

# INTRODUCTION

**POSTHUMAN** is a cutting edge Kontakt instrument for creating evocative, cinematic, and surreal pads and textures that evolve over time. Each emotive and evolving sound was custom designed by influential electronic musician and sound designer Brian Trifon (aka Trifonic.) Posthuman is built around an XY crossfade pad and custom voice engine, allowing you to record, loop and edit a seamless crossfade path between 4 sounds per patch. Whether you're a film/TV/game composer looking to gain an edge with the most unique pad and texture sounds on the market, or you're a Pop/Electronic/EDM producer looking to add some premium atmospheric character to your next track, Posthuman is sure to add infinite inspiration to your sonic palette.

## THE SOUNDS

The base set of samples in Posthuman are evocative, cinematic, futuristic and distinctive. Brian created the sounds in Posthuman by recording and processing guitars, mandolin, guitar viol, piano, vocalists, vintage synths, electric toothbrushes, ovens, bicycles, saxophones and tons of field recordings.

## INCLUDED IN POSTHUMAN

- 50 nki patches with 150+ custom designed sounds
- 4 GB sample library using Kontakt's lossless sample storage compression
- Custom crossfade XY pad and voice engine with crossfade path recording, looping and editing.
- Bonus TouthOSC template for use with iPhone 5 or higher and iPad.

## TECH SPECS

- FULL VERSION of Kontakt 5.5.1 or higher (sold separately.) Free Kontakt Player is NOT supported.
- Mac OS 10.9, 10.10, 10.11 or 10.12 (latest update), Intel Core 2 Duo, 4 GB of RAM (6 GB recommended)
- Windows 7, 8, or Windows 10 (latest Service Pack, 32/64-bit support), Intel Core 2 Duo or AMD Athlon™ 64 X2, 4 GB RAM (6GB recommended)
- Supported Interfaces: Stand-alone, VST, Audio Units, Core Audio, WASAPI, AAX Native (Pro Tools 10 or higher)
- Required disk space: 4.07 GB for Posthuman sample content, 1GB for Kontakt 5 application

## INSTALLATION

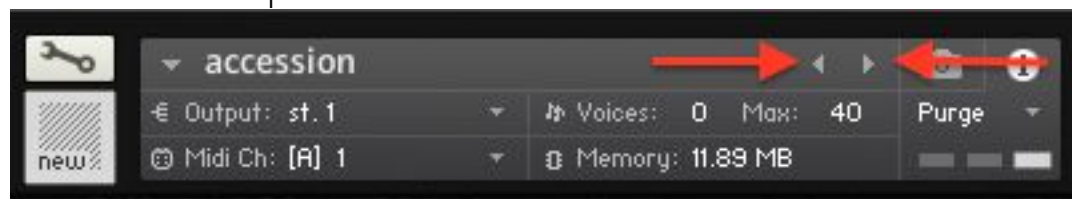
Un-zip the downloaded Posthuman.zip file to your favorite Sample Libraries folder. The Kontakt patches are stored within the 'Instruments' folder inside of the Posthuman folder. Please note, it is important that none of the files contained within the Posthuman folder are moved around to other locations; the folder/file structure must remain intact. If the files are moved it can cause a "Samples Missing" dialogue when loading a patch.

## LOADING A PATCH (.NKI)

There are several ways to load patches into Kontakt, the simplest is to use the Kontakt browser to navigate the patches. At the top of the Kontakt interface click on the 'Browse' folder icon. This will open up tabs for Files, Libraries, Database, Monitor, Modules, Auto – click on 'Files' tab. From there, navigate to the hard drive and folder location where you store the Posthuman library. Navigate to the 'Instruments' folder within the Posthuman folder. You should see a list of the patch names that end in .nki as shown in the left side of the picture below:



Double click on a patch and it will load! To go to the next or previous patch use the arrow buttons pictured below:



Alternatively, drag the .nki patch from the Kontakt browser and drop it into the Kontakt interface.

## GUIDED TOUR

The best way to approach Posthuman is to load up a patch and explore playing it in different ranges across your keyboard/MIDI controller. Many of the sounds evolve in interesting ways over time; take a listen to how the timbre evolves when you hold a note or two for a long time.

If you want to explore outside of the built-in pre-recorded crossfade path, simply press the **PATH** button to turn off the pre-recorded crossfade path. You'll notice the **CROSSFADE MARKERS (1-5)** disappear and only the **CROSSFADE CURSOR** remains visible in the **XY SQUARE**. Now you can freely move the crossfade cursor and explore various blends of the four sounds loaded into the corners of the XY square. To listen to a particular sound in isolation, drag the crossfade cursor all the way to a corner. Many of the individual sounds/sample maps loaded into the corners are compelling and very usable on their own! Explore the sounds in all four corners and observe which mixtures of the four sounds appeal to you.

Next experiment with recording your own crossfade path! Press the **RECORD** button to activate record standby mode (indicated by the RECORD text changing to red,) grab the crossfade cursor with your mouse/trackpad (or a MIDI controller) and play a note on your keyboard. The crossfade path starts recording immediately and continues to record your XY movements until you release the note. Once the recording has stopped the crossfade markers (1 - 5) appear in the XY square and the **PATH** button is automatically engaged to playback the crossfade path that you just recorded.

You might notice a sudden timbre shift if the crossfade path ends (marker 5) in a different area of the XY square than where it began (marker 1); this shift in timbre occurs when the crossfade path loops from marker 5 back to 1. To resolve an unwanted timbre jump from marker 5 to 1, press the **CONNECT** button, which moves marker 5 to the same position as marker 1.

When you record a crossfade path the **PATH RATE** knob will automatically be set to 0, meaning that the crossfade path will play back at the speed you recorded it. To make the path slower move the knob to the left to a negative value, or to speed up the path, move the knob to the right to a positive value.

One of the cool features of the voice system in Posthuman is the ability to retrigger the crossfade path for every voice. When **RETRIG** is engaged (button

text is red) every note you play will follow the crossfade path individually. With RETRIG off, the crossfade path does not restart for each additional voice.

Last but not least you might want to add more Delay FX by adjusting the [DLY SEND level](#) knob. Click on the [ADVANCED](#) button to go to the advanced page to dial in the delay time, feedback, delay pan and customize the MIDI CC#s for the parameters of Posthuman.

# USER INTERFACE



01. **DLY SEND**: controls the level sending into the Delay FX.
02. **VOL**: controls the volume or overall patch level. By default it is hard-wired to the Modwheel (CC#1).
03. **ATTACK**: controls the attack time for the overall patch. The attack time determines how long it takes for each voice to fade up from silence when you play or trigger a note.
04. **RELEASE**: controls the release time for the overall patch. Release time determines how long each voice will ring out after you've let go of a note.
05. **PATH RATE**: This knob controls the speed of the recorded crossfade path. Positive values play through the crossfade path faster, negative

values play through the path slower. 0 plays back the crossfade path at the original speed that it was recorded.

06. **CUTOFF**: Controls the frequency cutoff of the lowpass filter.
07. **XY SQUARE**: Each corner of the XY square labeled "ONE" "TWO" "THREE" "FOUR" contains a different sound/sample map.
08. **CROSSFADE CURSOR**: indicates the current position of the crossfade path and represents a blend of the sounds assigned to each of the four corners of the XY square.
09. **CROSSFADE MARKERS**: There are 5 crossfade markers numbered 1 through 5 that indicate the progression of a recorded or edited crossfade path. When the crossfade cursor finishes progressing through each marker 1 - 5 it loops back to 1.
10. **EDIT**: clicking the EDIT button takes you into edit mode, allowing you to freely move the 5 crossfade markers and therefore editing the previously recorded crossfade path. Press the EDIT button a second time to exit edit mode.
11. **RECORD**: The RECORD button records the crossfade path. When you press the RECORD button it turns red and is in record standby mode. The crossfade path will begin recording as soon as you play a note on the keyboard. Recording stops when you release the note.
12. **PATH**: The PATH button toggles on and off the recorded crossfade path. When the PATH button is on the crossfade markers are visible and the crossfade cursor will always follow the recorded crossfade path. When the PATH button is disengaged the crossfade markers are hidden and only the crossfade cursor is visible. With the PATH off you can freely move around the crossfade cursor.
13. **CONNECT**: This button connects the ends of the recorded crossfade path by moving crossfade marker 5 to the same position as marker 1.
14. **RETRIG**: This button re-triggers the recorded crossfade path for each voice. When disengaged, each additional voice continues along the recorded crossfade path.
15. **ADVANCED**: Takes you to the advanced controls page where you can adjust the delay parameters and set the CC numbers for all of the interface controls.





16. **DLY SEND**: See 01.
17. **DLY SYNC/FREE**: Choose whether the Delay FX are synced to tempo/note value or free (ms).
18. **DLY TIME**: Determines the delay time.
19. **DLY DAMP**: Adjusts the damping of the delay signal. Damping refers to the rate at which the high frequencies decay. This effect causes each echo to become gradually more muffled.
20. **DLY PAN**: Adjusts the pan width of each delay echo.
21. **DLY FEED**: Adjusts the feedback amount of the Delay FX.
22. **ACTIVE**: Disabling ACTIVE (text of the button becomes white) means the instrument won't respond or output CCs for the control specified in the [MIDI Dropdown Menu](#). However, any MIDI CC mappings learned through Kontakt's built-in MIDI mapping system will not be affected.
23. **RESET**: The RESET button resets the MIDI CC numbers to the patches default settings (listed below) and enables ACTIVE for all controls.



24. **MIDI CC:** is used for hard-setting the midi CC for a particular control (specified by the selection in the [MIDI Dropdown Menu](#)).
25. **MIDI Dropdown Menu:** This menu allows you to select a parameter to assign to a [MIDI CC #](#) or make [ACTIVE](#) or inactive.
26. **MAIN:** Takes you back to the main UI page.

## MIDI CC# DEFAULTS

X: CC# 13  
Y: CC# 14  
RECORD: CC# 32  
PATH ON/OFF: CC# 33  
CONNECT ENDS: CC# 34  
RETRIGGER PATH: CC# 35  
PATH RATE: CC# 36  
CUTOFF: CC# 47  
ATTACK: CC# 37  
RELEASE: CC# 38  
VOLUME: CC# 39  
DELAY SEND: CC# 40  
DELAY TIME: CC# 41  
DELAY DAMPING: CC# 42  
DELAY PAN: CC# 43  
DELAY FEEDBACK: CC# 44  
MAIN PAGE SELECT: CC# 46  
ADVANCED PAGE SELECT: CC# 45

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