ZERO-G
SAMPLE LIBRARIES

CELESTIAL
VISIONS

BEAUTY FANTASY HORROR SCI-FI WISDOM

KONTAKT POWERED VIRTUAL INSTRUMENT

ZG-284

CELESTIAL VISIONS

INTRODUCTION

Celestial Visions by Ergo Kukke is a multi-layered tonal and textural Kontakt instrument featuring great emphasis on spontaneity to create sonically captivating soundscapes by combining four audio sources and enabling you to create a sonic odyssey of the human subconscious through time and space. Celestial Visions is the next step in atmospheric libraries. This instrument is meticulously crafted to transport you through the veiled corridors of your mind, where dreams and celestial phenomena intertwine. With an array of multi-layered snapshots, Celestial Visions opens the door to boundless sonic experimentation.

You can choose from thematically categorised snapshots or easily create your own. Sound and snapshot categories include Beauty, Fantasy, Horror, Sci-Fi and Wisdom with plenty of inspiring sounds to choose from. Elevate your compositions, evoke deep emotions, and conjure galaxies of enigmatic sound with this extraordinary Kontakt instrument.

FEATURES:

- Over 3.3 Gb, 48kHz, 32-bit samples
- 118 Thematic categorized Snapshots
- Four Sample Sources
- Independent 3-band EQ, Envelope & Filter Parameters, for each source
- Pitch Shifting Controls, for shifting +/- 36 semitones
- Source-Specific Panning Controls
- Sample Selection Randomisation
- 'Source Movement' Manipulation Pad, controlling the Mix Ratio of the four sources

- 'Filter Movement' Manipulation Pad, controlling Filter Cut-off & Resonance on either all sources, or per-source
- 'Horizontal', 'Vertical' & 'Circular' Modulation Units, for both Manipulation Pads
- 'Edit Modulation' Menu, containing 4 LFO Modules, for modulating any source parameter, alongside 4 Envelope Modules, for controlling the dynamics of multiple different source parameters
- Edit Effects' Menu, featuring 9 different Effects Modules; Chorus, Distortion, Lo-Fi (Bitcrusher), Replika Delay, Spatial (Stereo Field Enhancer), Filter, Phasis (Phaser), Convolution (Reverb) & Flair (Tuned, Harmonics-Enhancing Flanger)
- 'Edit Randomise' Page, housing toggles for the randomisation of multiple sets of parameters

QUICK INSTALLATION

NB. CELESTIAL VISIONS requires the FULL version of Kontakt 7.5.2 or higher – it will not work with the free Kontakt Player!

- Select a destination on your hard drive for the "CELESTIAL VISIONS Library" folder and copy the complete CELESTIAL VISIONS folder to your hard drive
- In Kontakt go to the File tab and search for the CELESTIAL VISIONS folder that you copied to your computer earlier.
- Browse to the "CELESTIAL VISIONS Library" folder and load your preferred patches.

You can also use the "Quick Load: function to load the library. Please read the Kontakt reference manual for more details.

How to install the Snapshots:

You do not need to rename or create any folders, just simply copy the Extreme Modular Environments folder that is in the Snapshots folder from the Library folder to the 'Native Instrument User Content' system folder.

The root on a Mac is: **Macintosh HD/ Users/ 'Username'/ Documents/ Native Instruments/ User Content/ Kontakt**

On Windows it is: **C:/ Users/ 'Username"/ Documents/ Native Instruments/ User Content/ Kontakt**
If the folders **User Content/ Kontakt** do not exist, then you can create these folders named in this exact way: **Macintosh HD/ Users/ 'Username'/ Documents/ Native Instruments/ User Content/ Kontakt** or **C:/ Users/ 'Username"/ Documents/ Native Instruments/ User Content/ Kontakt**

For more Snapshot information we recommend reading the Kontakt manual.

THE CELESTIAL VISIONS INTERFACE

The Celestial Visions interface offers you a unique sonic experience that sparks creativity and exploration. Celestial Visions enables you to manipulate and shape your sound to fit your musical masterpiece. You can harness the power of intricate modulation controls, ethereal effects, and dynamic layering to craft unique evolving soundscapes.

CELESTIAL VISIONS features four different layers of audio samples, all of which can be accessed through their own *source* area.

Each '*source*' area contains parameters for adjusting the sample option, sample start-point, pitch-shifting and panning.

You can also solo or randomise the chosen sample by clicking on the appropriate tab. Alongside these controls are options for configuring the EQ, Envelope and Filter settings for each sample together with a master gain fader with a stereo VU meter:

The *EQ Section* features controls for 3 bell-shaped EQ bands. Above each band gain fader is a frequency selection dial, effective between 20Hz & 20KHz.


The *Envelope Section* adjusts the ADSR values of your source. The velocity fader defines the degree to which MIDI velocity information affects your sound.

The *Filter Section* contains 3 knobs for altering the filter *cut-off frequency*, *resonance* & *drive*. Contained below these dials is a *filter type* selection box where you can choose between 9 different filter types.
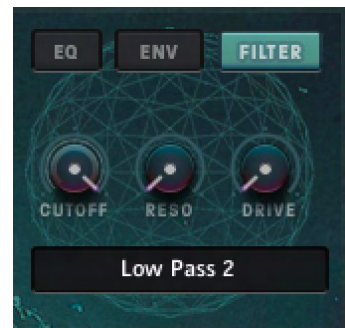
Source master gain fader with a stereo VU meter.
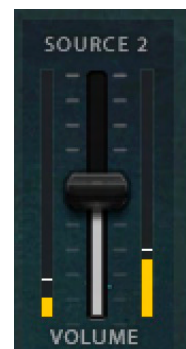
SOURCE MIXER & MOVEMENT PAD SECTION

To the lower left of the instrument window is the **Source Mixer & Movement Pad** which features three LFO signal generators that can be used to continually adjust the mix of the 4 source samples. The LFO units operate correspondingly with the XY pad, seen on the right-hand side of the module.

Each source is represented by its respective label, seen in each corner of the quadrant. The ratio of gain is depicted by the *grey square*, or the *solid white square*, if no *LFO module* is enabled. If one, or multiple *LFO units* are active, the solid white square will indicate the origin of the movement.

The closer the square is to a source label, the greater that source's output gain. When the square is positioned in the centre of the XY pad, the output gain of each source is equal.

Horizontal movement LFO Signal Generator.

Vertical movement *LFO* Signal Generator.

Circular movement LFO Signal Generator [This cannot be enabled alongside the Horizontal and Vertical movement LFO Signal Generators.]
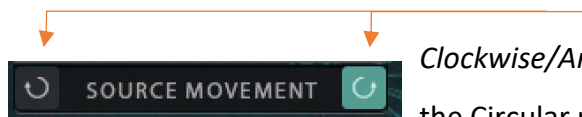
LFO Parameters:

SPEED: Controls the Rate of the LFO.

DEPTH: Controls the Amplitude of the LFO.

SMOOTH: Defines the number of steps between the maximum and minimum amplitudes.

SYNC: This disables the SPEED control and instead defines LFO rate as a tempo-synced note length, e.g. 1 Bar, ¼ note etc.

RETRIG: This retriggers the LFO Signal when a new MIDI key is pressed.

Clockwise/Anti-Clockwise Movement Selector; applicable when the Circular movement LFO Signal Generator is turned on.

# FILTER FREQUENCY & RESONANCE PAD

Positioned in the lower right-hand corner of the instrument, the **Filter Frequency & Resonance Pad** allows for modulation of either individual, per-source low pass filters, or a single, master low pass filter. You can modulate the *Cutoff Frequency*, along the X axis, and the *Filter Resonance* along the Y axis.

The controls in this section work identically to the Source Mixer & Movement Pad Section previously described.

In similar vein to that of the *Source Mixer & Movement Pad*, each *grey square* dictates the origin of movement while each *green square* shows the current location of *filter* and *resonance* values for that particular source.

It should be noted that each square indicates its corresponding audio source through the number printed at its centre.
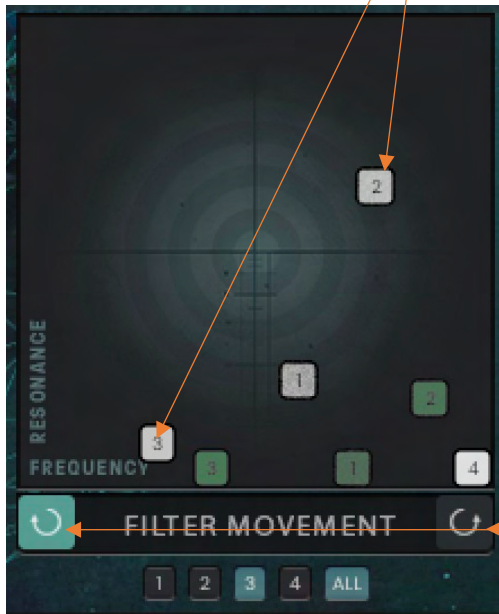
Visualisation Pad; click & drag a grey square for manual control.

Clockwise/Anti-Clockwise Movement Selection, applicable when the Circular Movement LFO is on.

Audio Source Selection: Highlights the audio source for which the filter and resonance LFOs are active.

MODULATION CONTROL

MODULATION CONTROL is activated by clicking on the 'EDIT MODULATION' button.

MODULATION CONTROL offers extensive management over the modulation of various parameters for each audio source using a drop-down menu. These parameters are *volume*, *tune*, *pan*, *drive*, *filter cut-off and filter resonance* for each source.

There are four LFOs which each have controls for adjusting the *waveform type*, *oscillation rate*, *fade-in time* and *depth slider*. Waveform types available from the drop-down menu are Sine, Square, Triangle, Saw and Random.

There are also four ADSR Envelopes that can be used for controlling the amplitude/amount of the same parameters, namely, *volume*, *tune*, *pan*, *drive*, *filter cut-off and filter resonance*. This is done by altering the A (*attack*), D (*decay*), S (*sustain*) and R (*release*) dials, along with the *depth slider*.

EFFECTS CONTROL

CELESTIAL VISIONS features a comprehensive selection of 9 *effects units*, ranging from chorus to convolution reverb.
The effects units can be accessed by pressing the EDIT EFFECTS button, found in the main, central menu.
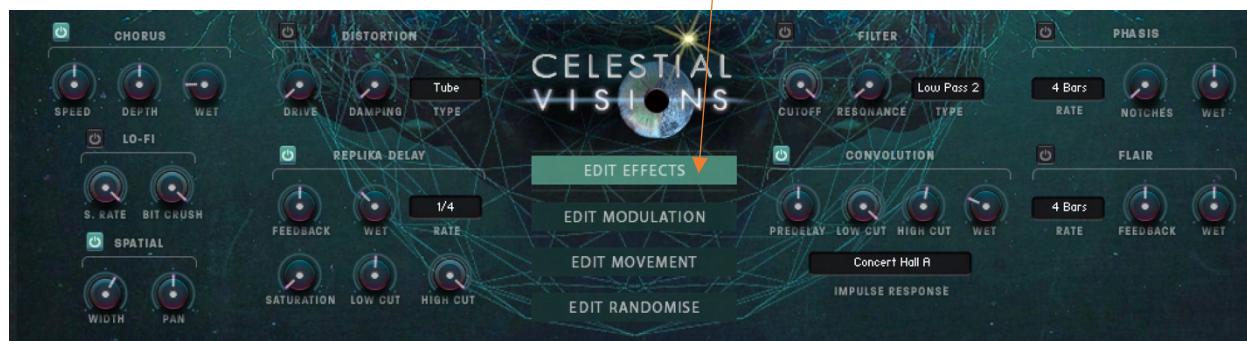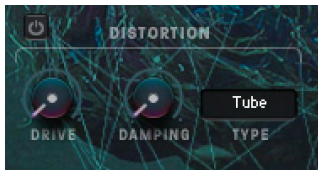
CHORUS

Speed: Rate of LFO assigned to delay time.

Depth: Dictates the intensity of the effect.

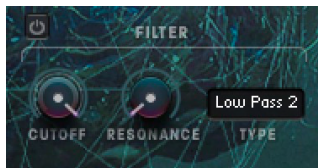*Wet*: Amount of affected signal mix.

DISTORTION

Drive: Effects unit input gain.

Damping: Speaker motion damping, can control low-end tightness.
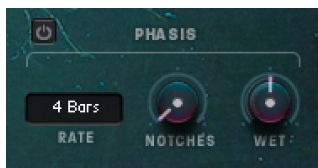
Type: Choose from Tube or Transistor type distortion.

FILTER

Cutoff: Frequency of filter cutoff.

Resonance: Gain boost at edge of cut-off frequency.

Type: Filter type selection.

PHASIS (Phaser)

Rate: Tempo-synced oscillation frequency.

Notches: Number of notch filters.

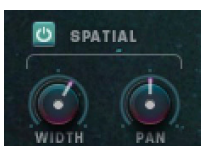*Wet*: Amount of affected signal mix.

LO-FI

S.Rate: Defines the sample rate of the audio.

Bit Crush: Distorts audio by reducing the bit-rate resolution.

SPATIAL (Stereo Widener)

Width: Varies the amount of stereo spread. (100% left results in mono signal).

Pan: Pans the stereo signal left or right.

REPLIKA DELAY

Feedback: Number of repeats.

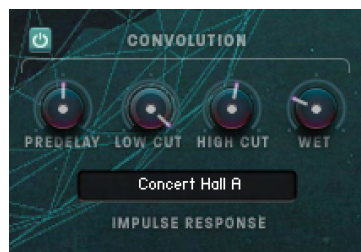*Wet*: Affected signal mix.

Rate: Tempo-synced time between repeats.

Saturation: Mix of harmonic accentuations.

Low Cut: High pass filter cut-off frequency.

High Cut: Low pass filter cut-off frequency.

CONVOLUTION (Reverb)

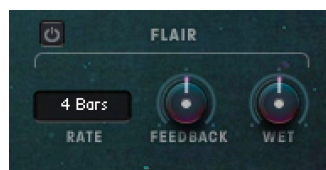*Pre-delay*: Time delay before the onset of reverberated sound.

Low Cut: High pass filter cut-off frequency.

High Cut: Low pass filter cut-off frequency.

Wet: Amount of affected signal mix.

Impulse Response: Selection of impulse response sample.

FLAIR (Tuned, harmonic-enhancing flanger)

Rate: Tempo-synced oscillation frequency, controlling delay time.

Feedback: Amount of output signal sent back into the effect.

Wet: Amount of affected signal mix.

EDIT RANDOMISE

All the parameters found inside of **CELESTIAL VISIONS** can be randomised, to aid you in sparking inspiration. The *Randomise Modifiers* pop-up allows for precise control over the specific values to be randomised.

The *Randomise Modifiers* pop-up can be accessed via the main central menu. Clicking the EDIT RANDOMISE button will cause the *Randomise Modifiers pop-up* box to appear.

By Clicking on a Tick box, you can add or remove modifiers from being randomised. Here is a description the Modifiers that can be randomised:

Source Voices

The parameters that this selection alters are: Selected Sample, Envelope, Pan, Pitch and Volume.

Source Filters

The Source Filters selection exclusively alters the parameters found inside of the *Filter Submenu*, for a given source, ie cut-off, resonance, drive and filter type.

Source All

Automatically selects both "*Source Voices*" & "*Source Filters*".

Modulation

All Modulation parameters, including *LFO targets*, *ADSR values* & *depth*, are affected by the randomisation process. The only exception is LFO waveform type.

Filter XY

The values of all the FILTER FREQUENCY & RESONANCE PAD parameters are affected. This applies to the *LFO units* assigned to each source; each being randomised differently. The on/off status, for each *LFO unit*, is also randomised.

However, the origin of a source's movement (square), on the XY pad, and the direction of circular movement selector, are not affected by the randomisation process.

Motion XY

The values of all the SOURCE MIXER & MOVEMENT PAD parameters are affected. Again, the on/off status, for each *LFO unit*, is also randomised.

However, the origin of movement (square), on the XY pad, and the direction of circular movement selector, are again not affected by the randomisation process.

Effects

With the exception of the *impulse response sample* selection, found in the convolution reverb unit, all values of the parameters found among the nine effects units are affected by the randomisation process.

Everything

Automatically checks all modifier boxes!!

All CELESTIAL VISIONS controls are fully midi controllable. You can very quickly use your midi controller to control any knob, simply by right mouse clicking on the knob you wish to control. Then select 'Learn Midi CC# Automation', at this point you just move the hardware controller that you want assigned to that knob.

And lastly, please enjoy this fantastic instrument, and make some great music!!

ENJOY!