



Hypera Instruments OverReel

User manual



OverReel by Hypera Instruments is a sample-based software instrument for Native Instruments Kontakt 7 (and above). We sampled a legendary analog synthesizer's oscillators through a very warbly and worn-out tape machine and built an instrument aiming to cover a wide range of lofi-analog synth sounds.

OverReel is capable of producing a surprisingly large palette of timbres and characters from dirty, saturated bass and lead sounds to airy, majestic pads and randomised arpeggios. We designed a controllable randomization system for it that opens up the possibility of creating generative-type sounds and textures easily and quickly.

The user interface of OverReel is clear and informative and gives the user visual feedback of the parameters with elaborate choice of colors and animations.

OverReel has four main sections, each on their own horizontal row.

Primary Controls



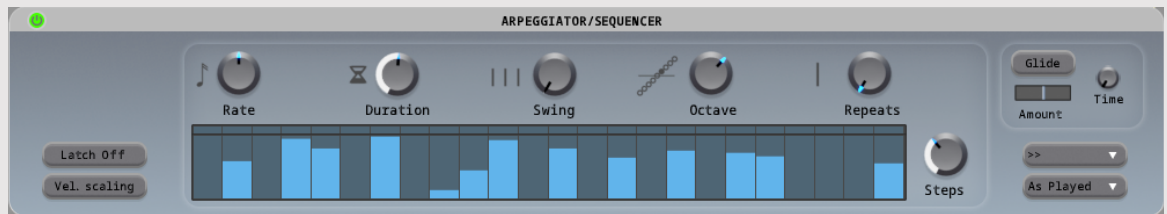
- Oscillator**
 - Waveform select
 - Pitch bend (± 2 octaves)
 - Pitch bend (0 – 12 steps. Visible in advanced view)
- Bitcrusher**
 - Bits (1 – 15/Off)
 - Sample rate (50hz →)
- Filters**
 - Hi-pass frequency (26hz – 20khz)
 - Hi-pass Resonance (0 – 100%)
 - Low-pass Frequency (26hz – 20khz)
 - Low-pass Resonance (0 – 100%)
- Overdrive**
 - Drive (0 – 100%)
 - Damp (0 – 100%)
- Main Amp Envelope**
 - Attack (0 – 15 sec)
 - Decay (0 – 25 sec)
 - Sustain (inf – 0dB)
 - Release (0 – 25 sec)
- Four-band Equalizer**
 - Low shelf (-20 – +20db)
 - Low-mid (-20 – +20db)
 - High-mid (-20 – +20db)
 - High shelf (-20 – +20db)
- Transient Shaper**
 - Attack (±100%)
 - Sustain (±100%)
- Output**
 - Main output trim of the instrument (±24dB)

Polyphonic Modulation



- Mod Envelope 1 & 2**
 - ADSR (same ranges as in the Main Amp Envelope)
 - Intensity (±100%)
 - Modulation destination menu
- Low Frequency Oscillator**
 - Time-value menu
 - Waveform menu
 - Retrigger
 - Frequency (0.01 – 213hz)
 - Fade-in (0 – 10 sec)
 - Phase (0 – 360°)
 - Pulse Width (5 – 95%, visible only when rectangle waveform is selected in the LFO Waveform menu)
 - Intensity (±100%)
 - Modulation destination menu

Arpeggiator/Sequencer



- Latch On/Off
- Velocity scaling
- Rate (1/64th – 1/4th)
- Arp/Seq Velocity table (0 – 127)
- Duration (0 – 100%)
- Swing (0 – 50%)
- Octave (± 4)
- Repeats (1 – 8)
- Steps (2 – 64)
- Glide
- Glide amount (±100)
- Glide time (0 – 2.5 sec)
- Arp/Seq direction menu
- Arp/Seq order menu

Effects



- Delay**
 - Time-value menu
 - Time (0 – 2 sec. / 1 – 12 musical values)
 - Feedback (0 – 120%)
 - High Cut (200hz – 20khz)
 - Low Cut (10 – 1000hz)
 - Depth (0 – 100%)
 - Rate (0.1 – 10hz)
 - Saturate (0 – 100%)
- TAPE SIM**
 - Scrape (0 – 100%)
 - Width (0 – 100%)
 - Wow (0 – 100%)
 - Flutter (0 – 100%)
 - Speed (0 – 100%)
 - Age (0 – 100%)
 - Saturate (0 – 100%)
 - Mix (0 – 100%)
 - Gate
- Pingpong**
 - Mix (0 – 100%)
 - Style menu
- 1. Modern**
 - Depth (0 – 100%)
 - Rate (0.1 – 10hz)
 - Saturate (0 – 100%)
- 2. Analogue**
 - Depth (0 – 100%)
 - Rate (0.1 – 10hz)
 - BBD type menu
- 3. Tape**
 - Flutter (0 – 100%)
 - Age (0 – 100%)
 - Saturate (0 – 100%)
- 4. Vintage**
 - Depth (0 – 100%)
 - Rate (0.1 – 10hz)
 - Quality menu
- 5. Diffusion**
 - Diffusion (0 – 100%)
 - Size (1 – 10)
 - Mod (0 – 10)

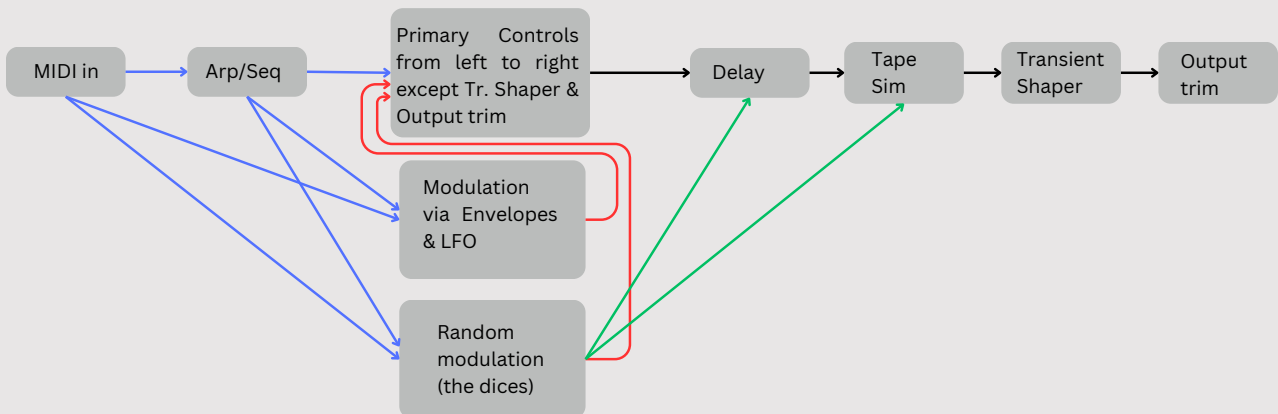


Advanced
Opens and closes pitch bend and
randomization controls

The dices (0 – 100%) are used to randomise a parameter value on every played note. This works also for the Arp/Seq, so every new arped/sequenced note triggers a new random value. All the dices are shown and can be modified in the Advanced view. In the Normal view (Advanced off) the dices that have some randomisation going on (>0%) are shown but cannot be modified.

Signal flow

Black arrow = audio, blue = MIDI, red = polyphonic modulation, green = monophonic modulation



Instrument & UI design, sampling, scripting and graphics by Hypera Instruments.

www.hyperainstruments.com

System Requirements

Full version of Kontakt 7.10.2 or later

Mac: Intel Macs (i5 or higher): macOS 12, 13 or 14 (latest update).

Apple Silicon Macs (via Rosetta 2 & natively on ARM in Standalone or in hosts that support it): macOS 12, 13 or 14 (latest update).

Windows: Windows 10 or 11 (latest Service Pack), Intel Core i5 or equivalent CPU, 2 GB RAM.

Graphics hardware support for OpenGL 2.1 or higher and Direct 3D 11.1 (Feature Level 11_0) or higher.

4 GB RAM

Installing OverReel and the included snapshots (presets)

Download OverReel.zip and unpack it. You will get a folder named Hypera Instruments that contains two folders: one named 'OverReel' and another named 'OverReel Snapshots'.

Move the folder named 'OverReel' (contains the instrument and all files required for it to function properly) to your chosen location, for example the folder containing your other Kontakt instruments.

Next open the folder named 'OverReel Snapshots' and move the folder inside it (again named 'OverReel') to the location containing your Kontakt snapshots. The instrument comes with over 30 presets that cover a wide range of different sound types and styles.

For Mac the default snapshot location is usually

Macintosh HD/Users/<User Name>/Documents/Native Instruments/User Content/Kontakt

And for Windows

C:\Users\<User Name>\My Documents\Native Instruments\User Content\Kontakt

Now you should be able to open OverReel and use the snapshots it includes.

Here is a short description how the Kontakt snapshot/preset system works, that shows how to save your own snapshots (a link to Native Instruments' website):

<https://support.native-instruments.com/hc/en-us/articles/360013557778-Where-Are-the-Presets-of-My-Kontakt-Instrument>

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