

USER GUIDE | LIMINAL: VOCAL TEXTURES VOLUME 2

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A. Introduction

LIMINAL: Vocal Textures Volume 1 Works with Kontakt version 6.7.1 or higher.

B. Basic Installation of Kontakt edition

STEP 1 : Download the .zip file containing LIMINAL and extract it to a desired location on your computer's drive.

STEP 2 : Run Kontakt. Within Kontakt's built-in browser, navigate to the location on your drive where you extracted LIMINAL's files.

STEP 3 : Locate the file LIMINAL_Voice.nki and execute it by either double-clicking or drag-dropping it onto Kontakt's main Rack area (typically the right pane of the Kontakt interface). LIMINAL is now ready to use.

STEP 4 : To load a Snapshot/Preset, locate the SNAPSHOTS folder and drag-drop one of them onto the LIMINAL interface. Alternatively, you may install the snapshots by following the instructions in the next section.

C. Installing Snapshots

STEP 1 : Locate the wrench icon at the top-left corner of LIMINAL's interface. Click on it.

STEP 2 : Click on 'Instrument Options', which should be just slightly below the wrench icon.

STEP 3 : A dialogue box will appear. Within the category 'Snapshot', click the 'Show' button next to the heading 'Snapshot Saving Location'

STEP 4 : You may be prompted to create a new Snapshots folder associated with LIMINAL. Proceed with this.

STEP 5 : An empty folder should appear. Copy all of the snapshots from the extracted .zip into to this folder.

STEP 6 : Back within Kontakt, click the wrench icon again to return to LIMINAL's user interface. The snapshots should now be accessible via Kontakt's standard Snapshot drop-down menu.

D. Overview of Controls

LIMINAL's interface allows you to activate any number sample-banks within a grid. The sample banks are clustered in sets of 3, allowing you activate an ensemble and/or single instrument performance(s). Ensemble performances are labeled by a glyphic, whereas single instruments are labeled by a single illuminated dot. You may activate/deactivate a sample-bank by left-clicking on it.

LIMINAL is comprised of 40 "core" articulations. The "core" articulations have been recorded closely to the microphone, with effort made to capture as much character as possible.

Each sample-bank has a set of controls which can be modified and/or modulated independently. This is labeled as 'Articulation Settings'. To access this set of controls, click on gear-shaped button on the upper-left corner of a given sample-bank. This will bring up an overlay menu, allowing you to modify parameters of the sample-bank.

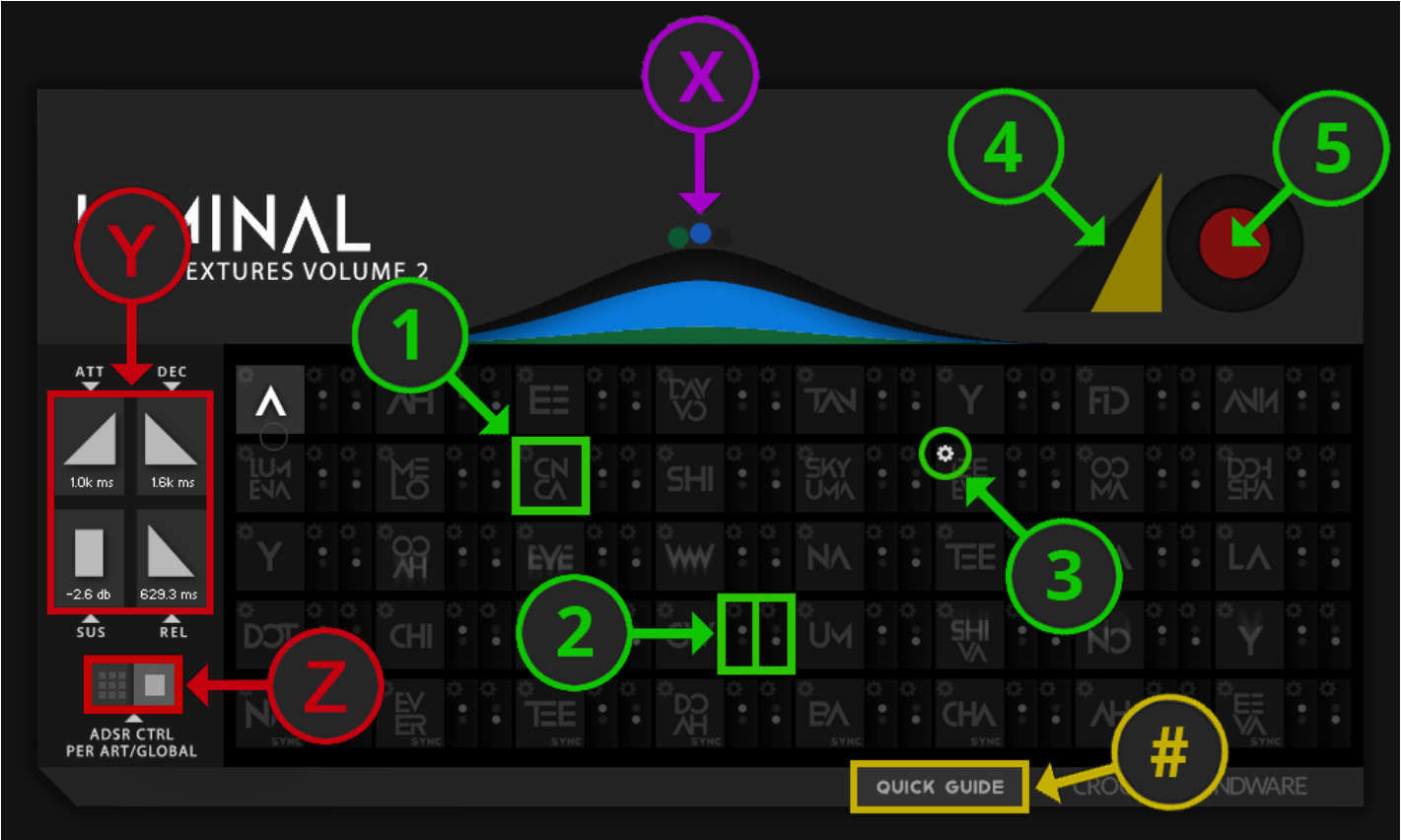
See below a diagram of LIMINAL's sample-bank selection screen.

X - Crossfade Gizmo control

Y - Instrument-wide ATTACK, DECAY, SUSTAIN and RELEASE controls

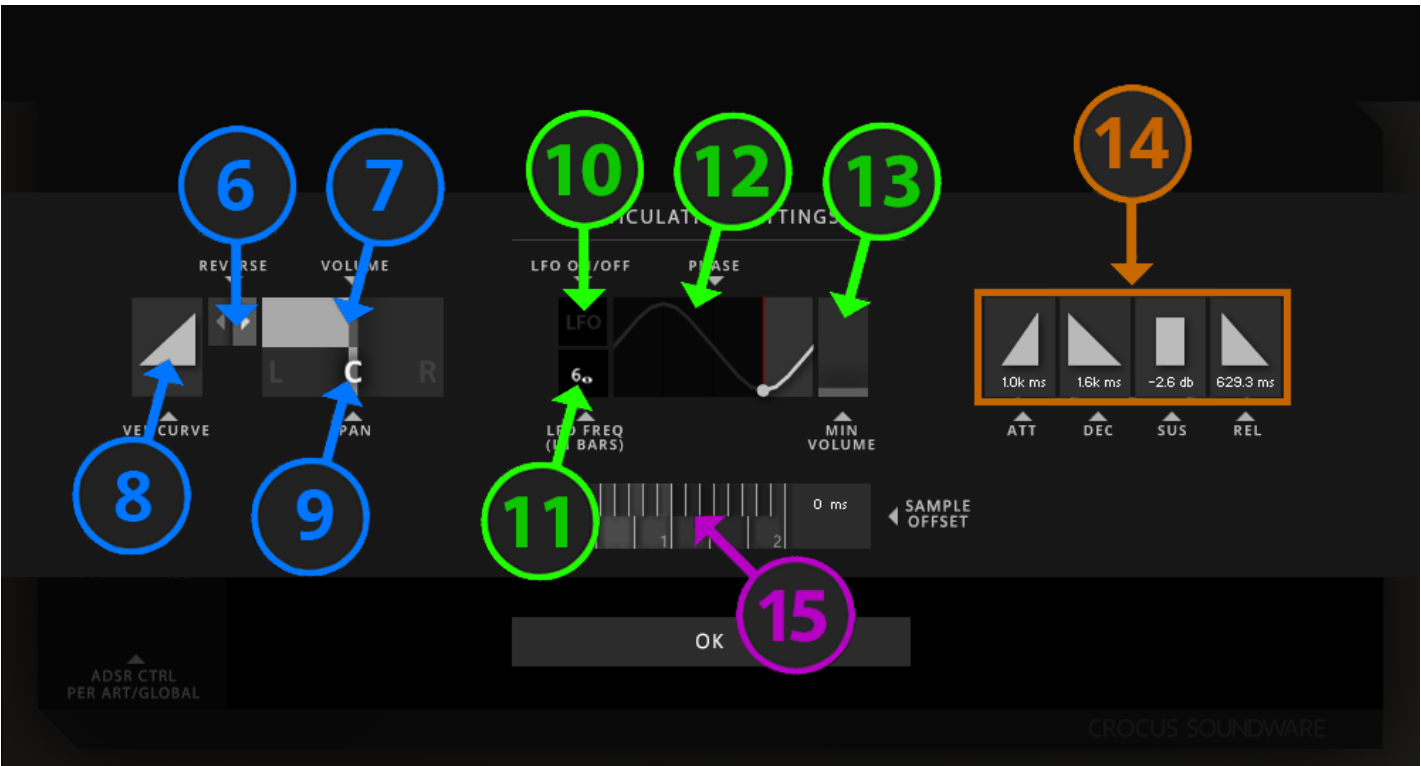
Z - Switch to toggle between per-articulation ADSR control and Instrument-wide ADSR control

- 1 - Activate an Ensemble performance sample-bank for the corresponding articulation
- 2 - Activate a Solo performance sample-bank for the corresponding articulation
- 3 - Access the 'Articulation Settings' controls for the corresponding sample-set
- 4 - Master Volume control
- 5 - Master Reverb control
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Upon engaging the 'Articulation Settings' button, you will have access to controls shown in the diagram below.

- 6 - Toggle switch to reverse playback of the sound bank
- 7 - Volume control of the sound bank
- 8 - Velocity sensitivity curve. Click-drag to adjust.
- 9 - Pan control
- 10 - Enable LFO button. This will allow the LFO to modulate volume in relation to the host DAW's tempo
- 11 - LFO frequency. Click-drag to adjust. The display indicates the number of bars to complete a single LFO cycle.
- 12 - LFO phase. Click-drag to adjust. The yellow line represents the sample's start point of the cycle.
- 13 - Minimum Volume during the LFO cycle. Click-drag to set the volume when the LFO wave is at it's trough.
- 14 - Controls for the associated articulation's ATTACK, DECAY, SUSTAIN and RELEASE
- 15 - Use to offset the start position of the sample. Offset values are in milliseconds or bars for Tempo Synced banks.



E. Crossfade Gizmo and Layering

When a Sample Bank is activated, a LAYER knob emerges beneath the Sample Bank's glyph. This lets you set which layer the Sample Bank belongs to. LIMINAL'S layers are color-coded: GREEN for Layer 1, BLUE for Layer 2 and PINK for Layer 3. By default, a layer knob's value is undefined and has no effect - this is represented by an empty circle. When left undefined, the SAMPLE BANK will respond to the CROSSFADE GIZMO as a simple 0-100% dynamics knob.



By using LAYERS, you can crossfade between multiple sample banks using the CROSSFADE GIZMO. The coloration of the CROSSFADE GIZMO corresponds to the color of a Sample Bank's defined LAYER. The proportion of color on the GIZMO is proportional to the intensity of the audio of Sample Banks with that same color. In simple terms, if a



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