Modern Harpejji

An Impact Soundworks Instrument for Kontakt 6.4

INTRODUCTION

The Harpejji, handcrafted by Marcodi Music in Maryland, USA, is one of the most unique instruments of the 21st century. Played by such musicians as Stevie Wonder, Jacob Collier, Jordan Rudess, and A.R. Rahman, it combines elements from traditional keyboard instruments with bass & guitar, with a unique layout (up to 24 strings) that is played exclusively by tapping. Virtuosic leads (with vibrato & pitch bends), walking basslines, and rich chords are all equally possible - at the same time!

Our authorized, virtual version of this incredible instrument features the sound of the Harpejji K24, the largest model with the widest range. Because it was recorded clean (direct in/DI), you can shape the tone however you want, and we've included a wide selection of snapshots to inspire your creativity.

But **Modern Harpejji** can also go beyond the capabilities of the physical instrument. You can **create new sounds** by layering up to 3 strings on the same pitch simultaneously, switch to **all bass** or **all treble** strings, enable scale-correct **harmonies**, and adjust the dynamic response of the entire instrument.

Thanks to its versatile sound and Kontakt engine, Modern Harpejji works for a huge range of styles and genres - and it's simply a blast to play. We hope you'll enjoy it in your own music productions!

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! You'll need to create an account here, but once you do, you can access your purchases from *any* developers using **Pulse**, anytime, from any computer.

https://pulsedownloader.com/

2. Once **Pulse** is installed, open it and enter your **Modern Harpejji** product code. Follow the instructions to download and install the library.

3. Open Native Access, click "Add a Serial", and input the same product code to **activate** the library.

4. Once activated, click "View Products Not Installed". Find **Modern Harpejji** in this list. Click the "Add Library" button to the right, and select the folder where Pulse downloaded the library. This completes the installation process.

SNAPSHOTS & SCRIPT TABS

Modern Harpejji uses Kontakt's native "**snapshots**" feature to handle various types of presets. We've extended this feature allowing you to save and load **specific types of snapshots** without overwriting your entire patch.

To support this, **Modern Harpejji** uses **three** separate scripts for instrument editing, mixing & effects, and articulation mapping.
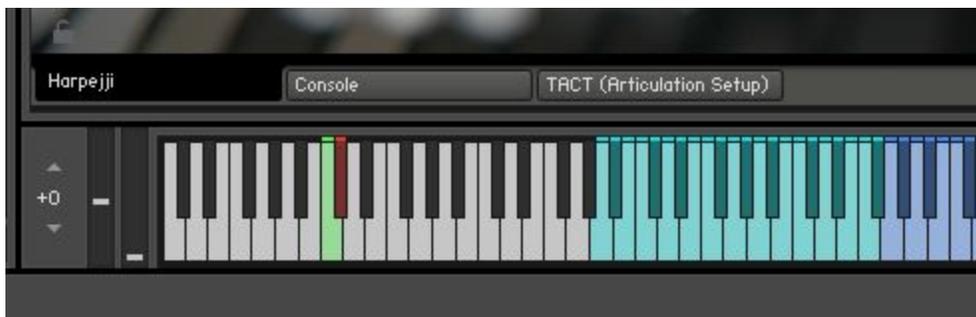
Each of these tabs can save or load its data **independently**! For example, you can load a mixer setup from **Console** without affecting your mapping, or load a specific performance preset without affecting your FX.

At the bottom of each tab's UI, you'll see two icons in the lower left and lower right: a **Lock**, and a **Camera**.

When the **Lock** icon is **enabled** (white), the contents of that tab **will not be overwritten** when you *load* a new Snapshot. When the **Camera** icon is **enabled** (white), the contents of that tab will be *saved* when you save a snapshot.

Snapshots in the factory library are split into three categories: Main Controls (Ventus Native American Flutes), Console, and TACT. Each snapshot has been saved with data from one specific tab. However, you can save *your own* snapshots using whatever combination of tabs you'd like. Make sure to check your Lock/Camera settings when saving and loading.

ARTICULATIONS

Three articulations are included with Modern Harpejji and adjustable on the **TACT (Articulation Setup)** tab.

Sustain: Single notes, tapped & held until they decay fully.

Mute: Single notes, muted with the palm to darken the sound and dramatically shorten the decay time.

Short Legato: Quick slides that can be performed (by default) on low velocities when notes overlap in Mono mode.

MAIN CONTROLS

IMPORTANT: Virtually every slider and button on the interface can be MIDI learned! Simply right click and then move the desired MIDI CC to create a link.

Also, you can **hover** over any control to see help text at the bottom of the Kontakt UI. Try it!

Ornaments Panel

- **Attacks | Releases:** Switches control between Attack and Release ornaments.

- **Ornaments Chance Knob:** Adjusts the chance of an ornament occurring when releasing a note. The ornament selection will happen randomly, following the probability weights assigned for each column in the table.

- **Ornaments Weight Table:** Adjusts the probability weight of a particular ornament happening when the ornament chance successfully decides to trigger an ornament.

Playback Tab

Input

- **Transpose**: Transposes the input by a fixed number of semitones. Note input must still only be in the blue range provided to create sound.

- **Bend Range**: Sets the maximum semitone range of the MIDI pitch bend controller value.

Mode

- **Mono/Poly Button**: In Mono mode, the instrument can produce only one note at a time. In Poly mode, you can play as many notes as you'd like simultaneously. We recommend using Mono mode for realistic lead parts.

- **Fade Time**: In Mono mode, when two notes are played simultaneously, the first-played note will immediately fade out. This knob controls how long that fade takes.

Morph

- **Vibrato Slider**: Controls the amount of vibrato (rhythmic modulation). Mapped to CC1 by default. Clicking the Gear icon pops up several Vibrato-specific settings.

Settings

- **Tone**: When decreased, darkens the overall sound of the instrument.

- **Sample Offset:** Sets the sample offset. Higher values cut into the sample further in from the start, creating a snappier response and reduced attack time.

- **Dynamic Filtering:** Controls the intensity of filtering when lowering the Dynamics slider. Higher values result in mellow low-dynamic tones. Useful in breathy instruments.

- **Anti-Repetition:** Adds anti-repetition samples. The knob sets the probability of an anti-repetition sample occurring, while the toggle enables or disables the feature.

- **Pedal Switch:** Flips the behavior of the sustain pedal so that the notes sustain by default and are muted by the pedal.

Legato Panel

- **Split Point Legato:** Allows for legato recognition to register even when note starts and ends are quantized to the grid instead of overlapping. Intended for easy DAW sequencing.

- **Latency Compensation:** Dynamically delays all articulations and legato transitions to be equal latency. Set DAW track offset to displayed number, and all sequenced notes will conform directly to the DAW grid without the need for manual note nudging in order to have transitions play on time.

- **Latency:** The current amount of input latency the instrument is experiencing.

Perform Tab

Harmony

You can toggle Harmony on/off and click the Gear icon to access Volume, Tuning and Timing controls.

- **Voice 1:** Sets the interval, conforming to Scale Lock if it is engaged, for Harmony Voice 1.

- **Voice 2:** Sets the interval, conforming to Scale Lock if it is engaged, for Harmony Voice 2.

- **Voice 3:** Sets the interval, conforming to Scale Lock if it is engaged, for Harmony Voice 3.

Scale Lock

You can toggle the locking to a particular fixed scale from one of available options on/off.

- **Scale Type:** Selects which scale will be used when scale locking is enabled.

- **Scale Root:** Adjusts the root key (aka tonic) used for the scale locking feature.

Microtuning

Microtuning allows fine tuning of individual notes to approximate historical or non-western tuning systems. You can toggle Microtuning on/off and save/load presets.

- **Microtuning Root:** Sets the root (aka tonic) note the microtuning indices start from. Line this up with the Scale Lock Root for best results!

- **Microtuning Table:** Allows manual adjustment of pitches in the scale.

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POLYPHONIC LEGATO

When the instrument is switched to POLY mode, you can play any number of simultaneous notes. This also allows for an innovative new approach to polyphonic legato playing, which is unlike other sample libraries.

The engine detects polyphonic legato by analyzing the **end** of a note, and seeing if a new note is played within a certain buffer (determined by the **Latency** knob.) For example, if you play C3, then play D3 within the buffer window of releasing C3, you will get a legato transition.

The destination legato note can be placed **before** or **after** the origin note ending, as long as it's within the **Latency** window.

This approach allows us to accurately identify which notes are intended to be played simultaneously, and which ones should be played with legato. You can for example hold a drone note and play a fluid legato line around it. This works because the drone note is not being released.

This may take a bit of practice to get used to when playing live, but it is much easier to work with when editing MIDI data.

CONSOLE & TACT

The second and third tabs at the bottom of the GUI, as mentioned earlier, are where you can find Console (our extensive mixer and effects rack) and TACT (our powerful articulation control customization system). Since these are extremely deep in scope and features we've created separate manuals for each, which are also included in your download files. They can also be downloaded here:

[Console Manual](#)
[TACT 2.0 Manual](#)

CREDITS

Lead Producer: Andrew Aversa
Programming: David Smith
Additional Programming: Nabeel Ansari, Mario Kruselj
Editing: Anthony Mena
UI Design: Paulo Nunes
Recording & Performance: William Chrapcynski

TROUBLESHOOTING

Having trouble with Modern Harpejji? Use it in a project you want to tell us about? Drop us a line via our **Contact page** (but be sure to **read the FAQ** first!)

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