

SPIRAL STRINGS

Thank you for choosing Spiral Strings - TONSTURM's first VST Instrument tailored for composers.

While recording the SFX for our Sentient Frequencies Soundpack, we were captivated by the Spring Cello's musical potential. Inspired, we contacted the talented Matthias Kaufmann, a professional cellist, for a fresh recording session.

Today, we're proud to bring this completely unique and ethereal instrument to your studio!



Note on voices using NI Kontakt:

We've implemented a True Stereo Convolution Reverb in Kontakt (very tricky to achieve btw) - which was such a game changer sonically.

The only downside is that the instrument uses double the voices when played. So keep that in mind when layering multiple instances of Spiral Strings.

System requirements:

Full Version of NI Kontakt6 or later. Purchase separately if not owned.

Installation:

1. Open Kontakt; use 'File Browser' to find Spiral Strings.

2. To load:

- Double-click the *.nki patch.
- Or drag the *.nki patch into Kontakt.

MAIN

Spiral Strings is a two layer instrument - it is divided into LAYER A & LAYER B.
Functions for both layers are identical.
You can choose all parameters separately and individually for each layer.

White means the function is active.

The main interface of Spiral Strings is a dark-themed digital instrument control panel. It features a central illustration of a string instrument (violin/viola) with two drum-like components. The interface is divided into two main sections, A and B, representing Layer A and Layer B. Each section has a 'Mic Mixdown' knob, a 'Slow Motion' button, and four small circular buttons labeled A, D, S, and R. A central 'AB SLIDER' is positioned below the main interface. Surrounding the main interface are several callout boxes providing detailed information about specific features.

THE MIXER
You can choose between a mixdown of all microphones
or have all mics separately (close, body mic, room)
Choosing to have all mics separately will take much more voices!

LAYER A & B
Showing the layer.
Spiral Strings is a two layer instrument - it is divided into LAYER A & LAYER B.
Functions for both layers are identical.

VELOCITY
Choose the Velocity response from High (CW) to low (CCW)

PRESETS
Choose a preset.
You can narrow the search combining the different categories.

MENU
Choose between the three sites of the instruments

PLAYING STYLES
You can choose between 8 playing styles

MODULATION CONTROL
This is a quick way to check and control the amounts of modulation for the Layer (see MOVEMENTS site)

PANNING
You can pan your layer.
Panning doesn't go 100 % left/right

SLOW MOTION
You can choose between normal and Slow Motion mode.
Slow Motion is not just a normal pitched down version.
We recorded in 96kHz with Hi-Freq responsive mics and then converted down to 48kHz which resulted in Hi-Q Pitchdown version

ADSR
Standard envelope.
Be careful with release, especially if you are working with multiple instances of Spiral Strings because your RAM might get overloaded!

AB SLIDER
Fades between Layer A & Layer B.
Just like a DJ Slider

Category	Preset
Overtones	04_Distorted Reality
Harmonics	12_Moon And Dry
Tremolo	14_The Joker
Rattle	17_Battlecry
Dissonant	24_Close Distortion
Mixing	34_Slow Bass
Shout	41_Overtones Grit
Rhythm	43_Something Dark
Pad	57_Mid Chorus
Pure	68_Sneaky Tremolo
	79_Spiral Madness

MOVEMENTS
LFO 1 LFO 2 LFO 3 Step 1 Step 2

MOVEMENTS

This is the matrix that connects all modulation sources to their destinations.

LFO 1 & 2 have identical functions. LFO 3 is special because it can also modulate the speed of LFO 1 & 2.

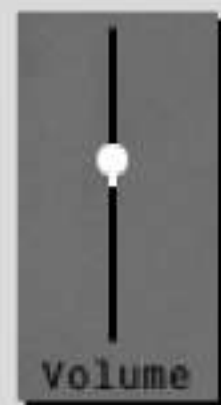
All LFO's and Step Sequencers can be routed to modulate selected parameters of both LAYER A & LAYER B.

Amounts: You can choose the amount of modulation and destination. The sliders are bipolar.

The amount sliders are connected to the chosen Modulator below (LFO 1-3, Step Sequencer 1-2).

Eg if you choose LFO 1 below, the amounts for LFO 1 are shown. If you choose Step Sequencer 2 below, the amounts for Step Sequencer 2 are shown. LFO 3 is special because it can also modulate the speed of LFO 1 & LFO 2

VOLUME MODULATION



Amount of Volume modulation with a bipolar slider.

MODULATOR SELECTION



Move between the modulators (LFO 1-3, Step Sequencer 1-2)



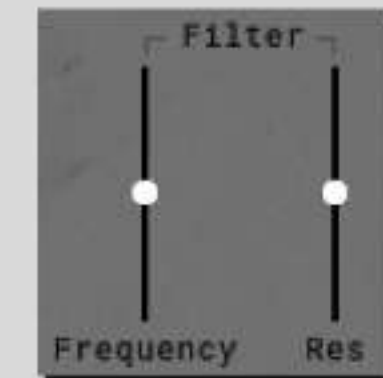
Activates/deactivates the chosen modulator.

EXTRA MODULATION



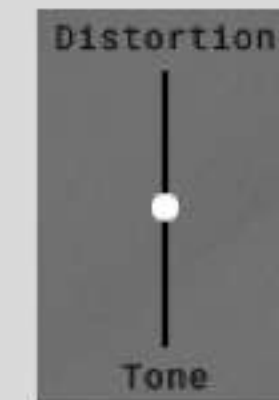
LFO 3 is special. It can also cross modulate the speed of LFO 1 & 2

FILTER MODULATION

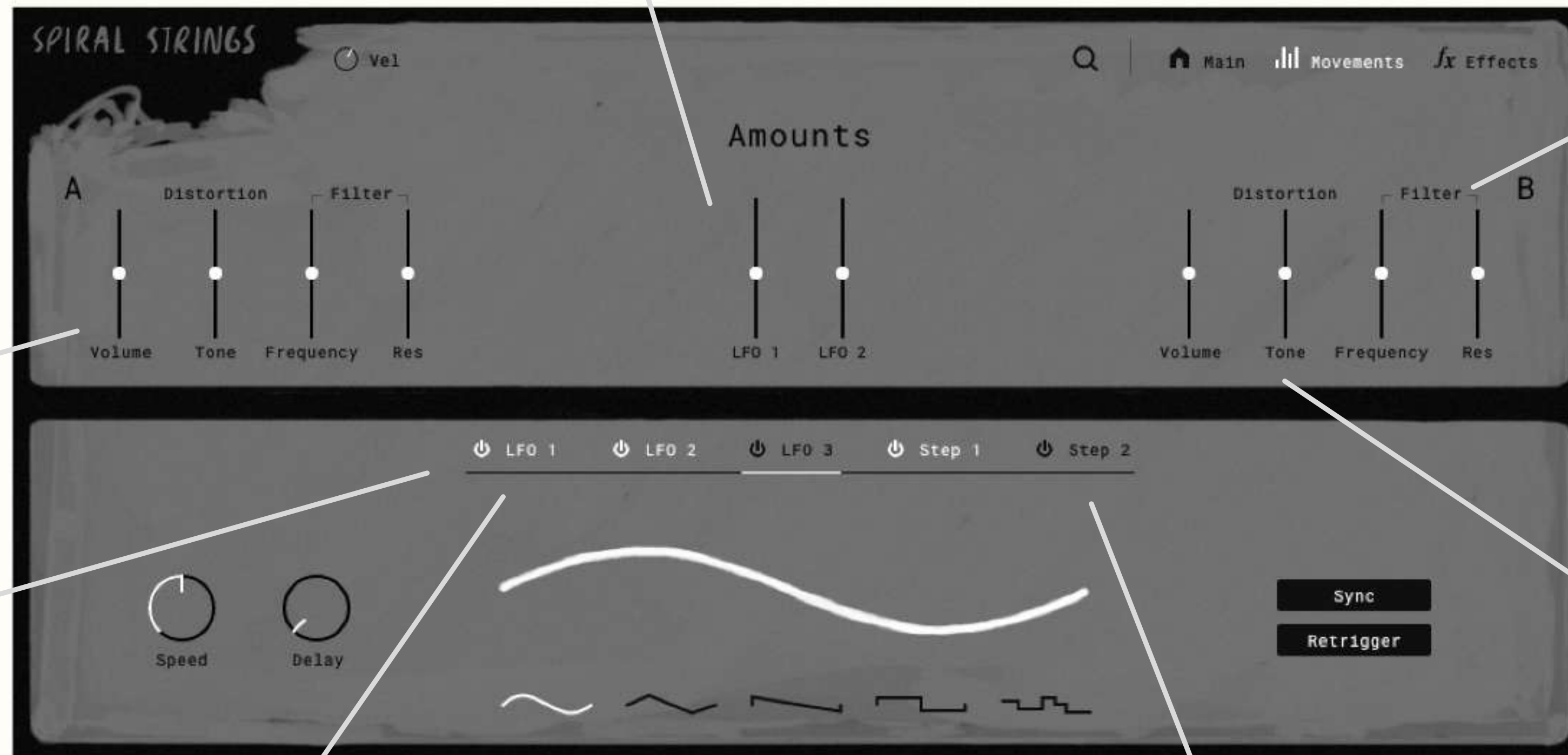


Frequency:
Amount of Frequency modulation (Filter effect) with a bipolar slider
Resonance:
Amount of Resonance modulation (Filter effect) with a bipolar slider

DISTORTION MODULATION

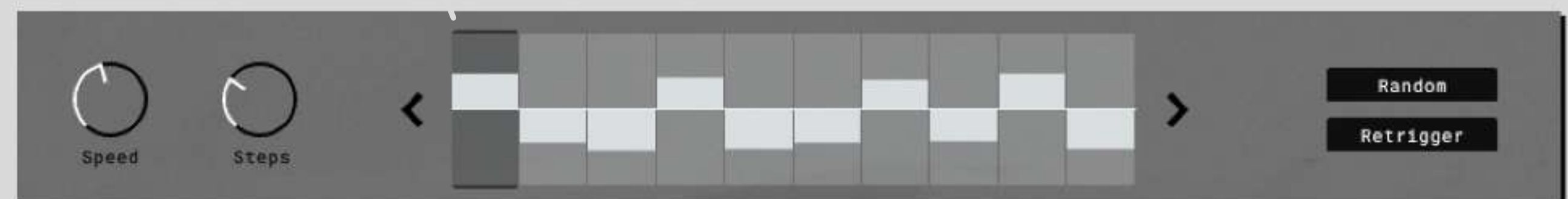


Amount of Tone modulation (Distortion effect) with a bipolar slider



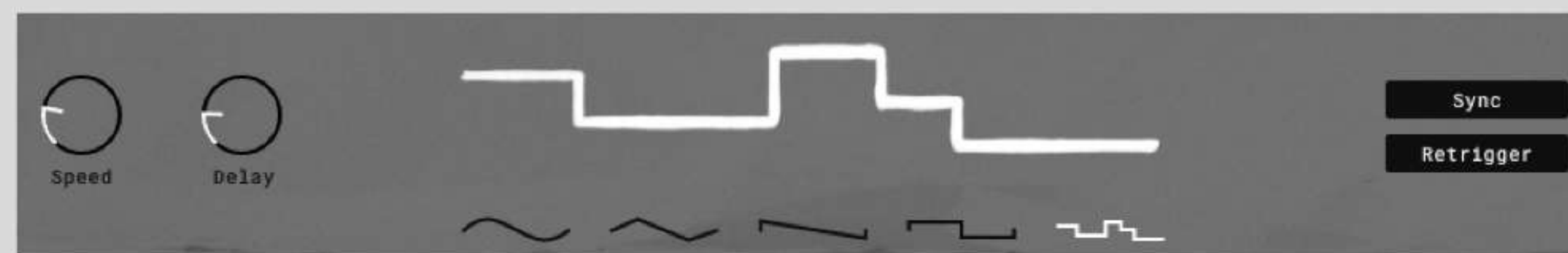
SEQUENCER

Speed:
You can choose between the divisions
Steps:
Choose the amount of steps 1-32
Random:
Fills the steps with random amounts
Retrigger:
Retriggers the Step sequencer with every note
Arrows beside the steps:
Move the sequence to the left or to the right



LFO

Speed:
You can choose the speed of the LFO.
If sync is activated you can choose between the divisions
Delay:
You can delay the start of the LFO
Curves:
You can choose between sinus, triangle, sawtooth, square and random
Sync:
You can sync the LFO to your DAW speed
Retrigger:
Retriggers the LFO with every note



EFFECTS

The most exceptional effect of Spiral Strings is the True Stereo Reverb.
We've sampled Hi-Q IR's of the instrument itself, but also of the most characterful hardware and rooms.
The reverb is for both layers
You can also choose between Filter, Distortion and Tape Saturation for each layer seperately.

FILTER



On/Off switch:
Activates/deactivates the Filter
LP/BP/HP:
Choose between Lowpass, Bandpass & Highness Filter
Frequency:
Adjust the Frequency
Resonance:
Adjust the amount of Resonance
Modulation Control:
This is a quick way to check and control the amounts of modulation for the Filter Cutoof and Resonance (see MOVEMENTS site)



TAPE



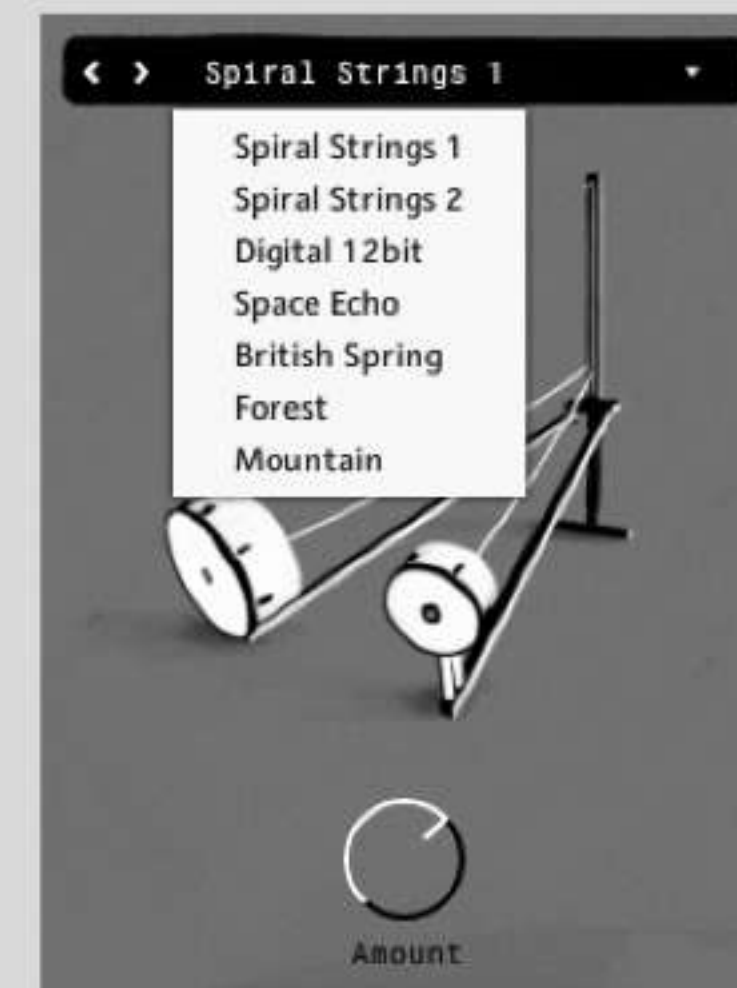
On/Off switch: Activates/deactivates the Tape effect
Warmth: a subtle way to adjust the amount of saturation

DISTORTION



On/Off switch:
Activates/deactivates the Distortion effect
Tone:
Adjust the tone of distortion
Drive:
Adjust the amount of distortion
Clean:
Adjust the clean signal amount
Bass:
Adjusts the low frequency gain
Bright:
Adjusts the high frequency gain
Output:
Adjust the overall volume
Modulation Control:
This is a quick way to check and control the amounts of modulation for the distortion (see MOVEMENTS site)

TRUE STEREO SPACE



Choose between 7 True Stereo Impulse Responses
Amount: Choose the amount of Reverb