

GECKO³



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Odd Mallets, Warm Pads, Glitchy Rhythmer, Eerie Textures
Cheap Keys, Metal Strings, Complex Environs, Kasimir und Karoline,
Kaleidoscope

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1. The Concept

GECKO is an instrument concept for NI Kontakt 4, which gives you the ability to quickly compose countless variations of certain instrument categories.

Gecko gives you countless options and maximum flexibility because,

- SSM – simultaneous sound matrix. 6 sound slots multiplied by an excess of 18-38 sounds
(over several thousand options)
- CPU friendly (no additional loading)
- Easy and intuitive use
- Enhanced playability and programming possibilities
- Timbre switches
- Master edit options (low- and highpass filter, reverb, attack, release)
- Separate pan and volume control
- Volume automation via midi-controller and sequencer recording
- Outstanding „Randomize“ function – leave to chance
- Presets (pre installed sound programs)

The principle of Gecko is based on the simultaneous use of up to 6 sounds - each of them can be loaded into sound slots with an excess of 18-38 (varies on category) well prepared sound sources which come from the entire Cinematique Instruments library enriched by several new sound creations.

There are 9 different Gecko instrument types available (see later): Metal Strings, Eerie Textures, Complex Environs, Warm Pads, Glitchy Rhythmer , Odd Mallets, Cheap Keys, Kasimir and Karoline and Kaleidoscope

GECKO is very easy to work with. Just load via the sound menu one of the sound sources into the sound slots - you can play 6 sounds sources at the same time - and

set the volume and the pan separately. Besides, you can adjust the global sound of the whole instrument by using different sorts of filters, reverb and speaker simulation. That means countless options!

For people who just like to play around there are interesting and impressive scene variations. For those seeking inspirations from uncountable variations or who are just curious about the enormous possibilities GECKO provides, there is a "Randomize" function which sets all parameters at random. Awesome.

2 Version History

Version 1.1:

- general bug-fixes
- separate solo switches for every instrument slot

Version 2.0:

Bugfixing, Enhancement

- Performance enhancements: improved scripting, new GUI
- Improvement of all presets
- New presets (particular)

Most Important:

- New delay with the three selectable delay times
 - Flying Table: automatic volume movement of all enabled instrument slots, additional knobs to define the range and the tempo of the fader movement
-

Version 3.0:

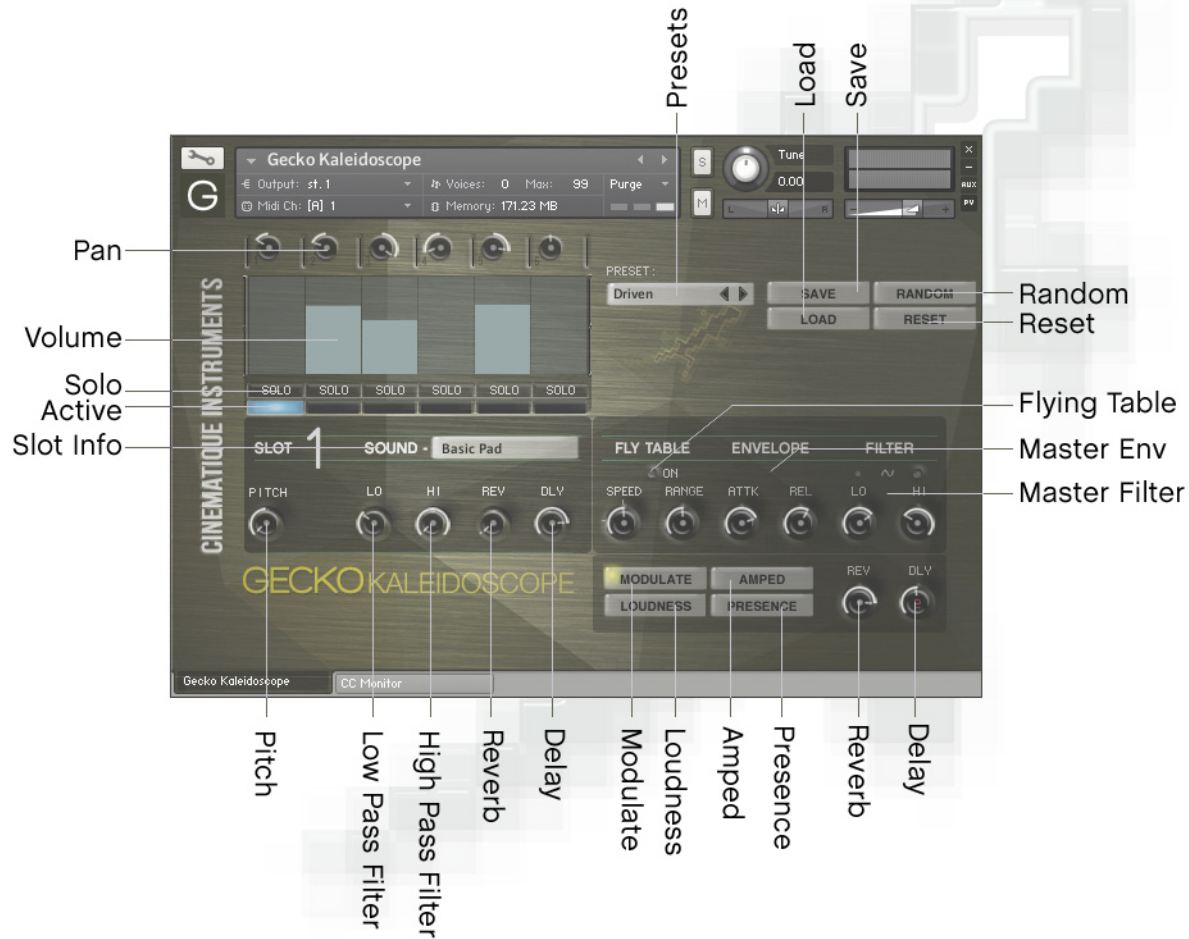
Enhancement

- improved scripting, new GUI which allows a larger amount of sound sources and presets
- Improvement of all presets + particular new presets

Most Important:

- Each slot is equipped with high- and lowpass filter, reverb, delay and pitch knob
- Moving Frequencies: automatic moving of the filter frequencies from 20Hz – 15 kHz

3 Working with Gecko



1. Pan

These are 6 self explanatory panorama slides to control the left/right balance of each sound slot.

2. Volume - Sound matrix

The sound matrix is the core of each Gecko: You have got six bars, each of them correspond to one of the six sound slots. By clicking and moving the mouse into the sound matrix field you can adjust the volume of each of sound slot separately.

3. Solo

By pressing one of these switches you can hear the corresponding sound slot alone (solo). This helps you to change the sounds more precise.

4. Active

By pressing one of these switches you select the corresponding sound slot. The switch shines blue. If the light is green a sound is loaded into the slot. If the slot is empty there is no light.

5. Slot Info

This is the slot area. The big number shows the number of the selected slot. At the right side of this info line you find the name of the sound which is loaded into the slot. By clicking on the name there will open a sound menu.

Sound Menu:

You can easily choose one of the 38 sounds by clicking on the name. The sound will be loaded immediately. There are three categories of sounds:

organic where you find warm analog synths, guitar feedbacks, organ distortions, bell sounds, real solo violins, bowed strings (guitars and psaltery), e-bow etc.

keys where you find sounds from old classical synthesizer, old organs etc.

fx where you find noises, hizzes, crackle and some field recording

SOUNDS			
ORGANIC	KEYS		FX
Basic Pads	Gentle Bell	ElecPno CZ	Cym Bowed
Chimes	Atomum	EP EK470	Low Machine
Warm Crunch	Snap Choir	Organ B2	Crackle
Distortion 5	Bwd Psaltery	Saw Tooth	Glas Destroy
Calm	Bwd Guitar	Warm JX3P	Machine Drill
Holy	Gentle Violin	Analog Choir	Low Sphiner
Sinus Low	Feedbacks	Analog Flute	People
Warm Buzz	Guit Mellow	PPG	Rhythm Noiz
Ponticello	E-Bow	Casio Float	Doorstep FX
NO SOUND			Metal Sheet

6. Pitch

With the help of this control you can detune the sound of the selected sound slot from -12 to 12 semitones.

7. Low Pass/ High Pass Filter

These two controls are frequency filters for the selected sound slot. The high pass was designed to filter low frequencies out of this sound. If you keep the control all the way to the left, the frequency spectrum will remain untouched. The low pass does exactly the opposite.

8. Reverb/ Delay

By turning these controls you set the amount of the reverb or delay of the selected sound slot. Please note that these knobs are working as a kind of pre mix amount knob. In order to hear the reverb/ delay amount you have to control the reverb and delay of the master section.

9. Timbre switches

which provide powerful tools to quickly change the master sound.

Modulate

This adds a light phaser effect to Gecko which gives it an interesting panoramic feel.

Loudness

This switch adds a Hi-Fi alike feel to the sound.

Presence

This switch activates an individual EQ set - either a cut or band pass, which makes the sound more highlighted.

Amped

This switch activates a speaker simulation.

10. Reverb

This control determines the amount of the master amount reverb.

11. Delay

This control determines the master amount of delay. You can adjust the delay time by sliding over the tiny red number between quarter, eighth and sixteenth notes

12. Master Filter

These two controls are simple frequency filters for master signal channel. The high pass was designed to filter low frequencies out - the higher it's set, the less low frequencies are audible in the signal. The low pass does exactly the opposite. It is used to filter high frequencies and creates an impression of less reflection in the virtual room. The small buttons above the knobs are activating an slight automatic move of the filter frequency from 20kHz to 20 Hz and back. Each filter got an own button.

13. Master Envelope

The attack knob controls the initial time it takes to reach the maximum level after the key has been triggered. The release knob controls the initial time it takes to fall to zero after the key has been released.

14. Flying Table

By enabling the Flying Table© „ON“ switch, the volume fader of each slot automatically starts to move around the previous set amount. You can adjust the tempo and the range of this self oscillating volume movement by tuning the corresponding knobs “Range” and “Speed”. By disabling the Flying Table© feature the volume of each instrument slot goes back to its original level. Every slot has its own speed and differs from each other. This function enables Gecko V2 to endless variations. Each pad or texture changes continuously and never sounds the same. Using the Flying Table© for short attack keyboard sounds or mallets you are able to add a natural feeling with smooth and subtile variations to the sound.

15. Reset

By clicking this button all (!) parameters of your GECKO instrument will be resetted. Do this whenever you like to start a new sound.

16. Random

This is an absolute unique feature. By clicking this button all(!) parameters of your Gecko will be set at random! You can imagine how fantastic the result will be!

17. Load/ Save

By using the Load/ Save dialogue you can also save your own settings as user presets or load others externally

18. Presets

Gecko Kaleidoscope features 43 factory presets at time of delivery, that can be switched by using the arrow buttuns beside the display. The name shows your actual loaded preset. By clicking on the name you open a special preset menu where you can choose certain sound just by clicking on the name.

CC monitor tab

Use the CC monitor tab of your Gecko to make the midi controller control the volume of the separate sound slots.

To get to this tab please click on the tab „CC Monitor“ at the lowest line of Kontakt. Just move your midi controller to see which number it has been assigned to – the number will be displayed in the controller monitor field. Please enter the number into the corresponding „Slot xx CC:“-field. This will allow you to control the volume of the sound slots by means of the midi-controllers and you can easily record and automate the volume movements in your sequencer along with your music!

4 The Gecko Family

Right now there are - beside the new Gecko Kaleidsopscope - 7 other Gecko available. The Gecko Kaleidsoscope is the first one whcih will be released in version 3. In the following you find a small overview about the other Gecko member. For more information please visit our website.

ODD MALLETS

This is the mallet master. Rarely it has been so easy to create your own mallet sound - just like a cooking recipe: 2 pound of Marimba, a pinch of Draft Rhodes, a dash of Glockenspiel and a spoon full of Gas Bottle

WARM PADS

Warm Pads? Imagine, you´re working on the chorus of a pop song and looking for the right pad! This gecko is the right tool for you. Compose the pads exactly you expect them!

GLITCHY RHYTHMER

The right tool to lend distinction to the rhythmic base of your music. This gecko comes with an assortment of over 20 unique, glitchy and unusual add-on rhythmic and percussion loops.

EERIE TEXTURES

The experimental one! Have you always wanted to compose your own extensive sound sculpture? This gecko delivers just about all you need: dark tonal textures, strange sonic figures and eerie sound sources such as waggon crackling or pan-fry noises.

CHEAP KEYS

Odd and headstrong! This gecko shines with an unusual and exceptional assortment of keyboard sounds such as old rhodes, cheap synthetic e-pianos or charming organ sounds - enriched by various vintage synths, lo-fi guitars and noises.

METAL STRINGS

This gecko contains all the strings of the Cinematique Instruments Library in one patch: Autoharp, Celtic Nylon Harp, Kantele, Monochord and the newbies Hammered Dulcimer and Guitar Harmonics!

COMPLEX ENVIRONS

Ever played Mabuse with Pan Frying or ever heard Water Drops added to a Thirsty Man? This is the Swiss army knife! This gecko provides a great deal of options: simple but interesting pads, living textures, unusual movements or vanguard sounds. An excess of 20 sound sources to combine are giving a great choice !

KASIMIR UND KAROLINE

This is a special designed Gecko.

It was created to be the master tool for writing the score to a modern adaption of Ödön von Horváth's famous play "Kasimir and Karoline" which was recently premiered in a big German theatre. In order to fulfil all the demands of the script and the director, we collected, recorded and produced tons of sounds, textures and noises, mixed them up and put them into the Gecko framework. The result is the most complex Gecko we've created so far.



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