CHROMA - UPRIGHT PIANO

MANUAL

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Document Version 1.0

Product Version 1.0

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SYSTEM REQUIREMENTS:

For the latest system requirements, please visit www.sonuscore.com

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Software version: 1.0 (06/2024)

2. WELCOME TO CHROMA - UPRIGHT PIANO

Welcome to Sonuscore's CHROMA - UPRIGHT PIANO. CHROMA is an upright piano library that has been developed in close collaboration with pianists as well as composers. It does not only feature the normal piano sound but also expands the tonal possibilities of the instrument with many different sounds and a core engine to push the limits of the piano.

Since the instrument comes with a great variety of features and possibilities, we've put together this document to guide you through the instrument.

CHROMA - UPRIGHT PIANO is a deeply sampled Upright with every Sound captured by multiple microphones, condensed into four mic positions which are freely mixable.

The main mic positions are FRONT, ABOVE and BELOW, each one recorded with high grade mics and micros and with their own characteristics. The fourth one is RUMBLE. A Geophone which picked up only the low rumble and physical movement of the instrument.

The 27 velocity layers of the normal piano sound and eight round robins of all mechanic sounds make for a super defined and natural dynamic response of the instrument. In addition to that the velocity curve can be adjusted to match the dynamic response to your keyboard.

In addition, we also recorded prepared sounds to expand the tonal possibilities of CHROMA - UPRIGHT PIANO. Beside the normal Keys there are articulations with a felt, palm mutes, plucked notes, flageolets (harmonics), as well as bowed sounds.

Each of those articulations can be played individually or in combination with the others and are also be used by the unique core engine that is able to create a wide range of sounds from rhythmical pulses to moving soundscapes or granular textures.

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3. INSTALLATION AND SETUP

Before you can create music with CHROMA - UPRIGHT PIANO, you must install and set up the necessary software. Follow these instructions to get started:

3.1 Installing CHROMA - UPRIGHT PIANO

You can find the download instructions here or follow these instructions:

- Please download and install Native Instrument's "Native Access" to launch CHROMA – UPRIGHT PIANO.
- Create a user account on https://www.native-instruments.com.
- Copy the serial number of CHROMA - UPRIGHT PIANO. You can find it in your Sonuscore account in the "Orders" menu or in your Order Confirmation E-mail.
- Now open Native Instruments' "Native Access".
- Click on "Add a serial" and paste your serial number. Then you will see CHROMA - UPRIGHT PIANO under "Not Installed". To Install the product, click on "Install".

3.2 Loading CHROMA - UPRIGHT PIANO via Kontakt

CHROMA - UPRIGHT PIANO is not an independent plug-in, so you will first need to open an instance of Native Instrument's free KONTAKT PLAYER before you can start playing.

1. Download and install Native Instrument's FREE KONTAKT PLAYER.
2. Open KONTAKT PLAYER as a plug-in in your host software (DAW), or as a stand-alone application.
3. Locate CHROMA - UPRIGHT PIANO in the Browser, on the left side of the user interface.
4. Click **Instruments** to open the product's content.
5. Double-click the **CHROMA Upright Piano.nki** file to load the instrument.

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4. PAGE LAYOUT

CHROMA - UPRIGHT PIANO is divided into three pages to organize controls in a useful way. The pages are accessible with the corresponding tabs on the top left corner of the UI 1 .

When you open CHROMA, you will land on the Main Page. It provides the most important controls for normal playing.

The engine page contains all controls for the engine, including all exclusive effects.

The mic position mixer, as well as the velocity curve settings are located on the mix page.

Main and engine page are structured in a similar way with the sound selection on the left side 2, the effect section on the right 4, more specific settings on the bottom or the center of the UI 3 and the preset browser on top under the Sonuscore logo 5.

4.1 MAIN PAGE
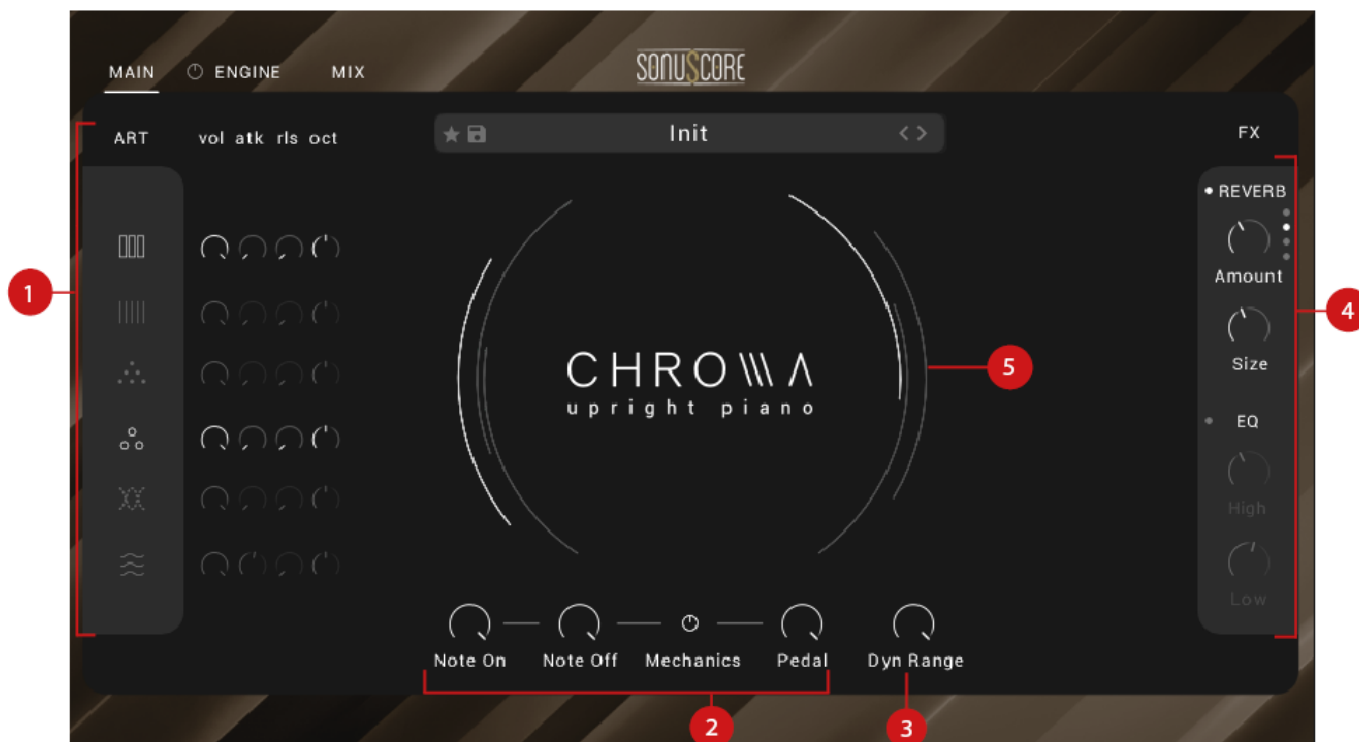
The Main Page includes all the settings that are necessary for the classical playing of the piano except for the mixer of the microphone positions. On the left side are switches to select the different articulations, as well as volume, attack and release settings for each of the sounds. We also added Octave knobs which allow you to pitch the articulation up or down up to 2 octaves 1. Key is your regular piano sound. Felt sounds muffled and warm. Muted has a much shorter tone and less overtones than key while the attack of Plucked sounds brighter. Harm features flageolet notes with a lot of harmonic content. those were not possible to get on all strings, so the range is a bit limited. Bowed is a sustained articulation with scrubbing overtones.

The lower section contains the settings for the mechanic sounds 2, as well as a knob for the dynamic range 3. Turning it down will make the sound softer and more intimate. On the right-hand side is the effects section 4, with a choice of four reverbs and a simple equalizer. The six arcs around the center display the status of the corresponding articulation with their colors 5.

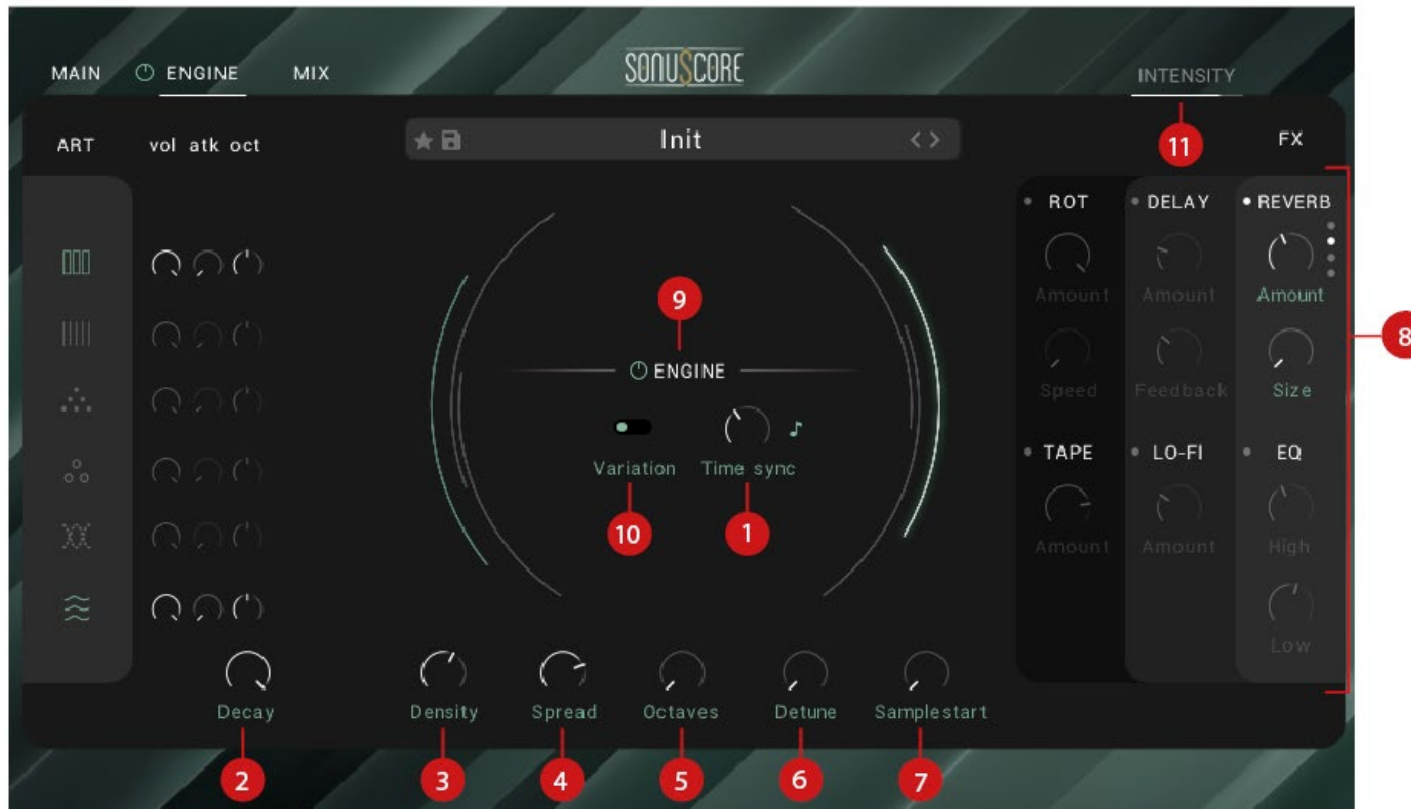**Grey**: The articulation is disabled.
Green: The articulation is enabled in the engine.

White: The articulation is enabled for normal playing.
White with a green glow: The articulation is enabled for normal playing and in the engine.

4.2 ENGINE PAGE

The Engine Page is essentially structured in the same way as the Main Page, except that

all settings refer exclusively to the sounds played by the engine.

However, the release knobs for the articulations are missing here since the length of the engine sounds is determined globally and not by the release time of the ADSR curve.

How long a tone is played depends on the speed-setting of the engine 1, the decay knob 2 and the sustain pedal.

The elements on the bottom offer specific settings for the engine. Basically, the Controls let you set the range in which the respective parameter is randomized.

Density 3: Determines the chance for each chosen Articulation to be played. At the maximum setting, every activated articulation will be played on every pulse. The lower the density, the more the sounds will be spread out across notes. Also keep in mind that a low-density setting will reduce the amount of voices created by the engine.

Spread 4: Sets the range in which each note can be randomly panned.

Octaves 5: Sets the random octave range. 1: Only the played note. 2: The played note + 1 octave. 3: The played note +/- 1 octave. 4: The played note + 2/ - 1 octave.

Detune 6: Sets the range in which each note is randomly detuned.

Sample start 7: Sets the sample start for the engine. A higher value will skip the attack of the samples.

The effects section of the Engine 8 includes its own reverb and EQ, as well as delay, rotator, tape saturation and Lo-Fi. Each Effect can be switched on and off by clicking on the name or the little dotted switch on the left of it.

In the center, instead of the lettering, is the button for activating the engine 9, as well as the tempo settings. The activation switch for the Engine is also displayed in the tab bar and can be accessed from the other GUI pages.

The time-knob 1 determines the speed of the engine which can be set freely in milliseconds or synced to the DAW/Kontakt BPM setting. The little switch on the right of the time-knob lets you change the mode.

With the variation switch 10 turned on the engine time for every note is randomized to the time-knob setting, 50% or 150% of it.

The intensity of the engine is controlled by the modwheel, relative to the played velocity. The modwheel status is displayed via the intensity slider 11 in the top right corner. It is only shown when the engine is activated.

4.3 MIX PAGE
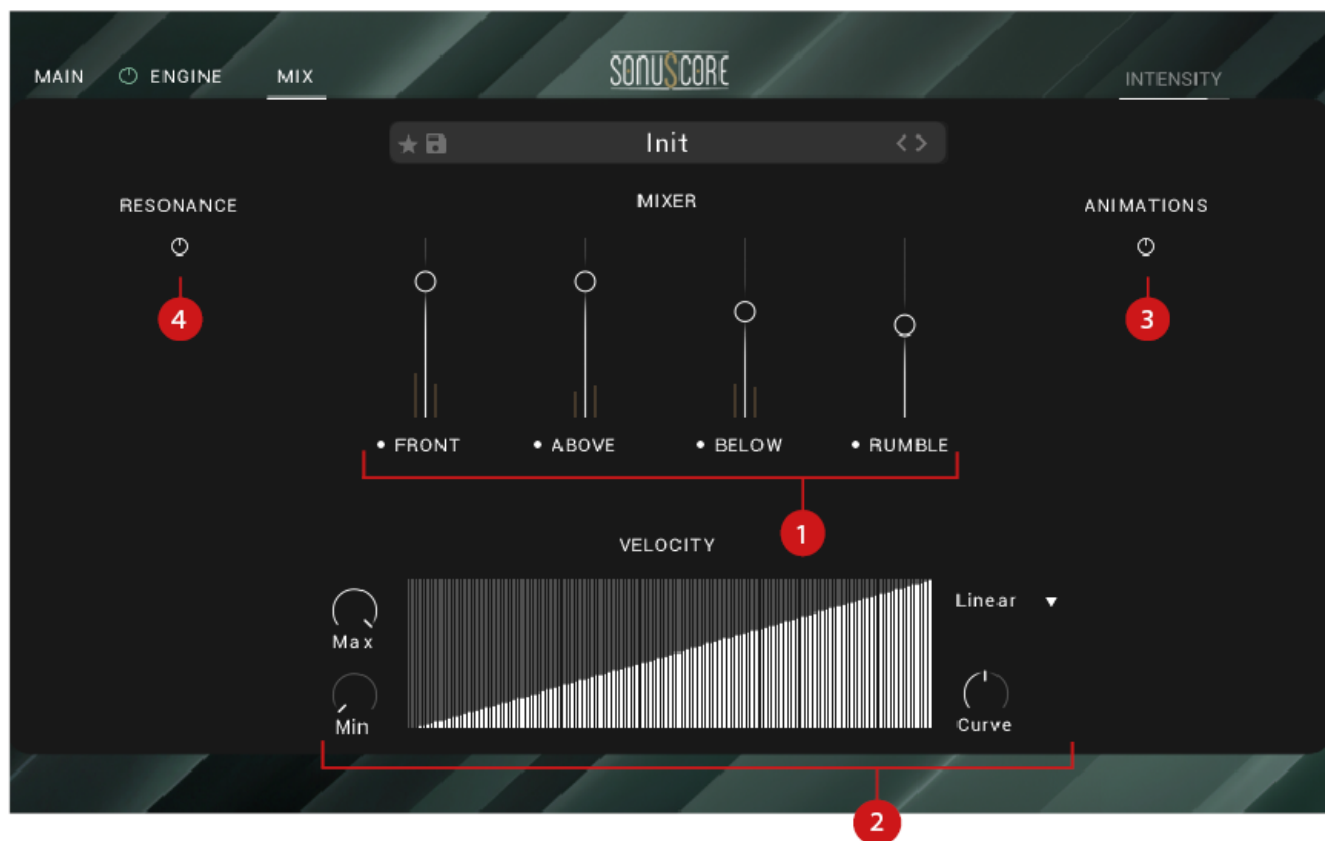
1 The Mix Page contains the faders and activation buttons for the four microphone positions. Keep in mind that the mixer has no effect on the engine which always uses all mic positions.

2 The table on the bottom lets you adjust the velocity curve of CHROMA - UPRIGHT PIANO to match your keyboard and preferred dynamic response. Thus, the velocity curve is not saved into presets but stays the same until it gets changed again. By opening the dropdown menu, you can choose between linear behaviour of the curve, s-curves and a custom mode in which you can edit the curve freely by clicking into the table. Min and max set the limits for the played velocities and curve lets you adjust the curve itself.

3 On the top right there is also a button to switch the animations on and off.

4 We also recorded the KEY articulation with pressed sustain pedal to get the full resonance of the strings. Those notes are played when you press the sustain pedal on CC64. This behaviour can be switched on and off with the RESONANCE button on the top left.

5. PRESETS

5.1 PRESET SELECTOR

With the Preset Selector, you can always switch the currently active preset. By clicking on the Preset Name, you open the Preset Browser.


1 Favourites (star icon): Used for marking and unmarking your favourite presets. You can then filter quickly within the Preset Browser to display only your favourites.

2 Save (disk icon): Saves the current preset as a User Preset. For more information, refer to 9.4 User Presets.

3 Preset Name: Displays the name of the currently selected preset. Click the Preset Name to open the Preset Browser.

4 Browse (<> icons): Enables you to quickly browse and load presets. Pressing an arrow icon will immediately load the previous or next preset in the Browser result list.

5.2 PRESET BROWSER

In the Preset Browser you will find over 90 presets that you can customize according to your wishes and ideas. The Preset Browser contains filters to help you sort all presets by different characteristics as well as an option to scroll through the filtered selection. To open the Preset Browser, click on the name of the preset, located in the upper middle section of every page.

The Preset Browser contains the following features and controls:
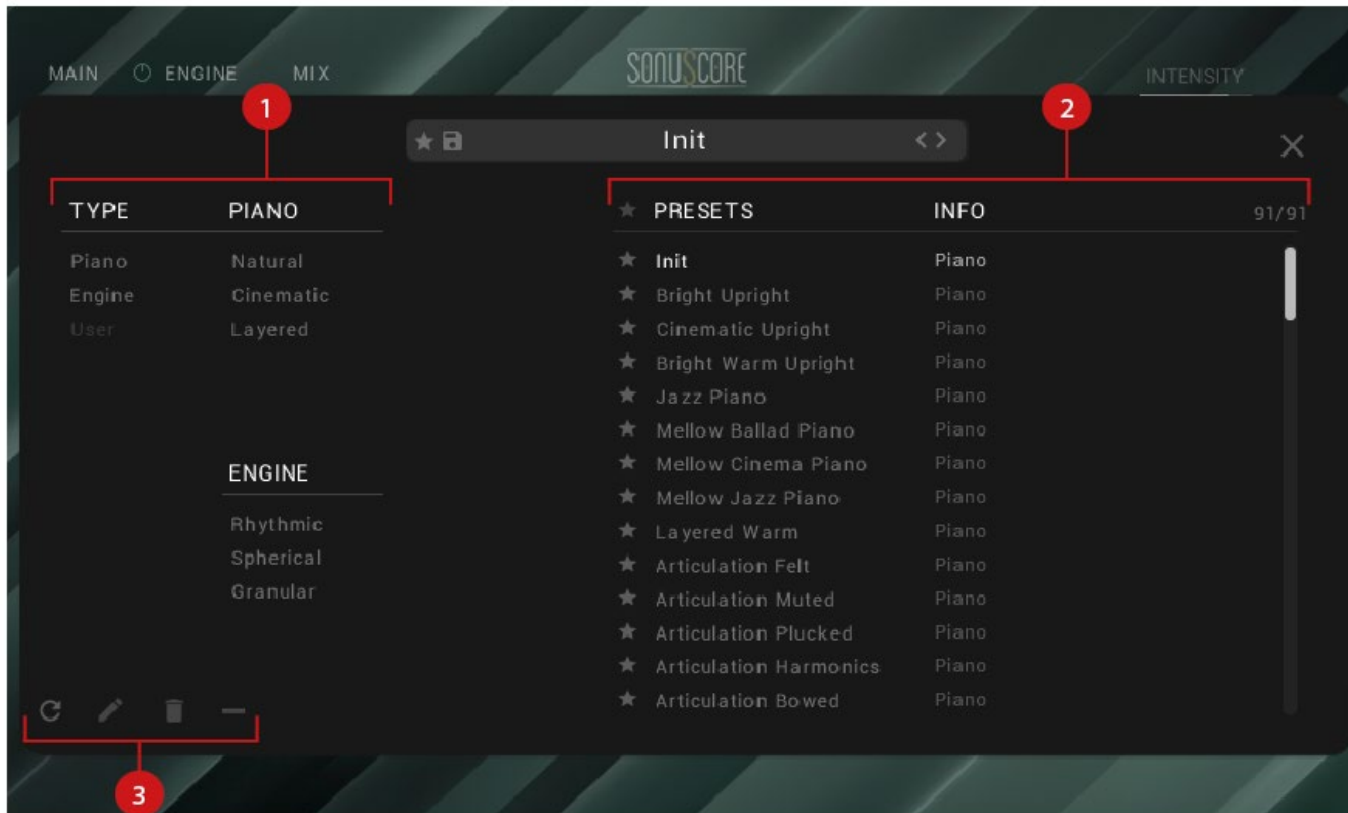
1 **Filters**: Display the filter attributes for regular playing as well as for the engine.

2 **Result List**: Displays a list of presets that include the selected filters. Load a preset by double-clicking its name in the list to automatically leave the Browser, or simply select the name and click the Exit button on the upper right-hand corner. The Info tab shows if the engine or regular sounds are active in the preset.

3 **User Settings**: Contains controls relating to the importing, editing and deleting of User Presets.

5.3 PRESET BROWSER FILTERS

With the filters on the left-hand side of the browser you can quickly scan for specific kinds of sounds.

Unter Type you can display presets that are using the engine, the normal playing and user presets.

The Piano and Engine parts of Factory presets can also be filtered for specific properties.

PIANO

    Natural: Natural piano sounds.

    Cinematic: Different articulations or higher attack settings.

    Layered: More than one articulation activated and mixed together.

ENGINE

    Rhythmic: Rhythmic, defined pulses.

    Spherical: Soundscapes without rhythmical elements.

    Granular: Granular sounds, usually with very fast engine settings.

5.4 USER PRESETS

CHROMA - UPRIGHT PIANO offers a quick and convenient way of saving and organizing custom User Presets. As each preset is accessible as a single file, it is easy to transfer and share User Presets between multiple systems. User Presets are also accessible from within the Preset Browser.

User Presets contain the following features:

Save: Saves the current preset as User Preset. User Presets are saved as single .nka files, into the User Data folder under the installation path you chose in Native Access. If you save a preset directly from the Preset Browser, you can immediately add your tags by simply highlighting them via click before saving them.

User: Contains all saved User Presets. Select this category to filter the result list by User Presets.

Scan: Searches the User Data folder of your CHROMA - UPRIGHT PIANO installation for .nka files and enables you to import User Presets e.g. from different devices.

Edit: Enables you to assign tags to your User Preset. Press the Confirm button (tick icon) to save your settings, or the Close button (x icon) to cancel the process.

Delete: Removes the User Preset from the Preset Browser.

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5.4.1 SAVING A USER PRESET

To save the current preset as a User Preset:

1. Click on the Save icon next to the Preset Selector
2. Enter a new name
3. Click the checkmark to save the User Preset, or cancel the process by clicking the cross
4. The User Preset is saved and is available within the Preset Browser

5.4.2 IMPORTING A USER PRESET

To import User Presets:

1. Copy the .nka files of your choice into the User Data folder in the installation directory of CHROMA - UPRIGHT PIANO.
2. Open the Preset Browser.
3. Press the Scan Button.

The new User Preset is imported from the User Data folder.

5.4.3 EDITING A USER PRESET

To edit a User Preset:

1. Open the Preset Browser.
2. Select a User Preset.
3. Click the Edit button (pencil icon).
4. Change the name of the preset.
5. Click the Confirm button.

6. CREDITS

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