

RESTRUNG VOL. 1



FALLOUT
MUSIC GROUP



MADE FOR
KONTAKT
PLAYER

NKS™
NATIVE
KONTROL
STANDARD

Thank you for purchasing Fallout Music Group's Restrung Vol. 1!

Restrung Vol. 1 brings a new kind of solo strings to your DAW, specifically created to target the tension and horror genres with a very aggressive, unique sound.

There are 4 Kontakt instruments provided within the library: Violin, Viola, Cello, and an Ensemble instrument made for quick mockups. Each instrument has 8 articulations that have been multi-sampled with multiple velocities and round robins.

And, of course, because we want you to mix this the way you like it, we have recorded everything very dry and raw.

We hope you enjoy using this as much as we have enjoyed making it.

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|----------------------|---|
| SYSTEM REQUIREMENTS | 4 |
| USER INTERFACE | 5 |
| SOUND CONTROLS | 5 |
| AGGRESSION CONTROL | 6 |
| ARTICULATION CONTROL | 6 |
| Keyboard Mapping | 7 |
| CREDITS | 8 |

SYSTEM REQUIREMENTS

Restrung Vol. 1 requires Native Instruments KONTAKT or KONTAKT PLAYER (version 6.7.1 or later).

This instrument is NKS compatible.

Restrung Vol. 1 requires approximately 4GB of free disk space.

Restrung Vol. 1 contains nearly 18,000 samples, giving you 3 solo string instruments (plus one ensemble instrument) with 8 articulations and a bonus layer of aggressive noise and FX to overlay the more traditional samples.

USER INTERFACE



Above is the Cello interface, but the interface functions exactly the same for the Violin and Viola instruments.

The instrument range is 3 octaves for the Cello and Viola, while the Violin has an extra 5 notes in the lower range (in version 1.1 and above). Each note has been sampled multiple times for each articulation to give you a more natural sound.

The included Ensemble instrument is a very basic combination of all 3 instruments, with the samples cross-faded to give you an easy-to-play full range for your mockups. We don't suggest using the Ensemble as your final instrument, but simply as a quick mockup tool or inspirational tool.

SOUND CONTROLS

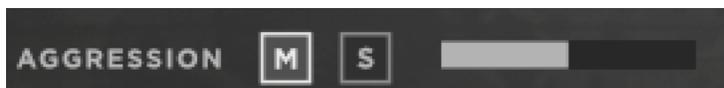
- **Reverb:** The reverb is a convolution reverb. We have selected a handful of our favorite rooms available via buttons to the left of the reverb knob.
- **Release:** A simple release envelope control to help sculpt the sound based on your performance.
- **Saturate:** Controls the amount of saturation, which can help add an even more aggressive characteristic to your sound.

- **Compress:** This is a simple compression control. If you find the different velocities have too much variance or if you have simply cranked up the saturation, you may want to turn up the compression control.

AGGRESSION CONTROL

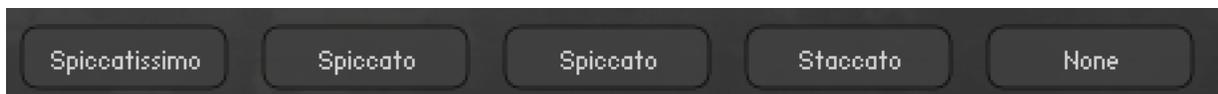
While we were recording the various articulations for this instrument, we knew that we would want a way to naturally boost the amount of nastiness or aggression available to each articulation. So we multi-sampled 3 octaves of extra-noisy, sometimes hideous aggression samples for each instrument for the Spiccatissimo, Spiccato, and Staccato articulations.

You can MUTE/SOLO the aggression layer or control the level of the layer using the Aggression controls shown below:



This can be very helpful, as you may even want to use our soloed aggression layer by itself or on top of other sample libraries (go ahead, get creative!). The aggression layer volume can be controlled via the GUI or by using the Modwheel. For NKS keyboard users, you have the mod wheel as well as a dedicated GUI knob.

Next to these controls you will notice the other 5 articulations each have a dropdown menu above them. This allows you to select an aggression layer (Spiccatissimo, Spiccato, Staccato or None) to overlay on top of the given articulation. So you can mix a Staccato aggression layer with a Pizzicato articulation, for example, to create some unusual, unique and amazing combinations. The dropdown are pictured below:



ARTICULATION CONTROL

Articulations can be selected within the GUI by clicking on the associated buttons (pictured below), or by using key switches:



As shown above, each articulation can be selected using the associated key switch on your keyboard, starting at C0 and ending at G0. The key switches are shown in the Kontakt keyboard in the color Orange.

Keyboard Mapping

The keyboard mapping is very simple. The orange keys are your key switch keys. The blue keys are your 3 octaves of playable instrument. The picture below is for the Cello, but it is similar for all the instruments, where the blue keys show the playable range.

The violin has a slightly bigger range, starting on the low G.



CREDITS

Production / Design:

Randon Purcell

String Recordings:

Session & Recording by Joni Fuller (yourstringsattached.com)