An Impact Soundworks Library **Designed** by Andrew Aversa
Scripted by Mario Krušelj • **Edited** by Christian Yoder • **Art** by Dickie Chapin
Instrument v1.00

OVERVIEW

Welcome to **ALLURA**, our debut solo vocal library featuring the performances of award-winning soprano **Jillian Aversa**! This enchanting instrument offers 150 unique, ethereal vocal phrases across 4 keys, 3 tempi, multiple modes and time signatures. The phrases all have evocatively named groups and detailed tags so you can either start a composition with an inspiring performance, or easily fit one into your existing piece.

Every aspect of the library is designed to be super friendly for composers. All phrases can be played in any key, and all performances were recorded to a set tempo as we understand 'freeform' phrases can be difficult to use. The phrases are wordless and performed on the vowels "oo" or "ah" so that lyrics don't distract from your writing. If you don't want to use our very flexible Kontakt engine for finding, editing, and playing phrases, you can simply use them directly in your DAW with clearly labeled WAV files.

All these features, combined with bonus single note "oo" and "ah" sustains, morphs, and atmospheric FX, make **Allura** - in our humble opinion - an essential tool for any media composer seeking an ethereal voice for their compositions.

In the words of the artist…

"With **Allura** Volume I, I wanted to capture what most would describe as my "signature sound": ethereal, emotional vocals in both soprano and alto tessituras. Sometimes breathy and sometimes with a more focused tone, I incorporated a variety of timbres into my recordings to provide users with the most versatility. This includes a range of straight tone to more prominent vibrato as well.

Recording each phrase in four separate keys allowed us to script the instrument such that any given sample is never pitch-shifted more than a semitone from the original. It was very important to me that the user be able to play the recordings in *any* key, for maximum adaptability. The single-note patches in multiple dynamics allow for even further customization.

I have been in the studio recording for **Allura** every day since the project was conceived and couldn't be more pleased with how this instrument turned out. I hope it brings you lots of inspiration!"

-Jillian Aversa

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 Allura download code. Follow the instructions to download and install the library.

3. Finally, load the included Allura 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.

Allura contains 2 Kontakt nki's – **Phrases** and **Singles.** We'll explore their GUI's in detail here, but first a quick tip! If you're unsure of the functionality of a control just hover over it and some handy help text appears at the bottom of the Kontakt window.
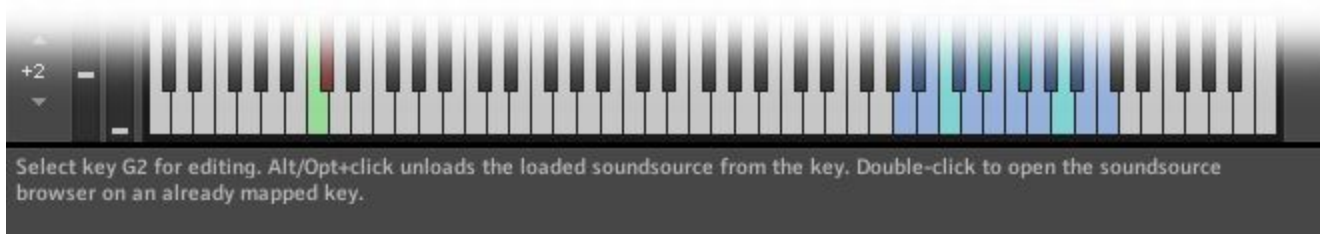
ALLURA PHRASES

The **Allura Phrases.nki** includes 150 vocal phrases in a variety of keys, tempi, modes and time signatures. The top section contains knobs to adjust the **Volume**, **Formant** and **Fine Tuning** of the currently selected phrase (hold Alt/Opt to tune in semitones). There are also sliders for **Dynamics** and **Expression**.

In the center you'll find the Display panel showing the name and visual waveform for the currently selected phrase. You'll also see its recorded BPM, time signature and scale mode, in red. The **Lock To Host** button locks the tempo of the phrases to your host tempo. Disable this to manually adjust it using the **Speed** knob. Drag the vertical green and orange sliders left or right to adjust the **Start** and **End** points of the phrase. You can change the Start/End points of an entire phrase by Alt+dragging.

Clicking the phrase name open the **Browser**. Here you can select one of 150 phrases for performance.

The left side of the Browser features 4 **tag** categories – **Mode, Vowel, Tempo** and **Time Signature**. Clicking these tags narrows the results to help find the phrase you're looking for. Click a phrase name in the results window to preview and double-click to load it for performance.

We've also included additional options for previewing and loading:

 This is the **Auto-Preview** button. When *enabled*, phrases are previewed with a single-click. Double-clicking loads the phrase and closes the browser. When *disabled*, phrases are only loaded (not previewed) with a single-click, while Ctrl/Cmd+click previews the phrase. In addition, holding Alt/Option will route the preview through the FX rack.

 This button loads the selected sound and double-clicking also closes the browser.

 This button closes the browser *without* loading the selected sound.

Mapping

At the bottom of the GUI you'll see an interactive keyboard. This is where you can map Allura's phrases to any keys in the 3-octave range marked **"Phrase Assign."** Keys found here have 3 possible states:

 WHITE or BLACK key means that MIDI note has a phrase mapped to it. Double-click to open the phrase browser to assign a new phrase.

TRANSPARENT (or burgundy) keys are empty, meaning there's no phrase mapped there. A single-click opens the phrase browser.

The **RED** key is the currently selected note. It also means the phrase mapped there is currently selected for editing. Double-clicking opens the phrase browser.

 You'll also see a set of light blue non-interactive keys at the top of the keyboard marked **"Playable Range."** The originally recorded keys for the phrases (C, D#, F# and A) are slightly lighter while notes with transposed samples are darker.

ALLURA SINGLES

The **Allura Singles.nki** features 2 playable vowels ("Oo" and "Ah") and a selection of atmospheric designed FX. Like the Phrases patch, the top of the GUI has knobs to adjust the **Volume**, **Formant** and **Fine Tuning** of the currently selected sound. There are also sliders for control **Dynamics** (filter cutoff for atmospheres) and **Expression.**

Use the **Sound** dropdown to select vowels or atmospheres, and the volume envelope (or **ADSR**) to sculpt it to your liking. With "Oo-Ah" selected, the **Morph** slider morphs between the two vowels. When an atmosphere is selected it serves to adjust filter resonance.

FX RACK

Our easy-to-use FX rack features an analog-modeled parametric EQ, compressor, delay line, convolution reverb, chorus and limiter.

Clicking the ***** button next to each effect will randomize the FX settings; holding shift and clicking will reset all knobs to normal.

Note that the **convolution reverb** can be CPU-intensive and may have performance issues on older systems. If you are having trouble with clicks & pops, check buffer settings in your DAW, or considering disabling and using an external reverb.

ABOUT THE ARTIST: JILLIAN AVERSA

Jillian Aversa is an award-winning vocalist, composer, performer, and YouTube artist whose shimmering voice has appeared in a medley of projects – from blockbuster video games, film, and hit dance singles to her original New Age/World solo albums. Her many music videos on YouTube have received millions of views.

Graduating from Peabody Conservatory of Music with an extensive background in theater and vocal performance, Jillian commands the stage as well as the studio. In 2013 she began touring as a vocal soloist with Video Games Live, an immersive orchestral concert series. Performing in 14 countries across 5 continents, she has become an international sensation in her own right.

Jillian's "signature sound" can be described as ethereal, emotional, and sometimes features an ethnic flare.

Some Projects Featuring Jillian's Voice:

CREDITS

Instrument Concept & Design: Andrew Aversa
Kontakt Scripting: Mario Krušelj
Editing: Christian Yoder
Art: Dickie Chapin

TROUBLESHOOTING & FEEDBACK

Have you used **Allura** 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.

COPYRIGHT & LICENSE AGREEMENT

The following license is granted non-exclusively to all purchasers of our products. This version (updated December 4, 2017) supersedes any prior printed or digital versions of our license.

Overview
All sound recordings, performances, scripting and/or code contained in this product is the intellectual property of Impact Soundworks unless otherwise noted, and remain the property of Impact Soundworks after the product is purchased. When purchasing an Impact Soundworks product, you are purchasing a non-exclusive license to use, edit, perform, or otherwise utilize these recordings, performances, scripting and/or code for commercial and non-commercial purposes as defined below.

Authorized Users
Depending on the type of customer and usage scenario, authorized users of this license will vary. ALL purchases fall into category A or B.

A. Individual Purchase
This license is extended to customers who are purchasing as the primary user of the product, OR are purchasing on the behalf of another primary user (i.e. as a gift).

The licensee (primary user) MAY install the product on as many computer systems as he or she has access to. However, ONLY the licensee may use the product. No other users are authorized.

B. Corporate, Academic, Institutional Purchase
This license is extended to customers who are purchasing for a multi-user setting, such as a shared studio, networked workstation, computer lab, etc. In this case, the licensee is the *institution* and not any one user.

In contrast with individual purchases, an institutional license applies to ONE computer / workstation. All users of that workstation who belong to the purchasing institution (licensee) shall be considered   authorized users.

However, at no point may multiple authorized users access one license simultaneously. Multiple licenses must be purchased if the product is to be used by multiple users simultaneously.

Scope of License

The licensee is entitled to the use and unlimited editing of the product within the scope of music production, performance, recording, and composition. This includes both non-commercial and commercial usage of all types, including, but not limited to, film scores, television scores, music libraries, video game soundtracks, digital and physical music releases, albums, compilations, etc. Exceptions to this scope are listed below.

The licensee **MAY NOT** use the product in the production of any other sample library or virtual instrument products.

The licensee **MAY NOT** sell individual sounds from a product in any context.

For clarity: The licensee **MAY** use sounds from the product to create individual sound effects (SFX) for use in film, TV, advertising, and video games. However, the licensee cannot sell these sounds individually via marketplace, stock music/stock audio site, etc.

Ownership, Resale, and Transfer

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.