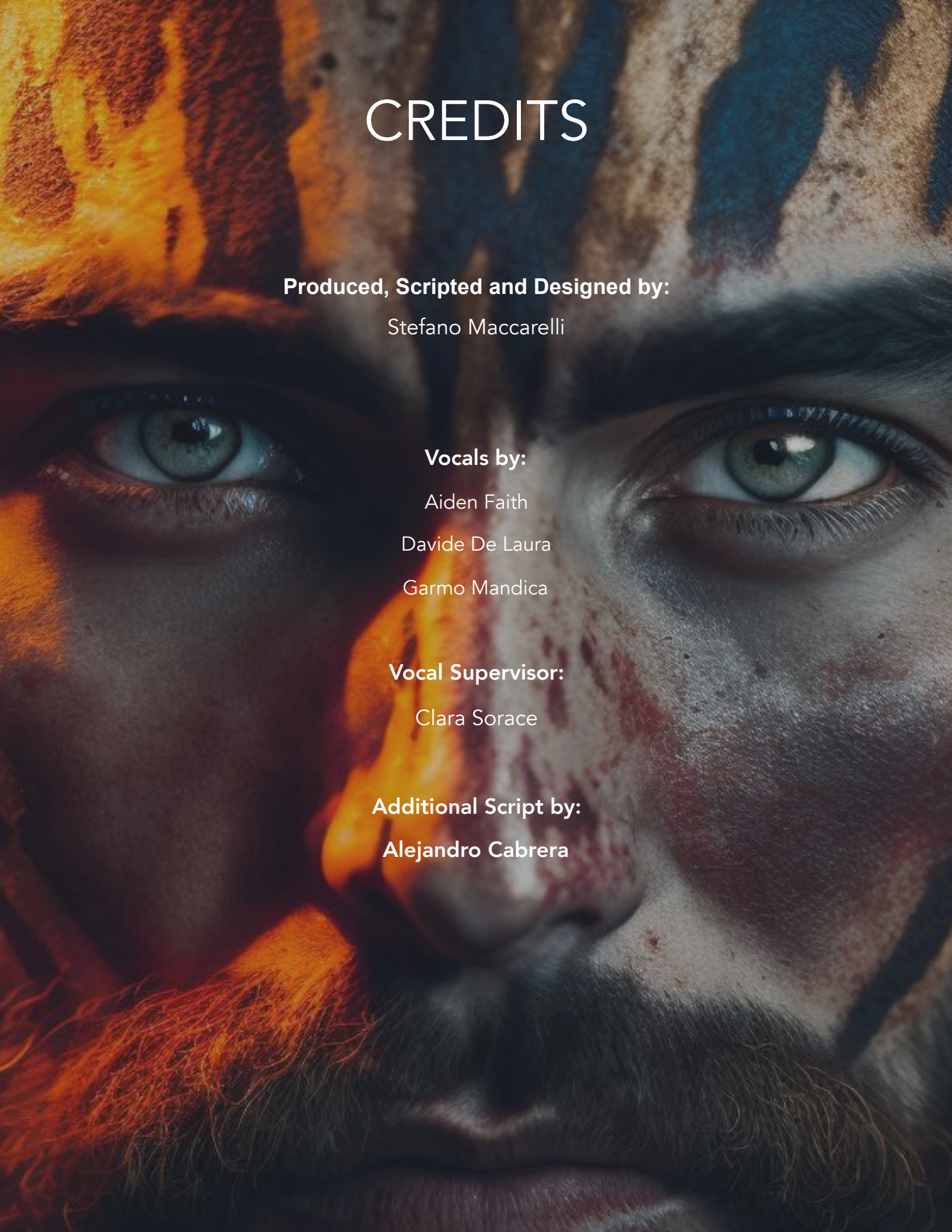
ZERO-G
SAMPLE LIBRARIES
ETHERA GOLD
PROMETHEUS
CINEMATIC FOLK MALE VOCALS & TEXTURES



CREDITS

Produced, Scripted and Designed by:

Stefano Maccarelli

Vocals by:

Aiden Faith

Davide De Laura

Garmo Mandica

Vocal Supervisor:

Clara Sorace

Additional Script by:

Alejandro Cabrera

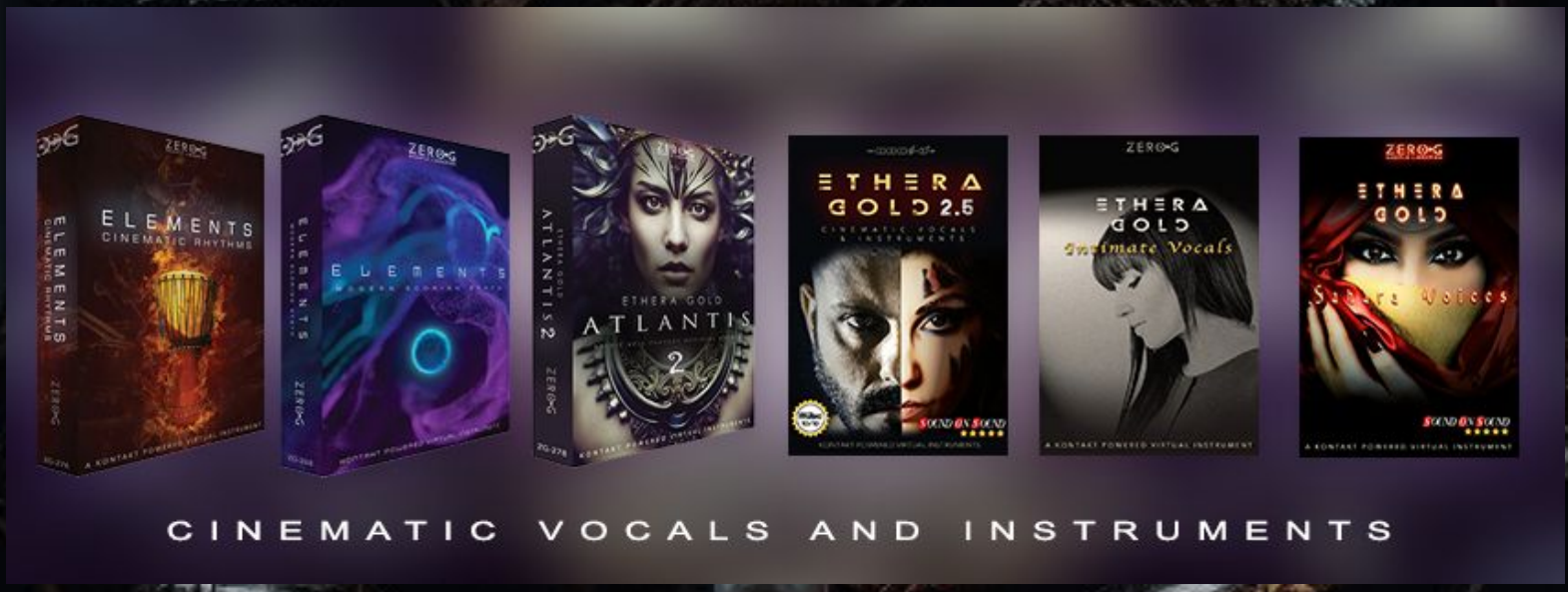
Zero-G/Xfonic proudly present the latest addition to the Ethera Gold Series

ETHERA GOLD

PROMETHEUS

Introducing Prometheus, the ultimate male vocal sample library for cinematic and video game music composers! This collection is the first male vocal chapter of the Ethera Gold series featuring three talented male singers with stunning cinematic folk vocals. With its powerful and emotional sounds, Prometheus will add truly epic male vocals to your music and help you create stunning cinematic folk soundtracks. Whether you're working on a blockbuster movie or a cutting-edge video game, this incredible library will be your go-to tool for crafting captivating and unforgettable vocal scores.

The Ethera Gold series includes Ethera Gold 2.5, Intimate Vocals, Sahara Voices, Atlantis 2, and Prometheus.



If you already own some, or all, of the earlier Ethera Gold series, then Prometheus will be a powerful add-on to your Ethera Gold Collection.

If you are new to Ethera, you will find Prometheus to be an awesome new instrument to assist and enhance your music-making creativity. It also will give you access to a possible Cross-Grade Coupon to buy the other Ethera Libraries.

About the Producer

Prometheus was created by Stefano Maccarelli, an Award-Winning Sound Designer & Composer with 26 years' experience in the audio industry, film music, sound design & audio postproduction. Stefano has scored or licensed music & sound design for ad campaigns and TV Shows of many leading broadcasting brands such as Fox, National Geographic, Sky, A&T, Fox Sports, Disney and Marvel.

Vocal Supervisor

Clara Sorace is a professional vocalist & vocal coach from Italy who is based in Rome. She is the main female Vocalist of the Ethera Gold Series. She studied piano and singing for over 12 years. She has participated in various competitions and festivals including the San Remo Academy of Song where she reached the final. Clara has extensive experience of musical production and vocal arrangements, which has enabled her to widen her stylistic versatility and range so that she can switch easily from Soul & Pop to Cinematic and Epic and Folk Music. Her vocals have been used in many international musical works, international trailers, TV Shows, video games like Assassin's Creed Valhalla by Ubisoft, Age of Empires IV, Gundam The Witcher from Mercury, DUNE VideoGames, Perfect New World Video Game. She currently works with Top Level Composers.

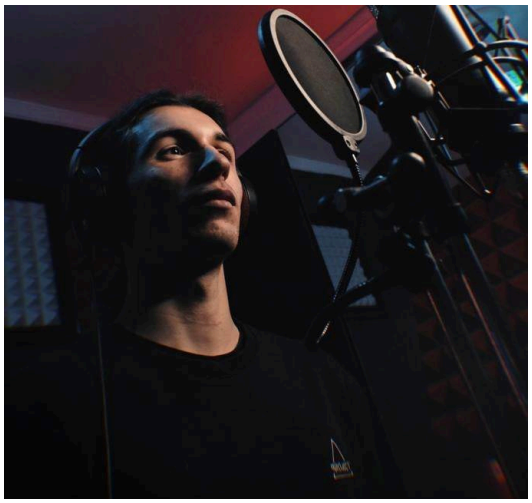
PROMETHEUS SINGERS

Aiden Faith

I'm Aiden, a singer-songwriter and multi-instrumentalist. I started studying music when I was a little baby and I've never stopped since.
I have had the pleasure to collaborate with many artists and donate my voice to a few projects.
I'm the lead singer of 3 bands and I love performing live and pleasing the crowd.
I'm very versatile. I play and sing almost every genre that exists on the planet, from classical music to hard rock.
My favourite artists?
Bruce Springsteen and Green Day

Davide De Laura

I'm a composer, multi instrumentalist and vocalist based in Rome.
I began my journey with the study of the voice since first grade through many choirs including the Opera House in Rome.
Now I'm studying different kinds of vocal techniques including cinematic-folk and distorted voice.

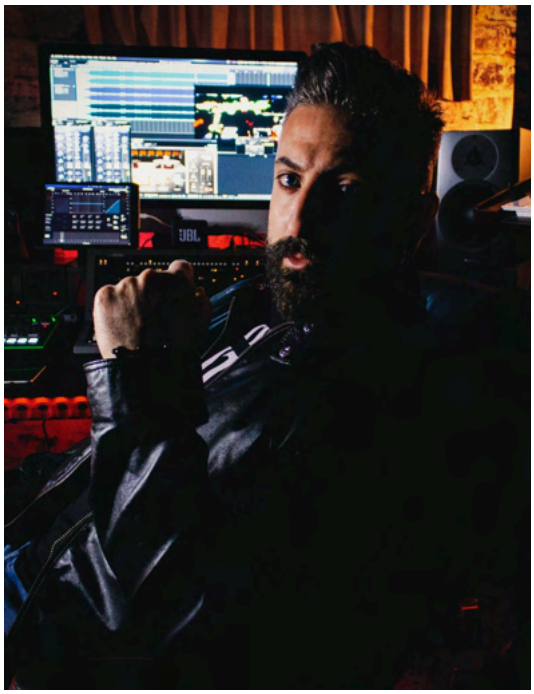


Garmo Mandica

I'm a singer, composer and sound designer.
As for my music career, as a singer and producer of the band Lost Reality I have opened concerts to names such as Clan of Xymox, Richie Kotzen and Pat Torpey (Mr. BIG), Lacuna Coil, The Stranglers and Killing Joke.

I have created soundtracks and sound design for advertising, short films and films that have been entered into international festivals such as "48 FilmFestival", "Shakespeare Fest" Globe Theatre in Rome, "Ginesio Fest".

Currently I work with the MAD WAVE AUDIO team in Los Angeles as a Sound Designer and Mix Engineer, making commercial advertisements for brands such as Toyota and Mercedes, as well as upcoming movies and short films.



What's Included?

Ethera Gold Prometheus includes:

- 38 Multi-Sampled Kontakt Instruments
- Over 9Gb of 24bit, 48KHz samples
- 3 Cinematic Folk Singers
- 7 Different Types of True Legato Instruments (Warrior, Deep, Folk)
- Custom Convolution Reverb + FX Rack
- 2 Vocal Phrases Instruments, over 5000 inspiring vocal phrases organised by key – BPM – with legato mode
- Warrior Vocal Chants Builder enabling you to play haunting polyphonic legato phrasing with customisable syllables
- Soft Vocal Chants Builder enabling you to play polyphonic chants with customisable syllables
- Many Sustain Instruments with a collection of inspiring vocal textures which are also tempo-synced
- Playable Ritual Chants
- Growl, and Rhythmic Breath
- Cello playable loops and textures
- Guitar playable loops
- Sound design elements
- Percussion Loops

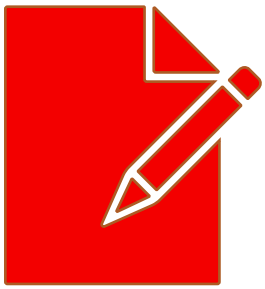
System Requirements

- Minimum System Requirements
- Intel i5, or equivalent
- 8GB of RAM Mac OSX 10.11 or above – Windows 10 or 11 with ASIO Driver " SSD (Solid State Drive) for sample streaming
- The Full version of Native Instruments Kontakt 6.7.1 or above

System Requirements for the Best Performance

- Intel i9 or equivalent, running at a minimum of 3.5 GHZ
  16GB of Ram, Mac OSX 10.12 or above – Windows 10 or 11 with ASIO Driver " SSD or M2 for sample streaming

- The Full version of Native Instruments Kontakt 6.7.1 or above



NB: Ethera Gold Prometheus requires the FULL version of Kontakt 6.7.1 or higher - it will not work with the FREE Kontakt Player. The Kontakt Player will load and play Ethera Gold Prometheus for 15 minutes - in Demo Mode.

How to Install Ethera Gold Prometheus ## INSTALLING THE KONTAKT FILES

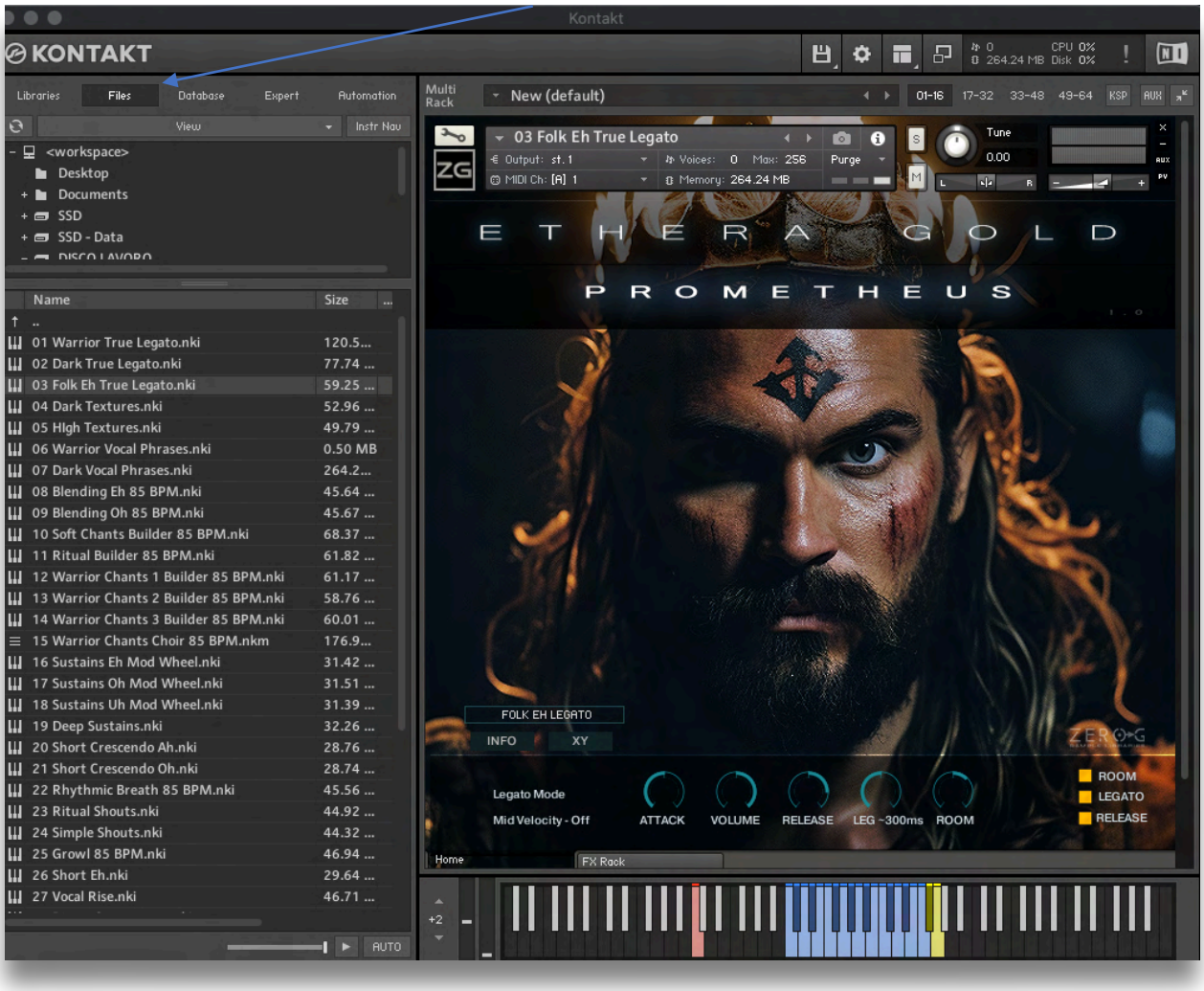
This title contains Kontakt-formatted files which can be accessed from the Files tab within the full version of Kontakt 6.7.1 (as previously stated Ethera Gold Prometheus will only run in demo mode in the free Kontakt Player).

From within Kontakt, can you please ensure that you are on the Files tab, and not the Libraries tab, then use the browser to locate your chosen install path.

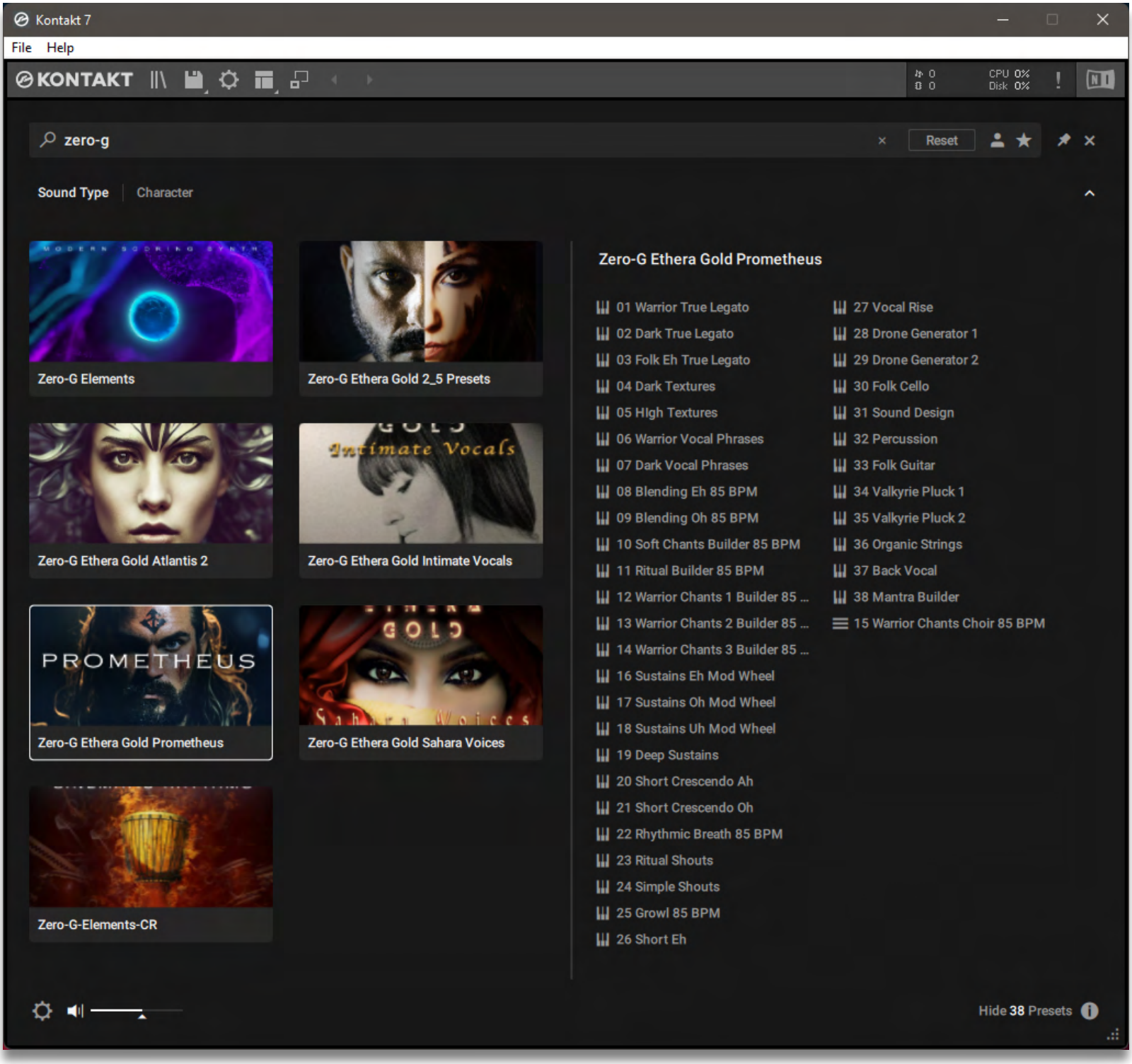
Now with the product folder in the bottom of the two left-hand windows, navigate through the folder to find the Kontakt instrument file (.nki) which you can then double-click to load into Kontakt.

Going back and forth between the library and files tab can slow down workflow, therefore Native Instruments have included a handy **Quick-Load** feature within Kontakt. By setting up the Quick-Load feature you can customise the layout and access all your Kontakt formatted files and libraries from one location.

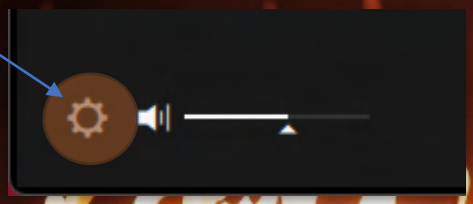
FILES TAB

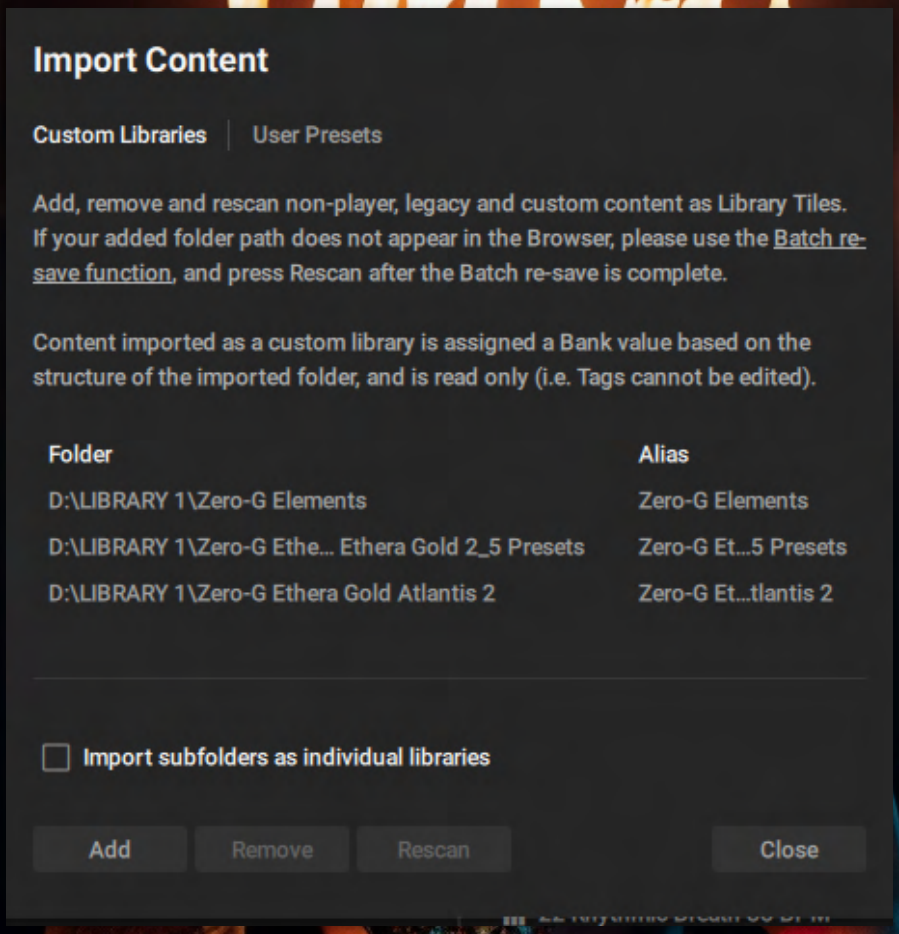


How to Install Ethera Gold Prometheus ## KONTAKT 7

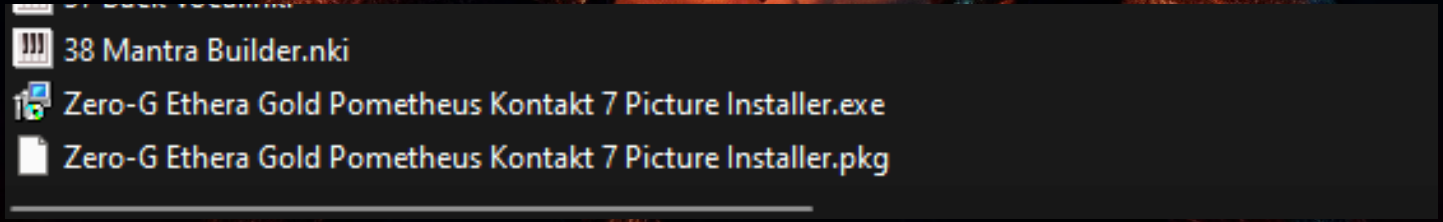


Click on the settings icon, then select 'ADD'. Navigate to your library folder, and choose the file to add it to the Kontakt 7 browser.

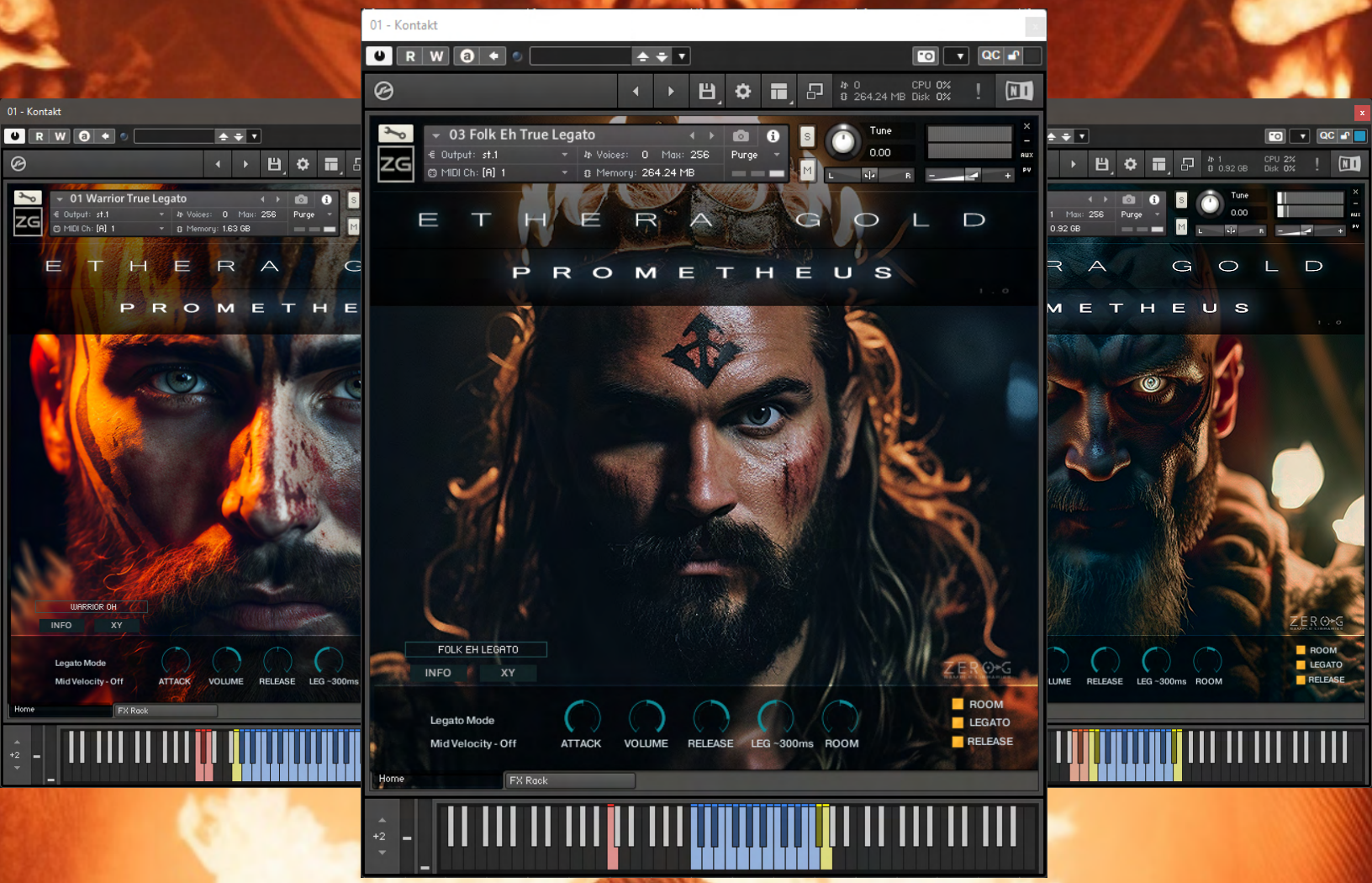




To install the library's image, please use our installer for Mac or Windows, which can be found in the root folder of the library.



TRUE LEGATO INSTRUMENTS



To make the most out of this library, remember to adjust the keyboard range in Kontakt by setting it to +2 octaves

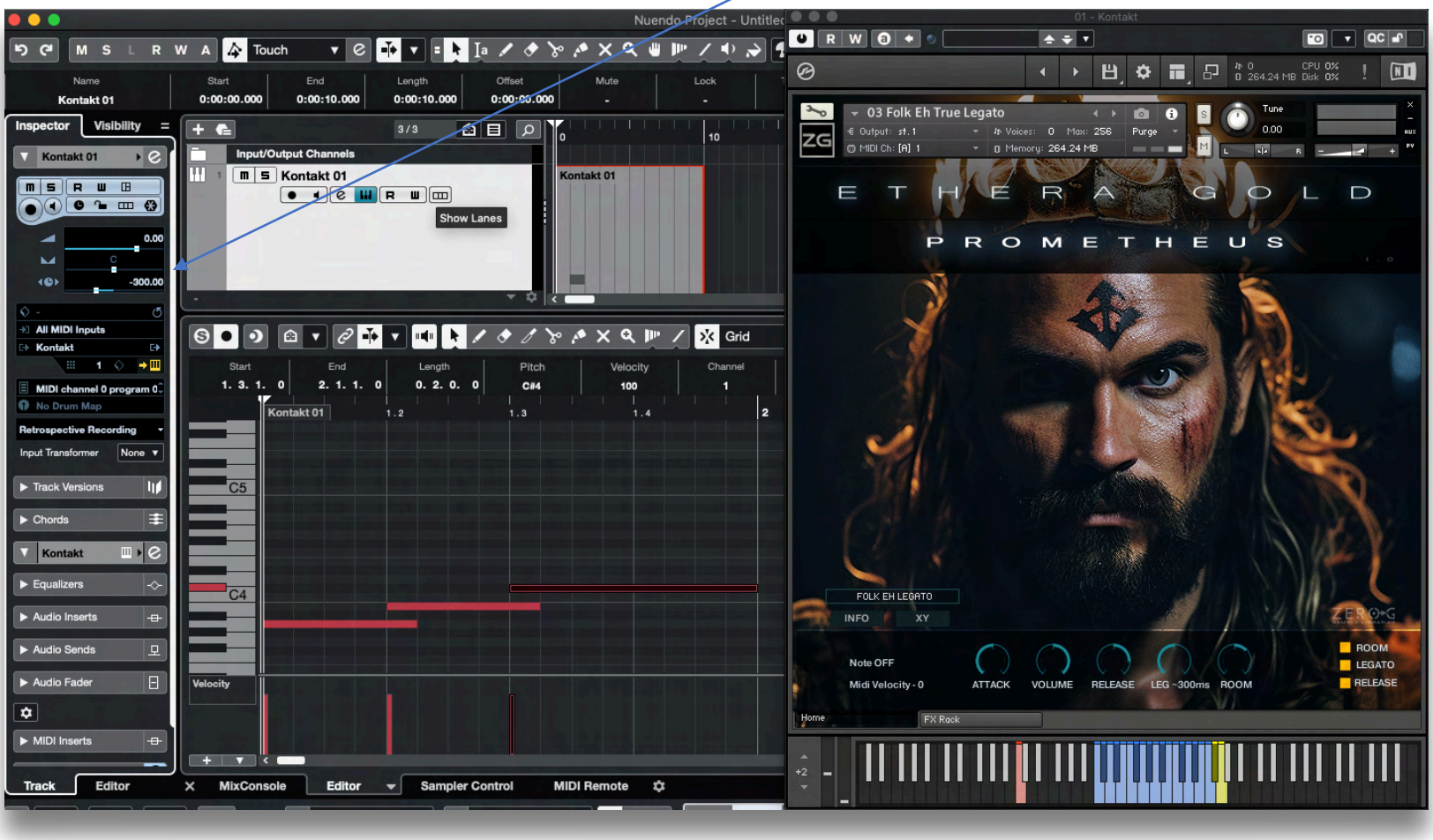
The Ethera Gold series boasts one of the best solo vocal true legato on the market. To create such a true legato, a large number of samples are required, and many weeks of work are necessary for each articulation.

Despite the recognised quality of our true legato, a sample library always has its limitations. For example, please remember that the Prometheus true legato was developed to create cinematic folk melodic lines with a medium/slow legato.

Therefore, it is not designed to perform fast passages, such as many consecutive sixteenth notes.
Furthermore, to create such a fluid and high-quality legato, it is necessary to introduce latency to the instrument. In the case of Prometheus True Legato, the latency corresponds to about 300ms. This default value ensures the highest level of quality, as we will see. However, you can set the instrument for greater responsiveness with lower latency times, but with a less convincing true legato quality. In any case, by using different latency settings, you will find the perfect setting for every situation.

For example, you could use the 300ms setting for playback (max sound quality) and a lower latency setting while recording the part.

Since there is a 300ms latency, when you have played your MIDI part, if you want the MIDI events to be perfectly quantized on the grid, then remember to set the track delay (present in every DAW) to the instrument's latency value. In the case of True Legato, this value should be -300ms



If you want to change the default latency value, use the latency control found on the instrument's interface.

With the ROOM control, you can add a pleasant "room" ambience to the dry recording.

Additional Tips:

You are playing a Human Voice!

With all its complexities!

Also please remember to leave pauses between phrases as this is important to create the impression of the singer resting and breathing between notes.

Do not play melodies with infinite legato.

Think as if you were to sing the melody you are composing.

Create pauses, without creating continuous overlaps, and then start a new phrasing.

When you do not create overlaps between notes, the sustain sample will be played, now you can continue with the legato, overlapping the notes. Using this structure will make everything sound much more natural.

Do not force its nature.

Ethera Gold Prometheus 2.0 True Legato has only a few controls:

Attack: sets the attack time of the sustain samples.

Volume: controls the intensity.

Leg: sets the latency /speed of the legato.

The default setting works at 300/ms of latency.

You can reduce this up to 0ms to avoid the latency during live playback, but with this setting you will get a synthetic sounding result.

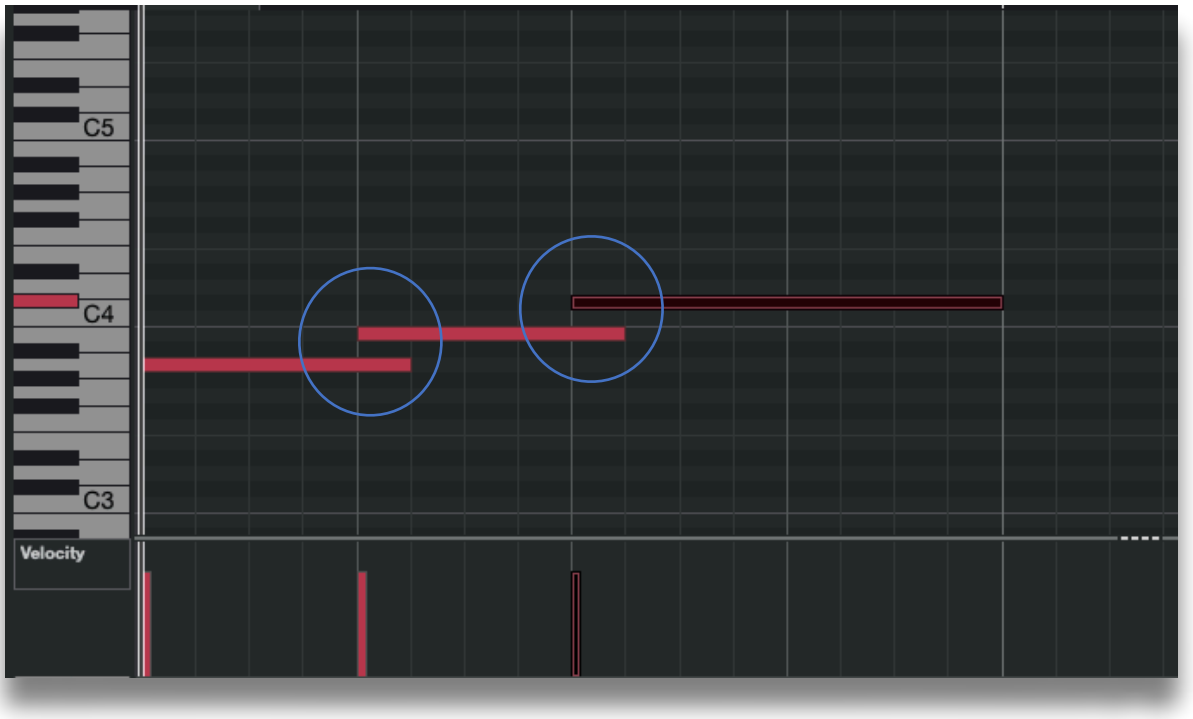
Legato Switch: lets you turn off the legato so that you can play a chord with the sustain samples.

Release: for some intervals this sets a "release" sample.

Room: adds a "room" ambience to the dry recording

REMEMBER:

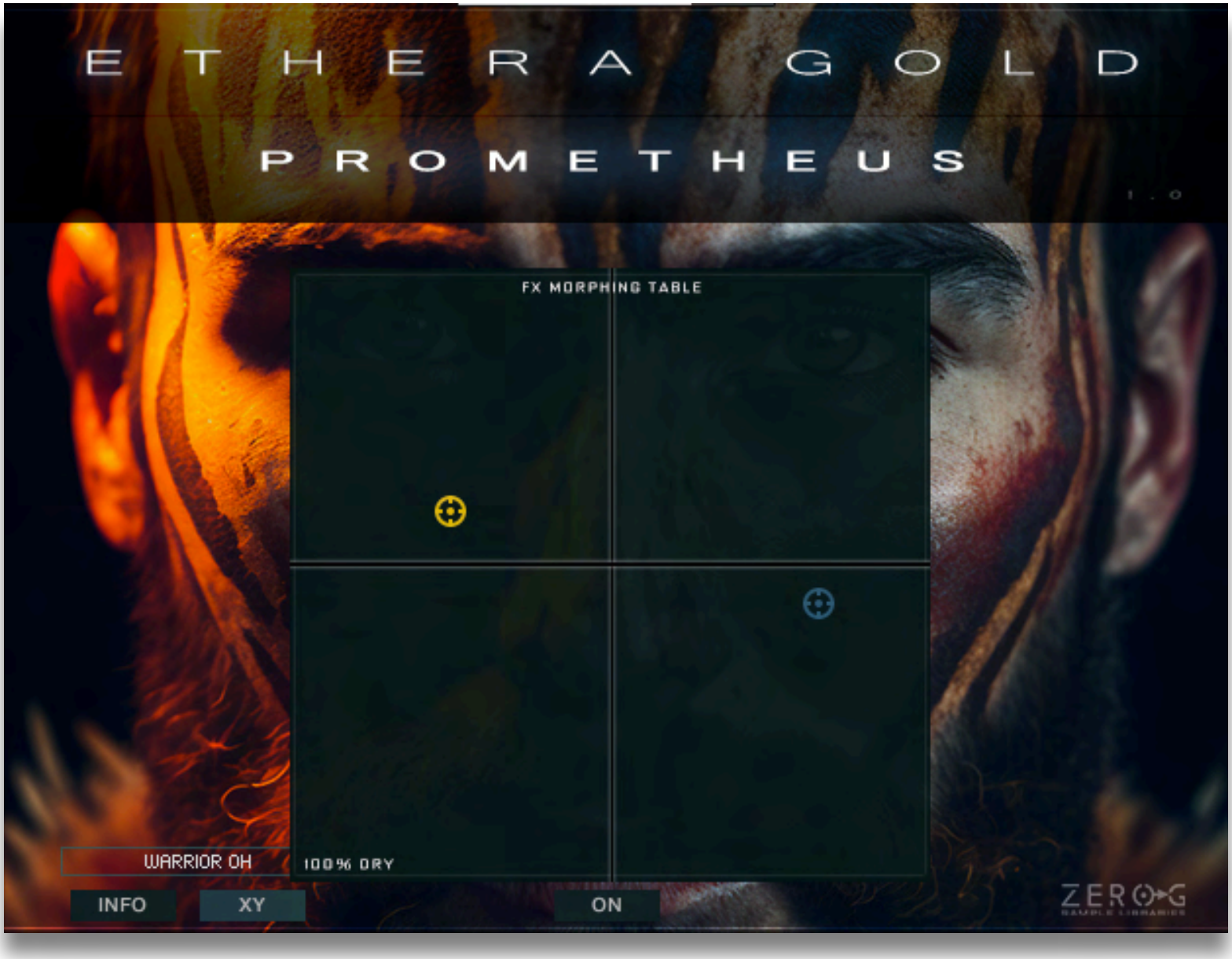
To create the legato, you must overlap two adjoining notes in your DAW sequence. See the example diagram below.



THE X-Y PAD

The XY pad allows you to create a morphing between effects. With the two pointers, you can interactively add effects, such as reverb, delay, and other convolution effects, through the morphing effect. Depending on the loaded instrument, the functionality of the XY module varies, offering slightly different results. Experiment with the two pointers. And remember that the position all the way to the bottom left corresponds to effect 0.

With the button in the centre of the user interface, you can enable or disable the effects.



VOCAL PHRASES INSTRUMENTS

Sampling the Human Voice is a great challenge.

With our True Legato, we believe that we offer you the best and most realistic Vocal Instrument on the market. However, the Human Voice is complex and so for this reason the Vocal Phrases Instrument is particularly important.

The Vocal Phrases Instrument supplies you with hundreds of fantastic ready-to-use real vocal performances.

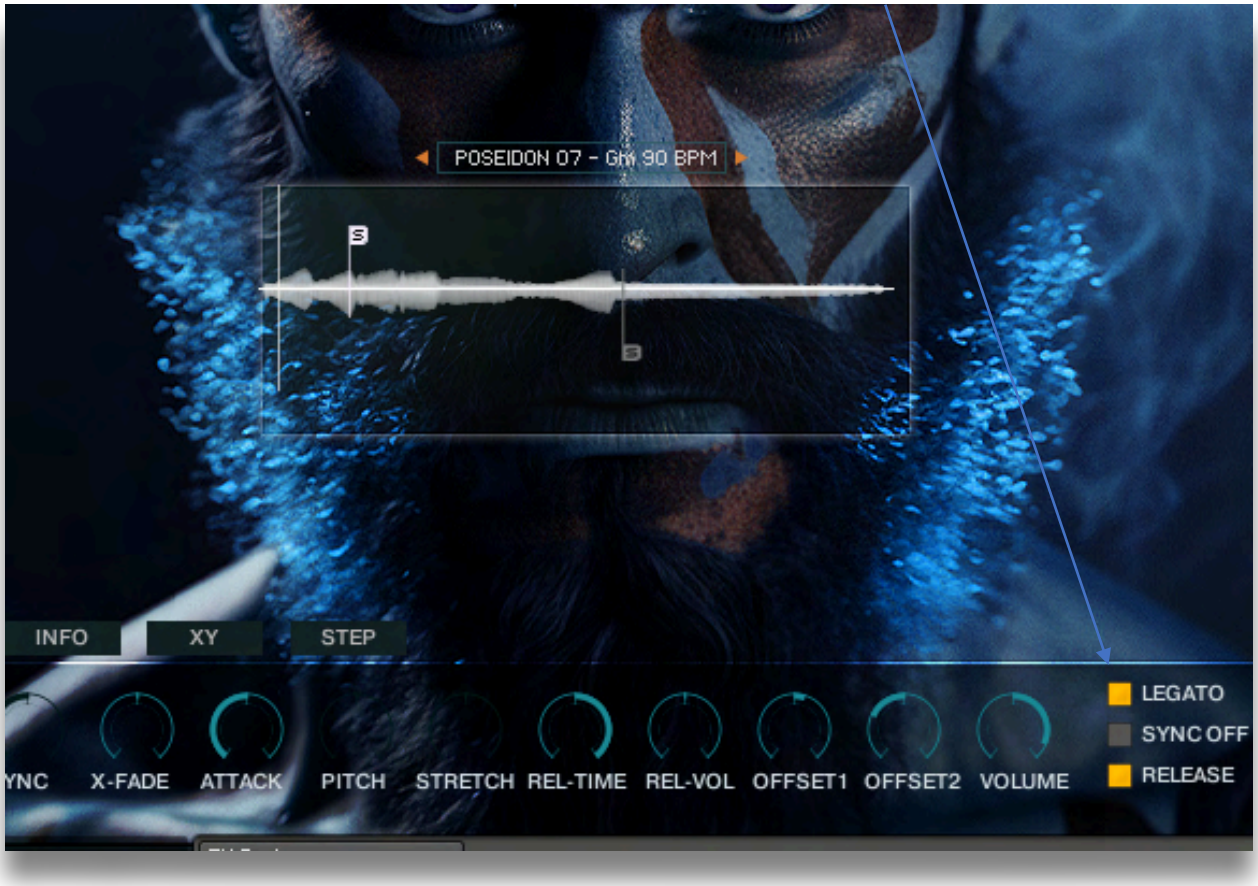
Imagine, you are composing the music for a Blockbuster Trailer, or a Video Game and you instantly need a voice with a great character that will fit perfectly with your music. Well, this instrument is for you! Or if you need some inspiration for your composition then this instrument can be the starting point to build your music around. You get the best results when you use the Vocal Phrase Instrument in combination with the True Legato Instrument, or other instruments from this library.

Prometheus contains over 5000 ready-to-use Vocal Phrases, all organised by BPM and KEY.

Each vocal phrase comes with a native tempo. If you need to change the native tempo of a selected vocal phrase you can use the SYNC ON mode (you also need to turn the SYNC knob all the way to the right). We suggest using only a small tempo change to maintain the quality of the original samples. For example, from 90 BPM to 115 BPM, or from 120 BPM to 135 BPM.

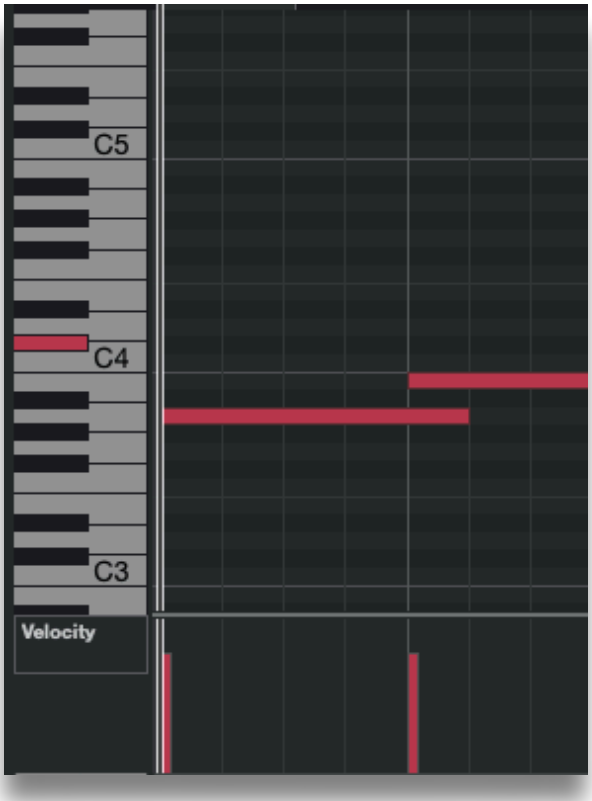
Using SYNC ON and the SYNC knob, the Vocal Phrase will be in Time Mode and will be synced to the tempo of the DAW Host.

Another great feature of the Vocal Phrases Instrument is the **LEGATO Mode.**



The Legato Mode allows you to glue together different parts of two separate vocal phrases.

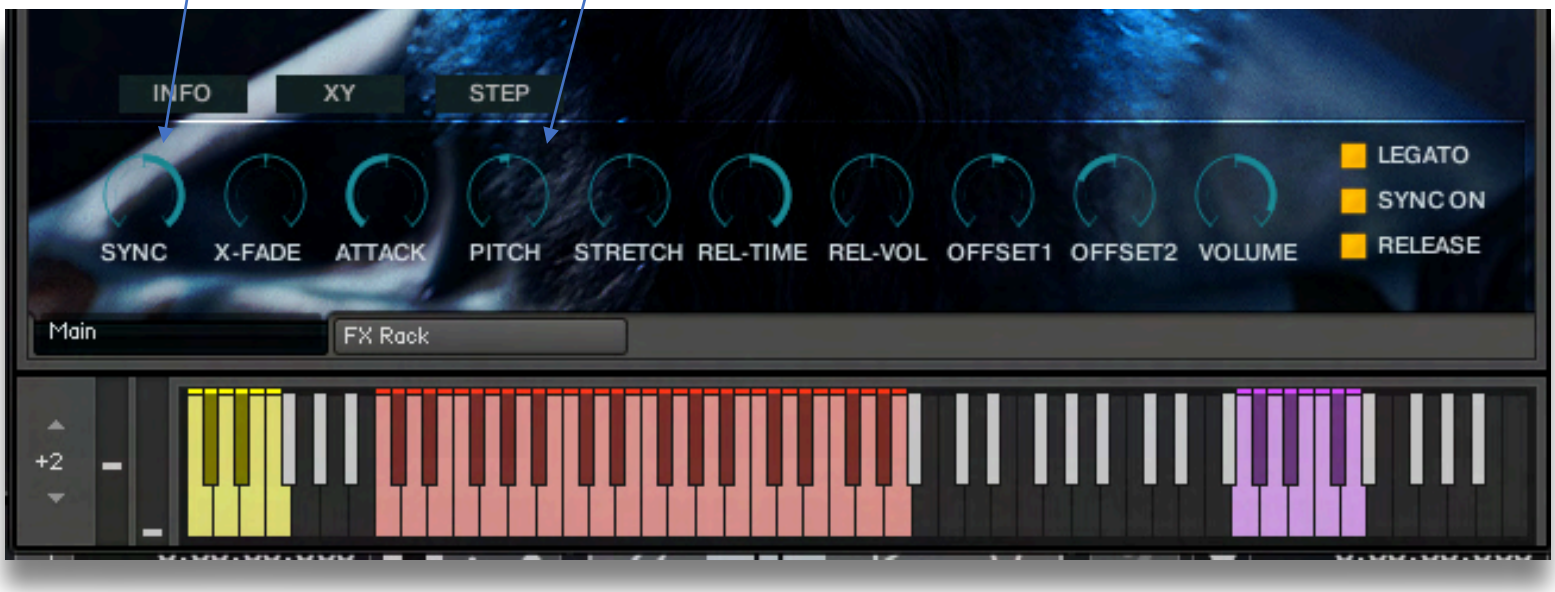
With Offset 1 and Offset 2 you can set the starting point of each part. Offset 1 for the first part, and Offset 2 for the second, connected vocal phrase. With the X-Fade you can control the fade between the cutting point.



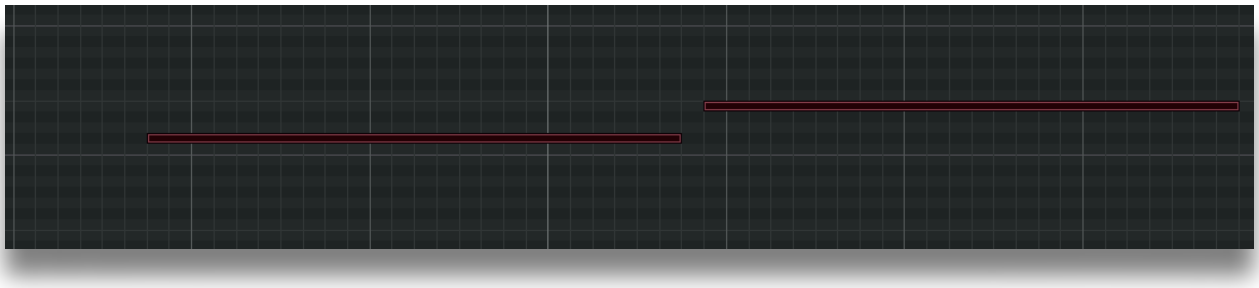
In SYNC ON mode, you can select two different engines using the SYNC knob. These are SYNC HOST mode and SYNC Time mode.

In **SYNC HOST** mode the vocal phrase will be synced to the DAW Host Tempo.

In SYNC Time mode the **STRETCH Slider** will be available. This allows you to change, in real-time, the speed of the vocal phrases. You can assign an External Midi Controller to the stretch slider so that you can change the timing of a vocal phrase to your music in real-time. With this setting, the Pitch control is also now available. The Pitch Slider allows you to change the native pitch of the phrase. For the best sound quality, we suggest staying in a range of +/- 2 Semitones



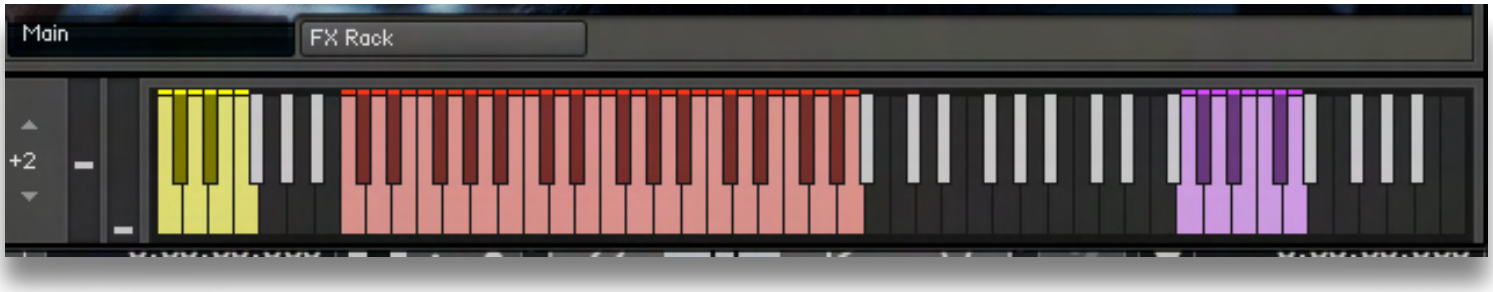
Usually, the vocal phrases instrument has **1/16 or 1/32** off-grid alignment.



With the Red Keys you can choose the vocal phrases.

The Yellow Keys contain various drone and percussion loops.

The Purple Keys contain some breath loops.



Pressing the STEP button will open a control panel where you can use two TABLE modules to create effects such as gating or randomize the starting point of samples to create unique effects. Remember that if you choose to assign a table to the SHAPE through the drop-down menu, you will need to activate the effect with the button at the top.

THE CHANTS BUILDER

Prometheus is equipped with 5 different Chant Builders that cover a range of styles, from haunting phrasing or warrior tribal vocal chants, to ritual chants.

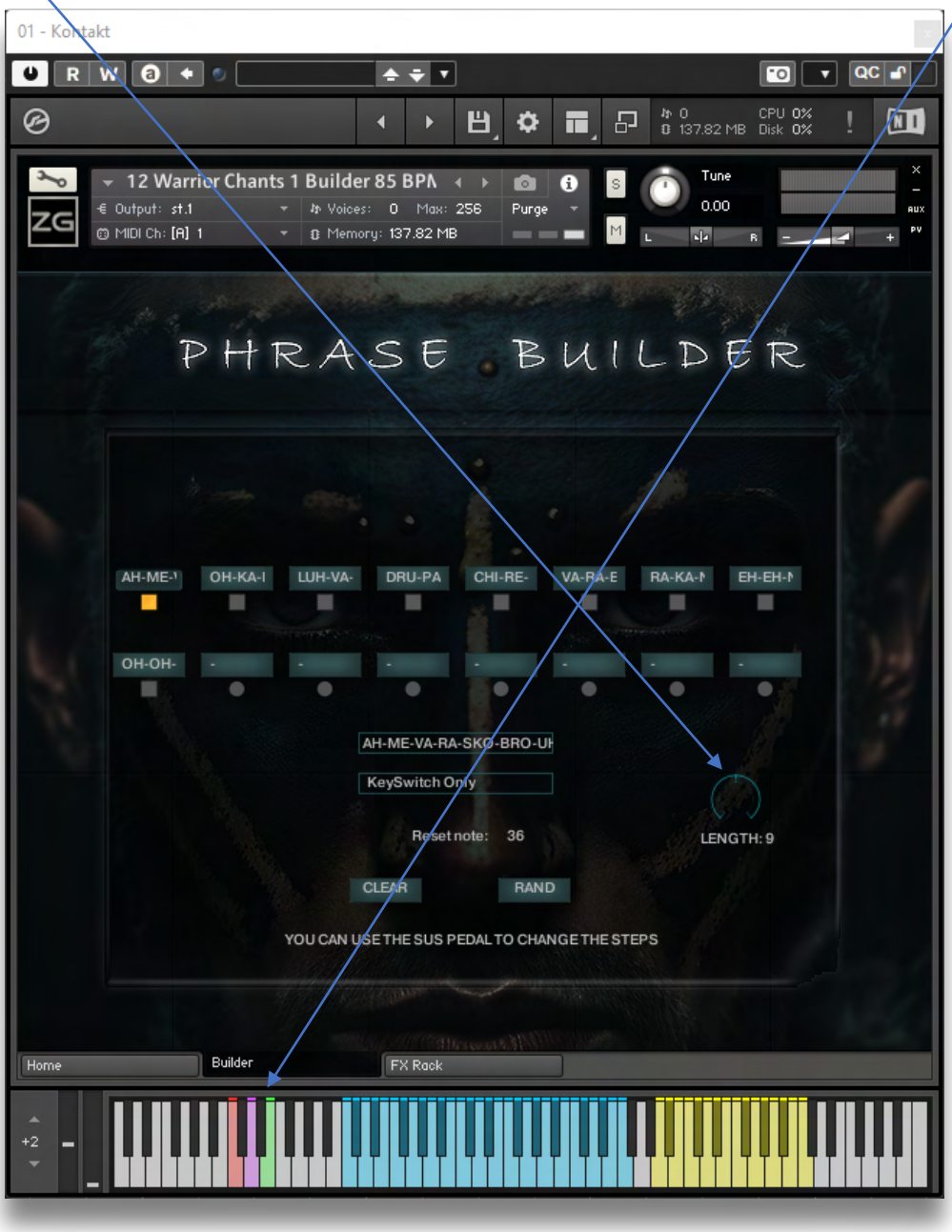
This set of instruments allows composers to live-play a polyphonic melody or harmony, like background choirs or medieval chants, with different vocal articulations and the legato mode to create a seamless connection during the phrasing.

The foundation of the Builder is the Vocal Matrix, an interactive grid that allows users to load in different phrases from the left-hand menu, forming a sequence of up to 16 syllables when played

.

The Length control sets the number of active steps in the sequence.

If you set the Time Menu on the KEY-SWITCH (default mode) you can use the Green and Purple Keys to change the steps.



Green to the Next Step
Purple to the Previously Step
Red to reset the Sequencer on the first Step

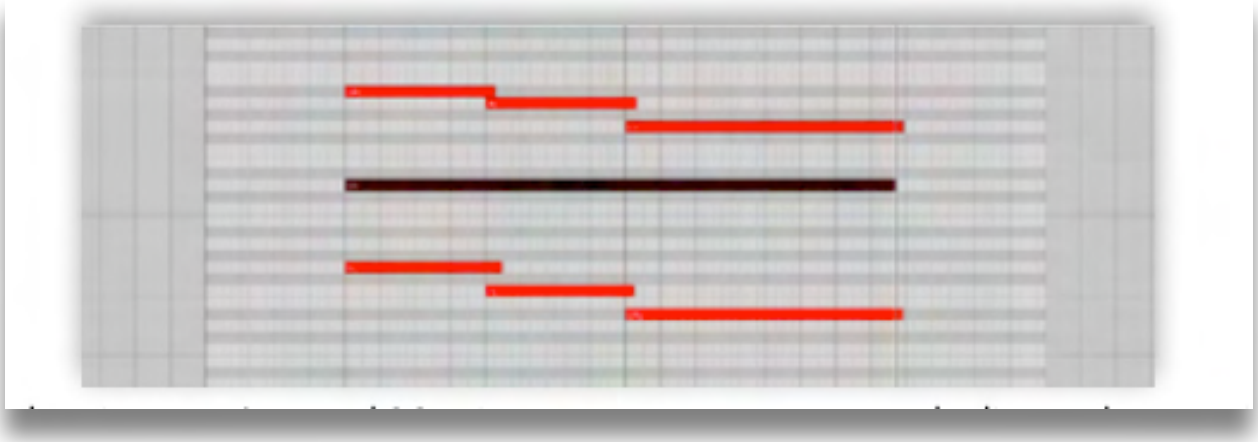
Yellow to select a specific step.

Alternatively you can use the Sustain Pedal to change the steps

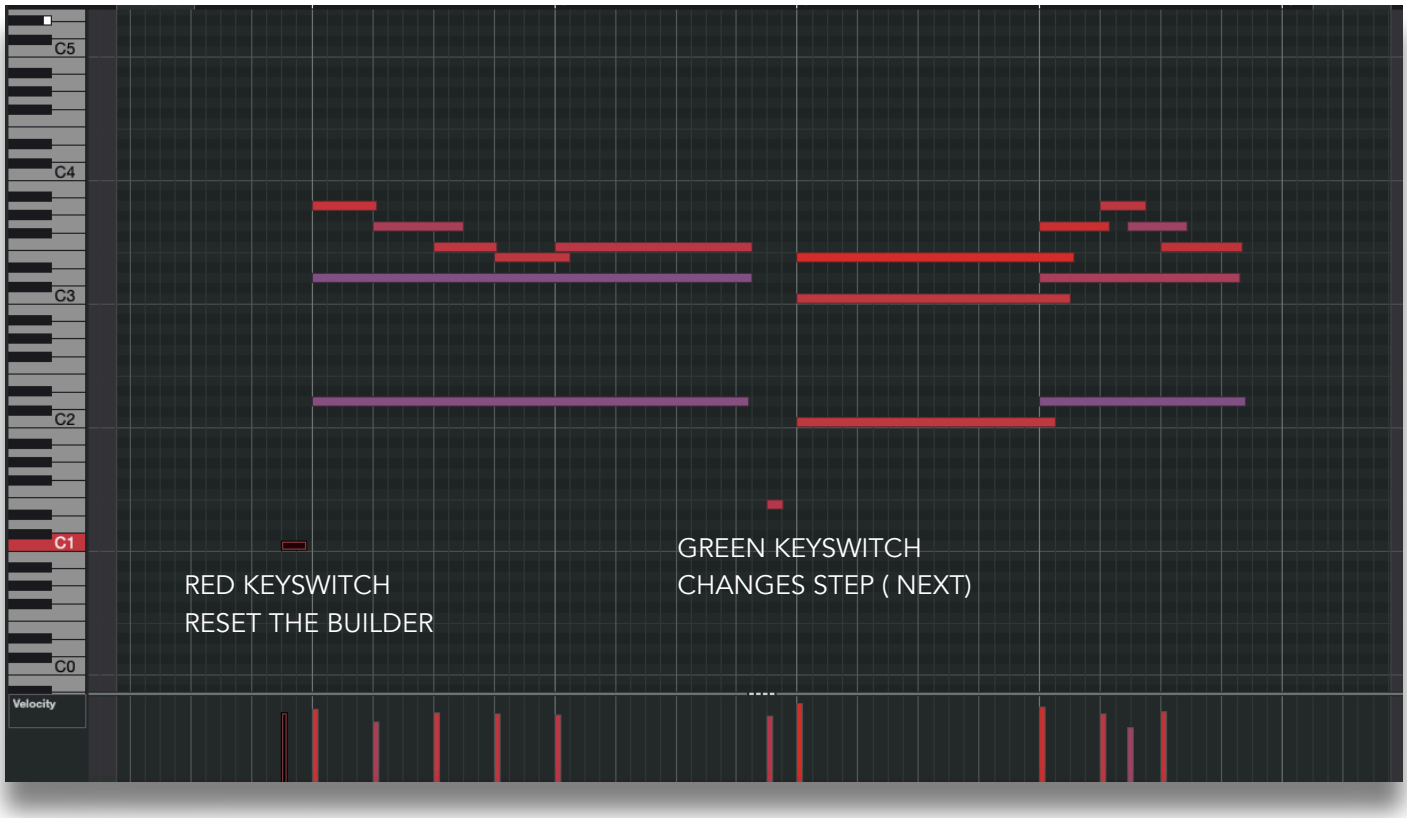
IMPORTANT TIPS:

The Builder Instruments use the **LEGATO** ENGINE

So to have a connection during the phrasing, create overlaps between the notes (in this case it can also be **polyphonic**).



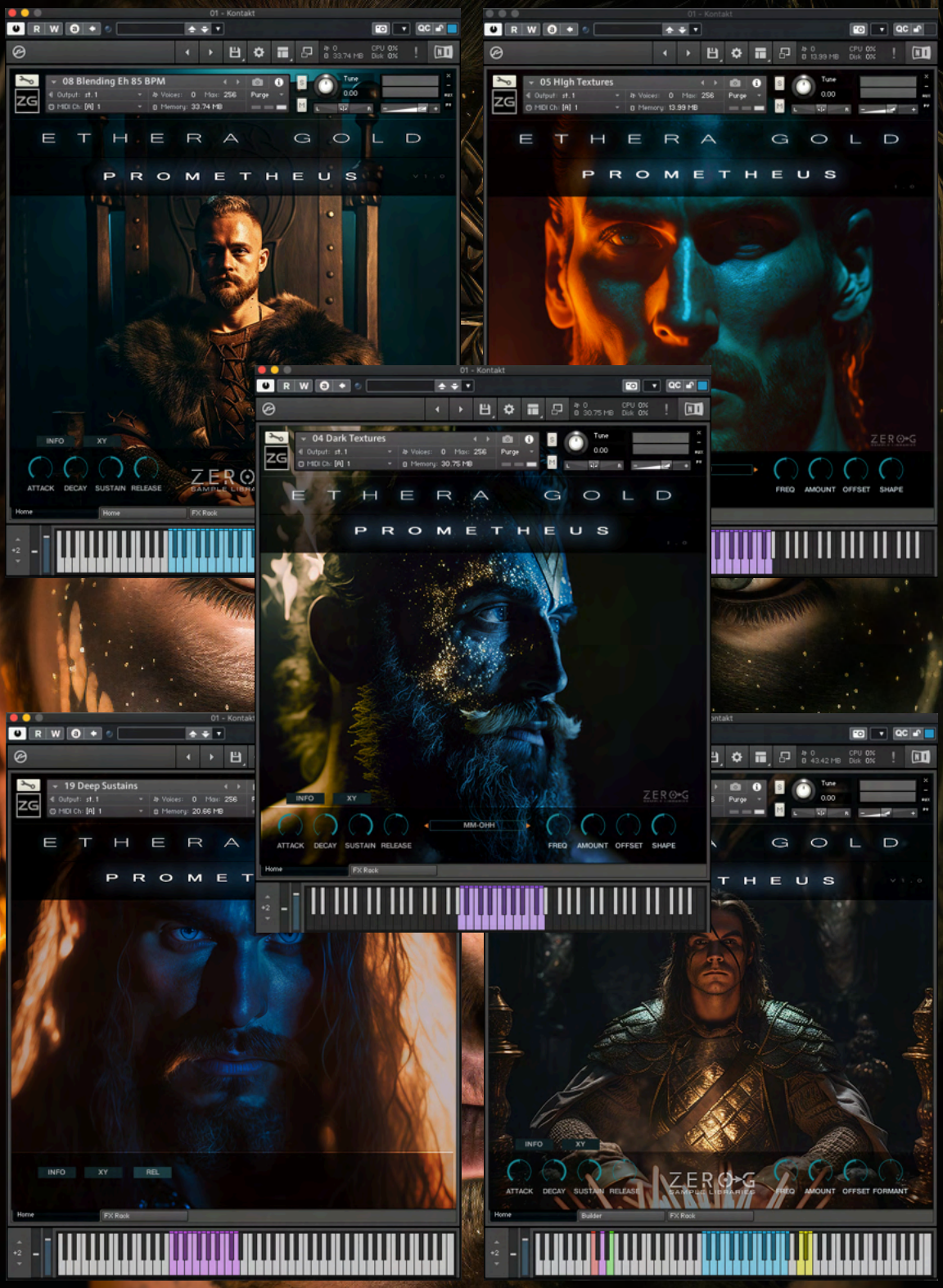
Each Phrase has its own Internal Metrics so try to compose melodies or harmonies that follow the internal phrasing metric.



As for the True Legato Instruments, the Builder Instruments have been developed with a small latency in order to create a smooth legato sound. The latency depends on the instrument that is loaded. You can see this on the User Interface (INFO)

When you have recorded the midi part, if you want to have the midi event aligned to the grid (quantized), then use the track-delay of your DAW.

SUSTAINS & RITUAL INSTRUMENTS



These instruments contain a variety of long, inspiring vocal textures or backing vocals

In some cases these are also Tempo-Synced.

In Prometheus, you will also find a section of vocal instruments dedicated to sounds such as rhythmic winds, growls, ritual mantras, and tribal chants.

EXTRA INSTRUMENTS

Prometheus is clearly a vocal library. However, like other libraries in the Ethera Gold series, Prometheus also comes with some additional tools that can be useful during composition. Therefore, you will find a collection of playable textures and loops that, when used together with the voices, will provide excellent inspiration and prove extremely useful for adding an additional instrumental contribution.

You will find cello, guitar, percussion, and other elements of sound design.

And last but not least, the DRONE GENERATOR tool.

This tool is a very unique instrument. With the Drone Generator, it is possible to create dark, evocative and evolving vocal textures that can have a strong narrative impact.

The red keys contain samples of evolving vocal drones.

The key's pitch is specified in the drop-down menu.

The yellow keys contain samples of drones containing only the fundamental pitch of the selected key.

For example, if you select the Cm articulation, the yellow keys will contain the note C.

The green, orange, and purple keys contain multi-samples that allow you to play chords.

FX RACK

01 - Kontakt
Hall B
Large Hall B
Large Church
Space Hall
Long Verb
3000 Long Verb
Delay Verb
Canion Verb
Big Snare
Echo Verb
Ethereal Verb
Swell Verb
Hump Verb
Reverse Gate Verb
Reverse Verb
Cave Verb
Multi Shift
Ramp Reverb
Drum Pro
Plate
Nice Room
Empty Room
Gated Room
Big Stereo
Large Concert
Resonance Verb
Rhythm Verb
House Verb
Horns Plate
Metal Verb
Death Room
Random Gate
Ambience Room
Robo Drum
Vocal Booth
Liquid Verb
Many Reflections
Short Delay
Very Short Delay
Small Vocal Room
Slap Verb
COMPRESSOR
DISTORTION
DELAY
CABINET
Tune
Purge
Main

Ethera Gold Prometheus comes with a complete FX section which includes a custom- made IR-Convolution Reverb (see above).

All the 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!!

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