RHYTHMIC AURA VOL. 2 “SYNTHETIC”

PRODUCED BY TROELS FOLMANN
INTRODUCTION

Rhythmic Aura Vol. 2 "Synthetic" is a highly intuitive, yet advanced scoring tool designed to create new compositions or augment your existing compositions.

This volume is a follow-up to our popular Rhythmic Aura Vol. 2 "Acoustic" - both volumes created by Academy Award Winning composer, Troels Folmann. Rhythmic Aura 2 consists over over 450 synth-based arpeggiations made with analog- and virtual analog synths. The library contains 4 different source categories of sounds that each cover a different spectrum of your composition. The categories spans from bass to mid to high pitched auras and a comprehensive selection of arp-based ambiances.

The entire library is tune based and keyswitches allows you to sculpt the aura to the key of your compositions, while other keyswitches allows you to trigger FX (ex. delay, filter, lofi, stereo field etc). Rhythmic Aura allows you to create compositions from scratch, but it can also be used as an underscoring tool allowing composers to quickly "dress" their compositions to perfection.

♥ Troels Folmann
INSTALLATION

The installation of Rhythmic Aura requires of two steps:

1. Installation of core library. The installation of the core library happens automatically using our download utility. The only thing you have to do type in the download code, which is in the the receipt of purchase mail you received from us and download Rhythmic Aura. The download tool automatically downloads and uncompresses the files for you. The only thing you have to do is to select the directory you want to install Rhythmic Aura in.

2. Installation of the advanced Rhythmic Aura User Interface. Rhythmic Aura requires an additional installation, since the library is exploring advanced features in Kontakt. Please follow the guidelines listed below.

All users of Rhythmic Aura 2 must install the UI (see below) in order for the library to work:

Rhythmic Aura 2 has an advanced user interface that must be installed before the library is loaded into Kontakt for the first time. Because this is a standard open-format Kontakt Instrument, the UI images and template files must be placed in Kontakt’s default user pictures folder so that Kontakt can find and load them automatically.

We’ve provided a simple self-installer program to make the process easier. Please refer to directory called: “Installers” inside your Rhythmic Aura 2 folder. PC users should click on the file called “Rhythmic Aura Vol 2 Installer.exe”. Mac Users should unzip “Rhythmic Aura Vol 2 MAC Installer.zip” and then run the app called “Rhythmic Aura Mac Installer”. A small program window will open, asking you to select your preferred language and follow the instructions. From, there, continue to the screen that asks you to choose your Kontakt 4 User Picture Folder. For most users, the default path that the app pre-selects for you is the correct location. You can simply press the Next button and continue until the app has finished. This library should now be installed and ready to use. Some users with multiple user documents folders or a customized documents folder location may need to click the browse button and navigate to the proper user documents folder location or/or may need to install the UI images in multiple locations to insure that Kontakt can display the UI properly.

Troubleshooting:

If you load the library and see a series of randomly overlapping grey boxes and sliders, that means the UI images aren’t installed in the right place. This can be corrected by closing Kontakt and running the UI installer app again, in some cases multiple times, until you’ve installed the UI images in every instance of the folder path “../Documents/Native Instruments/Kontakt 4/pictures/” that you can locate on your computer. The image and template files are tiny and passive, so you don’t need worry about wasting drive space or cluttering your system.
Rhythmic Aura Vol. 2 contains over 450 different auras divided into 15 core banks representing a variety of different styles and scoring textures. All Auras are loaded in base key of D, however you can freely change the pitch by using low-range keyswitches. The concept of Aura 2 is to cover the low (bass), mid-range and high-pitched frequencies separately. All the banks have been organized in these categories, so you can choose the appropriate frequency layer in your composition. In addition we got buckets of ambient auras too, which are more textural in their nature.

**Aura Ambiences** (These auras are mainly intended to be used texturally - in the sense they were made from ambient soundscapes. So essentially these are arpeggiated ambiances that helps create a surround aura/texture around your composition)

**Aura Bass-Range** (The bass Auras are meant to either augment existing basses or be used as stand-alone basses. All these auras are highly arp’ed and by using our keyswitches you can select their given pitch, so you can use them as regular basses. Don’t be shy on using the modwheel filter either or pitch-bender to sculpt the sounds further)

**Aura Mid-Range** (The mid-range auras sorta cover the spectrum where you would normally have chords - some of the auras are in unison - some of them play small melodic patterns. These are great in enhancing your mid-frequency materials and can help give a motion/drive in the composition)

**Aura High-Range** (The high-pitched auras tends to cut through the mix more and are great ways of augmenting percussive material. They work well together with the basses and mid-rangers)

**Aura Glitched** (This is a bonus patch - based on a 30 different highly glitched auras - use at your own caution)
KEYSWITCHES AND EFFECTS

**RHYTHMIC AURA** is incredibly easy to use, yet incredibly flexible. You can control a massive subset of elements directly from your keyboard, including tonal/pitch control, aura trigger control and all the effects that are associated to the auras. All available right on your keyboard.

**PITCH-BENDER**: The pitch-bender on your keyboard controls the bit-resolution of the aura. The more you turn it - the more grainy and bit-crashed your sound will become. This is an effective tool for sculpting some edge into your sound.

**MODWHEEL**: The beloved modwheel controls a low-pass filter. The default is set to no filter, however the second you start adjusting your modwheel you will note the sound becomes softer and more muffled based on the level of filter. This allows you to sculpt the aura to the given “softness” level of your composition and makes the aura fit better in the mix. Works super well with the bit-resolution on the pitchbender btw.

**LOW-KEY RANGE**: The low keyranges on your keyboard controls the tone/pitch of your aura, which means you can control the pitch of any aura at any time. This allows you to have auras follow the pitch of your composition or simple just create an entire new song out of the auras. All auras are loaded in the root key of D.

**MID-KEY RANGE**: The mid keyranges on your keyboard controls the auras themselves. Each core patch contains 30 auras and all of them fit each other, so you can easily stack 5-10 auras at the same time. Imagine having several instances loaded and start mixing them. The possibilities are endless and you can create some incredibly cool tones by doing this.

**HIGH-KEY RANGE**: The high keyranges on your keyboard provides you real-time control of all the effects, including LOFI, Rotator, Delay, Convolution Reverb (with +30 custom convolutions), Reverb, Distortion and Phaser. You can trigger these effects at any time AND you can trigger them all at the same time. Works super well in combination with pitchbender and modwheel controls.
Rhythmic Aura contains 11 different effects that can all be controlled directly from your keyboard. Two of the effects are controlled on your pitchbender and modwheel. Seven of the effects are controlled in the upper part of your keyboard. All the effects are marked with yellow keyswitches and the orb emits a yellow color when then are triggered. You can trigger all of them at the same time if that is your thing. You can sculpt insane sounds out by triggering these.

**Bit-resolution (pitchbender)**

The pitch-bender on your keyboard controls the bit-resolution of the aura. The more you turn it - the more grainy and bit-crashed your sound will become.

**Filter (modwheel)**

Modwheel controls a low-pass filter. The default is set to no filter, however the second you start adjusting your modwheel the sound becomes softer and more muffled based on the level of filter.

**Lofi**

A grainy texture to your sound - similar to bit-resolution on the modwheel. But can really be gritty combined with distortion.

**Rotator**

The classic hammond organ effect - freshly applied to aura.

**Delay**

Delay allows you to sculpt more sophisticated rhythms out of the auras.

**Convolution Reverb (see next pages)**

**Reverb**

The classic artificial Kontakt reverb if that is your thing.

**Distortion, phaser, low-pass, band-pass, screamer (distortion) and cabinet** FX keyswitches
Rhythmic Aura contains a specific FX menu made of convolution impulses. This menu allows you to quickly load one of our custom-captured real-world convolution impulses. There are a variety of classic and unique impulses. We've also included a variety of self-evolving special FX impulses to create great ambient effects. Please note that these special mystery impulses require significantly more CPU power than the other impulses, due to their length. Use them carefully.

The convolution system always defaults to bypass mode when you first load an instrument. When the convolution chain is bypassed/disabled by choosing "none" from the Impulse Response drop-down menu, this knob is also disabled and only fully dry signal is audible, with no signal attenuation. If you save an instrument while a convolution impulse is loaded, the instrument will remember your settings and automatically reload the sample impulse next time you open the instrument.

**Dry Mix**: This knob controls the dry signal returning from Kontakt's internal convolution engine. Turning it up past ~36 increases the gain over the original signal level and therefore may increase noise or cause distortion in some cases.

**Wet Mix**: This knob controls the 'wet' effected signal returning from Kontakt's internal convolution engine. Turning it up without balancing it against the dry level can quickly increase the total combined gain over the original signal level and therefore may increase noise or cause distortion in some cases.

**Low Pass**: This knob controls the built-in low pass filters in the early and late reflection modules of the convolution engine. The value displayed reflects the frequency cut off point, above which the signal is sharply attenuated.
SCORING TIPS

Rhythmic Aura is somewhere between a deep-sampled hybrid arpeggiation tool and a inspiration/sketching tool. You can literally sculpt new compositions out of it or augment your existing ones.

All the Auras are meant to blend together and be mixed. The Auras are generally not memory intensives, so you most users should be able to have multiple instances loaded.

One way to really get into the Auras is to sculpt them using the pitch-bender (bit-resolution) and modwheel (filter) and allow the yellow keyswitches in the upper part of your keyboard, which controls all the additional effects.

The powerful thing about this combination is that it is all available directly on your keyboard, so you can actually use the FX to sculpt new rhythms.

Try to load an Aura and then use pitch-bender, modwheel and the FX in a rhythmic fashion. So essentially try to play an aura and then play a beat, but purely just triggering the effects.

One of the great features in Rhythmic Aura is the ability to do extreme sound design. Don’t be afraid to push the Aura into the land of obscurity. One way of doing this is take is to apply extreme tuning (ex. -24 semi-tones) and then apply all the FX at once and see what happens. The combination of bit-resolution (pitch-bender), filter (modwheel) and distortion on yellow keyswitch can really give some amazing gritty sounds, which are excellent for hybrid style scoring.

Another great trick is to load multiple instances of aura and have some of them just playing their rhythms, while having another instance function as the bass layer controlled by the red (tone control) keyswitches in the bottom of your keyboard.

You may also wanna run through additional effects outside Kontakt, which can help take your auras even further. The most important thing is just to let your ear guide you and hopefully let the auras inspire you. But there is no right way of using the library. Its simple of matter of what is right to you.

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Thank you so much for purchasing the 8DIO Rhythmic Aura Vol. 2 - Synthetic

The production of Rhythmic Aura 2 is not only a product of my own vision, but also a product of patience from friends and family - and a product of countless discussions with a variety of great composers, producers and so forth.

If you have any questions, concerns, love-letters or hate mail feel free to send it to: support@8dio.com

♥ Troels Folmann