

SAMPLETRIP

SOUND DESIGN & SAMPLING

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AI-03

AI² SYNTHESIS MODULE



Thank you for purchasing
Sampletrip AI-03 PCM Synthesis Module

AI-03 is a Kontakt 5 based sample library inspired by Korg 03R/W AI synthesis module.

The included presets are custom sounds that are mostly ambient, new-age, mono/polysynth and string/pad oriented.

The GUI is based on the new “AI-30 V2” engine with some minor aesthetic improvements and some advanced features.

Up to 4 different “elements” sounds can be layered together to create complex and expressive digital/ambient multisounds.

Each of the sound elements can be fully edited using the various control parameters in a compact user interface.

The multisampled sounds have been recorded at 44.1KHz 24-bit resolution.

Post editing process and looping are done carefully on each sample individually.

REQUIREMENTS

KONTAKT 5 full version 5.8.1 and above is required to run this library
(Not KONTAKT PLAYER).

8 GB of ram is recommended.

SPECIFICATIONS

- 40 Sounds Inspired By AI synthesis module Korg 03R/W.
- 386 Wave Samples At 44.1kHz 24-Bit.
- Total Size Is 832 MB (1,03 GB Before .ncw Compression).
- 80 Snapshots.

HOW TO INSTALL USER SNAPSHOTS:

In the Installation directory locate “Snapshots” folder and place subfolder “AI-03” inside this location in your computer:

On Windows:

C:\Users\<your username>\Documents\Native Instruments\User Content\Kontakt

On Mac OS X:

**Macintosh HD/Users/<User Name>/Documents/Native Instruments/User Content/
Kontakt/**

OVERVIEW:

AI-03 GUI structure resembles the Korg M/T/01 series keyboards appearance:

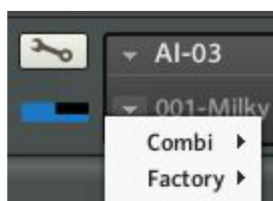


There are “Element” select buttons, edit mode menu buttons/controls for each of the 4 elements, effect section controls as well as mono/poly mode and glide (portamento) controls.

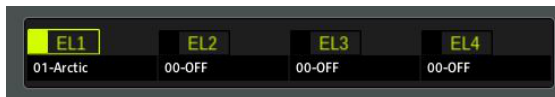
These new features will be described with more details on the next pages.

There are included 80 Presets as “snapshots” which are divided in Combi/Factory categories:

There are provided 40 combi + 40 factory (single) snapshots.



A preset sound can be made up to 4 “Elements” of various multisampled sounds. There are the “green” element buttons to switch between the edit parameters of each one.



There are 40 different sounds sampled from the original Instrument.

Most of them are in the likes of pad, organ, strings, bell, pluck, vocal, percussive, wind or synth wave.

They can be combined and adjusted via the edit controls to create new and interesting sounds that the original synthesizer cannot produce.



VDF Parameters:

There are controls for cutoff, resonance, envelope generator amount and velocity sensitivity.



There are 6 filter types to select from such as lowpass, highpass, bandpass and vowel.



VDA Parameters:

volume, panorama (Left-Right), velocity sensitivity and traditional (ADSR) envelope generator.

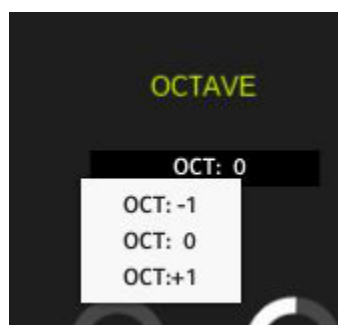


OSC Parameters:

There are octave and interval menus, detune control and (ADSR) envelope for pitch with envelope generator amount control.



Octave Menu:



octave setting can be adjusted to -1, 0, +1.

Interval Menu:



Interval can be set as it seems on the picture above.

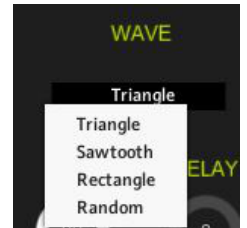
MG Parameters:

Modulation Generator contains a decent amount of controls such as waveform select menu, frequency and delay (time) controls, as well as 4 modulation destinations.

MG can modulate the pitch, volume, VDF cutoff and resonance .



MG
Waveform
menu:



CTRL Parameters:

On the last edit window there are the controls of modulation amount via the mod. wheel and aftertouch midi controls.

Each of the 2 modulation controls can affect the pitch and VDF cutoff.

Cutoff includes an “invert” switch which can reverse (-,+) the mod amount on both controls.



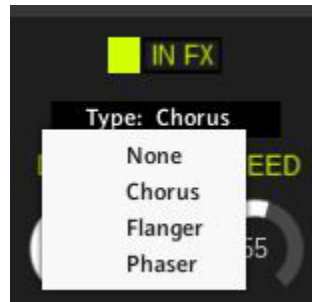
Effects:

There are 2 different sections such as insert and send FX.

Every effect section has different effects to select from & its corresponding parameters & On/Off switch.

1. Insert FX:

There are 3 different effects to select from such as chorus, flanger, phaser & “None” selection (empty).



There are parameters to edit like depth, speed, phase and level (fx amount).



“None” selection deactivates all the controls.



2. Send FX:

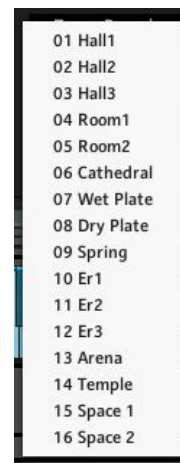
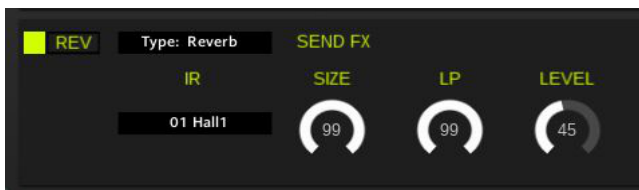
There are 2 different effects in the likes of convolution reverb(IR) and delay.



They can be selected from the corresponding menu to edit their parameters, but unlike the insert FX, these effects run simultaneously.

a) Reverb:

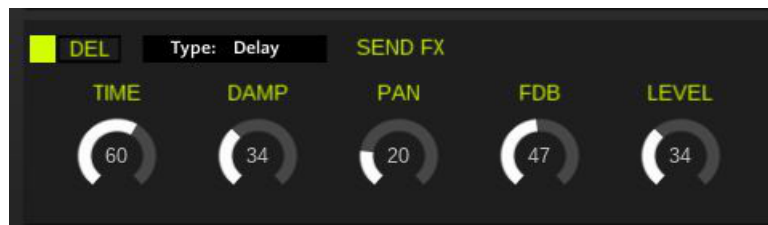
There are parameters like size, LP (lowpass filter) and level (fx amount).



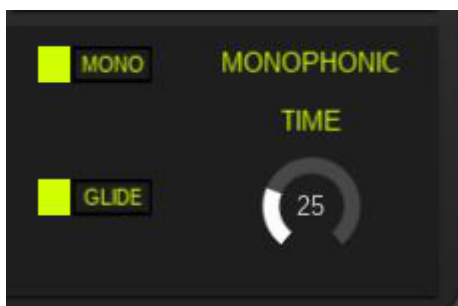
There are 16 different Impulse responses to select from:

b) Delay:

The parameters for this effect are time, damp, pan, feedback and level (fx amount).



Mono/Poly:



Finally on the right bottom there is located the mono/poly switch, the glide (portamento) switch and the glide time amount control.

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