



**GECKO**  
KALEIDOSCOPE 1.5

Thanks for purchasing Gecko Kaleidoscope 1.5

## **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. For any kind of questions please contact us at : [support@cinematique-instruments.com](mailto:support@cinematique-instruments.com)



## Gecko – 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 of 6 sound slots
- 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
- 2 complex volume modulation engines: Fly Table and Free Draw
- 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

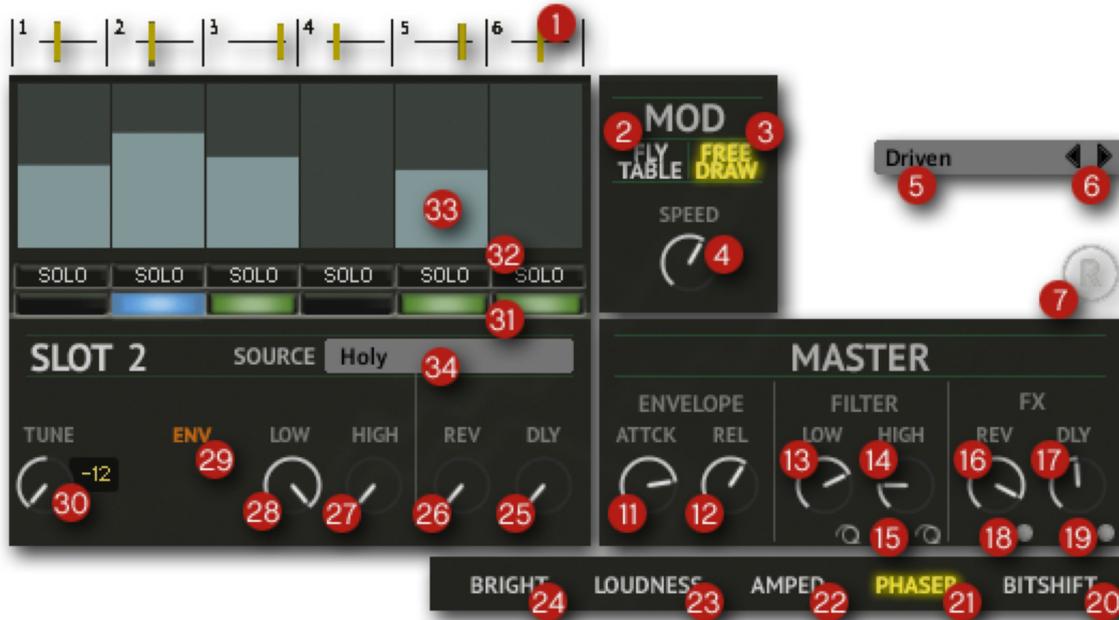
Instruments library enriched by several new sound creations.

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.

## Working with Gecko



1. Panning                      slides to control the left/right balance of each sound slot.
  
2. Fly Table                    by enabling the Fly Table© switch, the volume fader of each instrument 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 Fly 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 to endless variations. Each pad or texture changes continuously and never sounds the same. Using the Fly Table© for short attack keyboard sounds or mallets you are able to add a natural feeling with smooth and subtle variations to the sound. It's also possible to apply this feature as “big” vibrato or gate. Endless possibilities !

### 3. Free Draw

By enabling the Free Draw© switch, a red ENV button will appear in the slot area of each „filled“ slot. By clicking on it „ENV“ you get to a tabel of 127 steps whcih stands for the volume of the corresponding slot. You can cow draw your the volume curve at your own requirements separately per each slot. By doing this you are able to shape the Gecko Kaleidoscope sound in perspective of time. The knob (4) SPEED controls the speed each step tabel step will be played. Endless possibilities !

- |                 |  |
|-----------------|--|
| 4. Speed        | controls the speed of the Free Draw Table steps  |
| 5. Presets      | getting to the Presets Menu to chose 1 of over 50 presets  |
| 6. Arrows       | getting to the next/ previous preset   |
| 7. Randomize    | This is an absolute unique feature. By clicking this preset ALL parameters including the sounds from the sound menu will be set at random! You can imagine how fantastic the result will be! |
| 11. Attack      | controls the global attack   |
| 12. Release     | controls the global release  |
| 13. Lowpass     | controls the cutoff frequency of a global lowpass filter   |
| 14. Highpass    | controls the cutoff frequency of a global highpass filter  |
| 15. Mover       | by activating the corresponding cutoff frequency starts automatically to move  |
| 16. Reverb      | controls the amount of the global reverb   |
| 17. Delay       | controls the amount of the global delay  |
| 18. Reverb Type | switches between two types of reverb   |
| 19. Delay Time  | switches between two times of delay  |
| 20. Bitshift    | sets the entire sound to a resolution of 5 bit   |
| 21. Phaser      | activates a light phaser   |
| 22. Amped       | This switch is a speaker simulation.   |
| 23. Loudness    | This switch is adding a more Hi-Fi alike feel to the sound.  |

## 24. Bright

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

## 25. Delay

controls the delay amount of the corresponding slot

## 26. Reverb

controls the reverb amount of the corresponding slot

## 27. Highpass

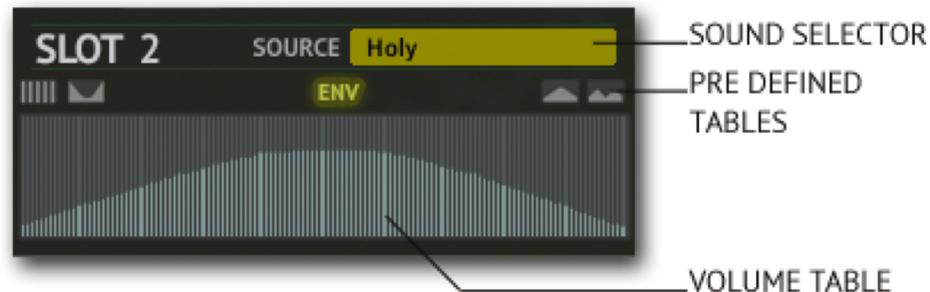
controls the highpass cutoff frequency of this slot

## 28. Lowpass

controls the highpass cutoff frequency of this slot

## 29. ENV

by clicking you are getting to the slot volume table (see 3.)



## 30. Tune

controls the tune from -12 to 12 semitones of this slot

## 31. Slot Selector

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.

### 32. 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.

### 33 Volume

Sound matrix: 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.



## Sound Menu

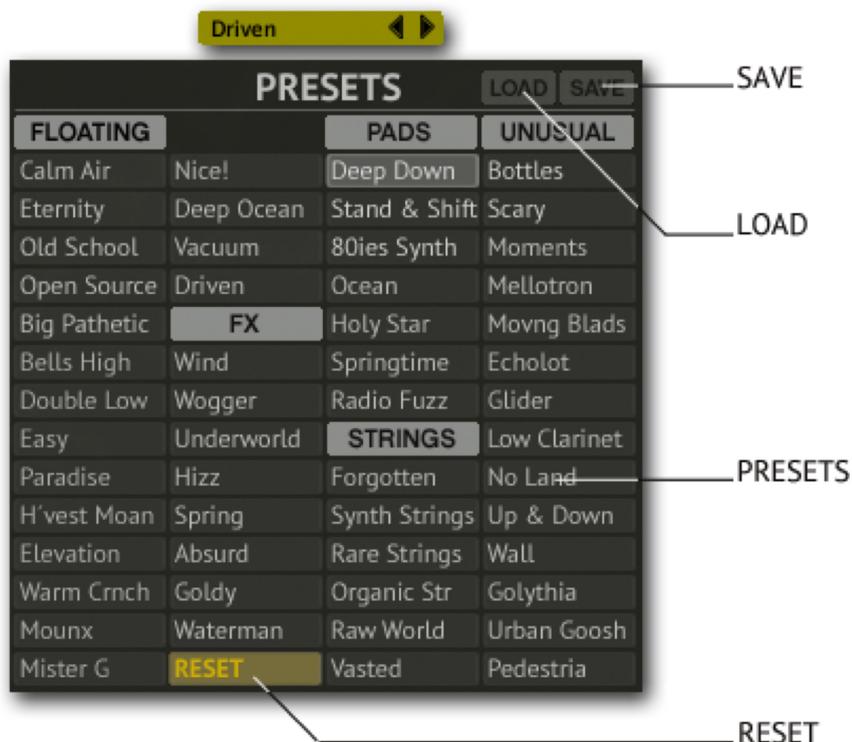
SOUNDS			
ORGANIC		KEYS	FX
Basic Pads	Gentle Bell	ElecPno CZ	Cym Bowed
Chimes	Atomum	EP EK470	Low Machine
Warm Crunch	Snap Choir	Organ B2	Crackle
Distortion 5	Bwd Psaltery	Saw Tooth	Glas Destroy
Calm	Bwd Guitar	Warm JX3P	Machine Drill
Holy	Gentle Violin	Analog Choir	Low Sphiner
Sinus Low	Feedbacks	Analog Flute	People
Warm Buzz	Guit Mellow	PPG	Rhythm Noiz
Ponticello	E-Bow	Casio Float	Doorstep FX
OFreeze 1	Marsh Mely	K 101 EP	Metal Sheet
OFreeze 2	Lonesome	Outer Space	Rusty Sign
<b>NO SOUND</b>	Wounding		E Buzz

Sounds

No Sound

The sound menu is the place where you can chose the sound source for your correspondoing slot. You sounds are categorised. Just click on the name to select, press on the sound selector to go back and on the orange „NO SOUND“ to deselect the slot.

## Preset Menu



The preset menu is the place where you can chose your preset. The presets are categorised. Just click on the name to select, press on the yellow preset selector to go back and on the orange „RESET“ to reset the entire Gecko!

In the right upper corner you find load and save where you can save or recall presets from and to your harddisk.

## 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!



Gecko Kaleidoscope 1.5 was created by  
(C) Cinematique Instruments in Cologne, Germany, EU