

Lute Harp
for NI Kontakt & Logic EXS24



The Lute Harp (Lauthenharfe) is a small 22-stringed harp with a dreamy tone suitable for folk, early music, and cinematic compositions. We sampled all strings in four velocity layers, with four round robins and numerous glissandi effects. Our patch for Kontakt 3+ includes tremolo and arpeggio controls for beautiful picked patterns. The instrument's range is three octaves.

The Lute Harp features:

- Each string sampled with four velocity layers
- Release noises
- 37 glissandi and strum effects
- 4 round robins
- 473 stereo 24-bit WAV samples
- 1 program for NI Kontakt 3+ with scripted performance controls
- 3 programs for NI Kontakt 2+
- 3 programs for Logic EXS24

Lute Harp for NI Kontakt 3,4 & 5

The file in NI Kontakt 3, 4 & 5 format requires the full version of NI Kontakt and does not work fully with the free Kontakt player!

Lute Harp Page



On the front page of the GUI, named “Lute Harp”, you can choose an articulation and adjust dynamics. From left to right, the controls are:

Articulation

Articulation: sets the current playing style. Two articulations are available: **Notes** and **FX**.

In addition to using the menu, the articulation can be changed with the following keyswitches on

Articulation	Keyswitch note
Notes	C1
FX	C#1

your MIDI keyboard:

The playable range for both articulations is C2 - C5 inclusive.

- ★ *The selected articulation will be remembered when you save and reopen the Lute Harp instrument.*

Dynamics

Attack: sets the time in milliseconds for the sound of the instrument to reach full volume when a note is played.

Decay: sets the time in milliseconds for the sound of the instrument to die away to silence when a note is released.

Release: sets the volume in decibels of the release samples that sound when a note stops playing.

- ★ *The release sample playback has been tweaked to decrease in volume relative to the duration of the played note. This gives a more realistic effect because staccato playing creates more prominent release noises.*

Velocity: sets the relationship between how hard you strike the keys (MIDI velocity) and the volume of the sound. At 0%, the volume of the sound is unaffected by how hard you play. At 100%, the volume of the sound is strongly affected by how hard you play.

Tremolo + Arp Page



On the second page of the GUI, named “Tremolo + Arp”, you can generate note patterns with human variations for a realistic performance.

- ★ *Tremolo and Arp work only with the **Notes** articulation. When the **FX** articulation is active, tremolo and arp have no effect.*

From left to right, the controls are:

Mode

Rate: sets the time interval between generated notes, synced to the host tempo from 1/64 to 1/4. When **Rate** is turned fully clockwise, the **Speed** dial becomes active, and the time interval between notes can be set freely.



Speed: sets the time interval between generated notes, from 50 to 1500 milliseconds, independent of the host tempo.

Speed is active only when **Rate** is fully clockwise, as shown opposite.

Tremolo + Arp Menu: activates either tremolo or an arpeggio pattern. Tremolo mode is monophonic, requiring only one note to be held. Arpeggio mode is polyphonic, requiring at least two notes to be held.

This menu can also be controlled by keyswitches, where D1=Off, D#1=Tremolo, and the keys between E1 and G1 set different arpeggio patterns: E1=Up, F1=Down, F#1=Up and Down, G1=Down and Up.

Additionally, the menu is controllable by Sustain Pedal (MIDI CC64), which when pressed activates the most recently used tremolo/arp mode.

CC1 Accelerate/Decelerate: sets the effect of the modwheel (MIDI CC1) on the tremolo and arpeggio. In “accel” mode, raising the modwheel increases the rate at which notes are generated. In “decel” mode, raising the modwheel decreases the rate at which notes are generated.

This button is also controllable by keyswitch G#1 (accelerate) and A1 (decelerate).

Humanize

Timing: sets the amount of random variation in the time interval between generated notes.

Velocity : sets the amount of random variation in the velocity and volume of generated notes.

Tuning: sets the amount of random variation in the tuning of generated notes.

If the *Tremolo + Arp Menu* is Off, the Humanize dials have no effect.



Stereo + EQ Page



On the third page of the GUI, named “Stereo + EQ”, you can shape the stereo image and tone of the sound. From left to right, the controls are:

Stereo

Width: sets the stereo image of the instrument, from mono (0%) to natural stereo (100%).

EQ

Lo Gain: sets the volume of low frequencies, between +/-6 decibels.

Mid Gain: sets the volume of mid frequencies, between +/-6 decibels.

Mid Freq: sets the centre of the frequencies controlled by the *Mid Gain* dial.

Hi Gain: sets the volume of high frequencies, between +/-6 decibels.

- ★ *The Lo and Hi EQ frequencies have been pre-tweaked by Precisionsound to suit the instrument.*

Reverb + Delay Page



On the fourth page of the GUI, named “Reverb + Delay”, you can apply a delay effect and a high-quality convolution reverb. From left to right, the controls are:

Reverb

Level: sets the volume in decibels of the convolution reverb effect.

Type: changes the impulse response of the convolution reverb. Seventeen impulse responses are available, ranging from short springs to churches and cathedrals. You can also disable the reverb by setting this menu to “Reverb off”.

Delay

Level: sets the volume in decibels of the delay effect.

Delay on/off: enables or disables the delay effect.

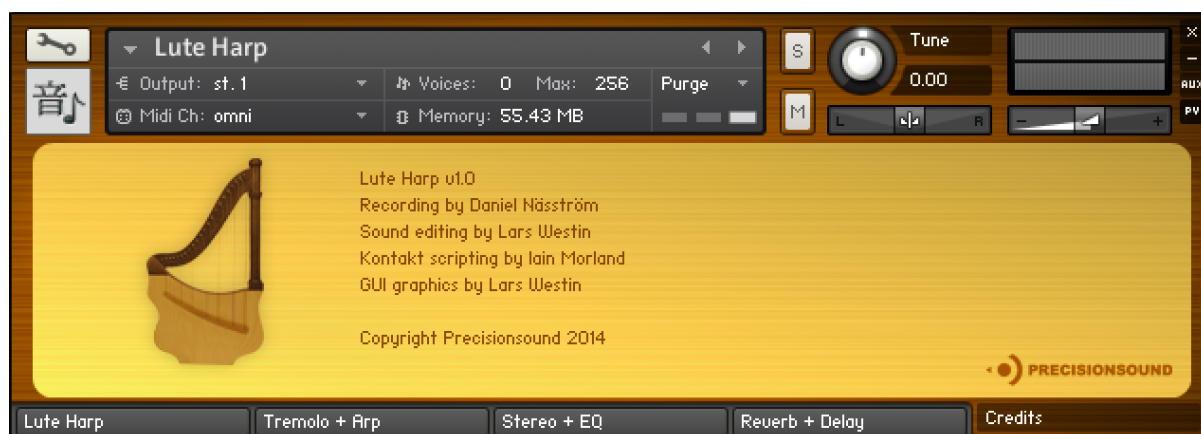
Time: sets the gap in milliseconds between delay repetitions.

Tone: sets the high-frequency damping of the repetitions generated by the delay, where 0% provides no damping, and 100% provides full damping for a darker sound.

Feedback: sets the extent to which repetitions generated by the delay are fed back into the delay, to produce more repetitions. At 100%, the delay continues regenerating indefinitely.

Spread: sets the stereo image of the repetitions generated by the delay, where 0% is mono, and 100% is full stereo for a ping-pong delay effect.

Credits



Recording: Daniel Näsström

Sound editing: Lars Westin

Kontakt scripting: Iain Morland <http://www.iainmorland.net>

GUI graphics: Lars Westin

This product includes impulses from the free Bricasti M7 library by Acousticas, used under license.

The Lute Harp manual was written by Iain Morland.



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