

COMPOSERS TOOLS

ERIS

Next-generation atmospheres creator

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This library does NOT use the "add library" function in Kontakt and all files must be access through the regular Kontakt browser.

INTRODUCTION

Bring a new level of deepness in Your score with a touch of a key.



ERIS has been designed to be both extremely powerful and surprisingly simple to use. This unique and intuitive scoring tool is a must have for those who need deep tones and huge evolving spaces in their productions.

MAIN WINDOW

Eris mixes power and simplicity, and in this section of the interface you can control the majority of the instrument's features.



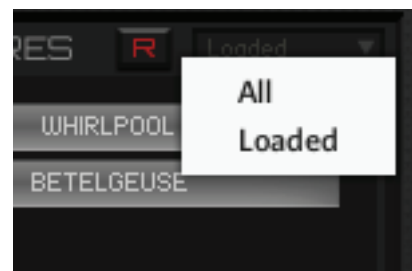
MEMORY MANAGMENT

As you can see we've three boxes here, which correspond to different sound categories: Atmo, Sphere and Rotor.



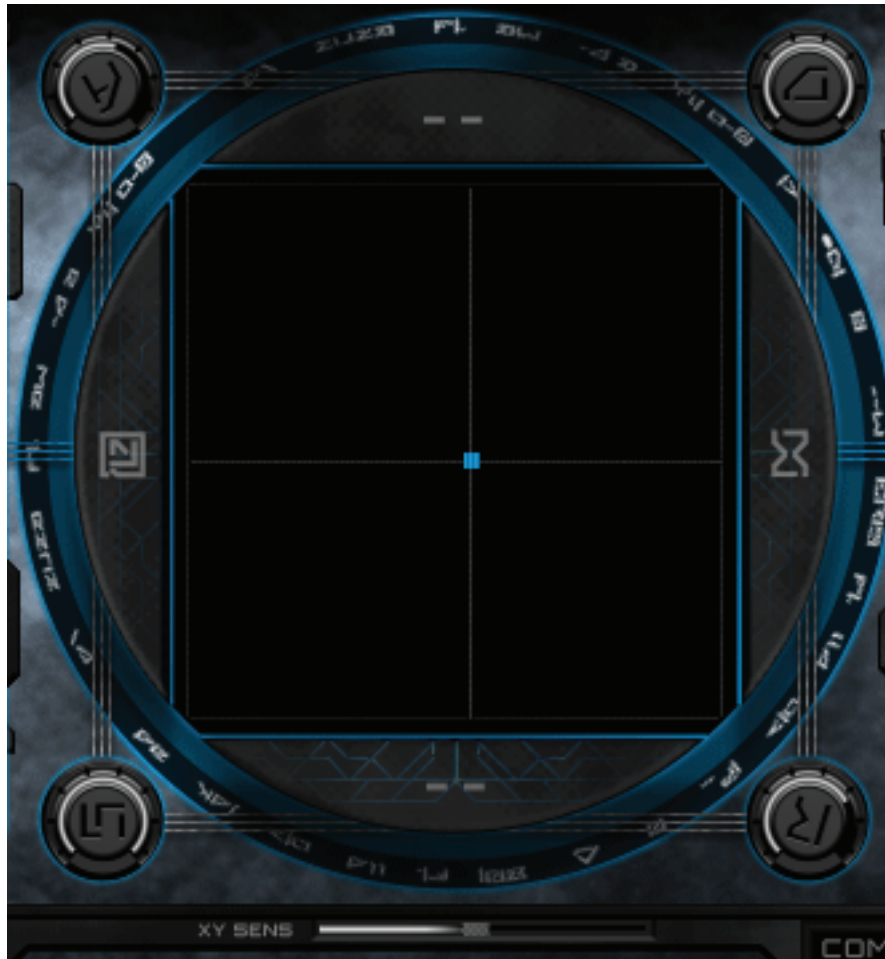
If you want to explore the sound possibilities, click the button at the right of the XY pad, to trigger a random selection, or click the "r" button to randomize just the relative box.

A dropdown menu is provided for each box, to choice if view all the possible sounds or just those that are loaded.



XY PAD

The XY pad allow to mix between the different sounds that are loaded. Drag the point inside the XY Pad to mix between categories. You can change the sensitivity of the XY Pad by moving the "xy sens" slider.



Using these ADSR knobs, you can control the attack, decay, sustain and release shapes.

At the top of the square here there is a Octave Up button and at the bottom of the square, octave down. So the total range is two octaves.

ACT ENGINE

ACT stands for "Automatic Composing Technology" and is a useful tool that will speed up your workflow.



The ACT Engine allows to automate each sound category and it can also generate random volume curves. It can be turned ON or OFF by clicking the Engine symbol to the right. If you want to stick with the manual method, You can uncheck the "auto" mode, and click the white square button on the left, to enlarge the tables.



Each table correspond to one of the macro categories. You can manually draw curves inside the any of the tables, or you can select shape by using the slider at the bottom of each table. You can also generate curves by pressing the "GEN" button.

If AUTO is set to ON, the shapes will keep moving as long as you pressing a key on your keyboard.

Patswitch: store a pattern as a keyswitch

If you like the shape you've created and you want to be able to recall it at any time, click on the LEARN button and press one of the unused white or black keys on your keyboard. To erase the key follow the same steps after pressing the ERASE button.



FX SECTION AND SWITCHES

You can switch between MAIN and FX section clicking the buttons below the memory management.

There are 8 racks, 4 inserts and 4 sends:

low pass and high pass Filter, Bit Crusher, Drive, EQ, Convolution, Delay 1, Delay 2, Chorus, Phaser and Reverb.



With a single move, the Macro Rack allows to trim the current values of each rack.

To turn on an effect, click the relative ON/OFF button in the left-upper corner in each effect, or press the relative keyswitch on your keyboard. Left violet keys corresponds to insert fx, while right green keys are linked to sends.

ADVANCED SETTINGS

By clicking the button on the left side of the XY Pad, you can access to the more advance options of the instrument.



Lfo is provided, you can set it for the three core sound types, assigning it to volume or pan. You can also select the shape and rate for each lfo. The Rate can also be synchronised.

This white cone controls the stereo width of the instrument. Just drag the graphic, to make the sound more wide or narrow

You can also setup a CC for the X and Y axis of the pad, in order to control it using external controllers.

The ANIMATION button allows to stop, or run the background animation.

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Thanks for watching