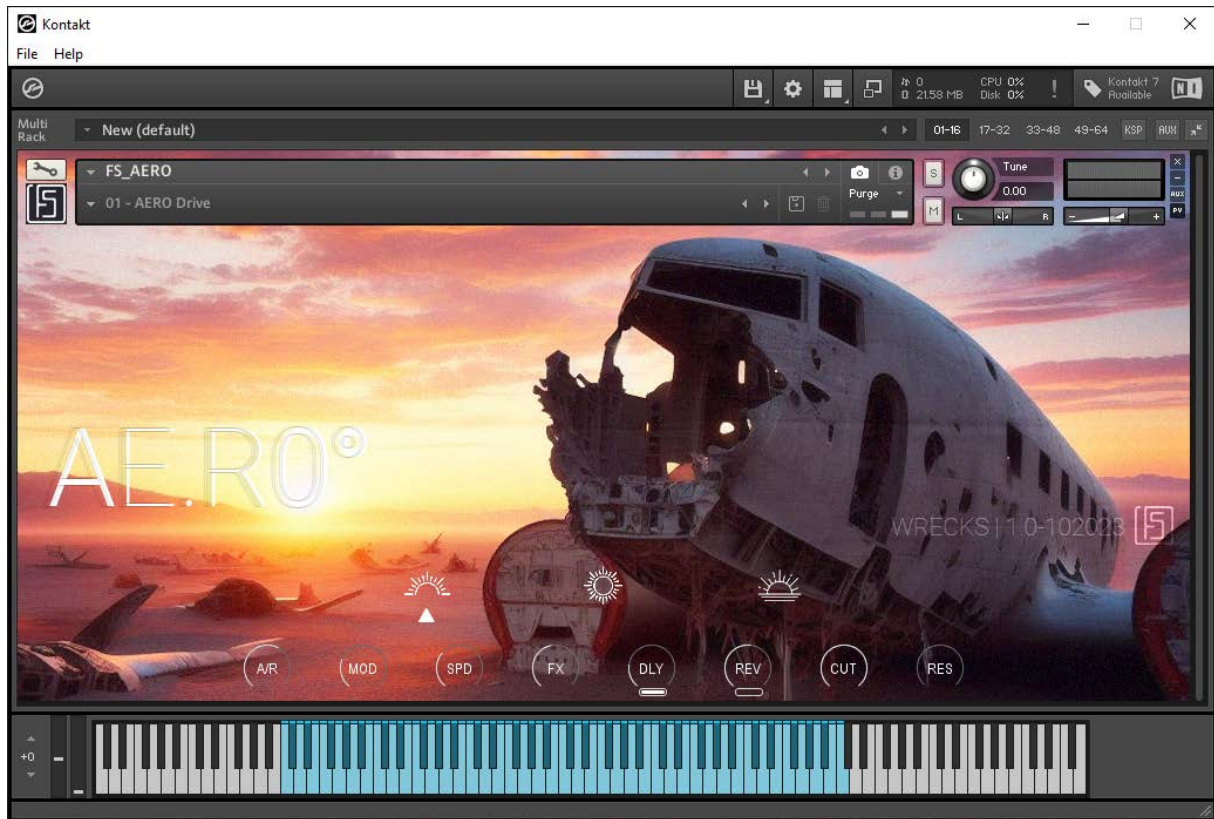


4MBIENCE

COMBINED NEURAL GENERATION

User Manual [EN]



Welcome ! Thank you for purchasing 4MBIENCE Collection Volume 1

Genesis

The development of 4MBIENCE is the result of a hybrid creative process.

Today, there are some words that resonate particularly strongly in the digital audio landscape. One of them, of course, is 'A.I.', a word charged with all our fears and hopes. What will our musical future be like now?

4MBIENT does not pretend to answer these delicate questions. On the other hand, the creative process of which it is the first result does not hide the use of AI.

There's no question of programming or AI-assisted sound design, the approach is much more human than that. The concept of 4MBIENCE began to take shape when we got to grips with image generators using Artificial Intelligence.

One thing became increasingly clear: AI has an incredible capacity to produce strange, nightmarish, unreal images.

By giving the AI the key words and guiding it textually, we came up with some interesting illustrations that immediately got our creative juices flowing.

So 4MBIENCE is a human sound interpretation of an AI image produced on the basis of a textual description from an organic brain.

This explains why the name of the experiment is "Combined Neural Generation": the generation of a (software) object from the combination of human and electronic neurons.



Architecture

1/ The Source

4MBIENCE is a synthesizer with a single "Oscillator".

This Oscillator can be a sample or a wavetable.

In all cases it is a special creation to match the image visible on the interface.

2/ The Controls

Unlike our other instrument series, 4MBIENCE has very few controls.

This is because a large part of the sound design has already been done when the samples and wavetables were created. The second reason for this is hardware: most MIDI keyboards have 8 encoders and/or 8 pull-downs. We have chosen to give you the opportunity to control the entire instrument with these 8 buttons, in addition to the pitchbend wheel and the modulation wheel.

4MBIENCE has a simplified envelope, with the usual Attack and Release parameters combined in a single control called A/R. As you increase the value of this control (towards the right), the attack and release times increase.

In addition to the A/R Envelope, 4MBIENCE offers two modulation settings:

MOD, which lets you control modulations and intermodulations based on envelopes, and SPD, which adjusts the speed of the LFOs. For each instance of 4MBIENCE, the LFOs are always synchronised to the tempo of your sequencer.

Each instance of 4MBIENCE offers presets (a minimum of 4). To select the desired preset, use the top panel of Kontakt. The procedure for installing presets will be described later in this manual.

For each preset, the FX parameter is used to control the amount of the single effect. For example, the RO.OM instrument has the preset "01 - ROOM Drive". The FX effect of this preset is a kind of distortion, so increasing the amount of the FX parameter means adding more distortion.

Here are a few examples:

- 01 - ROOM Drive, FX increases distortion by moving to the right
- 02 - ROOM Chorus, FX makes the chorus more present by moving to the right
- 03 - ROOM Bitcrush, FX reduces sound quality by moving to the left (there's a catch)
- 04 - ROOM Widestereo, FX widens the stereophonic field by moving to the right

The next two controls are fairly straightforward:

DLY increases the amount of delay. After the halfway point, as you move to the right, the sound without the effect is less and less present and the echoes gradually take over.

REV is a reverb that works on the same principle as DLY.

For DLY and REV, you have a small switch located below the effect quantity setting. This allows you to deactivate the effect by removing it from the sound chain.

The last two controls on the line are the main Filter settings: CUT and RES (Cutoff Frequency and Resonance). They come into play at the very end of the sound chain, which means that the DLY and REV effects are also affected.

The final control is called Behaviour.

This control is located above the previous settings and represents the three phases of a solar day: dawn, zenith, dusk. Each of these pictograms corresponds to a different frequency response, produced by predetermined filtering.

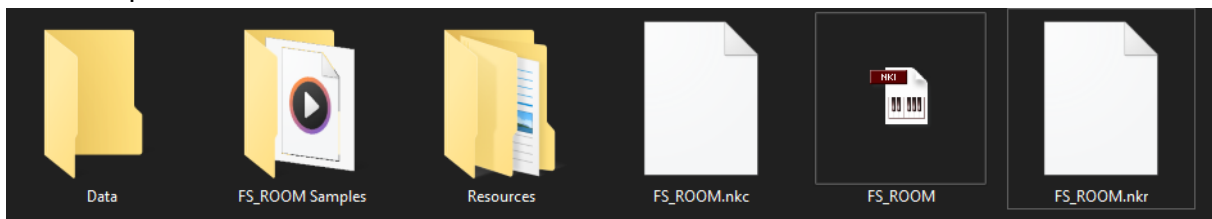
The effect of this setting can be discreet or very pronounced, depending on the instance of the instrument and many other parameters. By default, the choice of Behaviour is assigned to the Modulation wheel (MW).

Installing the Presets

To be able to choose the preset for each instance, it is necessary to install them correctly.

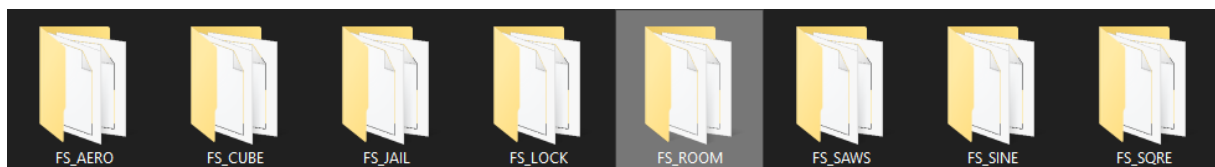
Each instance has its own folder.

For example, here are the contents of the folder for the "RO.OM" instance



These files must never be modified. If one of these elements is missing, the instrument will no longer function.

Note that the instance name is "FS_ROOM". For Kontakt to be able to find the instrument's presets, they must be located in a folder also named "FS_ROOM".

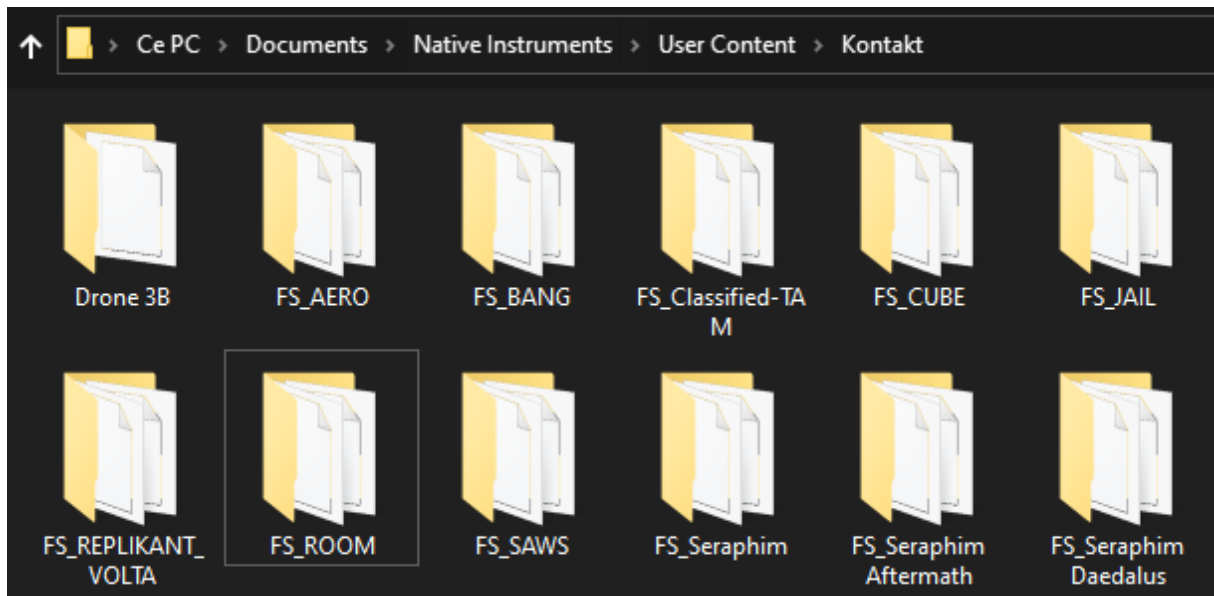


Let's install the presets.

To do this, you need to copy the folder from the "FS_ROOM" directory located in the "PRESETS" folder into the following directory:

- With a PC running Windows:
\\Users\\My Documents\\Native Instruments\\User Content\\Kontakt

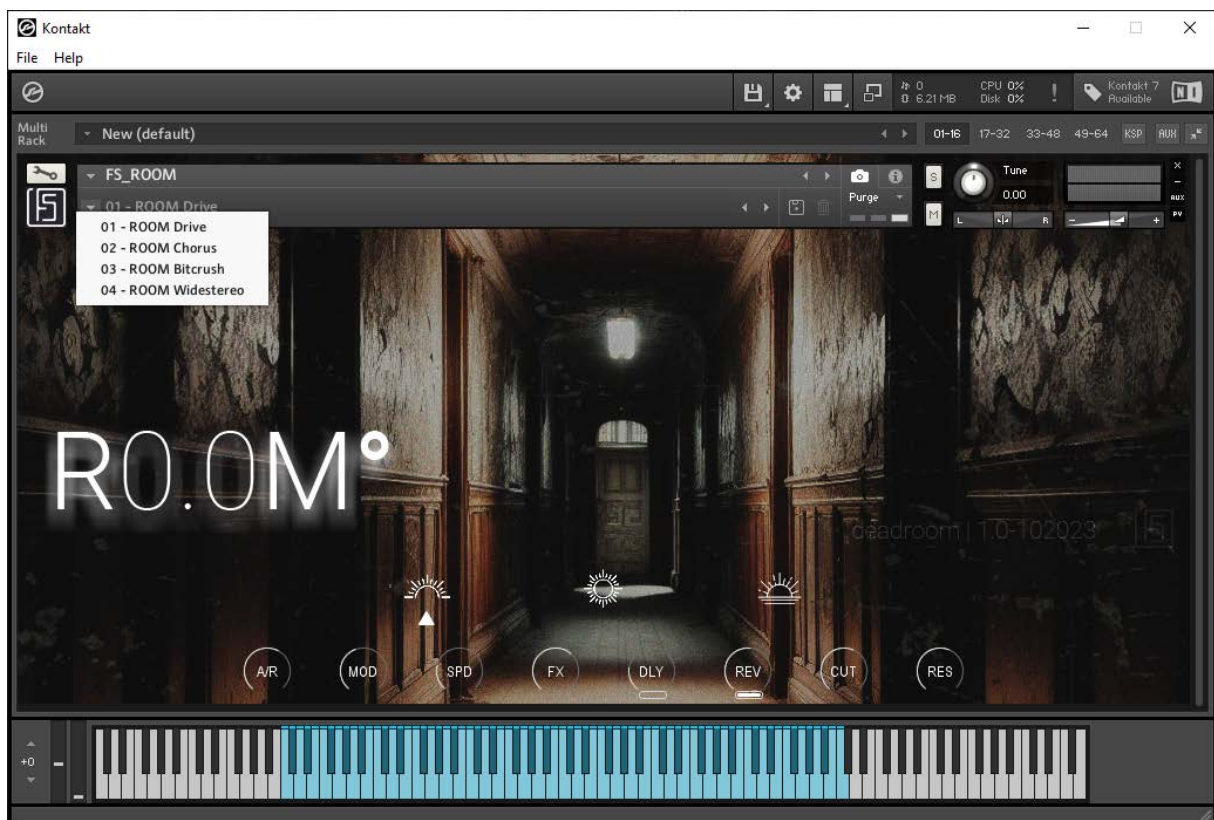
- In Mac OS:
Macintosh HD/Users//Documents/Native Instruments/User Content/Kontakt



Here's an example of what it looks like in the Windows interface.

You now have access to the presets from the main bar of the Kontakt interface.

If what you see is not similar to the screenshot below, start by clicking on the little camera above the "Purge", Kontakt should show you the name of the current preset under the instance name.





To select a preset, you can either open the drop-down menu (1) or scroll through them (2).

To create your own presets, simply use the interface controls, click on the floppy disk symbol next to the preset navigation arrows at the top and name your creation.

Avoid overwriting a supplied preset.

Now it's time for you to take control of 4MBIENCE.

We hope you enjoy using it.

If you encounter a problem or have a question, please use the following address
support@fluidshell.com

We can reply in English or French.

Enjoy the music!