



An [Impact Soundworks](#) Sample Library
Compatible with Kontakt 4+

Concept, Design, & Editing by Ali Lacey / Recording by Ali Lacey & Liam Lacey
Programming & Scripting by Iain Morland / Script Design by Andrew Aversa & Iain Morland
Additional Sound Design by Iain Morland & Steven Burns
Art & UI Design: Dickie Chapin (Constructive Stumblings)

INTRODUCTION

"When someone mentions a Toy Piano, the last things you would think are 50Hz Booms, sub drops, eerie textures, bows and big percussive hits. But have you ever actually pondered the cinematic qualities a toy piano might have?"

This was a question posted by sound designer and recordist Ali Lacey, who conceptualized, designed, edited and recorded **Curio** in collaboration with Impact Soundworks. After seeing Ali's brilliant approach to recording, preparing, deconstructing and otherwise mangling a miniature grand piano, we reached out to him and worked together to create the instrument you have before you.

Curio goes far beyond the traditional concept of a toy or miniature piano. Though it does contain detailed, deep-sampled mallet hits and plucks, there is a treasure trove of material created through both acoustic and electronic sound design such as a surprising array of deep and bassy hits, taps, textures, impacts, ambiences, bowed sweeps, re-synthesized tonal elements and much more.

We're very proud of this instrument, which we think you will find highly useful and very inspiring for all types of scoring and music production, from tension, horror, and dramatic underscore, to ambient, epic, and beyond.

INSTALLATION

1. Install the **Pulse** application if you don't already have it. **Pulse** is a cross-platform desktop app that lets you download and install your libraries with blazing speed! <https://pulsedownloader.com/>
2. Once Pulse is installed, open it and enter your Curio download code. Follow the instructions to download and install the library.
3. Finally, load the Curio NKI of choice in Kontakt. No activation is needed, as this is not a Kontakt Player instrument.

Optional: Please see our Kontakt workflow tutorial for information on adding instrument files to the faster Quickload window or the Kontakt Database. <https://impactsoundworks.com/optimizing-your-kontakt-workflow-part-1/>

PATCH LIST

Curio Bowed Ambience

A chromatic, atonal & inharmonic textural sound mapped across the keyboard.

Curio Bowed KS

An assortment of bowed FX such as scrapes and overtones mapped on white keys from **C2** to **C4**. Pressing **D4** or **E4** switches between Dry and Wet versions of the sounds, respectively.

Curio Chromatic Bass Mallet / Alt Tuning

Deeply multisampled chromatic mallet strikes starting at **C0** to **C6**. These sounds utilize extra processing to accentuate and 'focus' the bass notes compared to the normal Mallet patch. The **Alt Tuning** version re-centers the tuning of the patch, which may fit with your other instruments better.

Curio Chromatic Bass Plucked

Multisampled chromatic tuned plucks of the toy piano starting at **C0** to **C6**. As with the bass mallet, these sounds utilize extra processing to accentuate and 'focus' the bass notes compared to the normal Plucked patch.

Curio Chromatic Blown Glass

A chromatic designed patch with a swirling, airy tonality and de-emphasized attack.

Curio Chromatic Grandfather Clock

An evocative chromatic patch simulating the bell-like overtones of a grandfather clock. Best played slowly.

Curio Chromatic Hybrid Xylophone

A chromatic designed patch with a strong attack and ferociously swirling, noisy 'splash'.

Curio Chromatic Lucid Dreaming

A reverberant chromatic patch with long, complex reverb tail.

Curio Chromatic Mallet / Alt Tuning

Deeply multisampled chromatic mallet strikes starting at **A1** to **A4**. Recorded dry, this is an ideal patch to start with when looking for a melodic sound. The **Alt Tuning** version re-centers the tuning of the patch, which may fit with your other instruments better.

Curio Chromatic Plucked

Multisampled chromatic tuned plucks of the toy piano starting at **C2** to **C5**. Compared to the Mallet articulation, plucks are somewhat more focused with less mallet/key noise.

Curio Chromatic Prepared Ratchets

A chromatic layered patch emphasizing the inharmonic noise elements of the toy piano, creating a stronger attack.

Curio Chromatic Synapse Keys

A heavily processed chromatic instrument with an extraordinarily resonant and 'zipping' timbre, useful for sound design purposes.

Curio Deep Hits

A menu of processed percussive hits with extra bass, tails, and punch mapped from **C1** to **A4**. Excellent for downbeats, big hits, bass drops, and transitions.

Curio FX Impacts and Sweeps

A menu of assorted acoustic and post-processed designed sounds mapped from **C2** to **E4**, such as heavy impacts, atonal clusters, airy and synthetic sweeps, and other attention-grabbing sounds.

Curio FX Plucks KS

A set of chromatic, tuned and designed pluck sounds incorporating heavy effects and processing. These sounds are very bassy and best used one note at a time, sparingly! Keyswitches **D5**, **E5**, **F5**, **G5**, **A5**, and **B5** change the timbre of the plucks.

Curio FX Textures

A menu of re-synthesized and processed textures, all with inharmonic, atonal, and/or chordal elements, mapped from **C2** to **F3** on white keys only. Best used one at a time in sparser contexts.

Curio Natural Hits KS

A menu of bassier, acoustic percussive hits with no additional sound design or processing, created by striking the toy piano with a variety of techniques. Mapped from **C2** to **E5** on white keys only; keyswitches **F5** and **G5** switch between dry and wet versions of the hits, respectively.

Curio Percussive

Two sets of percussive taps and strikes mapped on white keys only; the first set is mirrored on **C1-F1** and **C2-F2**, while the second set is on **C3-F3** and **C4-F4**. Here you will find some of the lighter and subtler hits of Curio.

Curio Shaken

A menu of one-shot textures created by acoustically mangling the toy piano via shaking, smashing and otherwise upsetting the tines, creating chordal and inharmonic sounds. Mapped from **C2** to **A3** on white keys only.

Curio Tapping Ambience

A single textural sound mapped across the entire keyboard, created acoustically by bowing and tapping the toy piano.

Curio Wet Hits

Reverberant and roomy percussive hits, often with a metallic edge, mapped from **C2** to **G4** on white keys only.

USER INTERFACE

Curio contains a powerful scripted engine and beautiful interface that allows for significant sound design and editing possibilities.



Volume Envelope (ADSR)

Using these four sliders, you can control the shape of any sound in **Curio**.

- * **A = Attack** (the 'fade-in' time at the beginning of the sound)
- * **D = Decay** (the time between the peak of the attack, and the eventual sustain)
- * **S = Sustain** (the volume level at which the instrument will sustain as a note is held)
- * **R = Release** (the time after a note is released for the sound to reach total silence)

As a practical example, a sound can be made more gentle and atmospheric by increasing attack and release. Or, you can try using no sustain and a much lower decay to make something shorter (more staccato) and percussive.

FX Section

Pressing any of the buttons/switches above each named effect will turn that effect on or off, and display any relevant controls.

EQ: A three band equalizer allowing you to sculpt the **low**, **mid** and **high** frequencies of the sound.

Filter: A multimode filter with **lowpass** (cuts high frequencies), **highpass** (cuts low frequencies) and **bandpass** (cuts high & low) types. Besides standard **cutoff frequency** and **resonance** (peak) controls, a filter envelope (ADSR) is provided along with envelope **depth**, which affects **cutoff over time**.

Reverb: A convolution reverb with user-controllable wetness and length, & **five** custom impulse responses (IRs).

Delay: Tempo-synced delay with 9 possible sync modes - straight quarter, eighth, and sixteenth, and dotted/triplet versions of each. **Wetness** can also be controlled.

Lo-fi, Chorus, and Phaser: One-click FX that add bitcrushing, chorusing, and phasing (respectively).

CREDITS

Concept, Design, Editing: Ali Lacey

Recording: Ali Lacey & Liam Lacey

Programming & Scripting: Iain Morland

Script Design: Iain Morland & Andrew Aversa

Additional Sound Design: Iain Morland & Steven Burns

UI Design & Artwork: Dickie Chapin (Constructive Stumblings)

Beta Testing: Henning Nugel, Frank Herrlinger, Jason Cullimore, Ian Dorsch, Blake Ewing, Dmitry Selipanov, Brad Jerkins, & Steven Burns

TROUBLESHOOTING & FEEDBACK

Have you used **Curio** in a project recently or have a demo or song that you'd like to share? You can email us (admin@impactsoundworks.com) or tell the world at our Facebook page here: <http://www.facebook.com/ImpactSoundworks>

You can also catch us on Twitter at [@ISoundworks!](https://twitter.com/ISoundworks)

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.

COPYRIGHT & LICENSE AGREEMENT

All sound recordings, performances, scripting and/or code contained in this product is the property of Impact Soundworks unless otherwise noted, and remain the property of Impact Soundworks after the product is purchased.

This license extends only to the individual who purchases this product, unless that individual is purchasing on behalf of another individual, in which case it is the actual user of the product who is granted this license.

The licensee is entitled to the use and unlimited editing of the product within the scope of music production and composition. The product may be installed on as many computer systems used by the licensee as desired, but in no case does a single license allow multiple individuals to use the product.

The licensee may not use the product in the creation of other sample, sound effect, or loop libraries.

The licensee may not use sound recordings contained in the product as individual sound effects for sound design work, unless the sounds are significantly processed, layered, and otherwise altered beyond recognition.

The licensee may use the product in the creation of music for production libraries.

Redistributing, reselling, electronically transmitting, uploading, sharing, or renting the product in any way, shape, or form is prohibited by law. The licensee may create a physical backup copy of any digitally purchased and downloaded product. This backup copy is subject to the same limitations as the original copy of the product, and may not be transferred to any other individual for any reason.

Copyright © 2013 Impact Soundworks, LLC. All Rights Reserved.