

REFERENCE MANUAL

# ORCHESTRAL ESSENTIALS 2

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**PROJECTSAM**  
cinematic sampling

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# INTRODUCTION

Thank you for purchasing *Orchestral Essentials 2!*

The *Orchestral Essentials* series captures the essence of the ProjectSAM experience: an inspiring collection of sounds taken from our extensive, cinematic product catalog. This volume expands your *Orchestral Essentials* template with brand-new selections from the ProjectSAM catalog, including the *Symphobia* series, the *True Strike* series and our other libraries, all re-designed and streamlined to fit the *Orchestral Essentials* concept.

Have fun!

The ProjectSAM Team

# INSTALLATION: DOWNLOAD EDITION

The installation steps in this chapter only apply to the downloadable edition of *Orchestral Essentials 2*.

## 1. USE YOUR CHALLENGE CODE

If you purchased *Orchestral Essentials 2* directly from ProjectSAM, you can skip to step 2. If you did not purchase *Orchestral Essentials 2* directly from ProjectSAM, use your challenge code at [www.projectsam.com/My-Account](http://www.projectsam.com/My-Account) to unlock your download and retrieve the product serial number you need to activate this library.

## 2. DOWNLOAD

If you haven't done so yet, download *Orchestral Essentials 2* using the ProjectSAM Downloader, available for Mac or Windows from [www.projectsam.com/My-Account](http://www.projectsam.com/My-Account).

## 3. INSTALL KONTAKT PLAYER

*Orchestral Essentials 2* runs as a library inside Native Instruments Kontakt Player. If you are new to Kontakt, download the latest version of Kontakt Player from [www.projectsam.com/My-Account](http://www.projectsam.com/My-Account) and run the installer. If you already have Kontakt or Kontakt Player installed, you can skip this step.

## 4. ADD LIBRARY TO KONTAKT

Add *Orchestral Essentials 2* to Kontakt Player using the 'Add Library' button in the 'Libraries' panel near the top-left corner. Kontakt will ask you to browse to the library's folder, which is named 'Orchestral Essentials 2 Library'. Browse to this folder, select it, and confirm. Note that you do not have to select an individual file. Selecting the folder is sufficient. After confirming, Kontakt may ask you for your administrator credentials.

## 5. ACTIVATE

Click the 'Activate' button in Kontakt and activate *Orchestral Essentials 2* using your product serial number. This number can be found in your ProjectSAM account at [www.projectsam.com/My-Account](http://www.projectsam.com/My-Account) and in your order confirmation e-mail. Note: activation inside Kontakt is done using your Native Instruments log in, not your ProjectSAM log in.

# INSTALLATION: USB EDITION

The installation steps in this chapter only apply to the boxed USB edition of *Orchestral Essentials 2*.

## 1. USE YOUR CHALLENGE CODE

If you purchased *Orchestral Essentials 2* directly from ProjectSAM, you can skip to step 2. If you did not purchase *Orchestral Essentials 2* directly from ProjectSAM, use your challenge code at [www.projectsam.com/My-Account](http://www.projectsam.com/My-Account) to unlock your download and retrieve the product serial number you need to activate this library.

## 2. COPY LIBRARY FROM USB STICK

Insert the *Orchestral Essentials 2* USB stick. Copy (drag-drop) the entire folder named 'Orchestral Essentials 2 Library' to a local drive on your computer. You can place the folder in any subfolder and on any internal or external drive that you wish.

## 3. INSTALL KONTAKT PLAYER

*Orchestral Essentials 2* runs as a library inside Native Instruments Kontakt Player. If you are new to Kontakt, you need to install Kontakt Player. On the USB stick you will find Mac and Windows versions in the 'Kontakt Player' folder. Start the correct installer and follow the on-screen instructions. Version note: a newer version of Kontakt Player might be available than the one found on the USB stick. To make sure you have the latest version of Kontakt Player, compatible with the latest operating systems, go to [www.projectsam.com/My-Account](http://www.projectsam.com/My-Account). If you already have Kontakt or Kontakt Player installed, you can skip this step.

## 4. ADD LIBRARY TO KONTAKT

Add *Orchestral Essentials 2* to Kontakt Player using the 'Add Library' button in the 'Libraries' panel near the top-left corner. Kontakt will ask you to browse to the library's folder, which is named 'Orchestral Essentials 2 Library'. Browse to this folder, select it, and confirm. Note that you do not have to select an individual file. Selecting the folder is sufficient. After confirming, Kontakt may ask you for your administrator credentials.

## 5. ACTIVATE

Click the 'Activate' button in Kontakt and activate *Orchestral Essentials 2* using your product serial number. This number can be found in your ProjectSAM account at [www.projectsam.com/My-Account](http://www.projectsam.com/My-Account) and in your order confirmation e-mail. Note: activation inside Kontakt is done using your Native Instruments log in, not your ProjectSAM log in.

# THE INTERFACE



MAIN TAB



EFFECTS TAB

The Orchestral Essentials 2 interface is simple, yet powerful. In this chapter we will go over the various controls and features that are available.

## MAIN TAB

### 1 RELEASE TRAILS

When an instrument stops playing a note in a concert hall, the sound will keep reverberating for a number of seconds. To achieve the same effect with a sampled instrument, release trails are used. When you release a note on your keyboard, *Orchestral Essentials 2* skips to the end of the recording of that note, to the exact point where the instrument(s) stopped playing and the natural concert hall reverberation is heard. This way, the note ending perfectly matches the acoustic space of the note itself. Without release trails, the sound, including the whole concert hall ambiance, will abruptly cut off when you release a note. However, if you do prefer this, for example to achieve a drier sound, you can disable the release trails using this button.

### 2 ROUND ROBIN

Each time a violin plays a C note, it will be slightly different. This is why *Orchestral Essentials* offers multiple takes for most staccato and other short samples. When you repeat a note, the various takes available for that note will be used in a 'round robin' cycle (a, b, c, a, b, c, a, etc.), avoiding the robotic repetition you would get when you repeat the same sample over and over again. The round robin button is turned on by default and it is not available for all instruments.

### 3 OCTAVER

Enabling this option adds an octave to all notes you play. This works very well for quickly getting a wide sounding arrangement. The script ensures that no double MIDI notes are triggered just in case you are playing octaves yourself.

### 4 VELOCITY/MODWHEEL

Most instruments in *Orchestral Essentials* were recorded in various dynamics ranging from soft to loud, each with its unique tone and sound properties. Using the velocity/modwheel toggle you can choose how you would like to control these dynamics: using keyboard velocity or using the modulation wheel controller ('modwheel' for short).

**Velocity:** this is the standard keyboard playing mode and makes it easiest to play with two hands. Your note velocity will determine the mix between the soft and loud sample recordings. The disadvantage of using velocity is that the dynamics cannot be changed during the course of notes, only with new notes.

**Modwheel:** the position of your modwheel (or CC#1, in MIDI terms) determines the mix between the soft and loud recordings. This means you can change the dynamics during the course of notes, allowing for much more control over the musical expression of strings, brass and other non-keyboard instruments. While holding a chord, you can use the modwheel to make the chord swell, for example. Note that this is very different from simply changing the volume, which does not change the instrument's timbre!

The velocity/modwheel option is not available for all instruments.

## 5 SPEED

Select instruments in *Orchestral Essentials 2* have a speed control available. This control allows you to time-stretch the instrument in real-time, shortening or lengthening the samples without altering their pitch. This is useful, for example, to make staccatos even snappier (*Cartoon Staccato*), or to match a recorded special effect with the rest of your track.

## 6 REVERB

Most instruments in *Orchestral Essentials 2* were recorded in a beautiful concert hall, at a specific distance from the musicians. Therefore, there is a natural amount of reverberation in the samples. The reverb control allows you to add additional reverberation to the instrument. This is done using the convolution reverb effect. To switch off the artificial reverb, turn the control all the way down. Note that this also saves some CPU.

## 7 LIMITER

Limits the instrument's dynamic output. The knob specifically controls the limiter input, making it a fast way to gain the instrument's output without it clipping or distorting. It is also a way to bring up details in the recordings. Note that extreme limiting can result in a higher noise floor. By default, the limiter is turned off. To turn on the limiter, simply turn up the knob.

## 8 TRANSPOSE

Use this control to transpose the instrument. This nudges the position of the instrument to the left or right on your keyboard. Transposing up means the instrument is moved leftward, transposing down means the instrument is moved rightward.

## **9 ATTACK**

Adjusts the attack time (or fade-in time) of the instrument. The higher the knob, the slower the attack.

## **10 RELEASE**

Adjusts the release time (or fade-out time) of the instrument. The higher the knob, the slower a note will fade out when you release it. For very short recordings such as staccatos or drum hits, the release control determines the amount of reverberation that is played after the note or hit.

## **EFFECTS TAB**

The Effects tab offers you a compressor, delay, filter and stereo modeller that can be applied to the current instrument. Select an effect using the buttons on the left and adjust its controls on the right. Use the icons next to the buttons to enable or disable the effect.

# CONTACT PROJECTSAM

If you have a general question about Orchestral Essentials 2 or a technical issue installing or using it, please go to **[www.projectsam.com/My-Account](http://www.projectsam.com/My-Account)**, log in using your ProjectSAM account username and password, and click 'Technical Support'. This way, all necessary information is sent along with your question.

Alternatively, you can contact ProjectSAM directly by e-mailing **[support@projectsam.com](mailto:support@projectsam.com)**.

# CREDITS

## **ProjectSAM development team**

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## **Manual design**

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## **ProjectSAM would like to thank:**

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