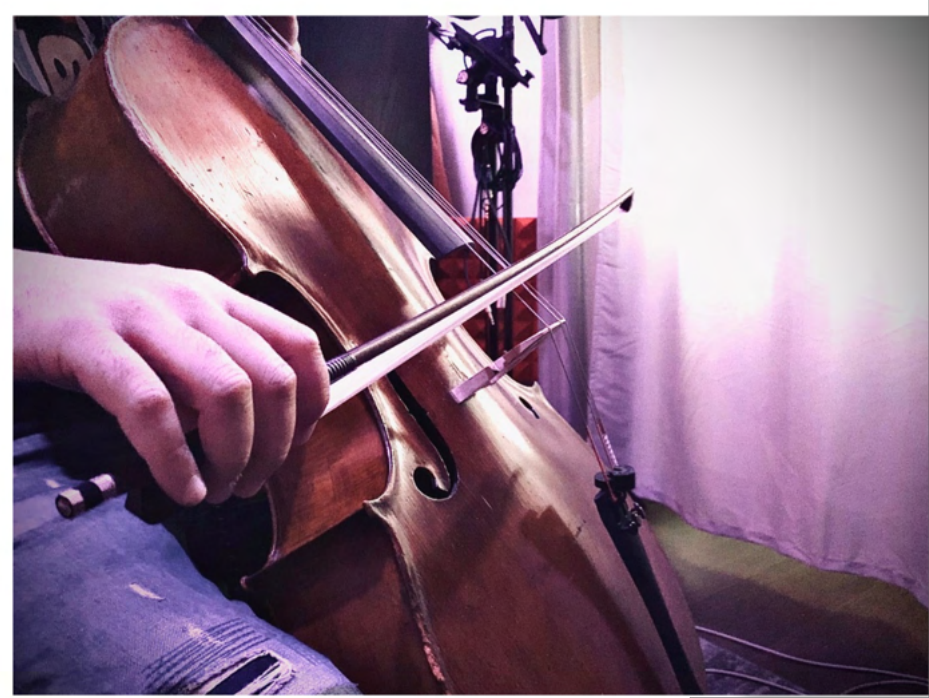# ELEMENTS

MODERN SCORING SYNTH

KONTAKT POWERED VIRTUAL INSTRUMENT

CREDITS

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NATIVE AMERICAN FLUTES

DAVID MICHAEL TARDY

DRUM LOOP SAMPLES

CARMELO GARMO MANDICA

KALIMBA & BEAT BOX

ILARIO SORACE

ADDITIONAL VOCALS

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1. Welcome to ELEMENTS

Zero-G/Xfonic proudly present the brand-new ELEMENTS.

ELEMENTS is an all-new, stupendously large and powerful Kontakt library. A unique new tool for creating contemporary soundtracks, cinematic music, underscoring and sound design.

All the samples included in Elements were created by recording organic sources, acoustic instruments, and particular environments.

For example, we have sampled an amazing UK Cello, a fantastic Classical Guitar, Electric Guitar, Felt Piano, Mallet, some traditional percussions and much more. We have also used a particular underwater MIC to sample a lot of sounds and environments from a different perspective in order to create innovative sounds & textures.

For the Hybrid Sounds we have sampled many hundreds of organic sources and hardware synths to create an amazing tool for modern scoring.

ELEMENTS includes a collection of awesome vocals textures, hybrid instruments, organic synths, emotional cellos, guitars, tribal percussions, drum loops and much more.

In fact, ELEMENTS is all that you will need to create fantastic contemporary scores for a multitude of uses.

2. What's Included

ELEMENTS includes:

- 3 multi-sampled Kontakt Instruments
- Approximately 23Gb of 24 bit, 48KHz samples
- Over 8500 Samples
- Custom Convolution Reverbs
- Drag & Drop Audio Import Feature
- A Custom Audio Engine based on 3 Layers with thousands of sound possibilities
- Elements Lite Version that uses less processing power and memory
- Over 500 inspiring and professional Snapshot Presets with custom installer (PC & Mac)
- FX Rack
- Arpeggiator
- Glide & Unison Mode
- 11 LFO 1 MIDI Assignable Table Modulator
- A Massive collection of Organic and Hybrid Synth Sounds
- Emotive and Processed Cellos
- Classical & Electric Guitar samples
- Traditional Percussions and Body Percussion
- Felt Piano and other Keys
- Mallet Sounds
- Vox Textures
- Micro Tuning Control

System Requirements

Minimum System Requirements

• Intel Core i5 (or equivalent) processor

• 8Gb of RAM or more

• Mac OSX 10.12 or above - Windows 10 with ASIO sound drivers

• SSD for sample streaming

• The Full Version of Native Instruments KONTAKT 6.6.1 or above

System Requirements for Optimum Performance

• Intel i9 or (or equivalent) with 8 or more Core

• 32/128 GB of RAM or more

• MAC OSX 10.12 or above - Windows 10 with ASIO sound drivers.

• SSD M2-NVMe for sample streaming

• The Full Version of Native Instruments KONTAKT 6.6.1 or above

Nb: ELEMENTS requires the FULL version of Kontakt 6.6.1 or higher - it will not work with the FREE Kontakt Player.
The Kontakt Player will load and play Elements for 15 minutes - in Demo Mode.

3. How To Install ELEMENTS

INSTALLING THE KONTAKT FILES

This title contains Kontakt Formatted files which can be accessed from the Files tab within the full version of Kontakt 6.6.1. As stated on the product page, Kontakt files will only run in demo mode in the free Kontakt Player.

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

Now with the product folder in the bottom of the two left windows, navigate through the folder and there will be Kontakt instrument files (.nki) which you can double-click to load into Kontakt.

Going back and forth between the library and files tab can slow down workflow, therefore, Native Instruments included a handy Quick-Load feature within Kontakt.

By setting up the Quick-Load feature you can customize the layout and access all your Kontakt formatted files and libraries in one location.

Files Tab

INSTALLING SNAPSHOT PRESETS

Elements comes with over 500 professional presets all ready to use These are called Snapshot Presets.

The simplest way to install these Snapshot Presets is to use the included Installer for Windows 10 or Mac OS. To install the new Snapshot Presets with our installer:

Before you install the Snapshot Presets, please be sure to fully close your DAW and Kontakt.

There are two Snapshot Preset installers, one for Mac OSX and one for Windows PC. When installing on Mac OSX, if prompted open **Settings - Security & Privacy** and click **'Open Anyway'** to run the Snapshot Preset installer on Mac.
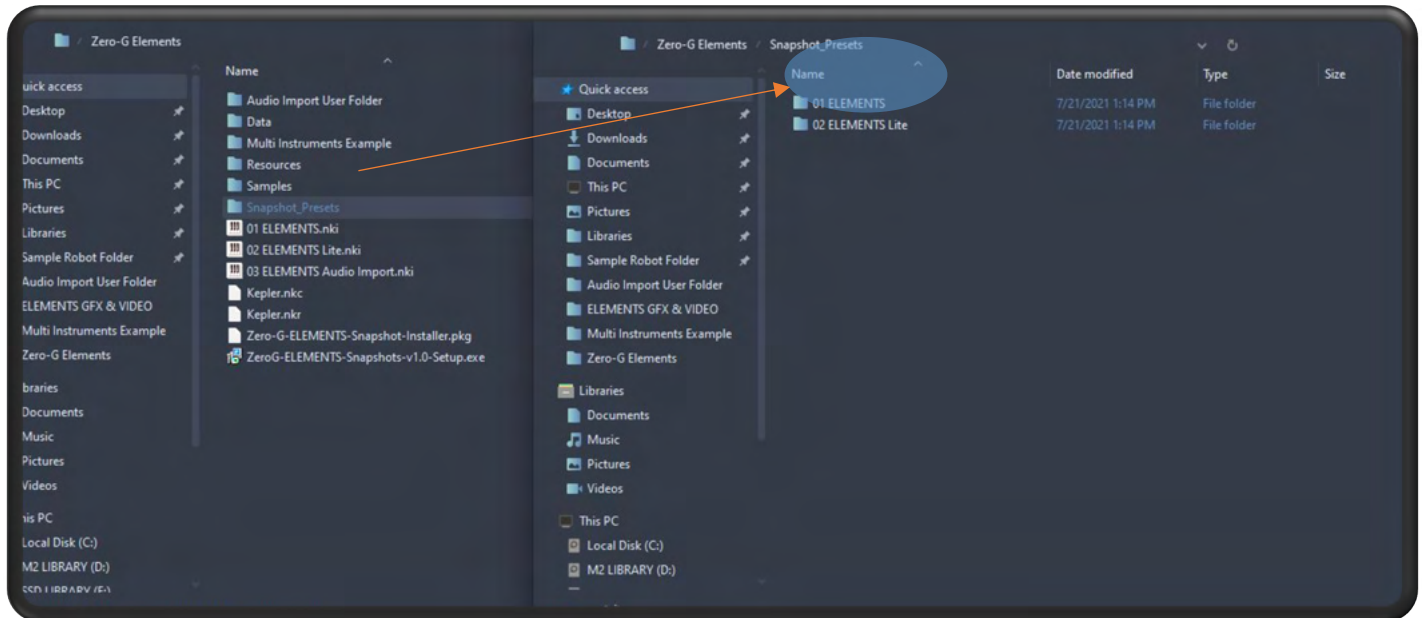
If you are using Windows, Microsoft One Drive must be disabled before installing the Elements Snapshot Presets.

You can then use the snapshots directly from inside ELEMENTS. The Snapshot Presets should then appear here:

Manual Install of Snapshot Presets

If you experience any issues with the Snapshot Preset installers, please follow the instructions below:

(1) Inside the folder **SNAPSHOT INSTALLERS,** you will see a folder called **Manual Install**. Inside this folder you will see the following folders.

- 01 ELEMENTS
- 02 ELEMENTS Lite
- 04 ELEMENTS Time Menu

(2) Copy the three folders above to the following location:

Mac OS Snapshot Folder:
System Drive/Users/<your username>/Documents/Native Instruments/User Content/Kontakt/
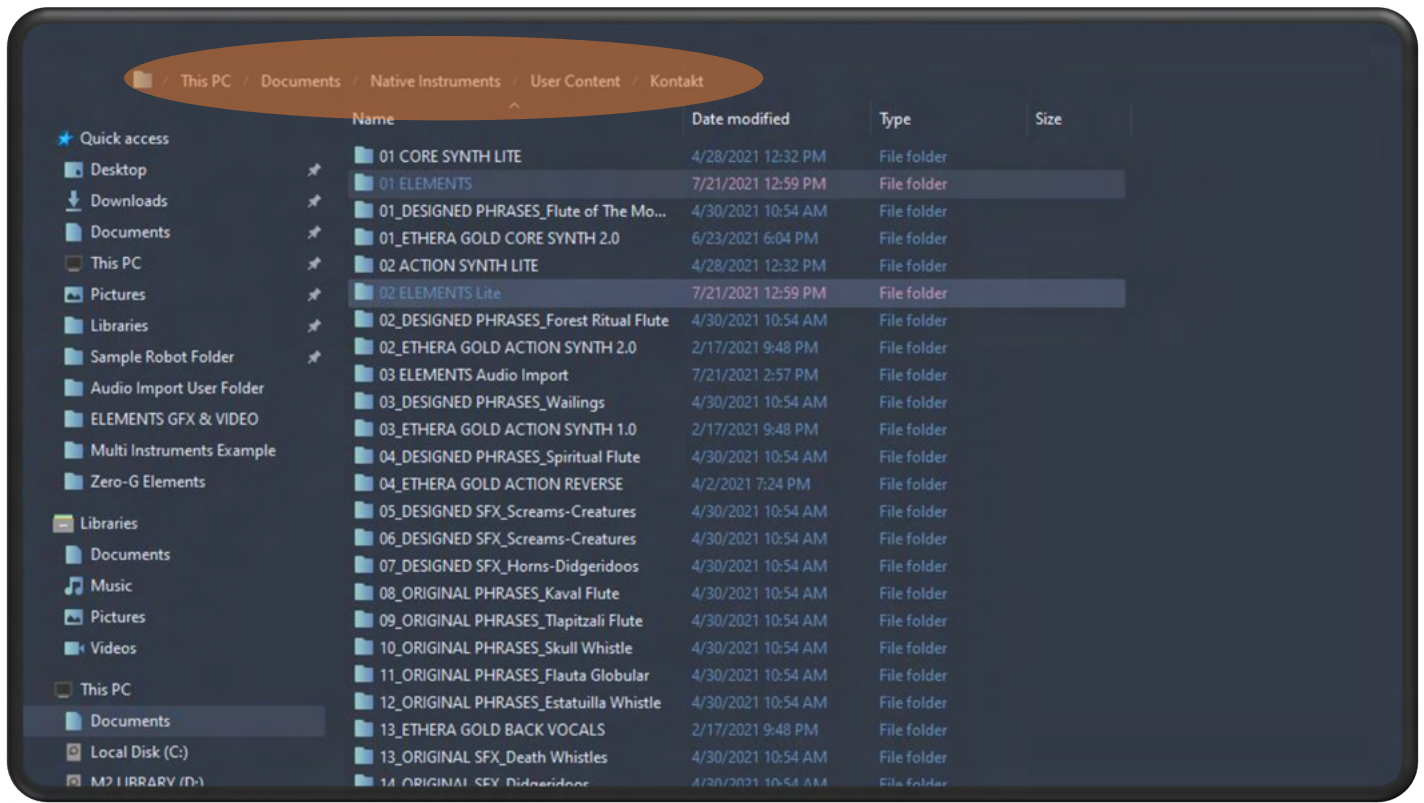
PC Snapshot Folder:
C:\Users\<your username>\Documents\Native Instruments\User Content\Kontakt\

If you do not have a User Content folder, please create your own:

/User Content/Kontakt/

This directory should be inside the Documents/Native Instruments folder with EXACTLY this naming and Title Case letters.

Once in the correct place your snapshots folder should look like this:

**Note that they must be in the .../User Content/Kontakt/ folder
NOT in the Kontakt 5 or Kontakt Application folder.**

When you have copied the Snapshots Elements folders to your system drive's "Kontakt" folder, the Presets will become accessible from the Elements MAIN page.
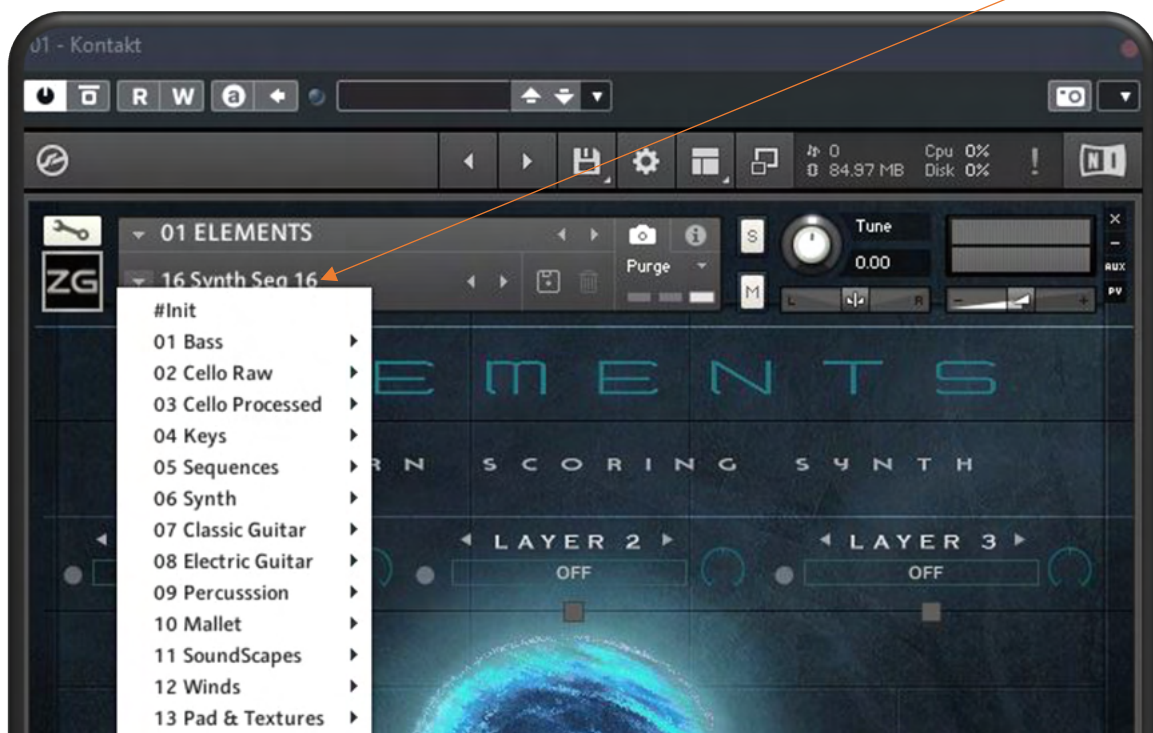
4. ELEMENTS MODERN SCORING SYNTH

Providing you with 3 powerful Layers, Elements is a unique wavetable Hybrid Synth. It has a huge wave-rom of over 23 GB and comes with an incredible array of useful sounds specifically developed for sound designers and soundtrack composers.

We have sampled a multitude of sources such as: an array of acoustic instruments, large metal objects, a superb old English Cello with a fantastic raw sound, perfect to create Medieval sounds for example, an old Felt Piano, Classical Guitar, Electric Guitar, Hardware Modular Synths, Viking Horns, Mallet Instruments, and many more.

Also Inside Elements you will find a massive collection of modern sounds created to fit the needs of the modern scoring.

To create this massive wave-rom we were inspired by many of the contemporary soundtracks and composers that you will hear in modern TV Series and Movies.

Using the Snapshot Presets you already have around 500 cinematic Presets ready to use and at your disposal.

These Presets are organized into different categories: Bass, Cellos, Pad, Keys, Percussions, etc so you can easily find the sound you are looking for.

Many of these sounds are synchronized with the bpm of your DAW. We have sampled the original performance of the musician; in this way you have a playable instrument but with the authentic soul of the musician.

Keep in mind that many of these sounds (the synced sounds) have been designed to perform very well over a range between 75 and 110 BPM.

You can use the Snapshot Presets Menu to load the factory Presets.

Central Drop-Down Menu

The Drop-Down Menus in the centre of the Instrument are where you can load the raw samples to create your own Presets or, if you want, change the raw samples of a factory Snapshot Preset.

The Drop-Down Menu allows you to load a raw sample for each of the 3 different Layers.

LAYER 1,2 & 3 use an audio engine called CORE based on the Kontakt Time Mode Engine HD and allows you to change, in real time, the duration/speed of the samples. You can change this parameter of the sound using the Stretch Sliders.

The Time Machine Pro HD audio engine requires quite a lot of CPU Power, so there is a special version of Elements named **02 ELEMENTS Lite**, with a light version of the Core audio engine, with less controls, and less CPU hogging!

Layer 1 FX allows you to insert a special FX in layer 1
(Low Pass Filter)

Layer 2 FX allows you to insert a special FX in layer 2
(Low Pass Filter)

Layer 3 FX allows you to insert a special FX in layer 3
(Low Pass Filter)

By clicking on the little rectangle, you will open a special panel for each layer. This panel allows you to change some important sound parameters for each layer.

Main Page Features:

There are 18 main controls which can all have a huge influence over the sound. You can also record changes as DAW automation or assign any of the knobs to external MIDI controllers in order to change the sound in real-time.

Stretch: allows you to change the duration of the samples of Layer 1 & Layer 2 and 3. Use this control to effect huge changes over the original sound. If you set the Speed to "0" the sound plays at the original time, if sets all on the right it plays at the half tempo.

Order: Sets the order of the spectral envelope (formant) estimation. The default is set to 25% which works fine for most material. If the input audio is high pitched the order should be lowered, conversely, if the input audio is low pitched the value should be raised.

Spectral: Sets the spectral envelope's shift factor. The default is set to zero which works fine for most material. This spectral shift is performed before the overall pitch shifting.

Attack, Decay, Sustain, Release: these knobs are a classic ADSR envelope. This allows you to change the transients & duration of the sample.

L-FX: This is the Layer FX Cut-Off control, and it works only when the insert individual FX is sets to on.

LFO L2: This only works on Layer 2. This is an LFO which controls the PITCH of the sound. This allows you to change the frequency in Hz of the LFO.

Amount: Again, this only works on Layer 2 in conjunction with LFO L2 knob. It allows you to change the range of the Pitch Modulation in cents.

Shape: This allows you to add a Tube saturation to the sound. Use it to add more character, more harmonics and power. Useful for Bass, Synth, Textures etc

Level: The Level knob controls the volume level of the sound.

Pan: The Pan knob controls the panorama of the sound.

Learn Key Range: if you click on this control and then on your midi keyboard you can define the playable range of the instrument.

Input Quantize: The Input Quantize is a real time feature, and *it only works when your session (and Kontakt) is playing*. It allows you to play with a real time quantization of a quarter (¼). This can be very useful when you want to play patches that include sequences in live situations as it can improve their timing.

Assignable Table, Sound Control & LFO VOL

This page is based around 3 different sections. Each section allows you to create interesting modulation effects or changes to the sound.
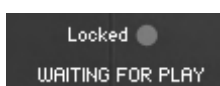
Assignable Table

The Assignable Table allows you to create a custom LFO Modulator which can be MIDI assignable. You can, for example, assign a LAYER FX to the Table to create an automation.
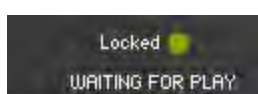
The Assignable Table works when the HOST DAW (Cubase, Logic, Studio One etc) or Kontakt are set to Play.

 The Locked icon lights up when the Table is Locked to the transport Playback of your DAW or Kontakt.

If you set Kontakt to Full Window you can see the Kontakt Transport Controls

 Click on the Kontakt Play Icon or on the Play Icon of your DAW and the Elements Locked icon will turn Yellow, which means that it is now ready.

With the drop & down menu on the right you can select which controller will be manipulated by the Table.

Sound Control

This is the place where you can give your sounds more character. You can add a Glide or add a Limiter for example or change the Micro Tuning.
Each control will adjust all 3 Layers together.

Glide: allows you to add a typical Glide Synth FX.

Limiter: adds a Limiter to the sound which can be useful in giving your sounds more punch.

Sat: coming after the "Shape" of the Main Controls, SAT allows you to add additional saturation. It creates a very analogue & 'phat' sound.

Limiter Out: sets the output level of the Limiter.

Unison: allows you to add additional voices to the sound. Useful if you want to create a "big" sound.

Detune: is a typical "de-tune" FX that you can use to create a tuning offset effect between each of the "oscillators "

Spread: sets the width of the stereo effect.

Micro Tuning: allows you to change the micro-pitch of the entire instrument.

Stringer: adds 3 notes on the playback with 1/8 value.

Granulizer: adds a particular repetition on the notes when you play.

VOLUME LFOs

LFO VOL: influences the volume amplitude of the 3 Layers individually. Use this to create an intensity modulation, a movement in the sound, or use it as a noise gate to create gating effects.
You can select SINE, SAW, SQUARE & TRIANGLE waveforms.

Free-RATE-Sync: use this to set the RATE of the LFO. Turning the dial to the left will set it to 'Free' which will allow you to set an exact Hz value. Turning it to the right will set it to 'Sync' which will lock to the tempo of your DAW Host.

Amount: use this to set the intensity of the modulation.

LFO FILTERS

LFO Filters combines several parameters to give you various options to change the sound to your liking.

4 LFOs are assigned to 4 Filters: Low Pass (with Resonance LFO), Lo-Fi, Vocoder and Band Pass.

The controls are similar to the Volume LFOs on the previous page.

ADDITIONAL LFOs

These 3 specific LFOs allow you to control certain aspects of the sound. They again have similar controls to the other previously mentioned LFOs.

LFO PITCH: Controls the LFO modulation over the Global Pitch of the instrument

LFO SPEED: Controls the LFO modulation over the Time Stretching Speed.

**LFO - PAN**: Controls the LFO modulation over the Panorama of the 3 Layers.

ARPEGGIATOR – STEP SEQUENCER

ELEMENTS provides you with an integrated arpeggiator. You can choose from 6 play modes: Up, Down, Up & Down, As Play, Random and Chord. For each play mode you can also set the time value of the steps (4th, 8th, 16th etc).

The Duration knob sets the length of the single notes. The Steps knob sets the

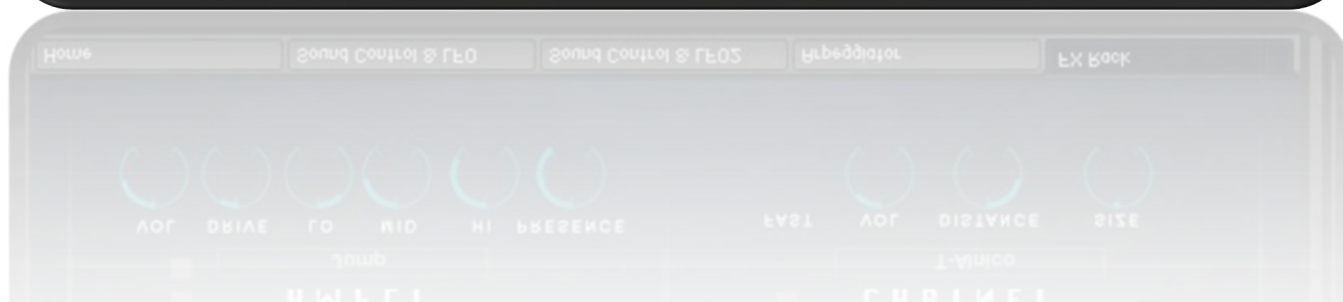number of the steps to be used by the arpeggiator.

The Upper Tab allows you to change the pitch of each of the steps.
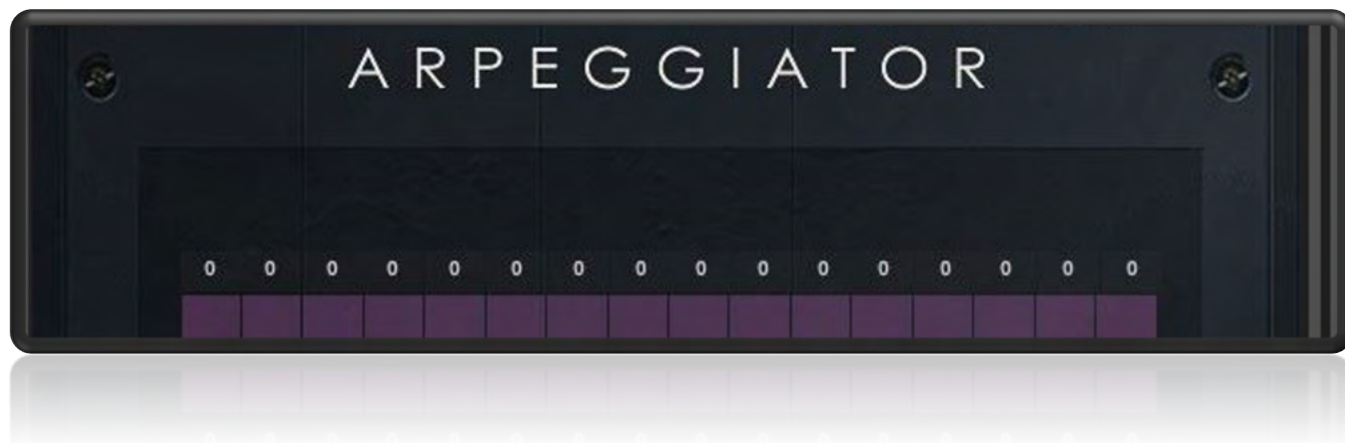
With Load & Save you can Import/Export Arpeggiator Presets.

FX RACK

ELEMENTS comes with a complete FX section which includes a custom-made IR-Convolution Reverb. All controls are fully midi controllable (Right Click on the Mouse then chose Midi Learn).

ELEMENTS AUDIO IMPORT

ELEMENTS comes with an **Audio Import** version.

ELEMENTS Audio Import is a specific version that allows you to Sample Drag & Drop. You can import an external sample into the Core Audio Engine to create new sounds.

This feature opens a lot of sound design possibilities.

Layer 3 in this Elements version is the **User Layer**, where you can load an external sample.

**The User Layer** has 3 different Audio Engines.

Select a specific User Layer Audio Engine and then drag & drop the samples onto the Sphere.

The 3 different Audio Engines are:

USER TM FREE: allows you to stretch the sound with the stretch control

USER TIME MODE SYNC: with this engine, for example, an external Drum Loop will be synced to the Session bpm.

USER FORMANT SYNC: with this engine the imported external samples will be processed with a special formant engine to create cool new sound.
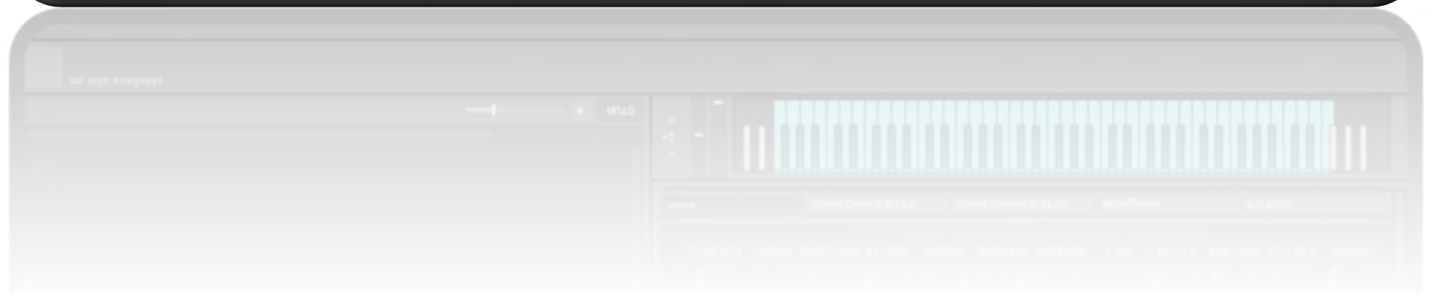
In the Elements Root Folder there is a folder named AUDIO IMPORT FOLDER

Put your external samples inside this folder. Drag and drop the sample inside the sphere, and when you have created the new sound, save as the new instrument with a new name.
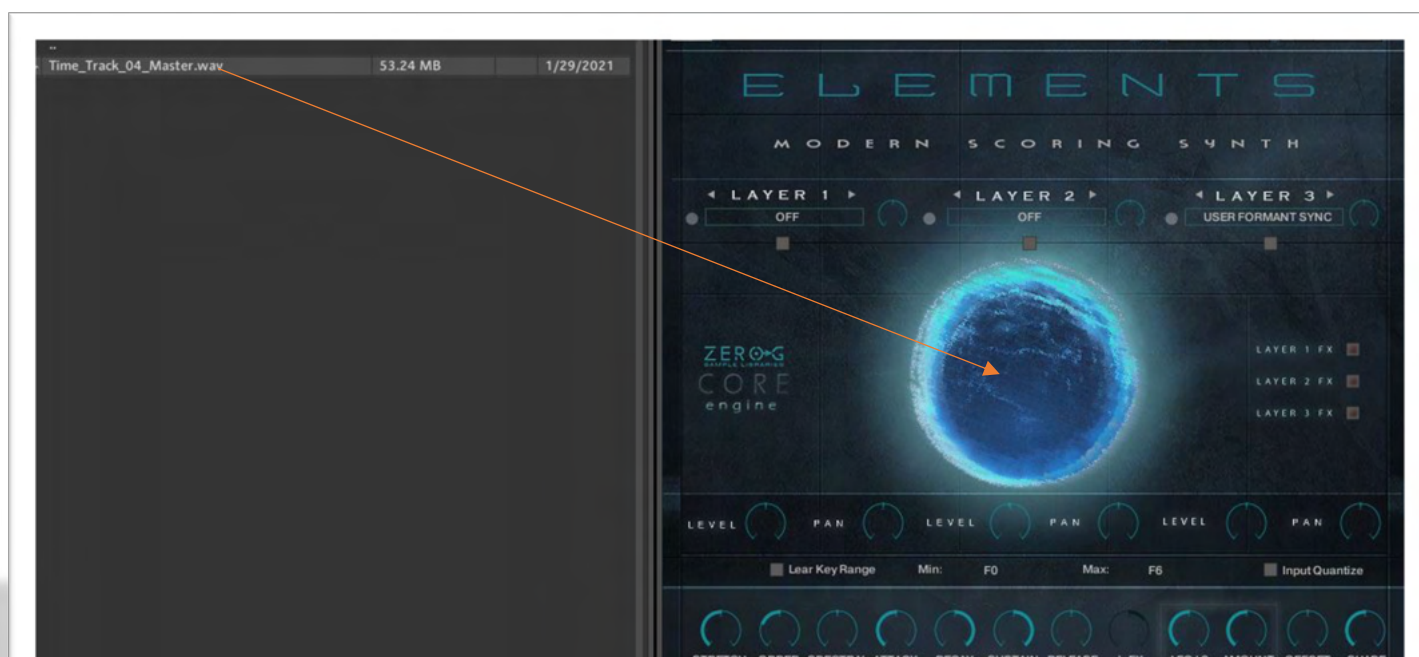
Click on the Floppy Disk Icon and select SAVE AS, give a new name to the instrument and save the new instrument into the Audio Import Folder.
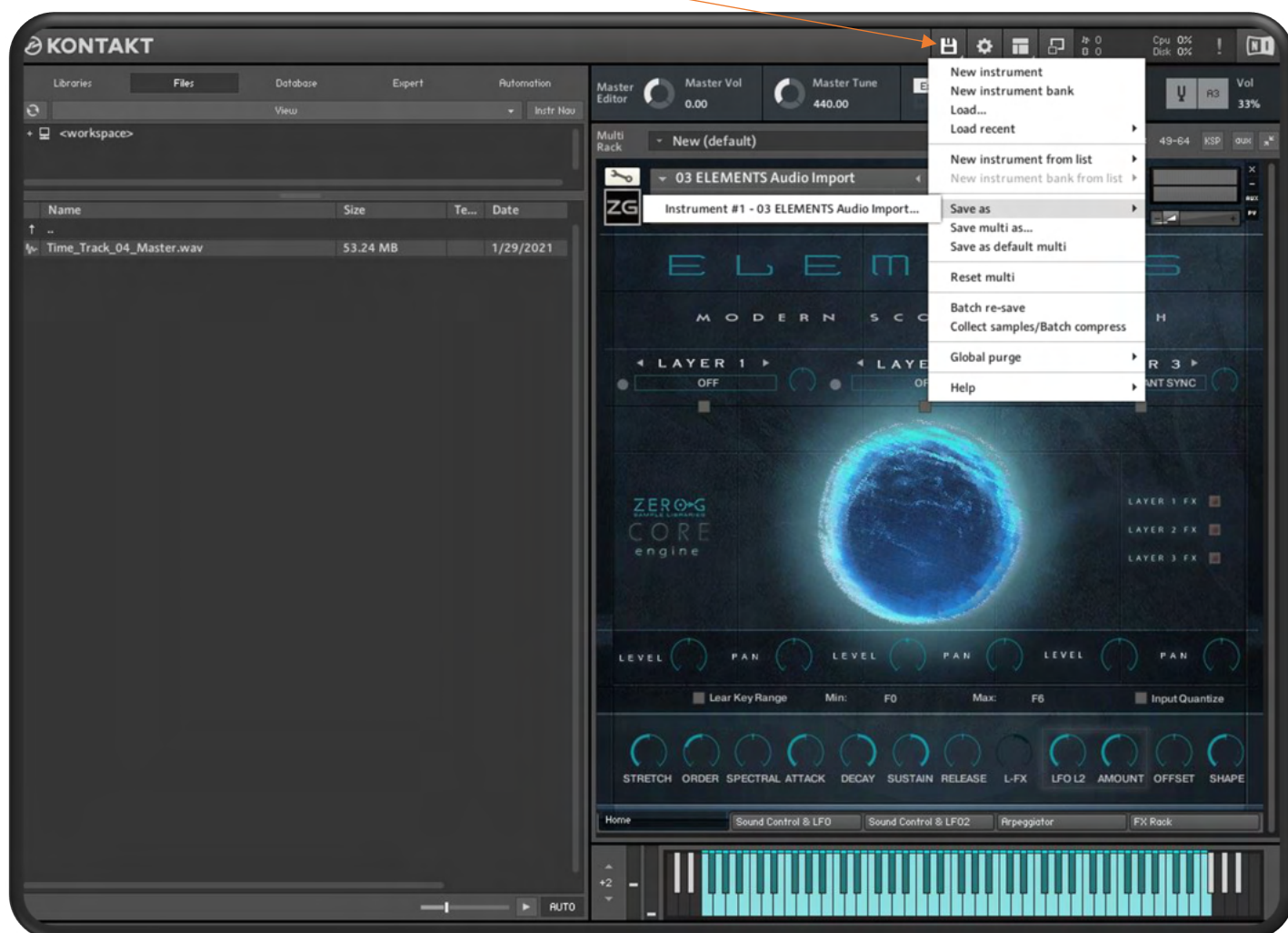
There are some Examples inside the Audio Import User Folder. The Presets were created by using the sample inside the Audio Import Samples folder.
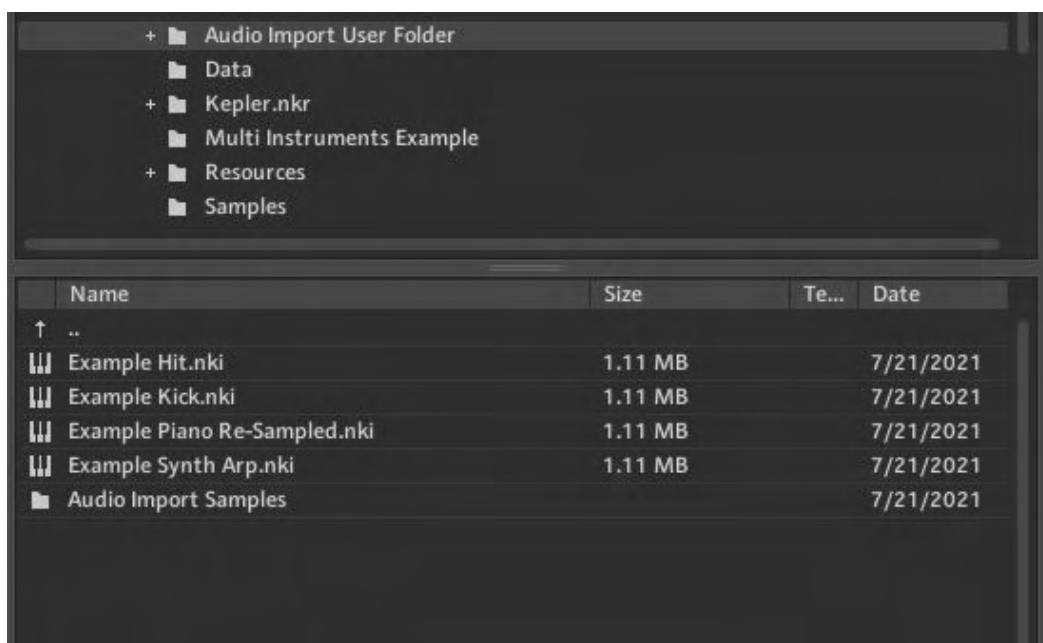
ELEMENTS TIME MENU

ELEMENTS now also comes with a **Time Menu** version.

ELEMENTS Time Menu is a specific version that allows you to select the sync time for the tempo-synced samples.

The options available are; Sync (normal tempo), No Sync (no time-stretching and no sync), Half Time and Double Time. You can access these options from the drop-down box in each of the 3 Layer settings as shown below.

This new feature opens a lot of new possibilities. Particularly when the BPM is fast (130bpm or more)

There are 50 new presets that have been specifically made for this version so please remember to install them as with the other snapshots.

TROUBLESHOOTING

Kontakt - Slow Loading Times:

Symptom

KONTAKT is taking a very long time to load a library or to change presets.

Solutions:

Batch Re-save

A Batch Re-save will resave your KONTAKT Instrument Files with sample path information specific for your system. This can help reduce the loading time of an instrument significantly.

Antivirus and Backup Software

In some cases, the problem could be occurring due to antivirus software or the 'active monitoring' of a backup software which is preventing KONTAKT from operating properly.

If this is the case, please temporarily disable these programs while using KONTAKT or **create exclusions for your KONTAKT library folders in your antivirus software.**

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THANK YOU