

ENSEMBLIA 2

ORCHESTRA

MANUAL



CELLI
ORT



HORN



TWO
TROMBONES



3 VIOLINS
SHORT



BARITONE
SAX



GRAN HARP
HARM



ORCHESTRA
MARIMBA

CINEMATIQUE INSTRUMENTS

Thanks for purchasing Ensemblia 2 Orchestra.

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How to install?

In order to run Ensemblia 2 without any problem, your computer and operating system should fulfill the minimum specifications for full Kontakt 5.6.8 or higher.

In order to install Ensemblia 2 Orchestra, unzip and drag the instrument folder to any hard drive. Please do not move any file! Launch Kontakt and select the „Files“ tab. Now you can browse to the corresponding folder on your hard drive and open the -nki files by double click. Or just click directly on the nki file at your desktop.

Ensemblia 2 supports Native Instruments NKS Format. It is compatible with Maschine and Complete Kontrol S-Series keyboards.



By installing the product you accept the enclosed product license agreement.

For any kind of questions please contact us at : support@cinematique-instruments.com



What is Ensemblia?

Ensemblia is the sound of a modern chamber orchestra. It sounds warm, intimate and organic - and always different, since you can instantly put together your own ensemble from over 50 instruments. The supplied intelligent sequencer then provides the appropriate pattern, all in the spirit of Steve Reich's or Michael Nyman's minimalism.

The core of Ensemblia are seven separate instrument tracks that can be freely assigned from a large arsenal of orchestral and non-orchestral instruments. Due to the large number of instruments and their origin, almost all types of ensemble are possible. From classical chamber orchestra to brass ensemble, 50's film sound, dulcimer mixed with violins and marimba or a church organ with an alto flute and a baritone saxophone. But an ensemble is only realistic if you can divide the voices/ notes for the individual instruments - this is exactly what Ensemblia does with its easy and impressive voicing engine. Each of the seven individual tracks can be distributed among your played notes. Because not all instruments play all notes at the same time. Each one plays only one specific figure.

But Ensemblia is also designed to create polyphonic arrangements, patterns and textures based on what notes you played. Let's be clear: Ensemblia doesn't play prefabricated phrases or midi files, all patterns are created manually with the powerful 16-step arranger - just as you like - and the voicing engine can be set individually for each instrument and for each step.



Ensemblia 2 - Less update, more evolution

We don't see Ensemblia 2 as an update – we like to call it evolution!

Ensemblia 2 was mainly rebuilt from scratch – we have written a complete new script with new features but also have included some parts of the old scripts such as the voicing engine.

The Design:

The new 2.0 version now features a completely new design. Everything looks very noble and is very clear due to its minimalistic design.

The Mixer:

New is the mixer, which now gives every instrument a wealth of sound shaping tools. It's amazing how far the sound can be pushed to each individual instrument as well as to the master. Beside the known features such as PAN, TUNE, LENGTH and REVERB, each track has now its own 3 band EQ, an envelope compression for ATTACK and RELEASE and a DELAY. An absolute unique feature is the 3D Panning, which lets you determine each of the seven instruments in a virtual 3D room matrix. This freedom of shaping sounds is immense

The Instruments:

But there are also a lot of new instruments now. We have increased the number of string sounds as well as added new instruments like saxophones, bass clarinet, trombones, electric guitar and flute - but also many instruments of our current shop like lute, marimba, piano, ukulele, grand harp, balalaika as well as single percussion



instruments. Being able to mix these different instruments at once is very inspiring and one is tempted to try new combination and to experiment freely around. See more below.

The Instrument Browser:

And in term of organisation, now all the 50+ instruments are right at the finger-tips. They are well organized by categories and groups which are displayed dynamically. This lets you have an easy and quick access to all instruments. An additional pre-listen function lets you try out instruments before selecting for the corresponding slot. It's so easy to use. Create a pattern and just swap out source instruments.

The Preset Library:

Ensemblia2 Orchestra comes with over 150 pre-assembled patterns and figures which are easily selectable via a file browser.

4 in 1 – The A-D Units:

Ensemblia2 Orchestra comes with four separate units in one instance. This lets you easily switch between four individual Ensemblias on the fly. We have included a copy menu in order to quickly copy pattern in-between in the four units. By using it you can easily change or vary your favourite pattern.

The Arranger:

Finally we slightly improved the arranger and the ways it can be used.

With Ensemblia2 Orchestra you get a modern ensemble creator inspired by composers like Michael Nyman, Philip Glass or Steve Reich. Ensemblia is an unique, modern and inspiring tool for composers....



ENSEMBLIA 2 - ORCHESTRAL

INSTRUMENT LIST



1st Spiccato
1st Staccato
1st Pizzicato
1st Arco
2nd Spiccato
2nd Staccato
2nd Pizzicato
2nd Arco

3 Violins Pizz
3 Violins Short
3 Violins Arco



Cello Spiccato
Cello Staccato
Cello Pizzicato
Cello Arco



Bass Spiccato
Bass Staccato
Bass Pizzicato
Bass Arco

3 Bases Pizz
3 Bases Short
3 Bases Arco



Viola Spiccato
Viola Staccato
Viola Pizzicato
Viola Arco

3 Celli Pizz
3 Celli Short
3 Celli Arco



Marimba
Orchestra Marimba

Vibraphone



2 Trombones Short
2 Trombones Long A
2 Trombones Long B



Tuba Banda Short
Tuba Banda Long

Bass Trombone Banda Short
Bass Trombone Banda Long



Flute Short
Flute Long

Alto Recorder Draft Short
Alto Recorder Draft Long



French Horn Short
French Horn Long



Tenor Sax Short
Tenor Sax Long

Alt Sax Short
Alt Sax Long

Baritone Sax Short
Baritone Sax Long



Grand Harp Plucked
Grand Harp Harmonic
Celtic Harp



Tenor Ukulele
Short Banjo
Bowed Guitar Short
Bowed Guitar Long
Bowed Psaltery
Balalaka
Lute
Muted E-Guitar



Tube Shaker
Orchestral Snare
Tasmanian Drum



Saw Wave
Sine Wave
Synth Strings



Church Organ Reg. Prinzipal
Church Organ All Pedals
Church Organ Upper Manual



Upright Piano
Felt Piano
Shruti Box
Harmonium



The bottom line - The Main Menu

At the bottom of Ensembliia you find the Main Menu.



By clicking on the icons at the left side you can navigate through all different sides and views of Ensembliia 2 such as the Arranger (only shorts version), the Mixer, a Preset Browser and the Mixer Lock option.

In the middle of the bottom line you find the Play Indicator, which displays whether Ensembliia2 Shorts is running or idle.

The buttons on the right side are selecting the Slots A-D. Each slots is a separate and independent unit of Ensembliia – so actually saying Ensembliia are honestly 4 Ensembliia at the same time.

This option lets you easily create several variations of the same rhythm in order to built an rhythm arrangement for e.g. chorus – bridge – verse – fill.

You can easily copy patterns from one slot to another by clicking on the activated slot. (see picture)



The Arranger

The Arranger of Ensemblia 2 determines when and how each single instrument will be played. The Arranger is separated in 8 divisions – called tuplets. Each tuplet can be based on eighth- or sixteenth notes or eight – or sixteenth triplets. By varying these tuplets in terms of their time signature you can create very complex multi rhythms.

The screenshot displays the Ensemblia 2 Arranger interface. On the left, a vertical list of instrument icons is shown, with lines connecting them to their respective staves in the main score area. The instruments include Violin (vi), Viola (va), Harp, Piano (p), and Double Bass (db). The main score area is divided into 8 horizontal divisions (tuplets), each containing musical notation with dynamic markings such as *f*, *mf*, *mp*, *pp*, and *p*. A 'Play Indicator' label is positioned over the piano staff. To the right of the score, there are four control buttons: a grid icon, a 'TTTT' icon, a list icon, and a lock icon. At the bottom, a control bar includes a 'PLAY' button with a pause symbol, a 'TIMEBASE' section with values 4, 8, and 16, a 'NOTE VALUE' section with 'tr' and 'st' options, a 'BARS' section with a value of 16, and 'MW' and 'SNAP' sections both set to 'on'.



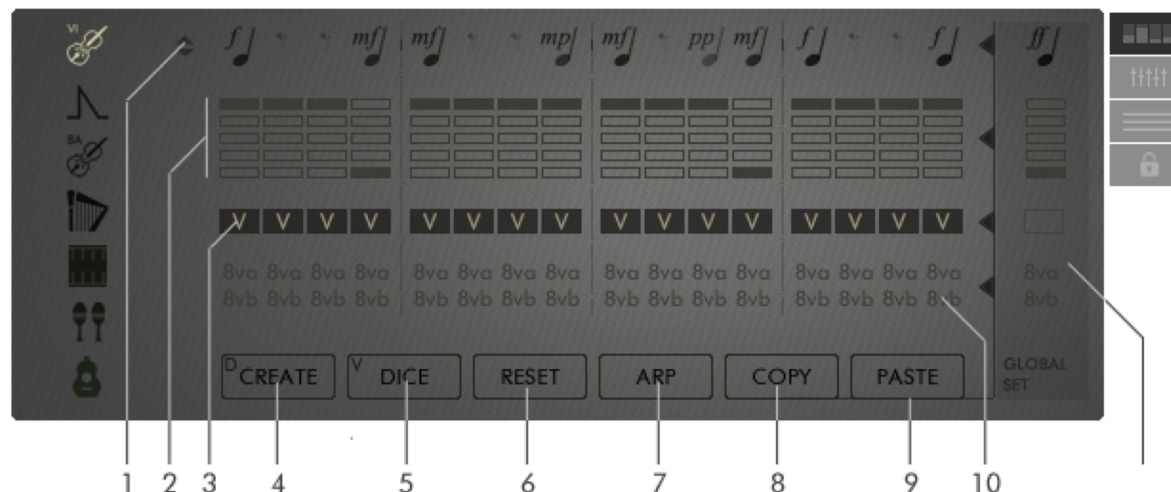
Description:

- | | | |
|------------------------|---|---|
| 1. Running Lights | - | Just displaying the recent step position |
| 2. Linear Arrows | - | By sliding over the arrow you can increase or decrease all note dynamics in a linear way at once |
| 3. Slots (icons) | - | The icons are showing the main category of instrument. By clicking on an icon you get to the Track Sub Menu will open (see later) |
| 4. Arranger Row (bars) | - | This is the row where to fill in - manually or automatically by using the 'Generate' option – if and with which velocity an instrument should play. By increasing the bar the velocity rises. |
| 5. Shuffle | - | this is the symbol for a note event. By sliding over the symbol (pause or note) you can set the velocity of this corresponding step-instrument |
| 6. Play | - | Button to start or stop (idle) the arranger. |



The Track Sub Menu

This track sub menu appears when clicking on an icon at the left side of a row. All options are just valid for the activated row (yellow coloured)



Description:

- 1. Linear Arrows - By sliding over the arrow you can increase or decrease all note dynamics in a linear way at once
- 2. Voicing Buttons - sets the voicing per step (see chapter The Voicing)
- 3. Voicing on/off - to set the the individual voicing you just have to activate it before
- 4. Create (D) - This is a kind of auto-fill-in which makes bar and rhythm suggestions for your corresponding track which are getting more complex by each clicking – starting with



whole notes up to filling up the entire row.

The small „D“ stands for dynamic which means that you „just“ fill dynamic notes

- 5. Dice - creates randomly all parameter of the corresponding track
- 6. Reset - resets (deleting) all bars of the corresponding row
- 7. Arp - this fills all parameter automatically in a way an arpeggiator plays
- 8. Copy - copying the corresponding row and all bars into the memory
- 9. Paste - recalling row and bars out of the memory into the corresponding row
- 10. Octaves - sets the note an octave up or down in relation to the played note. 8va means octave up. 8vb means down.



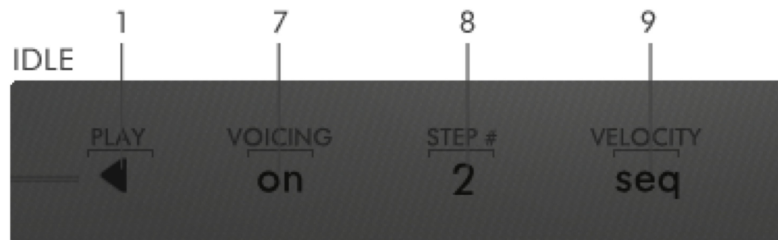
The Transport Area

The transport area controls all functions of the tempo and length of the arranger (play mode) as well as the behaviour when playing Ensembli2 without running the arranger (idle mode)

PLAY



IDLE



PLAY MODE (if the arranger is playing a pattern)

1. Play/ Pause - Let the arranger run or stop/ pause
2. Time Base - sets the main tempo base in sync to the host. 4 – fourth, 8 – eighth, 16 – sixteenth
3. Note Value - this option controls the note value. You can mainly select between triplets (tr) and straight (st) notes.
When straight notes are selected another feature pops up which control the amount of shuffle from 0% (straight – no affect) until 50% (doubling the next note)
4. Bar Length - This option shows the recent number of steps. This lets you play in different time signatures such 3/4, 2/8 or 5/4.
5. MW - this options lets you enable (on/off) the modwheel for dynamic playing. If „on“ is selected you can use the modwheel for controlling the overaall dynamic.
6. Snap - this option enables an automatic snap which means that you are playing quantised.
If enabled all played notes are played in time - if disabled each played note triggers the arranger which finally leads into more complex rhythm structures.



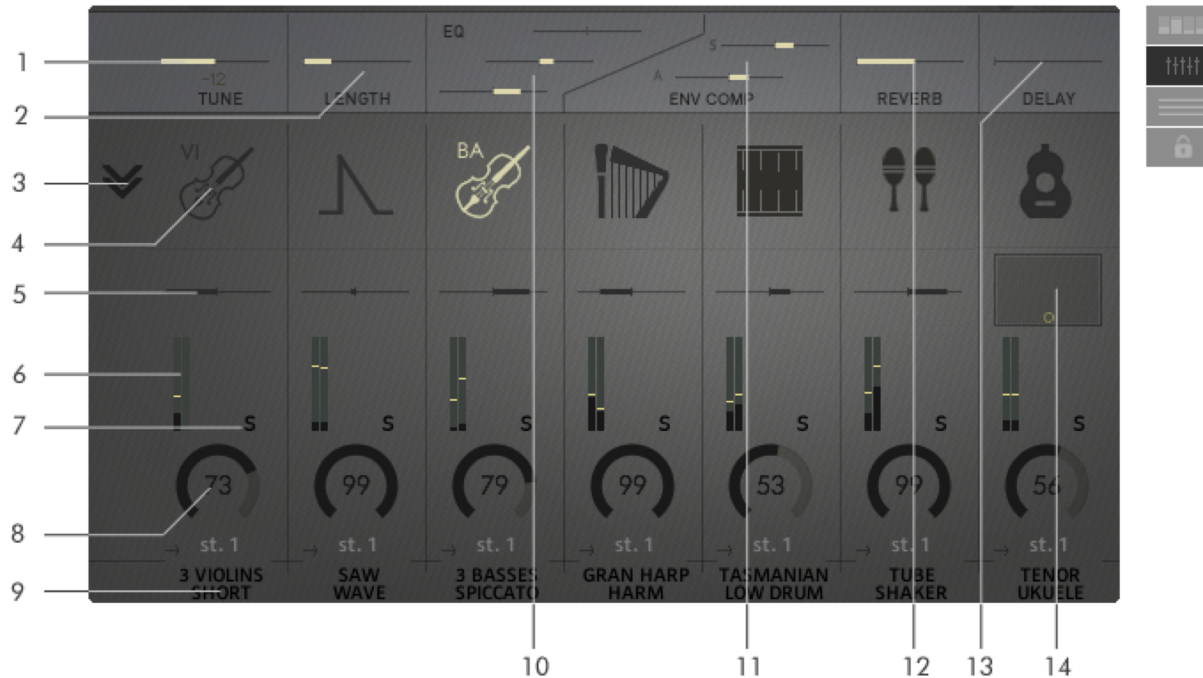
IDLE MODE (if you like to play manually)

- 7. Voicing - this option lets you decide if you want to play all instruments at once (off) or the way they are set by the arranger and voicing (on)
- 8. Step # - *appears only if 7. Voicing is set to on:*
this lets you decide which one of the 16 steps you like to play in terms of voicing and programmed dynamic
- 9. Seq - *appears only if 7. Voicing is set to on:*
this lets you decide how Ensemblia2 will handle the velocity when playing manually:
Seq – you are playing the arranger dynamic
Man – you are playing manually
The small „D“ stands for dynamic which means that you „just“ fill dynamic notes
- 5. Dice - creates randomly all parameter of the corresponding track
- 6. Reset - resets (deleting) all bars of the corresponding row
- 7. Arp - this fills all parameter automatically in a way an arpeggiator plays
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The Mixer

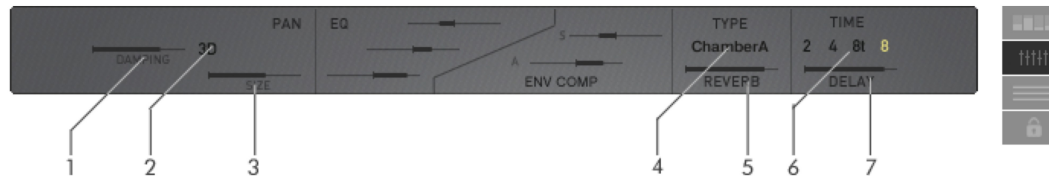
The Mixer has now evolved to a complex and modern mixer. Each slot is now equipped with all necessary tools for shaping the sound in a complex way. By clicking on the instrument icons you are selecting the corresponding track. In the following you see the track EQ view.



- | | | |
|--------------------------|---|--|
| 1. Tune | - | Sets the tune for from -12 to 12 semitones |
| 2. Length | - | Sets the length for the corr. instruments from extreme short to 5s decay |
| 3. Double Arrow | - | Switches between the „View“ mode and the Mixer view. |
| 4. Instr Icon | - | By clicking you select the corresponding slot/ track |
| 5. Panning | - | Sets the panning from L to R -> Note: when activating „3D“ you can set the panning in a 3D matrix (more #14) |
| 6. Meter LED | - | Displays the current level of the track |
| 7. Solo | - | by clicking you set the corresponding track in solo mode.
Note: you can solo several instruments at the same time |
| 8. Volume | - | this knob sets the volume of the corresponding track |
| 9. Instrument Name | - | By clicking on the name (if empty click on the highlighted field) you navigate to the instrument browser where you can select a new instrument |
| 10. 3 band EQ | | these 3 slides are controlling a 3 band EQ.
The bottom slider controls the low band @ 142Hz from -6,3 to 6,3 db / The mid slider controls the mid band @ 822 Hz from -6,3 to 6,3 db / The highest slider controls the high band @ 5,9 kHz from -6,3 to 6,3 db |
| 11. Envelope Compression | - | these two slides are controlling the envelope compression of the attack (below) and sustain (above) of the corresponding track. To get more infos about this special kind of compressor (called Transient master) please read the Kontakt 5 Manual. |
| 12. Reverb | - | sets the reverb send for the corresponding track |
| 13. Delay | - | sets the delay send for the corresponding track |
| 14. 3D panning matrix | | sets the 3D panning position of the instrument. Please move the small circle inside the matrix window to position the instrument |



Here you see the view of the Master EQ when no instrument/ icon is selected



- | | | |
|----------------|---|--|
| 1. Damping | - | parameter of the 3D panning matrix which dampes the overall room |
| 2. 3D | - | by activating the „3D“ option, the panning switches from the regular L-R panning to the 3D panning matrix. The 3D panning Matrix is a complex interaction of EQ, delay and reverb in order to simulate the ambiance of an organic 3D room. |
| 3. Size | - | parameter of the 3D panning matrix which sets the room size of |
| 4. Reverb Type | - | lets you select the type of master reverb. You can select between 9 different types of reverb:
Analog – Chamber – Church – Plate – Rich - Room 1 - Room 2 – Stage and Wood |
| 5. Reverb | - | sets the amaount of the master reverb (return) |
| 6. Delay Time | - | lets you select the time of master delay from seconds, 4 th , 8 th , 8 triplets. |
| 7. Delay | - | sets the amaount of the master delay (return) |



The Instrument Browser

This is the view of the brand new instrument browser. The instruments are sorted in categories and groups. By selecting a category and a group the browser displays dynamically a list of relevant instruments. The new option „Try Out Mode“ lets you try out instruments without finally confirming these and returning to the mixer.



1. Category - All instruments are organized in 6 categories. Please select one. By selecting a category the browser dynamically displays all relevant groups
2. Groups - and furtherly organized in 14 groups (please see the full



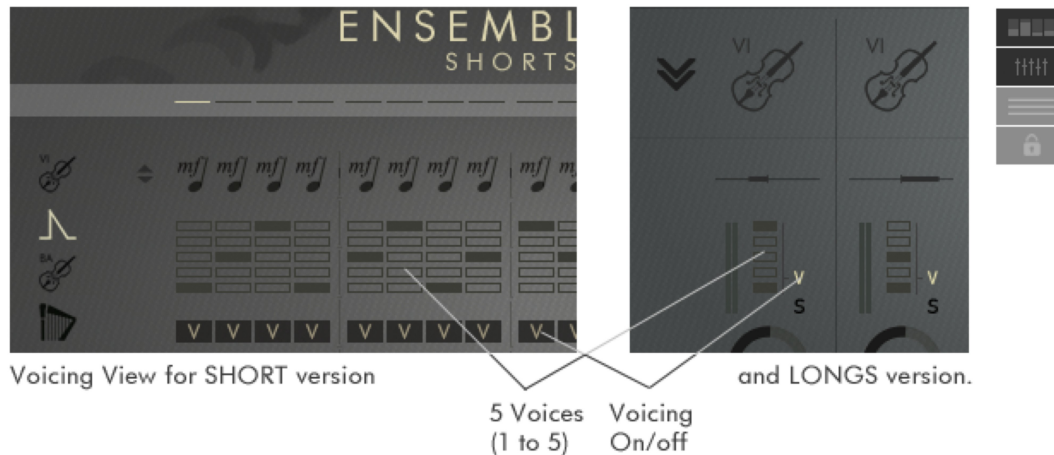
instrument list). Please select a group. By selecting a group the browser dynamically displays all relevant instruments

- 3. Instruments - This is the list of instruments as a result of chosen category and group. By clicking on an instrument you have selected this instrument for the corresponding slot/ track.
If an instrument is already in use it displays „IN USE..“ A button indicates the current slot instrument
- 4. Back - This lets you navigate back to the mixer without selecting an instrument
- 5. Try Out Mode MODE and - By activating this button the Ensemblia is in the TRY OUT button changes to „ASSIGN“.
By entering this mode you can now select instruments without confirming the instrument and returning to the mixer. It is perfect if you are sure what kind of instrument should be included in your „Ensemble“. Even if you clicking on the blinking ASSIGN button you have finally confirmed and selected an instrument for the corresponding slot/ track.
- 6. Clear Slot - This option „clears“ a slot. It deletes an instrument as well as the entire track setting (mixer) and the entire row (arranger).



The Voicing

The VOICING ON/OFF knob activates the innovative and powerful Voicing engine which lets you easily spread the voices of your playing separately to your particular instruments.



While playing notes or chords Ensemblia 2 automatically analyzes the pressed keys and splits all incoming notes into **5 separate voices**: low – midlow – mid – midhigh – high.

These voices are represented by rectangles (5 voices). By clicking on a rectangles you assign the corresponding voice of your playing to this instrument.

How does the assignment affects the playing exactly ?

Imagine, the highest voice is assigned to instrument 1 - activate the upper field - the three middle voices are assigned to instrument 2 – activate three middle fields



- and the lowest voice is assigned to instrument 3 - activated bottom field side.

So, what happens when you are playing chords? Lets give you three examples:

C-maj (root position) c will be played by instr 3, e to instr 2 and g to instr 1

C-min7 (1st inversion) d# will be played by instr 3, g and b-flat by instr 2 and c by instr 1

F-sus2(root position) f will be played by instr 3, g by instr 2 and c by instr 3

At your own requirements, you can assign these 5 voices to each instrument. No assignment implies no notes are played. By disabling the voicing button the instrument plays all notes.



The Preset Browser

The preset browser is a self explaining side. Please browse through all the folders to find your favourite pattern. Just doubleclick and listen to the sound.

By clicking on the left/ right arrow at the top you can select the previous/ next preset. At the bottom line you find the button Save an Load to bring your self-created pattern to your haddisk or reload one. It doesn´t matter where you save it.



