

SPACE AGE VIBRAPHONE - USER GUIDE



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INTRODUCTION

Thank you and welcome to the Space Age! The vibraphone is one of the essential colors from the palette of the mid-century studio orchestra. **SPACE AGE VIBRAPHONE** allows you to bring the shimmering textures, ethereal effects, and dynamic percussive energy of this unique and beautiful instrument to your music, in an inspiring and playable virtual instrument.

This library includes unique features inspired by the music of legendary composers and arrangers such as Henry Mancini, Nelson Riddle, Quincy Jones, and many others. Garnish your musical cocktail with this inspiring addition to the **SPACE AGE ORCHESTRA** collection.

GETTING STARTED

INSTALLATION

For the most up-to-date information on installing the library, please visit the dedicated support page on our website found here:

<https://authentic-soundware.com/support/install-kontakt-full>

LOADING THE INSTRUMENT IN KONTAKT

For the most up-to-date information about how to load our instruments in Kontakt, please visit the dedicated support page for this topic on our website found here:

<https://authentic-soundware.com/support/how-to-load-instrument>

THE INSTRUMENT

For this library, we recorded a vintage *Musser* vibraphone at iconic *Sear Sound Studio* in midtown Manhattan. The instrument was performed using two mallet types and captured from 4 microphone positions. For maximum flexibility, the instrument was recorded with the vibrato motor off to allow for a dynamic user-controllable vibrato effect to be applied using the Kontakt modulation engine.

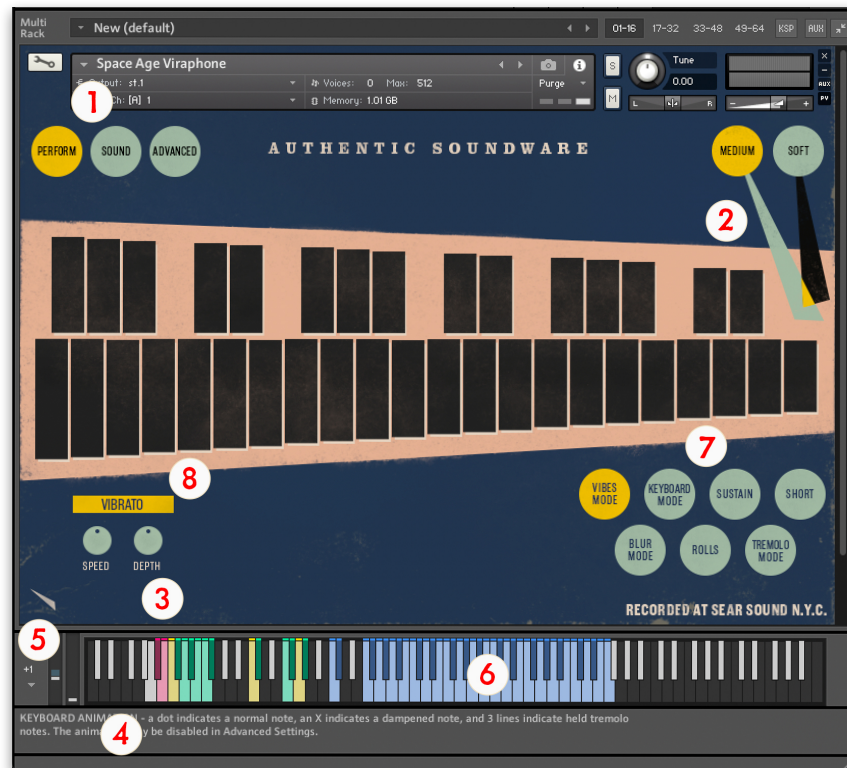
The 4 microphone positions are:

- **Stereo Overhead** - two vintage U67s in a stereo configuration at a close overhead position
- **Stereo Room** - AEA R88 stereo ribbon mic approximately 25 ft from the instrument
- **Mono Overhead** - single vintage RCA 77DX ribbon mic in a high overhead position
- **Mono Room** - single vintage RCA 44 approximately 15 ft from the instrument

The 2 mallet types are:

- **Medium:** vintage 1970s Vic Firth mallets
- **Soft:** modern soft “two-tone” mallets that give a warmer tone at low dynamics and a brighter tone at high dynamics

USER INTERFACE BASICS



1. Navigation - The navigation buttons toggle between the three instruments views:

Performance view: displays controls relevant to the current articulation, as well as controls for the vibrato effect.

Sound view: displays controls for adjusting the sound of the instrument including: loading and saving mix presets, reverb settings, microphone mixer, and master effects.

Advanced view: displays advanced settings for customizing the behavior of the instrument.

2. Mallets - This control toggles between the two mallet types (medium / soft). The control can be assigned to a midi continuous controller using Kontakt's [midi learn](#) function. The mallet type can also be set using the two key switches on C1 and C#1.

3. User Feedback - Helpful contextual feedback will be displayed in this area after certain user actions.

4. Kontakt Info Pane - When hovering the mouse over a control or key, informative help text will be displayed in this area.

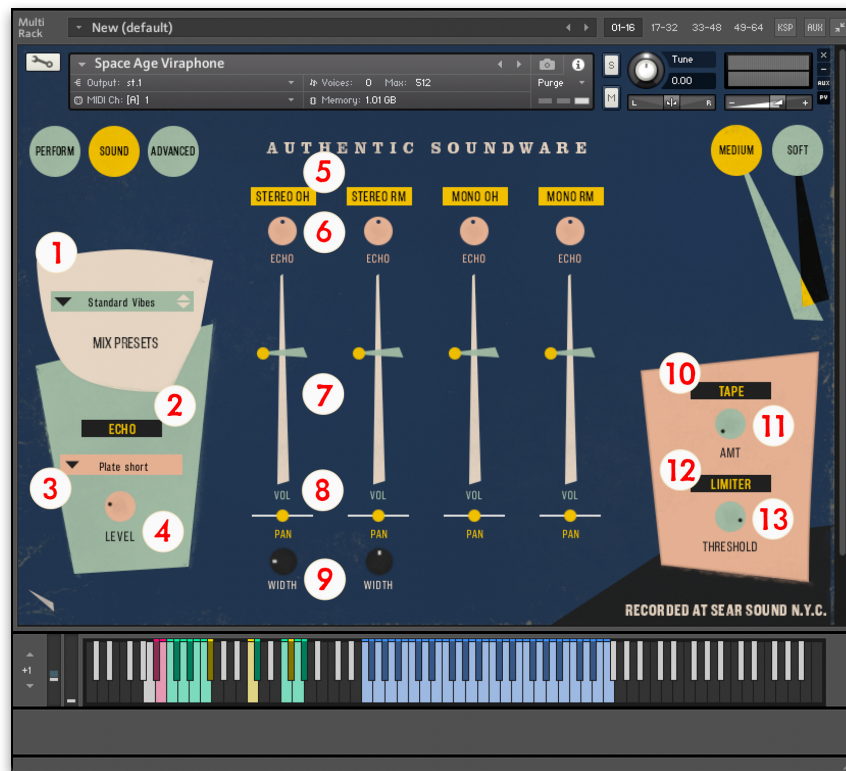
5. Sustain Pedal Indicator - Displays the current state of the sustain pedal (up/down)

6. Key Labeling - Hover the mouse over any key and the Kontakt info pane will display information about the function assigned to a given key.

PERFORM VIEW

7. Articulations buttons/keys - Set the desired articulation by clicking one of the articulation buttons or playing one of the key switches between C0 and F#0

8. Vibrato - Click the button on/off, set the speed or rate of the vibrato, set the depth/intensity of the vibrato effect. Tip: to avoid an audible click when dis/enabling the vibrato while a note is held, leave vibrato on and instead gradually pull the depth down to zero or up to the desired depth amount.



SOUND VIEW

PRESETS

Load one of the factory mix presets from the dropdown menu **(1)**. You may also save current mix settings as a user preset or load a saved user preset. Presets are stored in the Data folder in the library directory.

Presets save and recall current settings of all parameters on the **SOUND** page as well as the selected mallet type, vibrato settings, and the **ALIGN ROOM MICS** parameter. Articulation parameters, such as blur and tremolo settings are not stored with a preset.

ECHO

2. Enable or disable the convolution reverb effect.
3. Load one of the custom factory reverb IRs.
4. Adjust the volume of the reverb return.

MIC MIXER

5. Enable/disable a mic position. Disabling a mic position reduces the instruments voice count and CPU requirements

6. Echo send - set the signal level sent from the mic position to the convolution reverb

7. Volume - set the volume for the mic position

8. Pan - pan the mic position in the stereo field

9. Width - for the 2 stereo mic signals (OVERHEAD ST and ROOM ST), this control will narrow or widen the stereo image

MASTER EFFECTS

10. TAPE - enable or bypass the tape saturation effect

11. AMT - adjust the amount of tape saturation effect applied to the main output

12. LIMITER - enable or bypass the master transparent limiter

13. THRESHOLD - set the threshold for the master limiter



ADVANCED SETTINGS

- 1. Align Room Mic Timing** - adjusts the sample start of the room mics to align with the transient start. Intended to remove the slight feeling of latency if using only the room mic(s) with no closer mic position active. Leave OFF to preserve early room reflections and maintain phase coherence with overhead mics.
- 2. Use Repetition Samples** - enable or disable the contextual use of repetition samples. Affects all articulations except **ROLLS** and **TREMOLO MODE** (which have an independent repetition setting on the **PERFORM** page).
- 3. Enable Bars Animation** - turn the animated notes on the keyboard on or off
- 4. Dampen** - enable direct key dampening by playing a note with soft velocity on the desired key
- 5. Dampen Velocity** - If key dampening is enabled, notes played at or below this velocity will dampen the sustain of that key if it is still resonating. The keyboard animation will display an X whenever a key has been dampened manually, or by the instrument's script.
- 6. Shorts Env** - adjust the decay time for the short (non-sustained) notes. This will affect short samples across all articulations including the short note overlay in **KEYBOARD MODE**

ARTICULATIONS

VIBES MODE

Vibraphone mode replicates authentic vibraphone techniques with realistic handling of dampened and sustained notes via the sustain pedal (including after-pedaling).

- With the sustain pedal up/off, short (muted) notes will be played.
- With the sustain pedal down/on, long sustained notes will be played.
- After-pedaling (pressing the sustain pedal down immediately after playing a short note), will play a sustain tail after the short note.

KEYBOARD MODE

Keyboard mode is a performance patch designed for ease of playability with a keyboard controller, while maintaining authentic vibraphonistic articulations and behavior. In this mode, a short note sample is overlaid over a sustain sample, allowing you to alternate easily between short and long notes without using the sustain pedal as a selector. In this mode, the sustain mode behaves similarly to a normal piano/keyboard sustain pedal.

SUSTAIN

This is a single articulation of samples recorded with the sustain pedal down for the full natural decay of sustained notes and not short note overlay. The sustain mode behaves similarly to a normal piano/keyboard sustain pedal with this articulation.

SHORT

This is a single articulation of samples played with the sustain pedal up, for the full natural decay of muted short notes. The decay portion of the envelope is user-controllable via the **ADVANCED SETTINGS** view.

BLUR MODE

Automatic sustain control and note-dampening for melodic playing, blurred runs, arpeggios, and glissandi. *Read below for more details.*

ROLLS

Designed primarily for playing rolls on a single note, (although multiple notes can be played simultaneously, if desired). *Read below for more details.*

TREMOLO MODE

Designed primarily for playing tremolos alternating between 2 to 4 different notes (although single-note tremolos can also be played). *Read below for more details.*

REPETITION SAMPLES

WHAT ARE REPETITION SAMPLES?

In keeping with other libraries we've created (such as Space Age Voices and Jazz Anthology: Drums), Space Age Vibraphone features specialized performance-based "repetition" samples. For this library, we recorded thousands of samples that capture the sound of a vibraphone bar being struck repeatedly while it is still resonating. As you'll hear when playing the instrument, these samples have a noticeably different character—the initial transient is rounder and the overall tone is darker.

CONTEXTUAL REPETITION SAMPLES

Unless disabled (see "Use Repetition Samples" in Advanced Settings), the instrument's scripting will automatically play a repetition sample when a note is played very shortly after a note of the same pitch. For long/sustained notes, this typically occurs when the same note is repeated while the sustain pedal is held.

Note that contextual repetition samples only trigger automatically when using the Vibraphone Mode, Sustain, or Short articulations. *Repetition samples are not available in Keyboard mode and Blur mode.*

REPETITION KEYS

Since performing rapid repeated notes on a synth-action MIDI keyboard can be challenging, we've implemented special repetition playback keys. Playing either of the two repetition keys (C2 and C#2) will replay a note at whatever pitch was last played in the normal playable range of the instrument. While the *pitch* is determined by the last played note, the *velocity* is set by how hard you play the repetition key. By alternating between notes in the playable range and the repetition key(s), you can simulate a two-mallet playing style.

Keep in mind that playing a repetition key doesn't necessarily trigger a repetition *sample*. The type of sample used is determined by the musical context as described above.

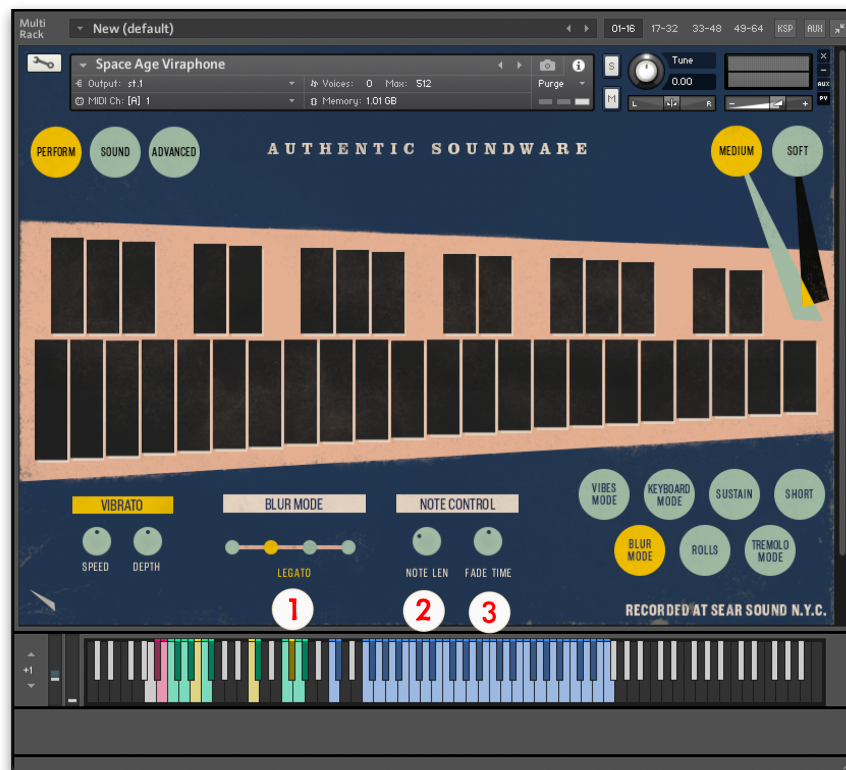
REPETITION SAMPLES FOR ROLLS AND TREMOLOS

The dynamic rolls and tremolos have their own dedicated set of repetition samples and implementation. For these articulations, the USE REPS control enables or disables repetition samples independently from the global USE REPETITION SAMPLES parameter found on the Advanced Settings page.

BLUR MODE

WHAT IS BLUR MODE?

Blur Mode provides automatic sustain control and note-dampening for melodic playing, blurred runs, arpeggios, and glissandi. It makes it easier to create coloristic textures and effects while minimizing unwanted buildup of sustained notes that can obscure harmonies and occupy too much sonic space in your orchestration. User-controllable behavior and 4 blur types allow you to tailor results to your music and maintain harmonic clarity within your arrangement.



CONTROLS

1. **MODE** - Selects one of the 4 available blur modes (described below). The control is a horizontal slider which may be automated via host automation or by assigning a MIDI CC controller using Kontakt's [MIDI learn](#) function. Alternatively, the current mode may be set using key switches from F1 - G#1 on the keyboard.

2. **NOTE LEN** - If the sustain pedal is raised (off), blur notes played will have a fixed sustain length set by this control. This control can be bypassed by holding down the sustain pedal, which is often preferable. If using the sustain pedal, it's usually best to set **NOTE LEN** to a shorter value.

3. **FADE TIME** - Sets the duration (in milliseconds) of the fade out for auto-dampened notes. This definable fade time is what puts the "blur" in **BLUR MODE** and sets it apart from simply editing note lengths in your sequencer. The longer the fade time, the more "blurred" your phrase will sound. Since **FADE TIME** only affects notes being auto-dampened, it has no effect in Mode 1 (**WASH**) where no notes are auto-dampened, nor in **PRIOR M2ND** mode if your played material doesn't contain any minor 2nd intervals.

THE 4 BLUR MODES

WASH

This is the simplest mode, equivalent to manually editing the note length of every note to match the current **NOTE LEN** setting. In this mode, the **FADE TIME** control has no effect as no notes are automatically dampened by the script. Best suited for irregular wash effects, but not ideal for scales, runs, or ostinatos. (For those, try **LEGATO** mode instead.)

LEGATO

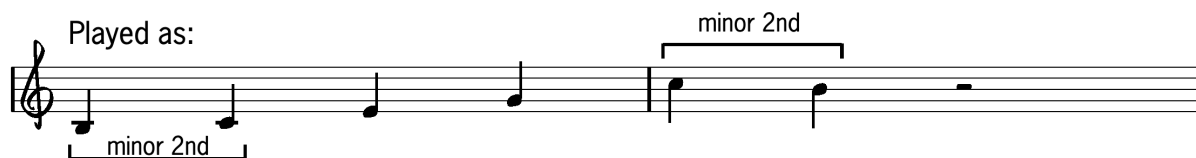
In this mode, when a new key is played while a prior note is still ringing, that prior note will be automatically dampened with a fade duration set by the **FADE TIME** control. This creates a "blurred" dovetail as the prior note fades out. Unlike the other modes, in **LEGATO** mode, the prior note is always dampened regardless of its pitch or timing relationship to the current note.

With medium to long **FADE TIME** settings, this creates a "wash" effect that's easy to play and sequence as MIDI. With shorter **FADE TIME** settings, this mode creates melodic lines where subsequent notes sound connected in a legato fashion, replicating the standard vibraphone technique known as mallet-to-mallet dampening.

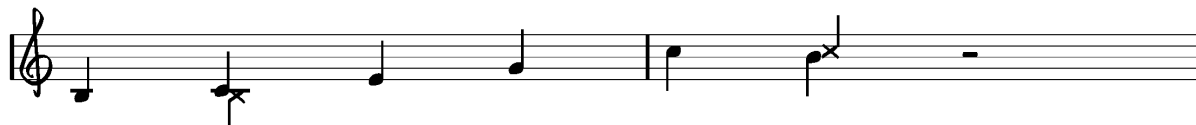
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PRIOR MINOR 2ND

This rules-based dissonance control mode is similar to **WASH** mode, but whenever you play a note, the script checks whether the prior note was a minor 2nd away (up or down). If it was, the prior note is dampened and faded out with a duration set by the **FADETIME** control. This mode helps create blurred effects while managing dissonance and maintaining harmonic and melodic clarity.



Prior notes that are a minor 2nd away are dampened when a new note is played

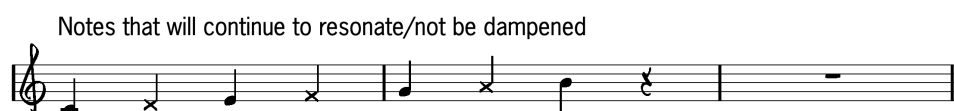
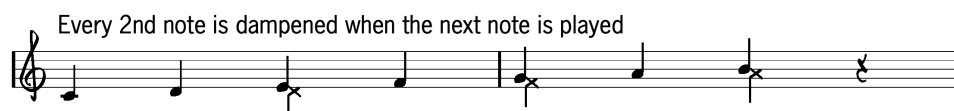


Notes that will continue to resonate/not be dampened:



EVERY OTHER NOTE

In this mode, the script automatically dampens every second note played. For example, the 2nd note is dampened when the 3rd note is played, the 4th note is dampened when the 5th note is played, and so on. This provides general sustain control and harmonic clarity, and can automatically dampen passing tones in a scale, leaving only chord tones to continue resonating.



BLUR TIPS

SUSTAIN PEDAL OVERRIDE

The sustain pedal can override the **NOTE LEN** setting, but the auto-dampening behavior (and **FADE TIME**) remains unaffected. This is useful for adding a long final note to a blurred phrase, or for slower melodies in **LEGATO** mode.

How it works: If the sustain pedal is held down while playing a note, the note will continue sounding beyond the duration set by **NOTE LEN** until the sustain pedal is released. However, if the sustain pedal is released before the note has been held for the duration set by **NOTE LEN**, the note will continue to ring until that duration is reached. For this reason, when using the sustain pedal with **BLUR MODE**, it's often desirable to set **NOTE LEN** to a shorter value.

LAYERING BLURRED PHRASES OVER SUSTAINED CHORDS

Blur mode will not automatically dampen notes played using a different articulation. This enables techniques not normally possible on a keyboard instrument. For example, you can play a chord using the **SUSTAIN** articulation with the sustain pedal down, and while that chord is ringing, quickly switch to **LEGATO** blur mode and play a legato phrase over the chord, where the melody notes are not held by the sustain pedal in the typical way.

DYNAMIC ROLLS & TREMOLO MODE

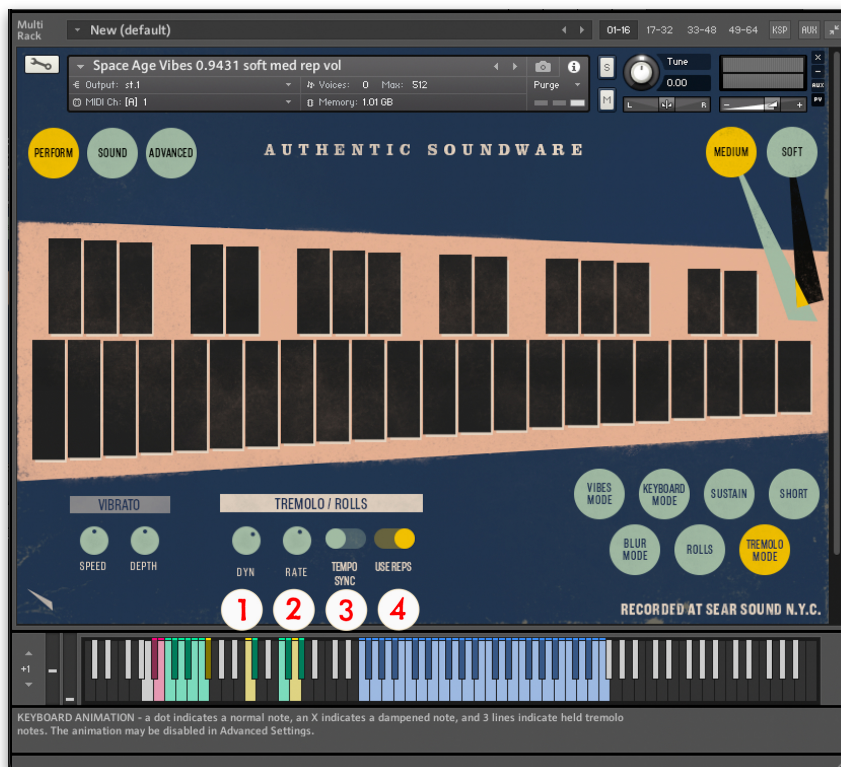
OVERVIEW

The dynamic rolls and tremolos enable performance of single and multi-note tremolos with freely variable dynamics and tremolo rates (faster/slower strokes). You can create crescendos and diminuendos without hearing any static roll samples cross-fading, as each stroke in the performance is played live using the instrument's custom tremolo script.

The **ROLLS** articulation is designed for performing rolls on a single pitch, while the **TREMOLO MODE** articulation automatically voices chords of up to 4 notes across the mallets with realistic alternation between the upper and lower notes of the chord.

TREMOLO CONTROLS

The **ROLLS** and **TREMOLO MODE** articulations both share the same user interface controls. The controls are as follows:



1. **DYN** - Sets the velocity at which notes will be played by the tremolo script. This control is shared by both the **ROLLS** and **TREMOLO MODE** articulation.
2. **RATE / RATE (SYNC)** - One of two different controls will be shown here depending on whether **TEMPO SYNC** is on or off. If **tempo sync is off**, the control sets the rate/speed of consecutive notes played by the rolls or tremolo articulations. Higher settings are faster, lower settings are slower. If **tempo sync is on**, this sets the rhythmic unit at which of consecutive hits will be played. This control is set and saved independently of the free tremolo rate.
3. **TEMPO SYNC** - Sets the roll/tremolo stroke rate to either free or tempo-synced.
4. **USE REPS** - Sets whether to use repetition samples for rolls and tremolos. If set to off, normal samples will be used. This control is independent of the global **USE REPETITION SAMPLES** parameter on the **ADVANCED SETTINGS** page.

BASIC USAGE

With either the **ROLLS** or **TREMOLO MODE** articulation selected, a roll or tremolo will play continuously while you hold down a key in the playable range of the instrument. The strokes of the roll will play at a velocity set by the **DYN** control, and at a speed determined by either of the **RATE** controls (free or sync). We recommend [assigning](#) the **DYN** control to the MOD WHEEL (CC1) and the **RATE** control to MIDI CC 2 to perform subtle-to-extreme shifts in dynamics and speed.

SAMPLE SETS

If the sustain pedal is up, the roll will be played using short (muted) samples. If the sustain pedal is down, the roll will be played using long (sustain) samples. You may freely change between short and long samples while a tremolo is in progress by changing the sustain pedal position. The sustain pedal does not function in a traditional way when playing rolls or tremolos but rather in the same way as it behaves for **VIBES MODE**.

PLAYING CHORDS

If TREMOLO MODE is active, playing multiple notes will create an alternating pattern between the higher and lower voices. You can play up to 4 notes in a chord, with newer notes replacing older ones if you exceed this limit.



For smooth transitions between 4-note chords or when changing notes within a chord, release old notes slightly before playing new ones. This prevents overlapping notes from inadvertently replacing notes you intend to keep.

Remember: The sustain pedal functions as a sample-set selector rather than a traditional sustain pedal. While you might instinctively want to use the pedal between chords, doing so could cause unwanted sample-set changes mid-performance!

TREMOLO TIPS

USE MIDI CCs TO ADD LIFE

For the best results, we recommend assigning a MIDI CC to the DYN and RATE controls to introduce variety in speed and velocity while playing tremolos or rolls. Without at least subtle changes to these parameters, the result may sound somewhat robotic or lifeless.

NO VIBRATO

While it's up to you, it usually sounds best to turn **VIBRATO** off when playing the tremolos/rolls.

MIDI TRACK OFFSET FOR TEMPO-SYNC

If **TEMPO SYNC** is on, it's recommended to use a MIDI track offset timing of approximately -30ms to account for a slight latency introduced by the script.

ODDS & ENDS

MIDI CC11 EXPRESSION

All the articulations in the library respond MIDI CC11 as a means to modulate volume. While MIDI CC7 controls the volume of the final output level of the instrument, CC11 modulates volume at the event level before any master effects or reverb have been applied. It is a more subtle way to shape the dynamics of your performance and is particularly useful with the dynamic rolls and tremolos.

RESET KEY

Playing the reset key (A -1) will manually reset the round robin position, repetition tracking, BLUR MODE counter, and initialize the voicing of the chord tremolos. It will also reset any hung notes you might encounter.

SUPPORT & RESOURCES

To watch a library of helpful video tutorials about the library, please visit our [YouTube](#) channel or the library's product page on our website:

<https://authentic-soundware.com/products/space-age-vibraphone>

If you need any more help using the library, please do not hesitate to get in touch via the contact page on our website:

<https://authentic-soundware.com/contact>