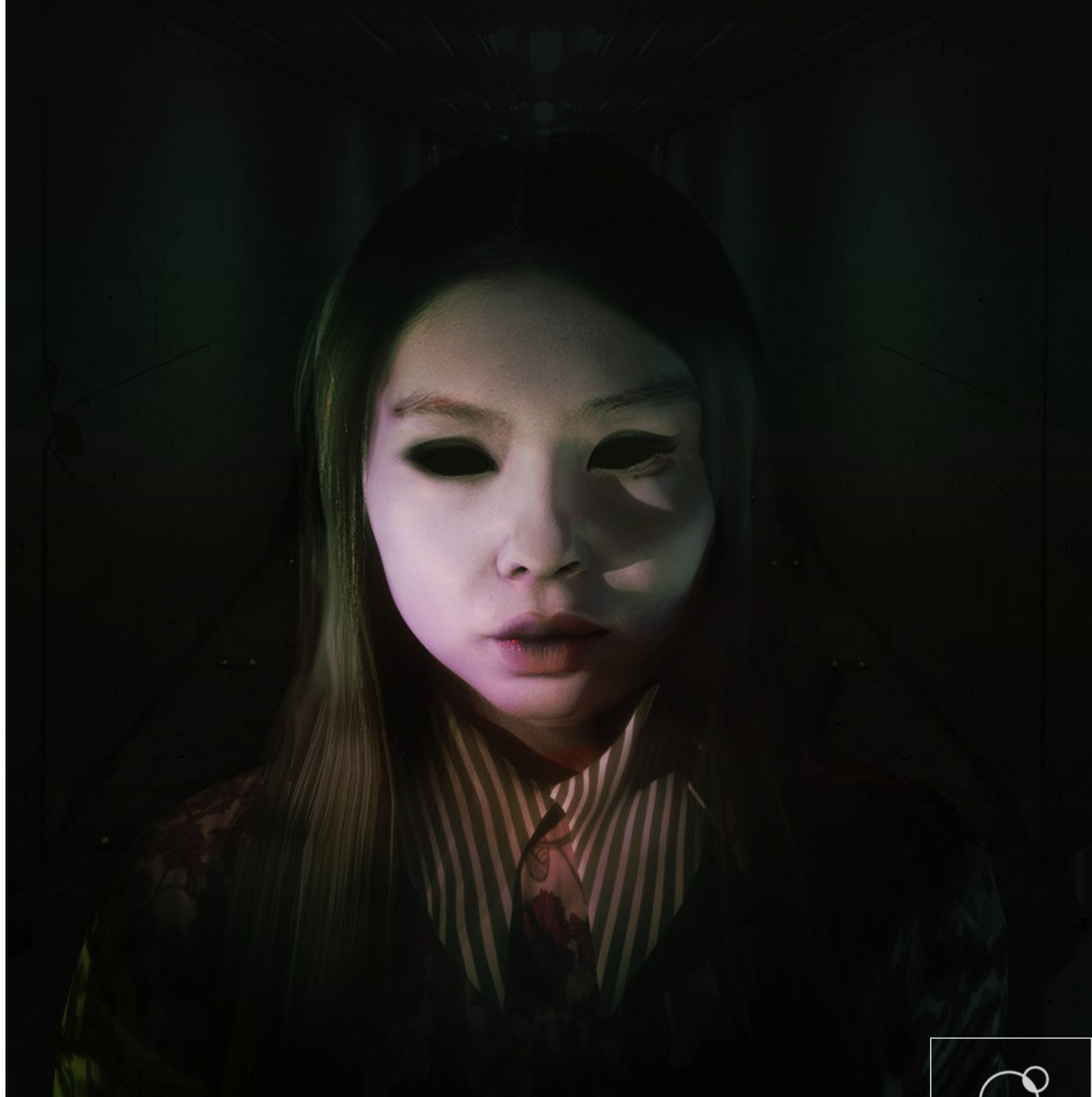


HELLEN

Ghostly voices and creatures



Written by Giuseppe Caiazzo on July 3rd, 2023

KONTAKT COMPATIBILITY

Hellen requires the **full** version of Kontakt 6.6.1 or above. The free Kontakt Player is NOT supported.

SNAPSHOTS INSTALLATION

- Download and extract the Hellen Snapshots.zip file.
- Copy the extracted folder *01_Vocal Textures* to the Kontakt snapshots folder. Depending on your computer OS (Mac or Windows), you can find the Kontakt Snapshots folder by following the file- path below:

Mac OS:

System Drive/Users/<your username>/Documents/Native Instruments/UserContent/ Kontakt/

Windows: C:\Users\<your username>\Documents\Native Instruments\User Content\Kontakt\

Once done, you will be able to see and use the snapshots in the *01_Vocal Textures.nki* instrument

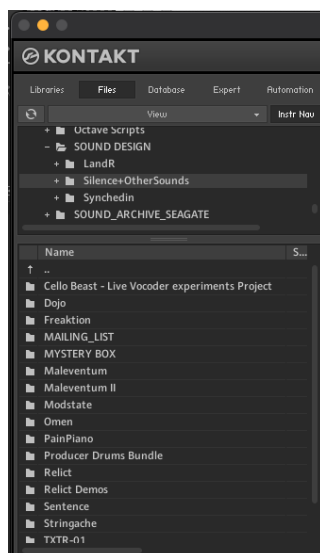
If you experience issues with the snapshots after the installation described above, both in Kontakt 6 as in Kontakt 7, please follow this short tutorial to fix the problem: https://youtu.be/D5SU_wR2bxM?t=51

Notice for Kontakt 7 users: the Hellen snapshots WON'T show-up in new Kontakt 7 browser. You still need to use/create the aforementioned file path and load the snapshots from the snapshots menu within the Hellen Kontakt instrument.

OPENING Hellen IN KONTAKT

Kontakt 6 users

Open the Kontakt Browser and click the Files tab.



- Navigate to the section of your HD where the main Hellen folder is stored.
- Open the 'Kontakt instruments' folder in it
- Double click on one of the 12 nki instruments .

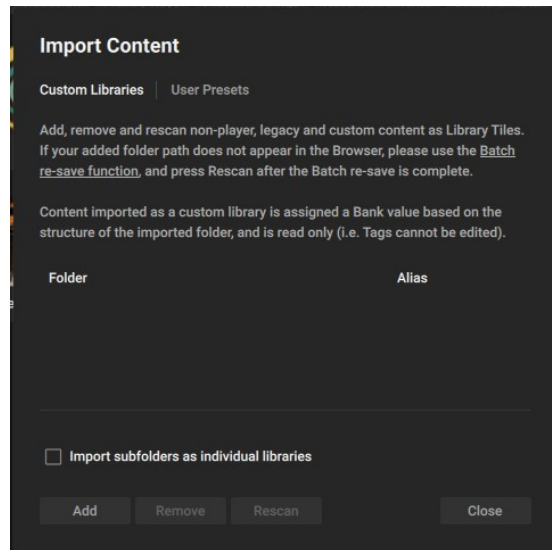
Kontakt 7 users

Kontakt 7 users have two options to open Hellen.

Option 1: the same as described in Kontakt 6 (please see section above)

Option 2: In Kontakt 7 you can import a non-Player library like Hellen and make it show up in the new Kontakt 7 main browser (only the .nki files, NOT the snapshots).

- Open Kontakt 7
- Click on the bottom-left cogwheel
- In the Import Content screen that shows-up, click on 'Add'



- Navigate to the main Hellen folder on your HD , select it and click 'Open'
- Now Hellen shows up in the Kontakt Browser, you can open the .nki instruments from there.

1. INTRODUCTION TO HELLEN

Hellen is a Kontakt library based on ghostly voices and creature sounds. It has been developed to offer a fresh take on horror vocal sounds, by experimenting on both vocal sources (screams, gasps, yells, whispers and soprano/operatic tonal layers) as original creatures sounds and vocal-esque found sounds.

With the collaboration of singer Alessandra Cagnetta, Hellen explores the creative possibilities of the human voices, ranging from terrifying screams, demonic vocalizations, chilling whispers, broken sentences, monster growls, laments, creepy laughs, unsettling howls and much more.

The source sounds sampled in Hellen have been manipulated with a variety of sound design techniques (spectral morphs, vowel processing, formant synthesis etc) to create an unique collection of daunting, evocative and horrifying sounds covering the needs of the modern composer working in the horror and thriller realm.

Hellen comes with **12 Kontakt instruments** thought for film composers, trailer writers, game/post-production sound designers and producers looking for innovative and unusual vocal sounds.

2. VOCAL TEXTURES



The Vocal Textures instrument in Hellen is based on two independent layers (**L1** and **L2**) of vocal tonal and atonal sounds that can be blended, filtered and morphed from the intuitive main panel in the UI. The sounds can be either selected directly from the two menus of L1 and L2 or by using the navigation arrows close to each of said menus.

The Vocal Textures instrument features 56 snapshots.

The main panel in Vocal Textures features the following controls:

<i>Vocal Morph</i>	
<i>A,H,D,S,R</i>	Volume Envelope
<i>Cutoff , Resonance</i>	
<i>LFO Rate, LFO Amount and LFO Shape</i>	LFO associated to the filter cutoff
<i>Reverb Controls (Wet, Time, HPF, LPF, Feedback)</i>	Replika delay in diffusion mode

As the name suggests, the Vocal Morph knob (the big one in the middle of the UI) performs a seamless volume crossfade between the L1 and L2 layers. All the layers have been designed in a way to create interesting combination for any chosen pair of sounds by creatively using the Vocal Morph knob. You can use Vocal Morph in several ways:

- setting it to a given value to strike an interesting blend between the two layers.
- Map it to your hardware controller by using the MIDI learn Kontakt functionality, in order to control it while playing to create an evolving and evocative sound bed
- Turning at the extreme left or right to solo one of the two layers.

3. SFX MODULES



The SFX instruments are one shot samplers, each one of them corresponds to a different category of sounds (for example Screams, Gasps, Laments etc).

All of the parameters showed on the GUI (with the exception of the Convolution Reverb and the Global Controls) can be set **per sample**.

- *Volume*
- *Pitch*
- *Low Pass*
- *High Pass*
- *LFO Rate*
- *LFO Amount*
- *LFO Shape*
- *LFO Filter select*
- *Volume Attack*
- *Volume Release*

- *Straight/Reverse sample play**.

By using Extend, the current sample (highlighted in red on the virtual keyboard) is extended along the keyboard and can be played chromatically.

By using the Global Controls, it is possible to simultaneously set the same parameter to all the samples. As an example, if LPF is selected in Global Control, by changing the Low Pass of the current sample, all the other samples will be affected on the same parameter (LPF) by the same amount.

**When reverse is activated, the sample plays in reverse from the position of the green sample offset slider located upon the waveform.*

4. PHRASE BUILDERS



Hellen features two phrase builders, based on different vocal styles: *Syllables* and *Breaths*.

Both instruments are based on a series of short groups of spoken syllables (from 1 to 3 syllables), which are tempo synced to the DAW, allowing to create rhythmic vocal sequences.

The syllables/breath sequence is either selectable by choosing the sample step by step from the 16 menus, or using the 'Randomise' button. It is possible to set the time length of each step, by choosing between 1/4 and 1/8 beat.

In both instruments, **the sequence is started by pressing and holding the key B2, highlighted in green on the virtual keyboard.**

It is possible to select the number of steps of the vocal sequence (Length slider) and activate/deactivate the loop.

Formant and Delay are available as global controls. By playing with the Formant control, you can easily alter the pitch/gender of the voice to create unsettling, tone morphing spoken sequences.

4.1. Syllables builder

In the Syllables builder it is possible to select two different voices, independently for each step. Both voices feature the same syllables/groups of syllables, to alternate between an individual voice and a choir-esque effect.

4.2. Breath builder

As for the Phrase Builder War, the Sorcery Phrase Builder is based on two voices which can be independently activated/de-activated per step.

If you play the samples using the blue keys, without sequencing them by pressing the green key, you will hear them with the voice settings of the first step

5. VOCALISE BUILDER



The Vocalise Builder is a sound design instrument conceived and developed to easily create customized demonic and creature-esque voices.

It is based on 3 independent layers **L1, L2 and L3**, whose sounds can be selected from the corresponding menus. The sounds featured in Vocalise Builder are more dry and less designed in comparison to the SFX modules, in order to provide useful source material and leave the sound design choices to the user.

As for the Vocal Textures, it is possible to use the navigation arrows close to each menu to select the sounds; also, you can browse the sounds by category, **Low, Mid and High**, according to the frequency range where the sounds sit. For example, you will find animal snorts and growls in the Low section, male/female screams in the Mid section and whispers, screeches and high

pitched yells in the High section.

The three selected sounds can be automatically stacked on the top of each other by simply **pressing the green key on the virtual keyboard**. Each layer can be muted.

<i>Stretch</i>	Selects regular sample playback or time stretch independently for each layer.
<i>Time and formant (only when Stretch is ON)</i>	Control the amount of time stretch and formant values independently for each layer (when Stretch is selected).
<i>R (random)</i>	Randomly selects a sound from the corresponding menu, independent for each layer.
<i>Pitch</i>	Controls the pitch of each sound in L1, L2 and L3
<i>Rand All</i>	Randomly sets sound selection, stretch, time & formant values, sample offset for each sound in L1, L2 and L3
<i>Cycle Random</i>	When activated, it selects random sounds from each layer every time the green trigger key is pressed.
<i>Attack , Release</i>	Control the volume envelope attack and release for each layer

The Vocalise Builder offers many creative possibilities to create custom horror vocalization sounds.

The most straightforward way is to use the Rand All and/or Cycle Random buttons to continuously randomize the values in the instrument and then fine tuning them at your choice. By using the time stretch and formant functionalities you can transform chirping sounds in menacing low growls

and viceversa, or transforming a stack of short tonal screams in a long and complex grainy layer.

6. BREATH LOOPS



The Breath Loops instrument is similar to the SFX modules, with the difference that it features two additional controls: Formant and Half Tempo. As the other controls, both Formant and Half Tempo can be controlled independently per sample. The loops are tempo synced to the master tempo in the DAW, by using half tempo the timing of the current sample is halved.

In comparison to the SFX modules, the Breath Loops doesn't feature Extend, sample offset and Reverse.