MYSTERY
BOX

BOWED EXPERIMENTS

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Requirements

Mystery Box requires a FULL version of Kontakt (v 5.8.1 or above), it **doesn't** support the free Kontakt Play.
The .wav files contained in Mystery Box can be used separately (in another software or hardware sampler, or just by dragging and dropping them on an audio track of your DAW), you don't necessarily need Kontakt to use them.

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INTRODUCTION

Mystery Box is a collection of cinematic sounds based on experimenting with cello and violin bows on metallic objects and broken instruments. We've sample waterphones, old violins, metallic dump scrapes and other resonant objects to create a collection eerie, subtle yet unique sounds.

Mystery Box features 5 Kontakt instruments to shape the sounds in a variety of ways. Turn any of the 160+ sounds in a fully playable instrument by exploring the tonal regions produced by the resonances of the bow.

Mystery Box contains an **hidden coupon usable on selected libraries** (please see Mystery Box product page). Wanna have it? Then find the lock combination on the GUI and get prepared for a serious jump scare.

Will you dare to open the Mystery Box?

1. MYSTERY BOX – GUI Overview

Mystery Box features 5 separate Kontakt instruments focused solely on one-shot cinematic bowed samples.

Figure 1 - Mystery Box GUI

They are divided in the following categories:

- Bowed Waterphone
- Deformed Violin
- Found Metal Scrapes

- String Scrapes 01
- String Scrapes 02

Each of these .nki instruments allows you to individually manipulate the samples in a variety of ways, from extreme re-pitching to playing one of them along the keyboard.

All the sample contained in the instruments can be individually manipulated from the GUI: every time you hit a keyboard to play a sample, the corresponding waveform is displayed at the bottom left of the UI and all the controls of Sample Offset, Envelope, Filter, Pitch, Volume and Low-end boost are update to the last sample that has been played.

ATT,REL	Controls the attack and release for each sample
HPF - LPF	Controls the high/low-pass filter applied to the current sample
RES	Controls the filter resonance applied to the current sample
Pitch	Controls the pitch of the current sample
Vol	Controls the volume of the current sample
Extend Sample Range	When activated, the range of the current sample is extended along the whole keyboard, allowing you to "play" the sample like a conventional chromatic instrument.

2. EXTEND RANGE

When Extend Range is activated, the range of the current sample is extended along the whole virtual keyboard, whereas the others are muted. This can be very useful to "play" the selected asmple like a conventional chromatic instrument.

TIP: *check the Extend Range function with the Bowed Waterphone instrument. Find a sample with interesting tonal content, offset the sample to the beginning of the tonal region, set the volume Attack and Release to a proper value and start playing melodies and chords. With 160+ samples available in Mystery Box, you have plenty of material to create your own instruments.*

3. LOCKS

The lock sliders at the middle of the GUI are not a sound editing control. Their value range is 0 to 9, you will hear a mechanical clock sound when you click on them or change their value. Matching <u>the right combination</u> of values of the three locks will display a coupon that enables you to have a discount on selected titles (please watch Mystery Box product page).

If you don't want to bother solving the puzzle and just want the coupon to obtain said discount, please go to next page.

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