Welcome to the Soundiron Street Erhu phrase library. Street Erhu is a truly unique live-performance phrase library featuring over 4600 high-quality traditional Chinese Erhu violin phrases. Weighing in at over 6 GB of content, this collection covers 8 different Erhu violins, ranging from bass to treble and in a variety of tunings. This one-of-a-kind library combines the authenticity of an emotive street musician with granular deep sampling fully controllable through our powerful custom user interface.

The Erhu is a traditional two-string Chinese violin and has a resonating body usually made of goat or snake skin but lacks a fingerboard. The bow is passed between the two strings so as to be in constant contact with one of them, a feature which lends itself to the ceaseless playing style associated with the instrument.

For the creation of Street Erhu, we worked with veteran street performer Qi Xin Huang and local Erhu craftsman Kenneth Lam. Qi Xin's playing is raw, emotive and authentic, evoking a traditional flavor not possible with a sterile and overly rigid performance. Ken not only crafted many of Erhu recorded for Street Erhu, but also graciously served as translator for us, making communication across the language barrier possible.

The Erhu violin is a traditional instrument in the purest sense of the word; one can almost hear the thousand years of cultural mores and heritage as it is being played. Each erhu sampled in this library offers its own unique flavor, creating a palette of different sounds fit for any stylistic need.

Each erhu set features a number of songs and motifs, offering between 24 and 36 individual phrases per song. New songs can be loaded instantly using a dropdown selector menu or easy keyswitches. Also included is a built-in 40-step phrase sequencer with multiple playback modes that can be shown and hidden as needed.

This library features 83 presets for Kontakt. There are 1328 bass erhu, 2543 mid-range erhu and 341 treble erhu phrases recorded in a dry studio environment, plus 398 bowing and fingering sfx. There are also 12 additional songs recorded live on busy city streets and 40 songs recorded in a bustling underground subway station. We've also included 48 ambiences created from the source material allowing users to experiment with a wide range of soundscapes and FX. As always there is a range of automatable LFO, EQ, filter, custom convolution and sound-shaping systems to expand on the creative possibilities that this library offers.

SOUNDIRON
Street Erhu
version **1.0**

OVERVIEW

83 open-format Kontakt instruments (*43 K4 presets / 40 K5 presets*)
4710 Samples
6.3 GB Installed
24bit / 48kHz stereo PCM wav samples (non-encrypted)
Powerful custom performance and FX control interface
Bonus: 48 unique FX ambiences and atmospheres
Bonus: 46 custom convolution reverb impulses

Note:
- The full version of Kontakt 4.2.4 or later is required for all K4 presets
- The full version of Kontakt 5.0.2 or later is required for all K5 presets
- The free Kontakt "Player" does not support this library.

CREDITS

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ABOUT THIS LIBRARY

Fidelity

This library was recorded in wide stereo at 48kHz / 24bit., with some content recorded in a lush natural hall environment, so you'll hear room coloration and tone as well as a few background impurities in some samples, especially in the hall far C mic position. We feel these subtle natural imperfections add life and character to the sound. Therefore, please keep in mind that this library isn't designed to provide perfectly quiet or sterile samples.

Format Accessibility

All of the sample content and impulse files are included as standard non-encrypted PCM wav files and standard open-format Kontakt presets to allow you easy access to manipulate, reprogram and customize the sounds however you prefer. We know that it's important for many users to be able to go beyond the limitations of any one sampler or preset structure, so we've kept this library's directories and files open for advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

Keep in mind that to use and/or edit the Kontakt presets, you'll need the full retail version of Native Instruments Kontakt 4.2.4 (K4) or Kontakt 5.0.2 (K5) or later. Please be aware that the free Kontakt "Player" and any other version or form of Kontakt that came bundled with any other library or software product (other than NI's "Komplete" package) will not support this library. The free Kontakt Player is NOT a full version of Kontakt and cannot load or play standard open-format Kontakt instruments or libraries.

Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

While you can reprogram the samples or presets to other formats, we always recommend using Kontakt for best results, since it widely considered the industry standard and easily the most powerful sample programming and playback platform on the market. However, if you wish to convert or reprogram the wav files and instrument presets into any other sampler or softsynth format, be aware that not all settings and properties will translate accurately, reliably or even at all from one instrument or audio format to the next, due to vast differences in standards, behaviors, structures and capabilities that each platform relies on.

Custom Convolution Impulses

We enjoy capturing the unique acoustic characteristics of spaces and locations that we come across from time to time. Sampling environments is similar to sampling instruments in many ways. It's done with portable loudspeakers to produce a special sine wave sweep that covers a wide spectrum, from 22 Hz to 22 kHz. We then use dedicated deconvolution software to decode the resulting audio into an impulse response file, which is a wav file with special phase, frequency and timing information embedded in the audio.

Most impulses sound like an odd sort of sharp snap, like a balloon pop or starting pistol fired in the environment that was captured – which is is in fact how impulses used to be made. When loaded into a compatible convolution reverb effect (such as the one built into Kontakt), these impulses impart their sonic properties fairly well into most sounds. Of course, it's an imperfect science and much is lost in the translation, especially if the sound being played through it also has it's own strong tonal, phase or reflective properties. Sometimes the results are incredibly lifelike. Sometimes they're awful. It all depends on the sound, the impulse, the plugin and the settings used. Then again, you may find some unexpectedly useful and interesting results through a little experimentation.

We've included a hand-selected collection of impulse files that we think compliment this library's sound. You can load them into most instrument presets by using the "Convolution" control panel tab and selecting an impulse from the Impulse drop-down menu. You can also manually import any of the wavs in the Impulses directory into any IR wav-compatible convolution effect plugin of your choice. Just please just make sure to keep your speakers or headphones turned down while you experiment. Convolution processing can often create powerful and piercing resonances when applied to many audio sources – especially loud sounds that contain strong mid to low frequency harmonic components.

System Requirements

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 4GB of system ram, a quad-core cpu and a 7200 rpm SATA hard disk or better before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on older machines.

Download & Installation

We provide the Continuata Download Manager to offer high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You'll also need Java v1.6 or later. You may also need to add special permissions to your security software for the downloader, if it blocks applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Make sure to leave out any spaces before or after the code. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is <u>fully</u> complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

Don't move, rename, delete or modify <u>any</u> of the files or folders created during the download until after you see the status message for all files in your download queue display the word "**INSTALLED**". Please don't close the downloader while it's actively downloading, unless you press the pause button first. To resume downloading,

press the Resume button. If you need to resume downloading after closing the downloader, run it again and enter your code and press Download again. Then select the same download/installation location on your computer that you chose originally.

If the downloader reports a DL Error or Install error, it will usually try to download the file again until it successfully downloads and verifies all the data it needs. It's best to allow it to finish the process before trying to move or access the library data. Please see your download email for more detailed instructions.

Manual Download

If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code and the email address you used to order. Or, if you used the downloader originally, but you need to re-install the library manually for any reason at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library. Please note that Stuffit Expander and Winzip **DON'T** support many types of common rar files.

Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow presets to finish loading completely before loading a new one. You can't use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view. The "Add-Library" function does not support this product or any other open-format Kontakt library. This library doesn't require any special activation.
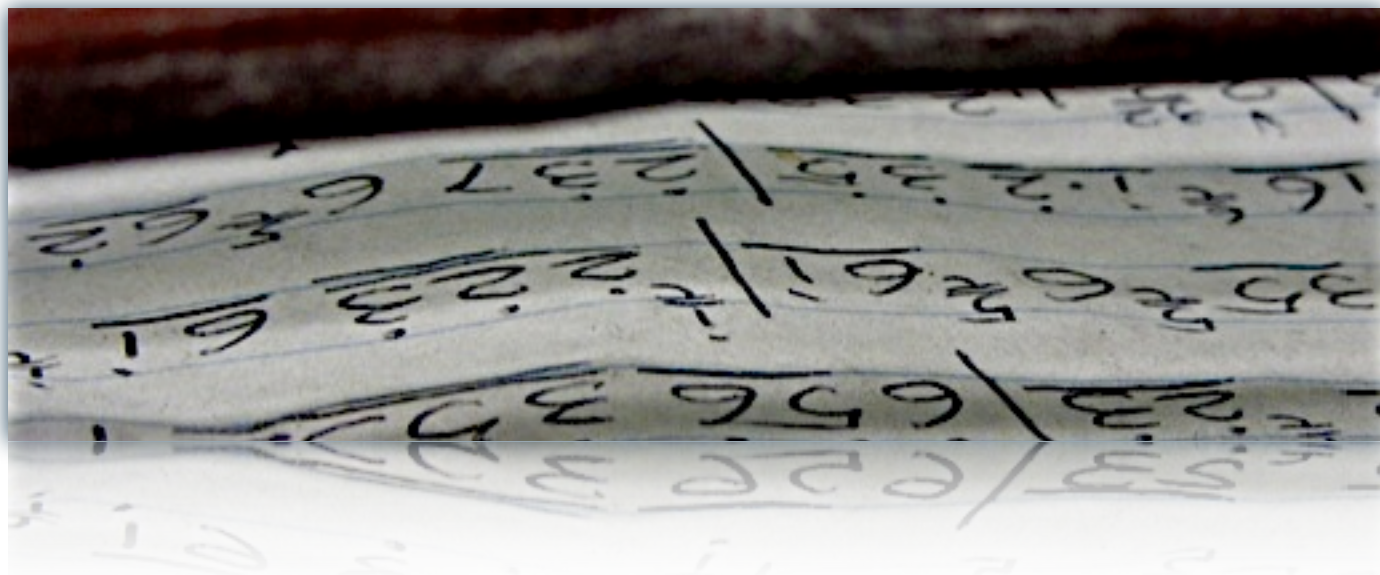
Main Front Panel Controls

This instrument has a variety of special front panel performance controls that allow deep real-time performance customization. Not all instrument presets include all controls listed below. Included controls depend on the specific features suitable for each preset. Some may also use alternate CC mappings. You can see each control's assignment by clicking on each UI control to display the "hint" text in the Info bar at the bottom of Kontakt. These controls are included in most presets and control basic sound-shaping

Swell - (CC72)
This knob smoothly controls volume swelling for the instrument, allowing you to fine-tune volume, or fast or slow fades over time.

Attack - (CC 94)
This knob controls the sharpness of attack. Increasing the value causes the sound to attack more softly.

Offset - (CC91)
This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound. Use this control in conjunction with the Waveform Window and the offset marker to accurately cut into a phrase at any point.

Release - (CC93)
This controls the release time of the main note samples. Lower settings cause the sound to be damped and cut off, while higher settings allow notes to blend together.

Speed - (CC 73)
This knob controls the playback speed of the phrase using the Time Machine 2 (K4) or Time Machine Pro (K5) playback engines. While the authentic nature of Street Erhu's performance does not allow for tempo-syncing, the Speed knob can be used to achieve similar results. Please note, TMPro can allow for much smoother time stretching, but requires more CPU power.

Stepping
This knob controls the amount of pitch stepping, allowing users to globally tune an instrument up or down by +- 36 semitones.

XFade
This knob controls the amount of crossfade between phrases in both legato and sequencer modes.

Bow Vol.
This knob controls the volume of performance sound FX (bow scrapes, breathing, etc.) that play in between phrases. Turn all the way down to disable.

Legato Button
This button toggles legato mode on/off.

Song Menu
Phrases in Street Erhu are divided into a series of songs. Use this dropdown menu to select the active song for playback. In non-lite patches, the green keyswitches on Kontakt's built-in keyboard can be used to quickly switch between songs on-the-fly.

Waveform Window
The waveform view displays the waveform of the most recently played phrase. Useful with Offset.

Offset Marker
This glowing green bar indicates where sample playback will start from when using the Offset control. As users move the Offset knob, the bar will move along the top of the Waveform Window.

Sequencer Show
This button shows or hides the Sequencer panel that allows for custom phrase patterns to be sequenced.

Sequencer On/Off
This button toggles sequencer mode on/off.

Button Bar (LFO, EQ, Reverb, Filter)
These buttons change which controls are displayed on the lower right panel of the UI, allowing one to control the various attributes of each effect. See more detailed descriptions of these controls later in this document.

Ambience Controls

Ambience presets contain most of the standard sound-shaping controls as normal presets, but also offer some different functionality.

Speed
In ambience presets, the Speed knob controls the speed of the pseudo-legato pitch bend when it is enabled. When turned all the way down, the bend is slow; turned all the way up, the bend is fast.

Bending Button
This button toggles on/off simulated pitch bending during legato transitions.

Low
This knob controls the active ambience for the Low layer.

High
This knob controls the active ambience for the High layer.

Blend
This knob blends between the Low and High layers, allowing users to morph between any two ambiences.

XFade
This knob controls the amount of crossfade between samples during legato transitions.

Polyphony
This knob controls the available number of separate legato positions. Using this allows for up to three separate legato melodies to be played simultaneously.

Range
This knob controls the interval range within which a legato transition will occur. When used with Polyphony, any legato transition played grater than this setting will trigger another legato position.

Sequencer Controls

Street Erhu features a flexible phrase sequencer built-in to each applicable preset, allowing users to easily sequence phrases into custom songs that be played back using a customizable trigger key. In Kontakt 5 preset versions, user sequences can also be saved and loaded.

Steps
This value adjusts the number of steps in the sequence, allowing for anywhere from 1 to 40 phrases in a sequence. When changed, the number of editable step boxes on the right will change accordingly.

Playback Direction
This dropdown menu is used to change the playback order of the sequence. The choices are:
- Fwd. 1-Shot - Plays the sequence forward once then stops.
- Fwd. Loop - Plays the sequence in order endlessly so long as the trigger key is held.
- Bwd. 1-Shot - Plays the sequence in reverse order once before stopping.
- Bwd. Loop - Plays the sequence in reverse order endlessly on until the trigger key is released.
- Random - Plays the sequence randomly until the trigger key is released.
- Knob Follow - This special mode only plays the phrase slot indicated by the "Start" knob. This mode can be used to automate a sequence using a midi controller or to playback a recorded sequence.

Start - (CC74)
This knob is used to set the playback position of the sequence. Normally, the sequence will always move on after a phrase is finished playing, but this knob can be used to change the next playback slot on-the-fly.

Duration
This knob controls the playback duration of phrases. This works as a sort of reverse offset, ending the phrase and playing the next one before the actual end of the phrase.

Save Button
*Kontakt 5 presets only. Clicking this button opens up a file dialog window, allowing users to save all sequencer settings for later loading.

Load Button
*Kontakt 5 presets only. Clicking this button opens up a file dialog window, allowing users to load custom sequencer settings.

Trigger Key
Denoted by the Red key on Kontakt's built-in keyboard, this is the key that is actually used to playback the sequencer. This value edit can be used to customize which key users want to use to trigger playback of the sequencer. Please note that while a sequence is playing, users can still use the blue keys to play phrases like normal, allowing for creative phrase layering.

Phrase Step Value Boxes
Each of these boxes on the right side of the sequencer panel represents a step in the sequence. The number represents the key number of the phrase. For instance, "24" refers to the phrase mapped to C0 and the sequencer would play that phrase when it played that step in the sequence. Each song in Street Erhu has anywhere from 24 to 36 phrases, which are mapped from key 24 (C0) to 59 (B2).

Keyswitches

Presets in Street Erhu have a number of keyswitches -- special functions mapped to keys on the keyboard -- that can be used to quickly access a number of features. The Blue keys function normally. The Green keyswitches, present in any non-lite preset, can be used to quickly switch between any song in each preset. The Red key (only visible when the sequencer is set to "On") is used as the trigger key for sequencer mode and is used to control playback of the sequence.

LFO Controls

Most presets also include integrated LFO controls for Volume. These allow you to create subtle or extreme tremolo effects. At the highest settings, they can simulate classic grainy AM/FM ring mod style effects.

Waveform
This dropdown selects the waveform for the particular LFO. The values are Sine, Triangle, Rectangle, Sawtooth and Random.

Intensity
This controls the depth of the LFO. Turning this know all the way down to the left will turn off the LFO completely.

Rate
This controls the speed of the LFO. In free mode, it is smoothly sweepable in real-time and displays the current speed in Hertz (Hz). In Synch Mode, it displays standard time signature divisions, relative to Kontakt's current internal tempo, which can also be controlled by your host sequencer. Please be aware that if an LFO is in Synch Mode, you may hear clicking or popping if you change its time signature Rate value knob while any notes are still currently playing. This is due to functional limitations within Kontakt's internal scripting engine and LFO synching system. If you wish to change the speed of the LFO in real-time while notes are playing, we recommend using "Free" mode.

Syncing Switch
This allows you to switch between freely adjustable LFO speed control and tempo-synching mode. If you toggle between these modes in real-time, each mode will remember the last selected value you set for that mode.

Equalizer (EQ)

On/Off
This button enables/disables the 3 Band EQ.

Low Gain
This knob sets the amount of gain for the low band.

Mid Gain
This knob sets the amount of gain for the mid band.

High Gain
This knob sets the amount of gain for the high band.

Mid Frequency
This sets the center frequency for the mid band.

Pro53 Low-Pass Filter

On/Off
This button enables/disables the Lowpass Filter effect.

Cutoff
This knob sets the filter cut-off frequency.

Resonance
This knob sets the amount of filter resonance.

LFO Button
Toggles the LFO for Cutoff Frequency. Disables the Cutoff knob.

Waveform
This dropdown selects the waveform for the particular LFO. The values are Sine, Triangle, Rectangle, Sawtooth and Random.

Syncing Button
Toggles tempo-syncing of the LFO.

Intensity
This knob sets the LFO intensity.

Rate
This controls the speed of the LFO. In free mode, it is sweepable in real-time and displays the speed in Hertz (Hz). In Sync Mode, it displays standard time signature divisions, relative to Kontakt's current internal tempo, which can also be controlled by your host sequencer.

Convolution Reverb Controls

We've incorporated our custom convolution impulses into each instrument preset, with full control over all available convolution effect parameters.

Convolution On/Off
This button enables/disables the convolution reverb effect.

Custom On/Off
Turning this button "On" allows for custom impulse loading. It bypasses the ability to load any of our provided impulses so users can save custom presets with custom impulses.

Dry
Sets the amount of dry gain (+/-) that is passed through the effect.

Wet
Sets the amount of wet gain (+/-) that is passed through the effect.

Size
Sets the simulated room size of the convolution.

Low Pass
Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

High Pass
Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Delay
Sets the amount of pre-delay time before the wet signal is returned

Impulse menus
These menus allow you to select from a wide variety of custom convolution reverb impulses that we've personally captured or created for you, separated into experimental FX impulses and simulated real-world spaces.

Effects
This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

Spaces
This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.

Preset Versions

Street Erhu contains separate presets for Kontakt 4 and Kontakt 5. The Kontakt 5 presets are recommended since they offer the most functionality.

Kontakt 5 Exclusive Features:

- Improved time-stretching capability. Using Kontakt 5's improved Time Machine Pro engine, K5 presets offer smoother and more realistic time stretching and pitch shifting. While TMPro does require more CPU power, the quality difference versus Kontakt 4's Time Machine 2 engine is worth it.
- User-create custom sequence preset saving and loading. Kontakt 5 presets feature the ability to save and load step sequencer settings, allowing users to save and custom songs they make without needing to save off new nki presets. Included is a "Default" sequencer preset that restores default sequencer settings.
- Improved sequencer playback. Kontakt 5 presets feature more intuitive playback of a song sequence using the trigger key on the keyboard. In Kontakt 4 presets, the sequencer will finish playing an entire phrase before stopping playback when the trigger key is released. In Kontakt 5 the trigger key behaves more normally, meaning the phrase will stop playback as soon as the trigger key is released.

Preset Categories

Street Erhu includes Timestretching and Non-timestretching versions of every preset, as well as Kontakt 4 and Kontakt 5 versions of each, and Normal and Lite presets for each Kontakt version.

Timestretch:

Timestretch presets allow the playback speed of the samples to be adjusted using a UI knob or midi CC. Kontakt 5 versions of these presets are recommended since they utilize the newer and more robust Time Machine Pro engine as opposed to Kontakt 4's Time Machine 2. While the pure and authentic street performance nature of Street Erhu prohibits tempo-syncing, the Timestretch presets can be used to achieve similar results.

Please Note: If you experience any "popping" at the end of any Erhu phrases when using Timestretch presets, this is due to a sample rate mismatch between audio drivers and the recorded sample rate, which is 48000 Hz in the case of Street Erhu. When there is a rate mismatch, a bug in Kontakt's Time Machine engines causes the samples to "pop." The solution is to make sure your audio driver's sample rate, as well as Kontakt's sample rate, is set to 48000 Hz and then restart Kontakt. If this solution does not work or you find you must work in a 44100 Hz environment, you can downsample the provide wave files or we can provide you with and alternate sample pack.

Non-timestretch:

These Non-timestretch presets have all the same capabilities as the timestretch presets except for the speed control. Samples in these presets can only be played back at the recorded tempo. These also provide the smoothest and cleanest audio quality, without the risk of audio artifacts such as pops and clicks that are often caused by the Kontakt time-stretching engines.

Main Presets:

These presets load all sample data of all the songs directly into system ram. They are designed for use on computers with 64-bit Operating Systems and a large quantity of available ram. On more powerful computers, these presets provide the best overall performance and real-time song-switching with the help of the song-selection key-switches. Please use caution when attempting to load these files, as they may cause system instability, crashes and other problems if insufficient system resources are available. One benefit of using these presets is the availability of quick key-switches to switch the song.

Lite Presets:

All presets also include low-memory "lite" versions. These presets dynamically load and unload individual songs into memory using the song selection menu in order to conserve system resources. As a consequence, the key-switches that allow instant song changing are not available in Lite presets.

Please Note: If you play back a sample before the entire song or preset data is loaded into memory, Kontakt may sometimes appear to become unresponsive for a short time. This is a bug between Kontakt's background loading and the waveform display window. Normal functionality will resume after all samples are loaded.

INSTRUMENT PROGRAMS

High Erhu

A coconut and broomstick erhu that is high pitched and shrill.

    Song 1 - C0 - B2
    Song 2 - C0 - C#2
    Song 3 - C0 - G2
    Song 4 - C0 - A#2
    Song 5 - C0 - B2
    Song 6 - C0 - B2
    Song 7 - C0 - A#2
    Song 8 - C0 - A#2
    Song 9 - C0 - A
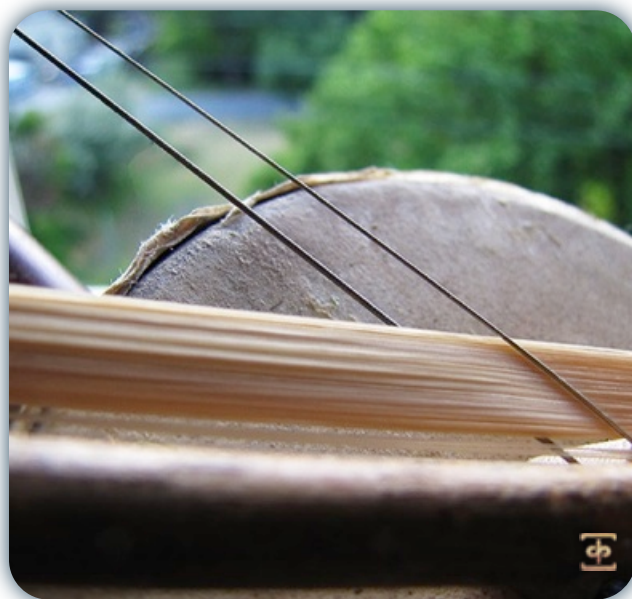   Song 10 - C0 - B2

Low Erhu 1

An erhu with more bass and a woodier sound.

    Song 1 - C0 - G2
    Song 2 - C0 - D2
    Song 3 - C0 - B2
    Song 4 - C0 - G2
    Song 5 - C0 - C2
    Song 6 - C0 - D#2
    Song 7 - C0 - D#2
    Song 8 - C0 - B1
    Song 9 - C0 - F#2
    Song 10 - C0 - B2
    Song 11 - C0 - F#2
    Song 12 - C0 - D#2
    Song 13 - C0 - A2
    Song 14 - C0 - B2
    Song 15 - C0 - F2
    Song 16 - C0 - B1
    Song 17 - C0 - B1
    Song 18 - C0 - B2
    Song 19 - C0 - A#2
    Song 20 - C0 - B2
    Song 21 - C0 - C2
    Song 22 - C0 - B2
    Song 23 - C0 - A2
    Song 24 - C0 - F#2
    Song 25 - C0 - A2

Low Erhu 2

More low, bass erhu songs.

    Song 1 - C0 - C2
    Song 2 - C0 - C2
    Song 3 - C0 - C2
    Song 4 - C0 - C#2
    Song 5 - C0 - G2
    Song 6 - C0 - B1
    Song 7 - C0 - B1
    Song 8 - C0 - E2
    Song 9 - C0 - B1
    Song 10 - C0 - D2
    Song 11 - C0 - F2
    Song 12 - C0 - B2
    Song 13 - C0 - B1
    Song 14 - C0 - D2
    Song 15 - C0 - C#2
    Song 16 - C0 - E2
    Song 17 - C0 - B1
    Song 18 - C0 - B2
    Song 19 - C0 - A#2
    Song 20 - C0 - E2

Mid Erhu 1

Erhu with a balanced tone.
  Song 1 - C0 - E2
  Song 2 - C0 - B2
  Song 3 - C0 - B1
  Song 3a - C0 - C2
  Song 3b - C0 - B1
  Song 4a - C0 - B2
  Song 4b - C0 - G2
  Song 5 - C0 - F#2
  Song 6 - C0 - B1
  Song 7 - C0 - F2
  Song 8 - C0 - B2
  Song 9 - C0 - B2
  Song 10 - C0 - C2
  Song 11 - C0 - G#2

Mid Erhu 2

More songs for the mid-range erhu.
  Song 1 - C0 - A#2
  Song 2 - C0 - G#2
  Song 3 - C0 - B1
  Song 4 - C0 - B1
  Song 5 - C0 - B2
  Song 6 - C0 - D#2

Mid Erhu 3

More songs for the mid-range erhu.
  Song 1 - C0 - C#2
  Song 2 - C0 - B2
  Song 3 - C0 - G2
  Song 4 - C0 - E2
  Song 5 - C0 - F2
  Song 6 - C0 - B2
  Song 7 - C0 - B1
  Song 8 - C0 - B1
  Song 9 - C0 - B1
  Song 10 - C0 - B1
  Song 11 - C0 - G2
  Song 12 - C0 - C2
  Song 13 - C0 - B2
  Song 14 - C0 - B1
  Song 15 - C0 - B1
  Song 16 - C0 - D#1

Mid Erhu 4

More songs for the mid-range erhu.
  Song 1 - C0 - B2
  Song 2 - C0 - B2
  Song 3 - C0 - G2
  Song 4 - C0 - C2
  Song 5 - C0 - B2
  Song 6 - C0 - B2
  Song 7 - C0 - B2
  Song 8 - C0 - A#2
  Song 9 - C0 - B1
  Song 10 - C0 - G2
  Song 11 - C0 - B2
  Song 12 - C0 - C2
  Song 13 - C0 - F#2
  Song 14 - C0 - A2
  Song 15 - C0 - G2
  Song 16 - C0 - A#2
  Song 17 - C0 - B2
  Song 18 - C0 - F#2
  Song 19 - C0 - C2
  Song 20 - C0 - B2

Mid Erhu 5
More songs for the mid-range erhu.
- Song 1 - C0 - D#2
- Song 2a - C0 - C2
- Song 2b - C0 - G#2
- Song 2c - C0 - F2
- Song 2d - C0 - G#2
- Song 3 - C0 - B1
- Song 4 - C0 - B1
- Song 5 - C0 - A2
- Song 6 - C0 - B2
- Song 7 - C0 - B1
- Song 8 - C0 - D#2
- Song 9 - C0 - B2
- Song 10 - C0 - F2
- Song 11 - C0 - F#2
- Song 12 - C0 - G#2
- Song 13 - C0 - E2
- Song 14 - C0 - F2
- Song 15 - C0 - B2
- Song 16 - C0 - B2

Mid Erhu 6
More songs for the mid-range erhu.
- Song 1a - C0 - A#2
- Song 1b - C0 - C#2
- Song 2 - C0 - B1
- Song 3 - C0 - B2
- Song 4 - C0 - E2
- Song 5 - C0 - A#2
- Song 6 - C0 - C2
- Song 7 - C0 - B2
- Song 8 - C0 - C2

Street Erhu
Live recordings of Xi Qin playing erhu in real environments. Suitable for environmental ambiences or soundscapes.
- City Street - C0 - B0
- Subway high cls- C0 - D#1
- Subway high far - C0 - F#0
- Subway low cls - C0 - A#0
- Subway low far - C0 - F0

AMBIENCES

These are complex, evolving soundscapes made from the raw erhu source material, using a variety of specialized sound design tools and techniques. These presets allow simulated legato transition and bending, as well as multi-layered sound selection and smooth cross-blending
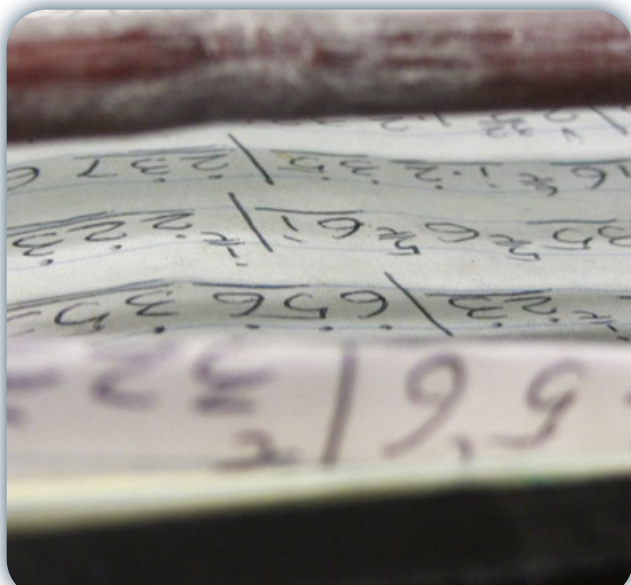
Blurmaids & Blurmen.nki
22 additional looping, blendable ambiences with a watery vibe and constant transition - C-2 - G8

Grizhu.nki
16 additional looping, blendable ambiences with a thick, dark, monstrous feel - C-2 - G8
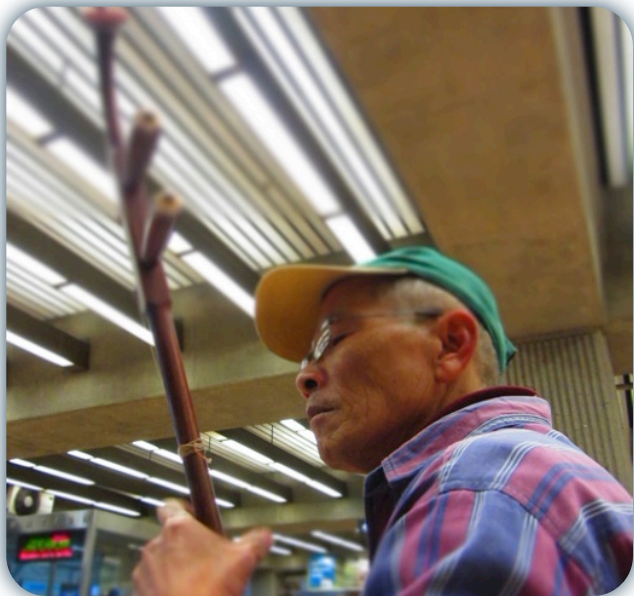
Krizhu.nki
10 additional looping, blendable ambiences with a great deal of movement and texture - C-2 - G8

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Chris, Gregg and Mike

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