

SAMPLETRIP

SOUND DESIGN & SAMPLING

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KAY-ONE V2

DIGITAL SYNTHESIZER



Thank you for purchasing
Sampletrip Kay-One V2 Digital Synthesizer Module

Kay-One is based on Kawai K1 synthesizer, an underrated digital synth that came in production in late 80s (1988-89).

The sampled sounds contained in this library are mostly custom made programmed sounds on the original hardware synth.

Now it is updated to version 2 with many new features as:

- The GUI is based on the new “AI-30 V2” engine with some minor aesthetic improvements and some advanced features.
- 8 additional multisampled sounds.
- 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 included presets are custom sounds that are mostly ambient, new-age, mono/polysynth and string/pad oriented.

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 Kawai K1 Digital Synthesizer.
- 557 Wave Samples At 48KHz 24-Bit & 44.1KHz 16-bit.
- Total Size Is 1,09 GB (1,44 GB Before .ncw Compression).
- 132 Snapshots.

HOW TO INSTALL USER SNAPSHOTS:

In the Installation directory locate “Snapshots” folder and place subfolder “Kay-One V2” 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:

Kay-One V2 GUI structure is based on the new “AI-30 V2” engine and is more advanced than the older version:



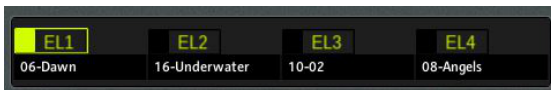
There are “Element” select buttons, edit mode menu buttons/controls for each of the 4 elements, effect section controls as well as mono/poly mode and glide (portamento) controls.

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

There are included 132 Presets as “snapshots” which are divided in 3 categories:



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, strings, bell, pluck, bass, vocal, 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.

00-Off
01-City Lights
02-Darkness
03-DX String 1
04-DX String 2
05-Explorer
06-Dawn
07-AM Strings
08-Angels
09-Night
10-02
11-Return Home
12-Sanitarium
13-Space Pad
14-The Cave
15-Traveler
16-Underwater
17-VM Analog
18-VM Pad
19-VM Saw
20-VM Strings
21-VM Warm
22-Lead 1
23-Lead 2
24-Lead 3
25-Bell & String
26-Cell
27-Utopia
28-Visitors
29-Bats
30-Triangular
31-Haunted
32-String Octave
33-VM 4 Tones
34-VM Tinkle
35-Bellery
36-Orchestral
37-Flute
38-Rubycon
39-Axel
40-Seq. Bass

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.

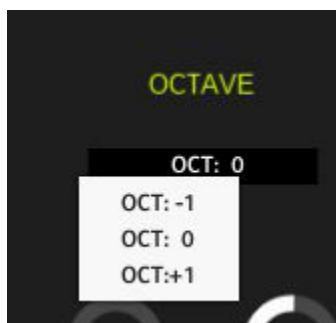


OSC Parameters:

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.

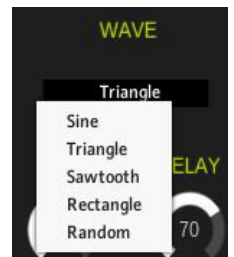
MG Parameters:

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.



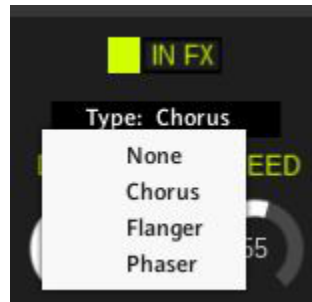
Effects:

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:

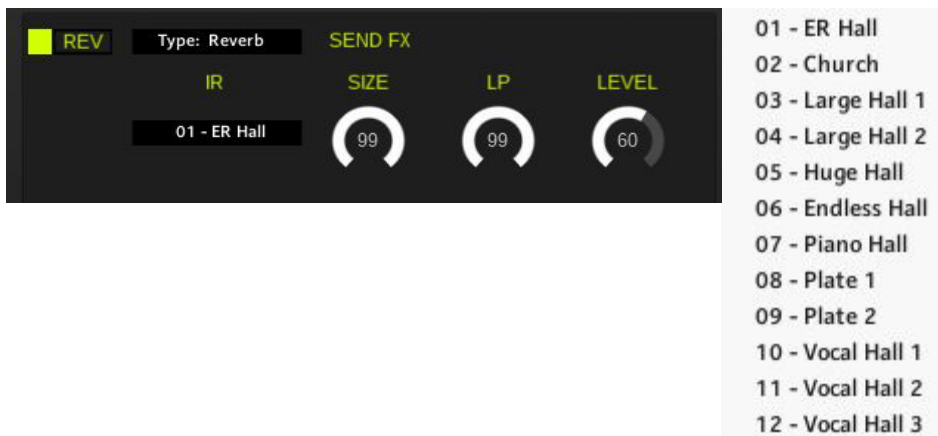
There are 2 different effects in the likes of convolution reverb(IR) and delay.



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

a) Reverb:

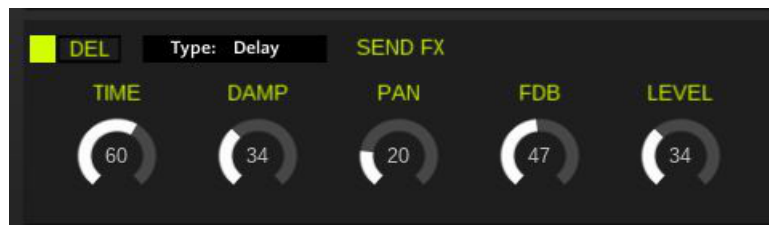
There are parameters like size, LP (lowpass filter) and level (fx amount).



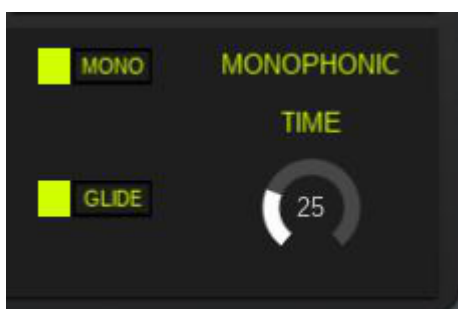
There are 12 different Impulse responses to select from:

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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