

The cover art for 'Abstract Textures' features a dark, starry background with a bright, glowing, curved light streak that sweeps across the right side. The title 'ABSTRACT TEXTURES' is written in a large, white, serif font on the left. The 'audiority' logo is in the bottom right corner.

# ABSTRACT TEXTURES

audiority

## Abstract Textures

(VST, AU, AAX)

produced by Luca Capozzi (Audiority), March 2016.

Welcome to **Audiority Abstract Textures**

This edition is a plugin reissue of our first **best selling** Kontakt sample library, now featuring its own **playback engine** allowing you to enjoy the library **without Kontakt**.

**Abstract Textures** is a collection of unique sound sources created by processing sounds captured from both organic 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).

This edition provides 30 Core soundsources with 4 Variations each for a total of 120 sounds ready to be used.

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

# Abstract Textures

produced by Audiority, March 2016.

## Credits

Concept, Recording, Sound Design & DSP: Luca Capozzi (Progsounds / Audiority), March 2016.

GUI Design: Luca Capozzi

Programming & DSP: Luca Capozzi

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## Specifications

- 120 Sound Sources
- Modulable Lowpass Filter (MW – CC#1)
- 3 bands equalizer
- Delay
- Reverb
- Performance controls
- 4GB Installed

## System Requirements

### PC

- Windows Vista or later
- Intel Core 2 Duo 2GHz / AMD Athlon 64 or equivalent
- 2 GB RAM
- Screen resolution: 1024×768
- VST2, AAX 32-bit or 64-bit host

### MAC

- OSX 10.7 or later
- Core Duo 2GHz
- 2 GB RAM
- Screen resolution: 1024×768
- VST2, AU, AAX 32-bit or 64-bit host

## Installation

Uncompress the downloaded .rar file and run the plugin installer first, then the content installer. This last is delivered as multi-parts RAR archive. You only need to uncompress the first RAR file and the other will be automatically uncompressed.

If you want to move the sample content, please check the **Settings** section of this manual.

## 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 **Stethosphone** (a custom built tool I made years ago:

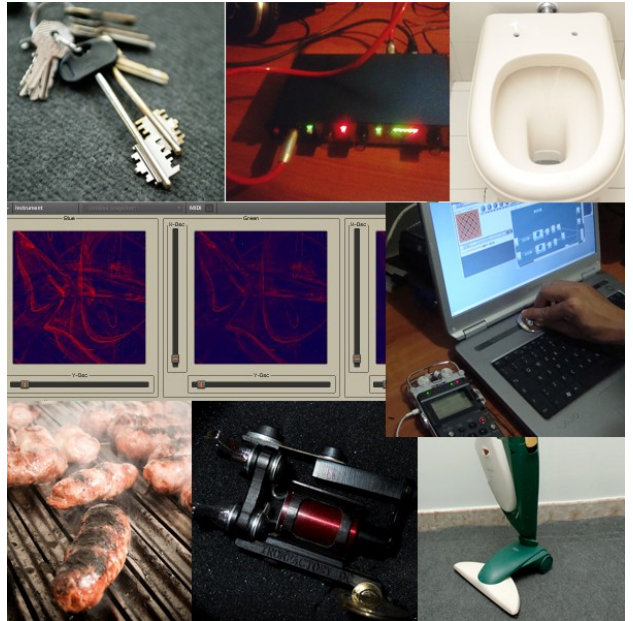
<http://www.behance.net/gallery/Stethosphone/234909>), guitar pickups and so on.

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

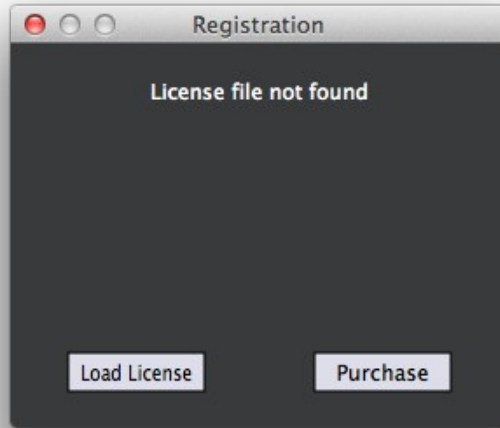
All raw files has been processed with various effect chains and finalized with top notch plugins such as 2C Audio, Waves, Maag, SPL and Elysia.

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



## Product Activation

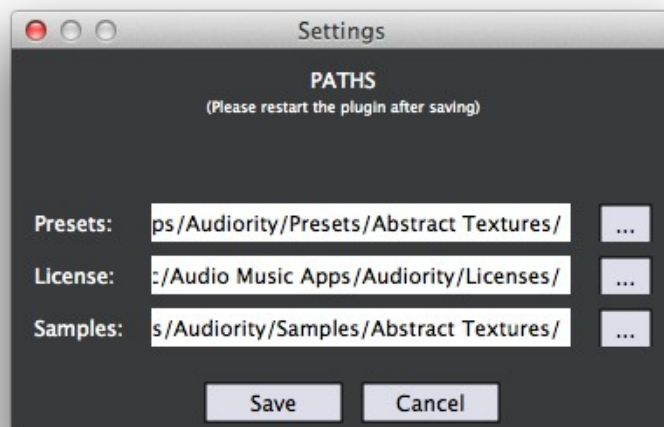


Once you install and open the plugin for the first time, it will be in **Demo Mode** until a license file is loaded. In Demo Mode the plugin will output 3 seconds of silence every 30 seconds.

To activate the plugin, click on the **Audiority** logo and select "**Register**". The Registration window will pop up allowing you to load the license file you got while purchasing the plugin.

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## User Paths Setting



By selecting "**Settings**" from the logo menu, you can change the path for **Presets**, **License** and **Samples** folders.

**Note:** Please do not move the **Settings** folder from its default location.

## Instruments and Performance Controls

This library includes 30 “core sounds” with 4 variations each. Use them as a starting point for your custom sounds. Just remember to not overwrite the factory presets.

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



### Waveform

Here you can select the sound source, its variation, 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 (CC# 1) 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

A simple algorithmic reverb with autodamping feature. Reverb time can go up to 20 seconds, getting darker while you increase the Time parameter.

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### 7. Free releases:

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# Thank You

We wanna thank you for buying **Audiority Abstract Textures** sample library.

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](mailto:info@audiority.com)

or checkout our site at [www.audiority.com](http://www.audiority.com)

Cheers,  
Luca

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