



CINEMATIQUE INSTRUMENTS

CELTIC NYLON HARP v2

MANUAL

How to install?

To install, unzip and drag the instrument folder to any hard drive. Launch Kontakt 4 or higher and load the .nki instruments. Please do not move any file! By installing the product you accept the enclosed product license agreement.

Description

The Celtic Nylon Harp is a small warm and adorable sounding Harp with a height of nearly 39 inch (98 cm) and is mostly used in traditional music. The wooden instrument has a range of three octaves between C2 and C5 (which we extended downwards to C1) and has got 22 strings which are made of nylon and are plucked with the fingers. The harp has a lever close to the top of each string; when it is engaged, it shortens the string so its pitch is raised a semitone (sharped note if the string was a natural).

Content

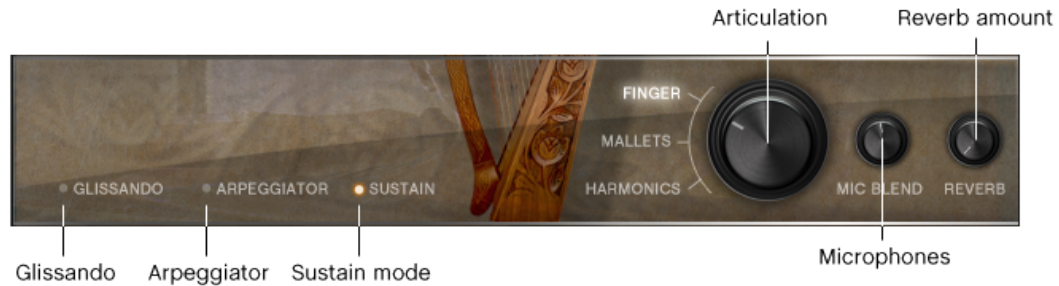
After recording and releasing the harp in 2010, we decided to update the entire instrument in 2015. Three different articulations were recorded in two different microphone settings on all 22 strings of the Celtic Nylon Harp. Besides finger picking we recorded additional harmonics and captured the sound of the strings being beaten with a mallet. We extended the low range of the Instrument to reach down to C1.

We also added a script which allows the user to play glissandos using the modwheel. In contrast to most glissando instruments this feature has a dynamic detection system which allows only the notes that are currently held down for the glissando. This way playing glissandos becomes much more intuitive and flexible than it would be if you had to select scales or chords globally.

On top of that we included a 8 step arpeggiator which is based on Ensemblas voicing engine.

Once again the Celtic Nylon Harp forfills the tradition of the Cinematique Instruments Strings by sounding charming, organic and inspiring.

What causes what?



Articulation:

Choose between the 3 different playing styles: finger, mallets and harmonics.

Reverb:

Control the amount of reverb.

Microphones:

Choose or blend seamlessly between the two microphone settings.

Glissando:

Mode:

When set to “MOD” a glissando is played everytime you hold down a key and touch the modwheel.

When set to “MOD & PED” a glissando is played everytime you hold down a key, press the sustain pedal and touch the modwheel. In this mode the keyboard is disabled as soon as you press the sustain pedal to avoid unwanted keystrokes when selecting notes for the glissando.



Velocity:

Sets the velocity for the glissandos. This parameter can also be assigned to a midi CC# of your choice by right clicking on the number and selecting “Learn Midi CC# Automation”.

Arpeggiator:

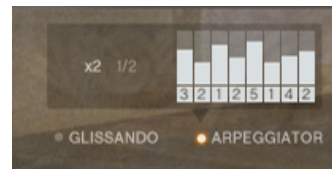
x2, 1/2:

Controls the tempo,
x2 = double time, 1/2 = half time.

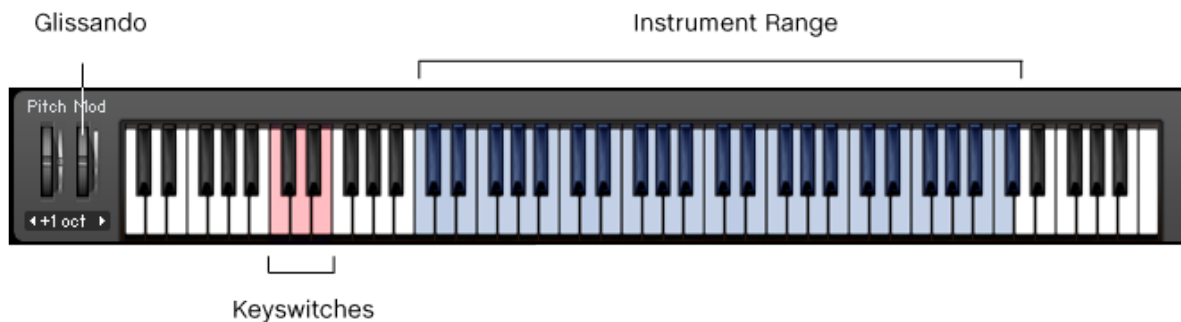
Arp Table:

The table on top lets you set the velocities for each of the eight steps. With the numbers under the table you can set the relative notes which are assigned to each step. “1” represents the lowest note that is currently held down, “2” the second lowest and so on. The arp system supports up to 5 pitches, every key pressed after that will be ignored.

While the arpeggiator is running the modwheel can be used adjust the overall velocity relatively.



Keyboard Layout



Instrument Range:

Blue keys represent the playable instrument range which we extended down to C1.

Keyswitches:

Red Keys represent the Keyswitches to select the different articulations “Finger”, “Mallets” and “Harmonics”. The Keyswitches behave exactly like the articulation selector on the interface.

Glissando:

Use the modwheel in glissando mode to play glissandos.