

# WORLD COLORS

---

YANGQIN

MANUAL

## INTRODUCTION

Welcome to our Colors line of instruments. These are designed to be a simple way for you to add a dose of vibe and magic to your music. One of the key concepts is to capture organic material that is lively and natural. As wonderful as technology has become, it is still very hard to virtually reproduce that realism performed effortlessly by a great musician. Our Colors instruments key purpose is to capture those moments of musical gold.

## **INSTALLATION**

All Color instruments work with both the latest full and player version of Kontakt.

To download you will need to enter your serial number into Native Instruments 'Native Access' application. Please follow the steps provided by the application. Once downloaded you will be able to access the instrument via Kontakt's library tab menu.

## INTERFACE FEATURES

### Articulation Boxes:

Located just below the Instrument header text are 3 centre boxes. Within each box you can choose and load an articulation. As there are 3 boxes you can load up to 3 articulations per preset 'slot'.

### Articulation Box Threshold:

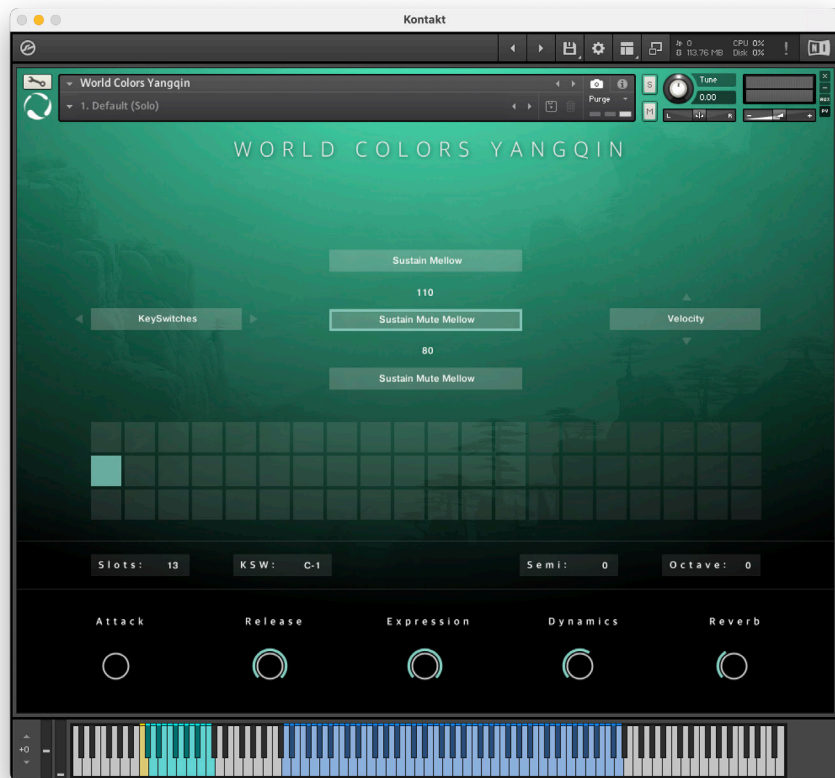
Located between the 3 Articulation Boxes is the sensitivity threshold. This adjusts the movement between the 3 boxes. For example if 'Vertical Mode' is set to 'Velocity' and your key pressure is between 0-80 (as in the picture) you will play back the lowest box, 81-109 you playback the middle box, and 110-127 you playback the top box.

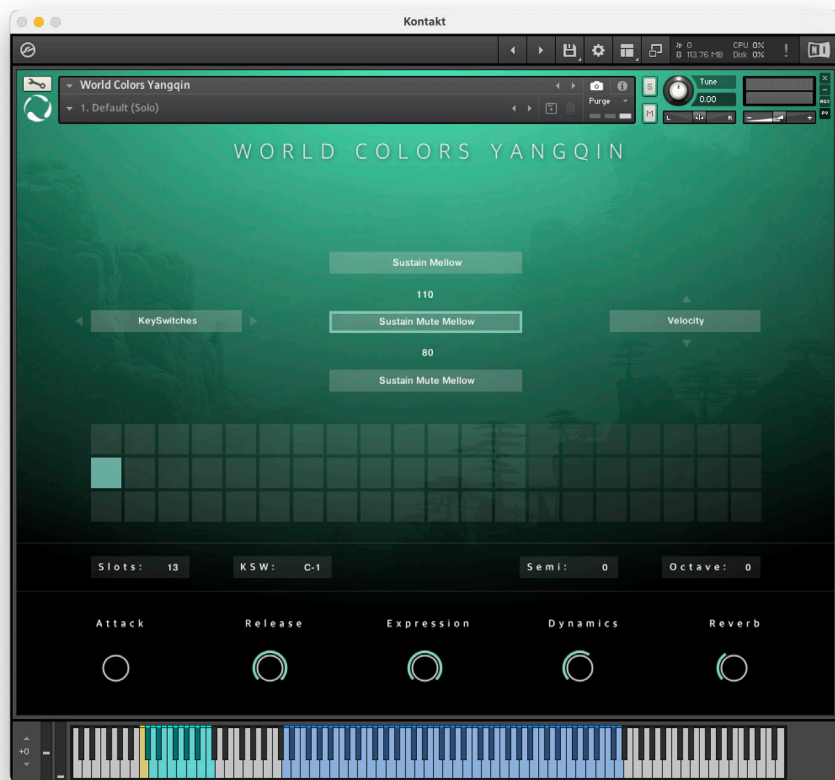
### Horizontal Mode:

Controls how to access the Preset 'Slots'. The most common mode is 'keyswitches' although you can use any other midi CC control move to between each slot.

### Virtual Mode:

Controls how you move between the 'Articulation Boxes'. For example with it set to 'Velocity' you can use key pressure to playback different 'Articulation Boxes'. Depending on how you like to work you can choose a different midi controller method.





## Slots:

One 'slot' is essentially a preset of 3 'articulation boxes'. You can have up to 20 'slots'. The big grid in the middle of the interface represents how many 'slots' are being used and which one is selected at any given point in time.

## KSW:

This allows you to set the starting note to map your group of 'key-switches'. For example if set to C0 the first keyswitch will start at C0 and the rest will follow on chromatically.

## Legato ON:

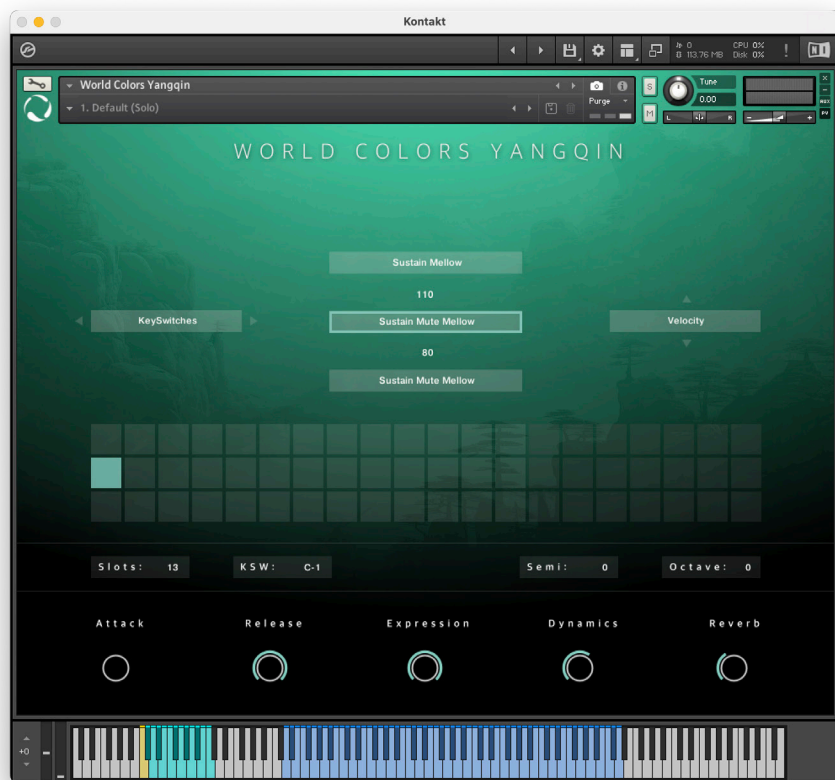
As an experiment we have added the wonderful SIPS script to provide a fake legato. This is more of a bonus feature but can be helpful for more melodic lines.

## Semi:

Moves the whole instrument mapping in semitone steps.

## Octave:

Moves the whole instrument mapping in octave steps.



### **Attack:**

Alters the attack of an individual articulation.

### **Release:**

Alters the release of an individual articulation.

### **Expression:**

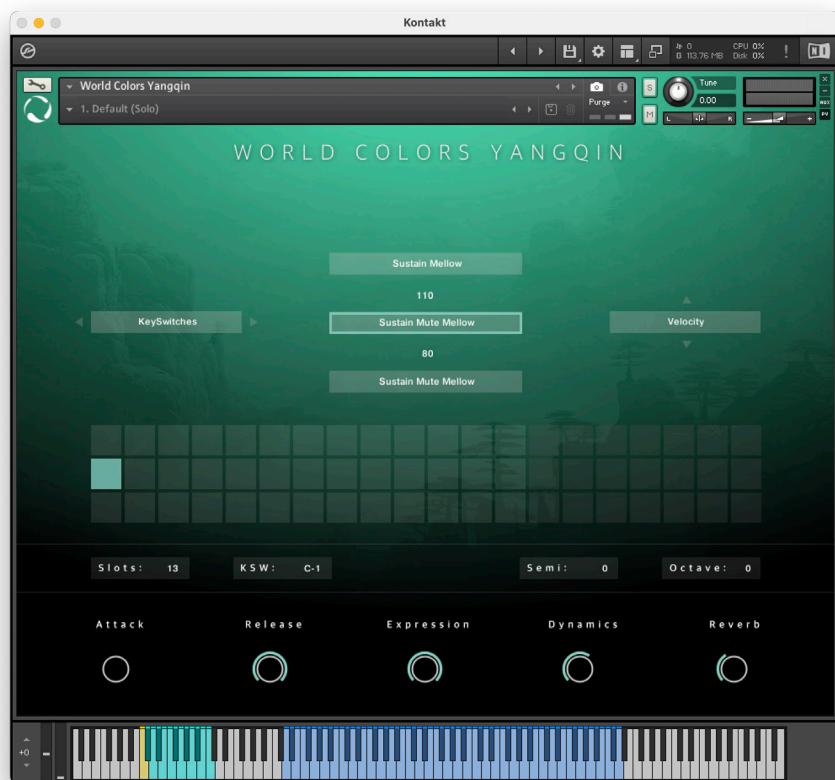
Controls the instrument's volume. This is handy when assigned to a midi controller allowing you to add a bit more expression to your playing. Currently it is set to midi cc 11.

### **Dynamics:**

This reduces the dynamic sensitivity between the 'Articulation Boxes'. In other words this is useful if you want the volume of all three 'Articulation Boxes' to remain the same and not be affected by velocity sensitivity.

### **Reverb:**

Adds artificial reverb to the instrument.



## NKS Support:

All Color instruments are NKS compatible. Please refer to your NKS hardware manual for more information.

For more information please check out our website:

[www.evolutionseries.com](http://www.evolutionseries.com)

Or for technical support enquiries please email us at:

[info@evolutionseries.com](mailto:info@evolutionseries.com)

