Screech Designer
a Kontakt 5.6 + instrument
by Lussive Audio & A-lusion

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Installation & Requirements

This instrument is created for Kontakt Full Edition <u>v5.6</u> and up.
Can be used in the Kontakt Player for 15 minutes in demo mode.
The instruments requires 54 MB of RAM memory on top of the usage of Kontakt and the DAW.
OS: MacOS or Windows

Loading the instrument

- Start your DAW and load Kontakt 5.6 or up.
- Locate the Instrument in the folder

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- Open the .nki file
- The Screech Designer is ready to use

Features

Choose your sound layers & set the volume and pitch

Browse through the available wave layer sounds by selecting them in the drop-down menus. All three menus consist of the same 35 wave layers and 5 custom layers. If you select the same wave layer in multiple menus, the layer will only play from one menu.

By-passing a layer can by selecting –

Use the volume knob per layer to set its volume, displayed left of the layer name. Optionally you can change the pitch per layer, displayed right of the menus. Layers 1-35 are individual stereo wave layers. Layers Custom 1 – Custom 5 can be replaced by your own samples tuned to C.

Read more on this on page 8: "Loading your own samples".

Pitch Presets and Pitch Envelope

Use the toggle to switch between the Pitch Preset Menu and the custom Pitch Envelope feature. Both can be used at the same time to get a unique screech sound. The Pitch Bend of all layers is set to 36 semitones. So making your own envelopes with the Pitch Bend in your DAW is also possible. The Pitch Envelope knobs can be used to set the:

Pitch Transpose (+36 semitones)
Pitch Envelope Attack
Pitch Envelope Attack Curve
Pitch Envelope Hold
Pitch Envelope Decay

Effects 1/2
The effects section has the following features:
Saturation, Bitcrusher, Transient Spike, Stereo Width, Reverb, Reverb Pre-delay

Saturation
The saturation knob can be used to add overall warmth and saturation to the sounds resulting in a more expressive sound.

Lo-Fi / Bitcrusher
The bitcrusher knob can be used to add some gentle highs to the sound or create crazy futuristic effects.

Spike
The spike knob can emphasize or soften the attack sound of the screech

Reverb & Pre-delay
A convolution reverb is added to the instrument for a quality sounding reverb tail. The pre-delay can be used to delay the reverb sound for better placing in the track. But of course you can always add a high quality external VST reverb as Send Effect to your liking.

Effects 2/2
The second effects menu can be opened by clicking the toggle

Phaser
The phaser can be used to add extra movement in the sound. It is routed before the final saturation effect. The left knob can be used to change the frequency and the right knob is the additional phaser resonance.

HP High Pass Filter
In some morph modes additional low-end is generated and sometimes this is not wanted. This can be removed by using the HP Cutoff Filter, which also includes a resonance knob.

Master Filter

The master filter section can be used to filter the complete sound signal with features:
Cutoff, Resonance, Attack Envelope, Decay Envelope.

Amplifier Envelope

The Amp Envelope features the two most important controls:
Attack, Release.

Use the release to prevent a ticking sound in the end in some sound configurations. Use the attack and release together to create Pad sounds by opening them up a lot.

LFO

The LFO section features a Filter LFO and Pitch LFO
Toggle between both displays with the toggle switch.
Both LFOs can be used at the same time.

Filter LFO

The filter LFO has three knobs and one activation switch. The left knob controls the Frequency of the LFO and the right knob is a mix knob to mix the LFO sound with the original. The small bottom knob can be used to change the phase of the LFO.
The Sync Menu can be used to change the free HZ frequency mode to the timed mode based on your DAW's BPM. Sync modes 1/4, 1/4T, 1/8, 1/8T, 1/16 and 1/16T are available.

Pitch LFO

The Pitch LFO has five knobs and one activation switch. The top left knob controls the Frequency of the LFO and the top right knob is a delay / attack knob. Turning that knob to the right makes the LFO start later after playing a note. The bottom three knobs shape the LFO sound. You can add a sine shape, saw shape and random shape.

Morph Mode

The morph mode is the key to developing the unique screech sounds.
It features four different modes. *Morph 1, 2, 3, 4*. Each mode is configured to generate a unique character to the sound. The morph mode can be enabled by clicking the Power ON button. The values of the morph mode knobs can be seen in the Filter & Morph Display.

Mod Wheel Destination

An intuitive Mod Destination feature enables you to quickly set the different morph knobs. Play your screech in a loop and click your mouse to navigate from knob to knob in the Mod wheel destination while changing the mod wheel. This way you can quickly shape your desired sound. There is an invert button which you can use to change the direction of the mod wheel behavior.
There are two mod destination slots available.

Destroy & Distort

The Destroy and Distort features can be activated by clicking the "line input" buttons.
Both have their unique character to match your screech or other sound. Upon activation of the Destroy function a small knob appears, which can be used to change the intensity of the destroy effect.

Presets / Snapshots

Installation:

Locate the "Snapshots (Presets)" folder in the ZIP you downloaded. Move the complete folder inside this folder to the *"User / Documents / Native Instruments / User Content / Kontakt"* folder. If this folder does not exist, please <u>create</u> it first. Both "User Content" and "Kontakt".

So the folder "*LUS Screech Designer by A-lusion*" including presets should be located there.

MacOS:

Windows:

C:\Users\<your username>\Documents\Native Instruments\User Content\Kontakt\LUS Screech Designer by A-lusion\

A total of 30 presets are added in the instrument.

You can save your snapshots to use them as presets. This is a default Kontakt feature.

You can open the snapshots menu by clicking on the camera icon.

Use the snapshots to load some of the predefined sounds or save your own sounds.

<u>IMPORTANT</u>: The snapshots specifically belong to the Kontakt version in which the .NKI was saved. When you have different version as the 5.6.0.0.046 you should not save the .NKI if you want to keep using the original snapshots. Make sure you make a backup (make a second folder with all files) and use this if you intend to save the .NKI file (Saving the .NKI is not mandatory when using the instrument in your projects)
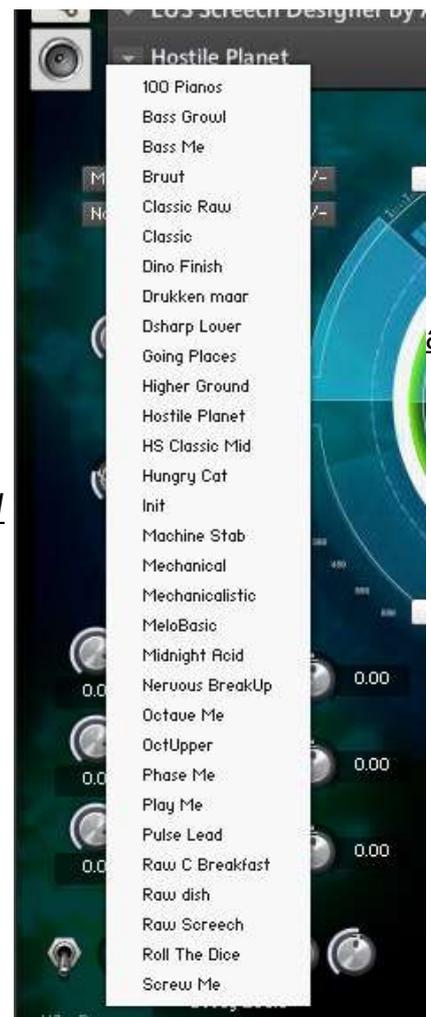
Tips & Tricks

Automation
By default all knobs have been configured in the Host Automation. Ready to use.
If needed, you can always automate your controls in your DAW by using the Automation Drag feature in Kontakt. After enabling automation on one of the features, you can use your automation lanes in your DAW and any knob you twist in record mode is automated.

Default values
Many knobs have a default setting value. Like 0,0 DB or 0,00 Tune.
Ctrl / CMD + Mouse click results in the knob to be restored to it's default position.

Precision knob set
You can set a knob with more precision by holding the SHIFT key while you change the value.

Pitch Bend
The Pitch Wheel is set to 36 notes so you can growl and move your sounds to great lengths.

Toggle
The toggle switches act as a visual switch. It does not enable or disable any features.
So the features, opened and closed by using the toggle, remain active.

Loading your own samples
You can load your own samples by replacing the default and custom audio files.
Locate the [*Samples/LUS Screech Designer by A-lusion/Samples*] folder.

You can load your own samples by replacing the audio files. Make sure you keep the exact filename. You can keep the originals by replacing your own audio in the Custom1 up and till including Custom 5.wav.
Make sure your sounds are tuned to **C** so you keep the correct rootnote for the notes you play.
Experienced Kontakt users can change the samples via the Expert Zones mode.