

 TRIUMPH AUDIO

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GHOST CELLO 2
THE DARK SIDE

INTRODUCTION

Ghost Cello 2: The Dark Side – Unleash the Darkness

Prepare to dive deeper into the shadows with **Ghost Cello 2: The Dark Side**. This haunting sequel takes the raw, gritty sound you loved and pushes it into uncharted territory. With an **arsenal of powerful new patches and soundscapes**, Ghost Cello 2 is ready to redefine modern scoring.

Ghost Cello 2 is nearly double the size of our original Ghost Cello with **triple the amount** of patches! From eerie & distorted drones, pulsating pads, and mind-bending effects to modular mangling, distorted pulses, and more. Whether you're crafting dark atmospheres or intense soundscapes, Ghost Cello 2 is built to stand alone or seamlessly complement our flagship **Ghost Cello** library. Perfect for hybrid, horror, thriller, or experimental scoring.

Like our previous libraries, **Ghost Cello 2** offers an incredible blend of authentic, realistic cello tones and a vast array of processed sounds that transport your compositions to a whole new dimension. A standout feature of this library is the **MOD FX patches**, letting you seamlessly shift from subtle, organic tones to fully immersive, effects-heavy textures—all with the twist of a dial.

You'll also find some **MOD MIC** and **MOD PITCH** patches, giving you ultimate control over microphones and pitch. Use the **MOD Wheel** to unlock the full potential of Ghost Cello 2 and shape your sound exactly the way you envision.

Explore over 400 patches conveniently organized into 8 categories:

- **Authentic** – featuring huge single & double octave long & short patches, cello percussion, sul ponticello & tremolo, phrases & more!

- **Distortion** – Over 30 patches that take you from a dry or lesser processed sound to a full on distorted soundscape via the mod wheel.
- **Drones** – over 30 drones with most featuring a 3 zone layout – Low, Full, and High.
- **Engine Processed** – With a team of 11 programmers we’ve crafted some mind bending processed patches utilizing our Triumph Audio Engine!
- **Events & Textures** – featuring Bendy, Bowing with Wood, Clusters, Creepy, Pizzicato, Slow Rise, Sound the Alarm & The Creeper.
- **Modular** – We took the original cello samples and transformed them via modular processes to create a selection of fx, loops, one shots, risers, soundscapes, pads, and drones.
- **Pads** – nearly 20 pads in various styles and processing.
- **Pulses & Loops** – Explore a massive collection of loops and pulses created from the original cello recordings and via our Triumph Audio Engine.

Step into the Unseen. Welcome to Ghost Cello 2: The Dark Side.

INSTALLATION

Installing Ghost Cello 2: The Dark Side

1. After purchasing via our website www.triumphaudio.com, or through the pulse store/app, you will receive an email with a unique serial code.
2. To activate your serial code, you'll need the free Pulse downloader app (click [here](#) to download Pulse).
3. Create your Pulse Account.
4. Enter serial code in the Pulse Downloader app and download your library to your desired location.
5. After downloading please know that the "Add library" function in Kontakt is not supported for this library. To access patches, please use the file browser feature in Kontakt.

Troubleshooting

- For any problems regarding Pulse please contact:
 - <https://pulsedownloader.com/contact-us/>
- For any problems regarding ordering or our libraries contact:
 - info@triumphaudio.com

Watermarking

- Be advised that your copy of this product is watermarked by Pulse Downloader. Any torrenting, sharing or re-selling will easily be identified and tracked.



SPECS

Patches and Folders – We’ve organized the 432 patches (793 including DFD and TMP versions) into the following 8 Categories:

- Authentic 93
- Distortion 31
- Drones 33
- Engine Processed 57
- Events & Textures 87
- Modular 16
- Pads 19
- Pulses & Loops 96

Misc

- Full Retail Kontakt 5.8.1 or higher required
- Kontakt Player not supported
- 24bit / 48k uncompressed wav sample files
- Size of library: 9.34GB

Ghost Cello 2 Credits

Concept, Recording & Programming – Kevin Manthei

Cellist – Piper Manthei

Modular Sound Design – Jake Weston

Programming & Assembly – Royal Dean

Programming – Michael Boga, Lorenzo Pelli, Mathew Mozzoni, and Owen Nathanael

Engine Processed Programming – Austin Blau, Michael Boga, Mathew Campbell, Fernando Cañedo, Mathew Mozzoni, Owen Nathanael, Lorenzo Pelli, and Tim Verstegen

Special thanks to our beta testers – Ben Elliot, Kyle J Hartman, and Nicolas Martin

THE TRIUMPH ENGINE

Ghost Cello 2 Specifics

- **Layer Mixer:**
 - **We are excited to note that Ghost Cello 2 is programmed to utilize the Layer Mixer** on the Main Page/Page 1 of our engine allowing you to easily customize the gain, pan, and tune of the layers – **this feature is especially useful for our various MOD patches**. Note that this library is programmed to feature the first 2 layer mixers and does not utilize the 3rd layer channel.
- **Multi Zone Mappings and COMBO Patches:**
 - Many of the Drone patches and various patches throughout the library have 3 different yet related zones programmed into one patch – a Low, Full, and High. Experiment with three unique types of samples right at your fingertips.
 - Further, keep an eye out for COMBO patches – these patches are similar and have multiple samples per patch that are programmed to be played side by side.
- **Use the MOD Wheel!**
 - Using the MOD wheel in a **MOD FX** patch will allow you to go from a less/not affected version of a sample into an effects-laden version.
 - For any non MOD FX patches, use the **MOD** wheel to control filter cutoff.
 - **Discover various types** of the MOD FX feature like MOD MORPH, MOD PITCH, and MOD MIC. See Patch Terms below for more info on these patch types.
- **Use the Engine!**
 - We are excited to include **artist made Triumph Engine Processed patches**.
 - These processed patches were created by composers **using the various pages of our engine** including the Main, Effects, Rhythmic, and Output Engines.
 - Amongst these are rhythmic **Pulse and Loop patches** – use these to add a rhythmic flair to your pieces!
 - Use our Triumph Audio Engine to **create your own engine processed and rhythmic patches** to take your Ghost Cello 2 experience to the next level!
- **Specific notes about the FX on our Page 3/Effects Engine:**
 - **Delay time knob** – note that the time knob is programmed to allow you to change the delay time by stacking a 16th with each value added. Use this to customize the delay time on a patch.

Triumph Engine Breakdown

- All Triumph Audio patches are programmed with and housed in our Triumph Engine (which is based on the Photosynthesis engine by Jeremiah Pena). Any parameters of a patch are free to be changed and manipulated by you the user - have fun with it!
 - Home Engine: Control the main parameters of the patch



- Effects Engine: Add, tweak, and layer in various effects



- Rhythm Engine: Program step sequences, control LFOs, and set up various rhythmic features



- Output Engine: Fine tune the patch with various output effects



Patch Terms:

- **VEL:** Sample velocity layers in use.
- **MOD FX:** Mod wheel is assigned to toggle between a less affected version of a sample into an effects-laden version.
 - **MOD MORPH:** toggle between one sample into a totally different one.
 - **MOD PITCH:** toggle between one sample into a differently pitched sample.
 - **MOD MIC:** toggle from close to stage mics.
- **COMBO:** Multi zone patch with multiple samples that are part of a set - these samples are programmed to be played side by side on the keyboard.
- **TRP:** Included in the patch are 2 octaves of keys solely designated to pitch up or down the patch. Look for these blue labeled keys:
- **MENU:** Generally one sample per key patch to showcase all samples in a set, folder, or library.
- **FX Keyswitches:** Note that all Triumph Engine patches include FX Key Switches (E6-C#7) that controls the effects engine. Allowing you to control the effects via the FX keys in real time and/or program the effects manually through Kontakt on the effect engine pages.
- **DFD & TMP:**
 - **DFD:** (Direct from Disk): Plays back samples in real-time. DFD is unique in that the lower a sample is stretched/mapped, its tone lowers and slows in tempo. Conversely a sample that is mapped/stretched upwards will play higher in tone and will be faster in tempo. DFD patches are not tempo synced. Further, DFD is also helpful in that it doesn't eat up as much RAM compared to other sampler types.
 - **TMP** (Time Machine Pro): Compresses and stretches samples in real-time, unlike DFD, TMP allows all mapped samples to be played back at the same tempo and their pitch affected.

TRIUMPH AUDIO EULA

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THANK YOU

Thank you for purchasing this library and for supporting Triumph Audio. We truly hope you enjoy using these patches and that they bring value to the music you create! We want to hear what you're working on so please share! Shoot us an email or tag us on social media:

Web: www.triumphaudio.com

Social: [IG](#), [FB](#), [Twitter](#), [SoundCloud](#), [YouTube](#)

Email: info@triumphaudio.com

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Happy writing!

-Triumph Audio Team

