



An Impact Soundworks Sample Library
Designed for Kontakt 5

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INTRODUCTION

We invite you to enter the world of **Celestia: Heavenly Sound Design**. This instrument was designed as a hybrid composer's dream: hundreds of **synthetic** and **acoustic** sound sources, **rich editing** capabilities, **synthesis** features, and endless ways to **create unique variations**. However, rather than focusing on dark, gritty, and heavy sound design, we instead focused the sound library and presets on the *lighter* end of the spectrum...

The library of **Celestia** contains atmospheric pads, ambient textures, heavenly bells, airy choirs, soft plucks, cosmic effects, and much more. In short, it is a wonderful tool for emotional scoring and ethereal soundscapes in most any genre you can think of. Of course, thanks to its extensive editing features, it is by no means limited to *only* beautiful sounds. In fact, the library also includes a number of patches and timbres ideal for electronic music and darker cues as well.

More important than what we've created, however, is what **you** will create with **Celestia**. You will find a rich selection of **500** highly-polished presets in **12** categories, which we hope will inspire your compositions. Beyond that, the engine of **Celestia** was tailor-made to allow for editing and customization. Delve into either of the dual layers to change filters, envelopes, pitch, panning, and modulation, add effects, enable arpeggiation, gating, crossfading, and legato. You can even roll the dice and randomize some (or all!) of any patch.

If you don't know much about synthesis, you can still enjoy endless variations using the sub-preset system. Each layer of the instrument, the effects section, rhythm section and performance options all have their own set of hand-made presets. By mixing and matching between them, you can create a huge amount of variation even with a single sound source.

We hope that you will enjoy **Celestia** and explore all of its infinite possibilities in your music!

INSTALLATION & SETUP

Celestia requires **Kontakt 5.3** (full version) or higher. It is **not compatible with Kontakt Player!**

Once you have downloaded the separate RAR files, verify that all but the last one are the same size. Then, using a program like **WinRAR** (PC) or **UnRARX** (Mac), **extract only Part 1**. The resulting "Celestia" folder should be approximately 6gb. This is where the instrument resides in its entirety; feel free to move it anywhere on your computer.

Loading the patches is a simple matter of dragging them from Kontakt's browser into the main Kontakt window. This can also be done using Kontakt's Quick Load or Database feature.

Celestia does not require any registration or activation.

OVERVIEW

The factory NKI presets of **Celestia** are organized into subfolders within the **Instruments** folder:

Acoustic
Basses
FX
Hybrid
Leads
Pads
Rhythmic
Synth Poly
Textures

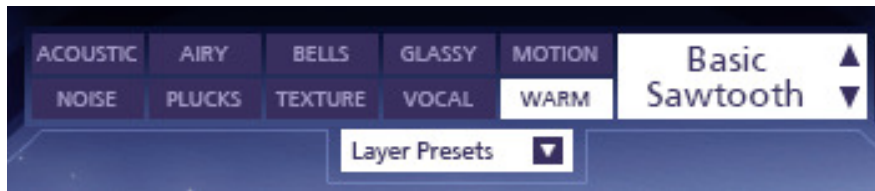
Some of these folders contain their own subfolders, such as **Airy & Grainy Pads**, **Glassy Pads**, etc.

Every preset has the same underlying engine - they simply have different settings for filters, sound sources, effects, etc. To start from scratch, load the **Celestia INIT** patch.

UI - LAYER EDITOR



Celestia has a dual-layer architecture: two individual sound sources can be loaded at once, each with different volume, panning, tuning, filters, envelopes, etc. **All controls pictured above** are unique to each individual layer.



Sound Source Selector

Use this section to select a new sound source for the current layer. Clicking a category button (Acoustic, Airy, Bells, etc.) will load a new list of sound sources in the dropdown menu to the right.

Layer Presets Menu

Loads or saves the current layer preset, but does NOT load / save the sound source. Useful for auditioning various filter + envelope settings on the same source!



Volume, Pan, Tune, Fine

These control the basic settings for the selected layer. **Tune** works in increments of 1 semitone, while **Fine** uses cents (1/100 of a semitone).

Envelope - Amp/Pitch

The amplitude (volume) of the layer can be shaped with an envelope. The **Depth** slider controls how much effect the envelope has. A setting in the middle means **no effect**. A/D/S/R stand for **Attack** (time), **Decay** (time), **Sustain** (level) and **Release** (time).

These envelopes are **independent of each other**. e.g. Changing AMP attack will not change PITCH attack!

Sample Start

Controls the start point of the sound source. **Constant** sets a fixed location for the sound to play from, whereas **Random** will choose a random range. For example, setting **Constant** to 5 would play the audio starting at about 5% through. Setting **Random** (in addition) to 10 would start the sample between 5 and 15%.

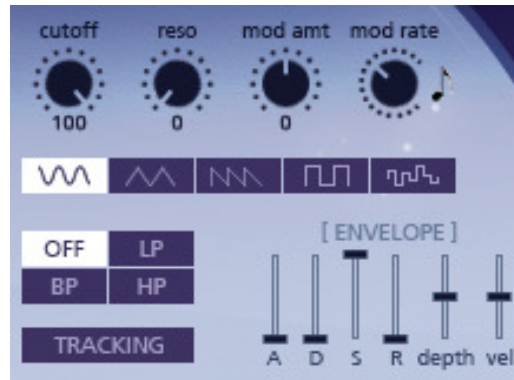
When manipulating sample start, it is recommended to **increase the AMP attack time** to avoid 'clicking'.

Monaural

Collapses the layer to mono.

X

This button enables layer crossfading - the large horizontal slider pictured below. Moving the black box from one side to the other will blend between layers 1 and 2.



Cutoff / Reso

Controls the cutoff frequency and resonance intensity of the selected filter.

OFF / LP / BP / HP

Switches filter type between **no filter**, low pass, band pass, and high pass.

Mod Amt / Mod Rate

Controls the depth and rate of the **filter LFO**. Rate is always synced to BPM automatically!

Waveform Selection

Switches the LFO waveform between sine, triangle, saw, square, and sample&hold (random).

Envelope

An envelope applied to the filter cutoff. **Depth** must be increased (or decreased) above/below 50% for the envelope to have an effect on the filter. **Vel** controls the effect of velocity on envelope depth.

Tracking

When enabled, the MIDI note played also controls filter cutoff.



Sequencer Section

When the power button is enabled, an arpeggiator (or gater) is enabled for BOTH layers. In the default arpeggiator mode (gater mode disabled), playing any note will trigger the note sequence. The arpeggiator is monophonic - i.e. the sequence is based on only the most recent MIDI note being played.

Steps

Controls the number of steps in the sequence.

Length

Controls the length of each step in the sequence, but does **not** affect the gater mode.

Pitch / Vel

Switches between the pitch (note) view and volume tables. These two tables correspond with each other. For example, the **Volume** of the first bar (step) applies to the note placed in the **Pitch** table.

Gater Mode

When enabled, the sound is not retriggered (like an arpeggiator) and the **Pitch** table is not used. Instead, the sound is **gated** with the **Vel** table. Very useful for rhythmic effects, and works polyphonically too!

Rate / Swing

Controls the rhythm of the sequence.

Sequencer Presets Menu

Loads or saves a preset for the sequencer section.



Effects Section

Here, various FX can be toggled and edited. Clicking on the title of any effect will show the relevant controls for that effect. However, an effect is only active if it is switched **ON**. All effects apply to **both layers**, and are processed **in serial**. For example, the amplifier is applied first (if enabled), followed by bitcrusher, EQ, etc.

AMP (Amplifier)

A modeled guitar amp & cabinet combo effect. Try turning down the gain and turning up 'master' to get more loudness without saturating/distorting as much.

BITCRUSHER

A standard bitcrusher. Note that the 'noise' knob provides constant noise regardless of MIDI input.

EQ (Equalizer)

A multi-band parametric equalizer. Band frequencies AND gains can be selected, making this great for sculpting your sound.

CHORUS

A simple chorus effect, useful for adding a unison-like quality to your sound as well as more stereo depth.

PHASER

A standard phaser effect. Manipulating the dry/wet knob in addition to depth/feedback can provide great results.

DELAY

A tempo-synced delay. Note that **higher** values of the 'damping' mean the echoes are damped **more** and not less. The **pan** knob does not refer to hard left/right panning, but mono vs. stereo. Turning the pan knob right -> more stereo.

REVERB

A powerful convolution reverb, complete with a number of custom impulse responses (IRs)! This effect alone can dramatically change a sound. Some responses are thinner or more full than others - use the highpass and lowpass knobs to alter the IR frequencies and sculpt the response further.

Effects Presets Menu

Loads or saves a preset for the entire effects section.



Perform Section

Here you can change performance settings for the entire patch.

Octave

Sets octave transposition. For example, "1" means MIDI input will be transposed **up** one octave.

Monophonic

Switches to mono mode - only one note will be played at a time.

(Monophonic) Mode

Switches between Retrigger, Legato, and Offset mode. In **Retrigger** mode, when two notes overlapped the sample is restarted with each new note, along with all envelopes. In **Legato** mode, the new note will not replay or restart the sound but instead just change the pitch. In **Offset** mode, envelopes are retriggered but the sample is not retriggered from the beginning.

Portamento

Enables portamento gliding between notes.

(Portamento) Time

Controls how long it takes for notes to glide to their new position. Exaggerating this can be great for leads!

Unison

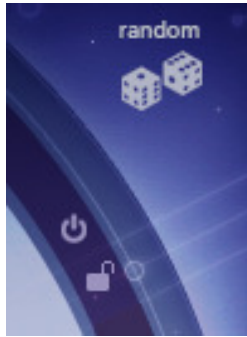
Enables multiple voices to be played for each MIDI note. **This can get very CPU intensive!** Also, when using unison, the 'phase' of your layers can cause an excessive combing or phasing effect that may be undesirable. You can get around this by using the **Sample Start - Random** knob for each layer.

(Unison) Voices, Detune, Spread

Voices controls the # of total voices. A value of "2" means two total voices, not two *additional* voices. **Detune** controls how the voices are tuned apart from each other, and **Spread** controls their panning in the stereo field.

Bend Range

Controls the range, in semitones, that the **pitch wheel** controls.



Randomizer

Completely randomizes all controls of the patch, with the exception of sound sources and performance settings.

Lock Icon

Clicking the lock for any given section will protect it from randomization. Very useful in controlling the chaos a bit.

A NOTE ON CPU PERFORMANCE / MEMORY

Patches in **Celestia** can become potentially CPU intensive with lots of unison, effects, and modulation. By reducing the max # of voices for each patch, you can reduce both CPU and memory overhead. If you are having CPU overloads or memory issues, try this before changing Kontakt or system settings.

CREDITS

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TROUBLESHOOTING & FEEDBACK

Have you used **Celestia** in a project recently? Got an awesome track you'd like to share? Drop us a line (admin@impactsoundworks.com) and we might post it on our website! Or, tell the world at our Facebook page here: <http://www.facebook.com/ImpactSoundworks>

We encourage all our users to share and promote their work. Word of mouth is the #1 way people find our samples, so it also helps us to produce more great libraries for you!

For any technical support issues regarding the library, don't hesitate to email support@impactsoundworks.com.

You can also visit our friendly user community and support forum on KVR Audio:

<http://www.kvraudio.com/forum/viewforum.php?f=176>

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