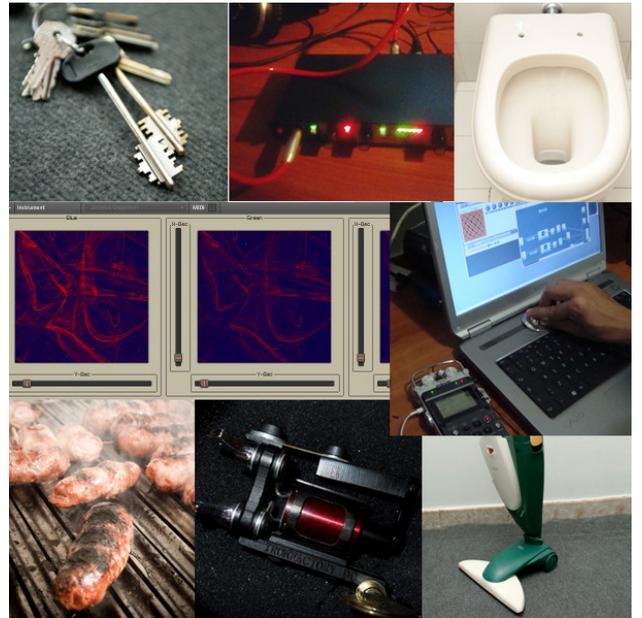
So I started recording some common stuff, such as a **vacuum cleaner** or a **music box**, and some really weird stuff like a **flushing toilet**, **tube preamps with feedback paths**, **electromagnetic fields** from cellphones and other electrical devices. These sounds has been recorded at high sample rates using both ordinary microphones (Sony PCM-D50, Rode NT5) as well some unusual stuff such the **Stethoscope** (a custom built tool I made years ago: <http://www.behance.net/gallery/Stethoscope/234909>), guitar pickups and so on.

Some sounds came from advanced synthesis techniques implemented under NI Reaktor, such as pictures to sounds, heavy cross-modulations and other crazier stuff.

All raw files has been processed with various effect chains and finalized with top notch plugins such as 2C Audio, Waves, Maag, SPL and Elysia.

It was very exciting to make this library and I hope you will enjoy **Abstract Textures** as much as I enjoyed making it.

Happy playing!
Luca



Instruments and Performance Controls

This library includes 30 “core instruments”, implenting the raw samples and allowing you to further sculpt these sounds for new sonic possibilities. We also provided a rich “core variations” section including 8 variations per sound, for a total of 240 variations. Use them as a starting point for your custom sounds. Just remeber to don't overwrite them, using “Save As..” instead.

The **User Interface** is very straightforward, allowing you to easily change the behavior of the sound.



Waveform

Here you can change the pitch, stereo field position and control the dynamics of the sound. Tune range is +/- 24 semitones (2 octaves).



Filter

This section controls the parameters of a 4 poles lowpass filter. Use Modulation Wheel to control filter cutoff frequency.



EQ

Three bands parametric equalizer. Low is set to 70Hz, Mid frequency can be selected and High is set to 7.5KHz



Delay

Simple delay with time, feedback and level controls.



Reverb

Here you can select from 20 different impulse responses, adjust pre-delay, low cut and return level or reverbered signal.



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We hope you will enjoy it as much as we did.

If you have any question, concerns, technical issues or even for just say 'Hello', get in touch with us at:

info@audiority.com

or checkout our site at www.audiority.com

Cheers,
Luca

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