SONUSCORE

CHROMA

MANUAL

Document Version 1.0
Product Version 1.0

SYSTEM REQUIREMENTS:
Works with the FREE KONTAKT PLAYER
KONTAKT Version 6.7.1 or higher
macOS 10.14 or higher
Windows 10 or higher
8GB RAM
At least 11GB of free hard disc space
Be advised that some presets of CHROMA need a fast CPU to run smoothly and require an Intel i7 processor or higher.

For the latest system requirements, please visit www.sonuscore.com

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Software version: 1.0 (05/2022)

2. WELCOME TO CHROMA

Welcome to Sonuscore's CHROMA. CHROMA is a grand piano library that has been developed in close collaboration with pianists as well as composers. It does not only feature the normal grand piano sound but also expands the tonal possibilities of the instrument with many different sounds and a core engine to push the limits of the piano.

Since CHROMA comes with a great variety of features and possibilities, we've put together this document to guide you through the instrument.

2.1 About CHROMA

CHROMA is a deeply sampled Yamaha C3 with every Sound captured in four mic positions which are freely mixable.

The main micpositions are an AB, XY and ORTF, each one recorded with high grade mics and micpres and with their own characteristics. The fourth one is a Studiospeaker under the grand piano which picked up only the low rumble of the instrument.

The 23 velocity layers of the normal grandpiano sound and eight round robins of all mechanic sounds make for a super defined and natural dynamic response of the instrument. In addition to that the velocity curve can be adjusted to match the dynamic response to your keyboard.

In Addition we also recorded prepared sounds to expand the tonal possibilities of CHROMA. Beside the normal Keys there are hits with brushes, mallets, chains on the strings, palm mutes, as well as e-bow sounds.

Each of those articulations can be played individually or in combination with the others and are also be used by the unique core engine that is able to create a wide range of sounds from rhythmical pulses to moving soundscapes or granular textures.

3. INSTALLATION AND SETUP

Before you can create music with CHROMA, you will have to install and set up the necessary software. Follow these instructions to get started:

3.1 Installing CHROMA

On the Sonuscore website, download the product in the form of a .zip file. If you are new to our site, you must first create a user account, to do so visit our registration page: https://sonuscore.com/my-account/

1. Fill in the application form.
2. Create a Sonuscore account.
3. Login to your Sonuscore Account.
4. Go to “My Account” and open the “Downloads” menu.
5. Copy the serial number of CHROMA and go to Native Instruments’ “Native Access”.
6. In Native Access, click on „Add a serial“ and paste your serial number. Then you will see CHROMA under „Not Installed“. To Install the product, click on “Install”.

3.2 Loading CHROMA Via Kontakt

CHROMA is not an independent plug-in, so you will first need to open an instance of KONTAKT or KONTAKT PLAYER before you can start playing.

1. Open KONTAKT as a plug-in in your host software (DAW), or as a stand-alone application.
2. Locate CHROMA in the Browser, on the left side of the user interface.
3. Click **Instruments** to open the product’s content.
4. Double-click the **CHROMA.nki** file to load the instrument.

4. PAGE LAYOUT

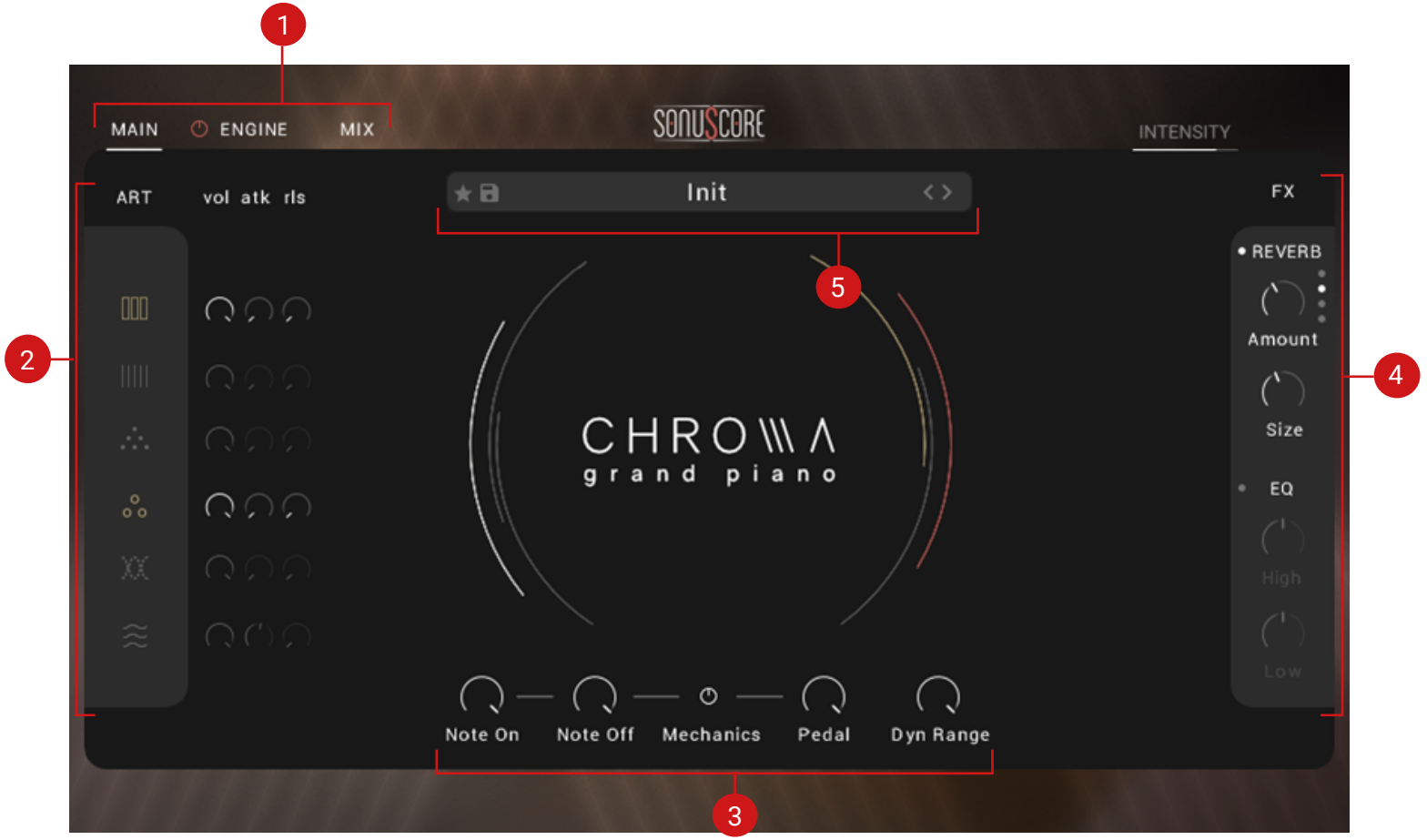
Chroma is devided into three pages (**MAIN**, **ENGINE**, **MIX**) to organize controls in a useful way. The pages are accessible with the corresponding tabs on the top left corner of the UI 1.

When you open CHROMA, you will see the **MAIN** page. It provides the most important controls for normal playing.

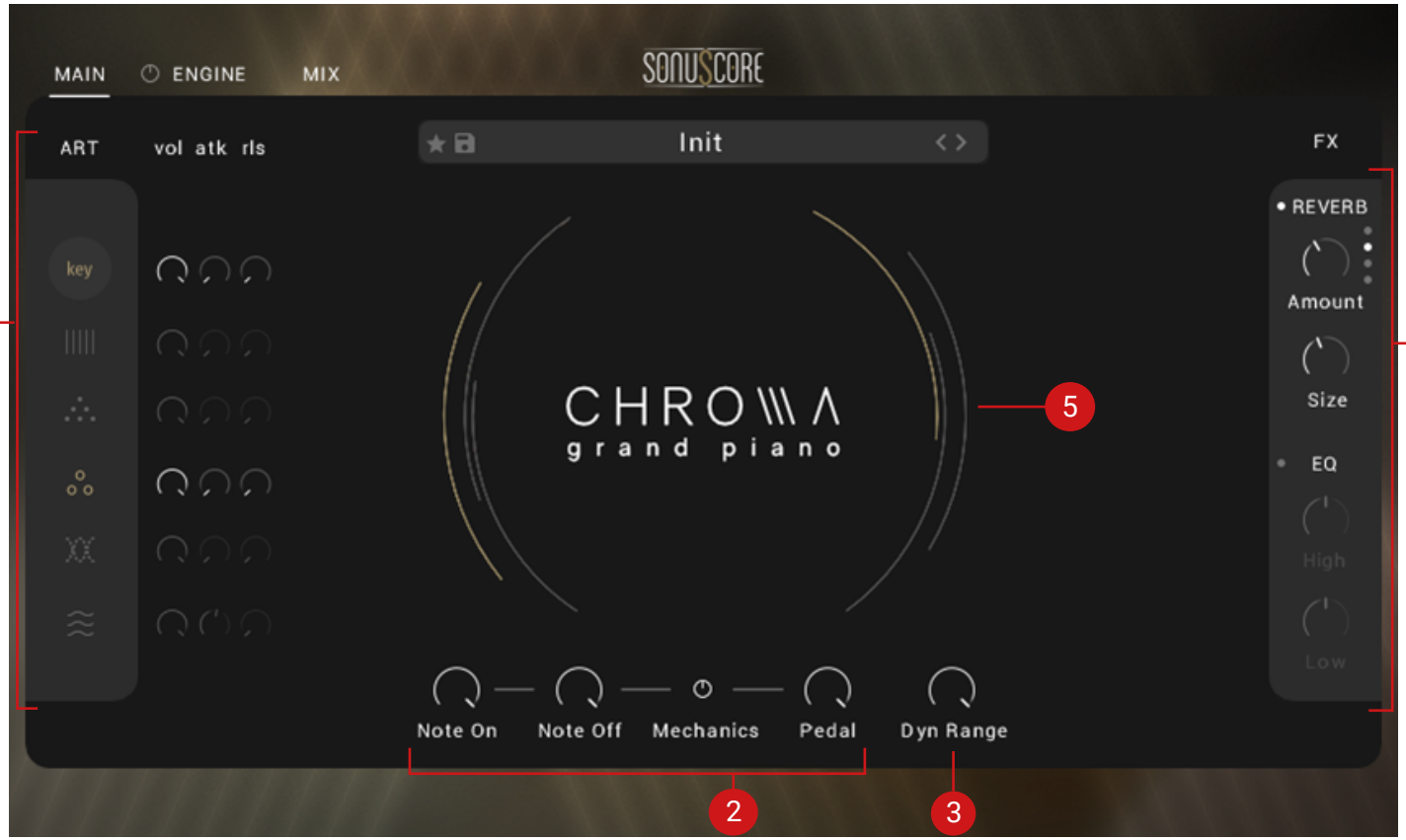
The **ENGINE** page contains all controls for the engine, including all exclusive effects.

The micposition mixer, as well as the velocity curve settings are located on the **MIX** page.

MAIN and **ENGINE** page are structured in a similar way with the sound selection on the left side 2, the effect section on the right 4, more specific settings on the bottom or the center of the UI 3 and the preset browser on top under the Sonuscore logo 5.



5. MAIN PAGE



The **MAIN** Page includes all settings that are necessary for the classical playing of the piano except for the mixer of the microphone positions. On the left side are switches to select the different articulations, as well as **volume**, **attack** and **release** settings for each of the sounds 1.

Key is your regular grand piano sound.

Brush sounds thinner with extended overtones and the distinctive attack of brushes on the strings.

Muted has a much shorter tone and less overtones than key.

Mallet sounds mellow and intimate with an extended low end.

Chain features the regular key attack which is followed by high sizzling of small metal chains.

E-bow features no attack at all but only the resonating strings which sounds more like an organ.

The lower section contains the settings for the mechanic sounds **2**, as well as a knob for the **dynamic range** **3**. Turning it down will make the sound softer and more intimate. On the right-hand side is the **FX** section **4**, with a choice of four reverbs and a simple equalizer. The six arcs around the center display the status of the corresponding articulation with their colors **5**.

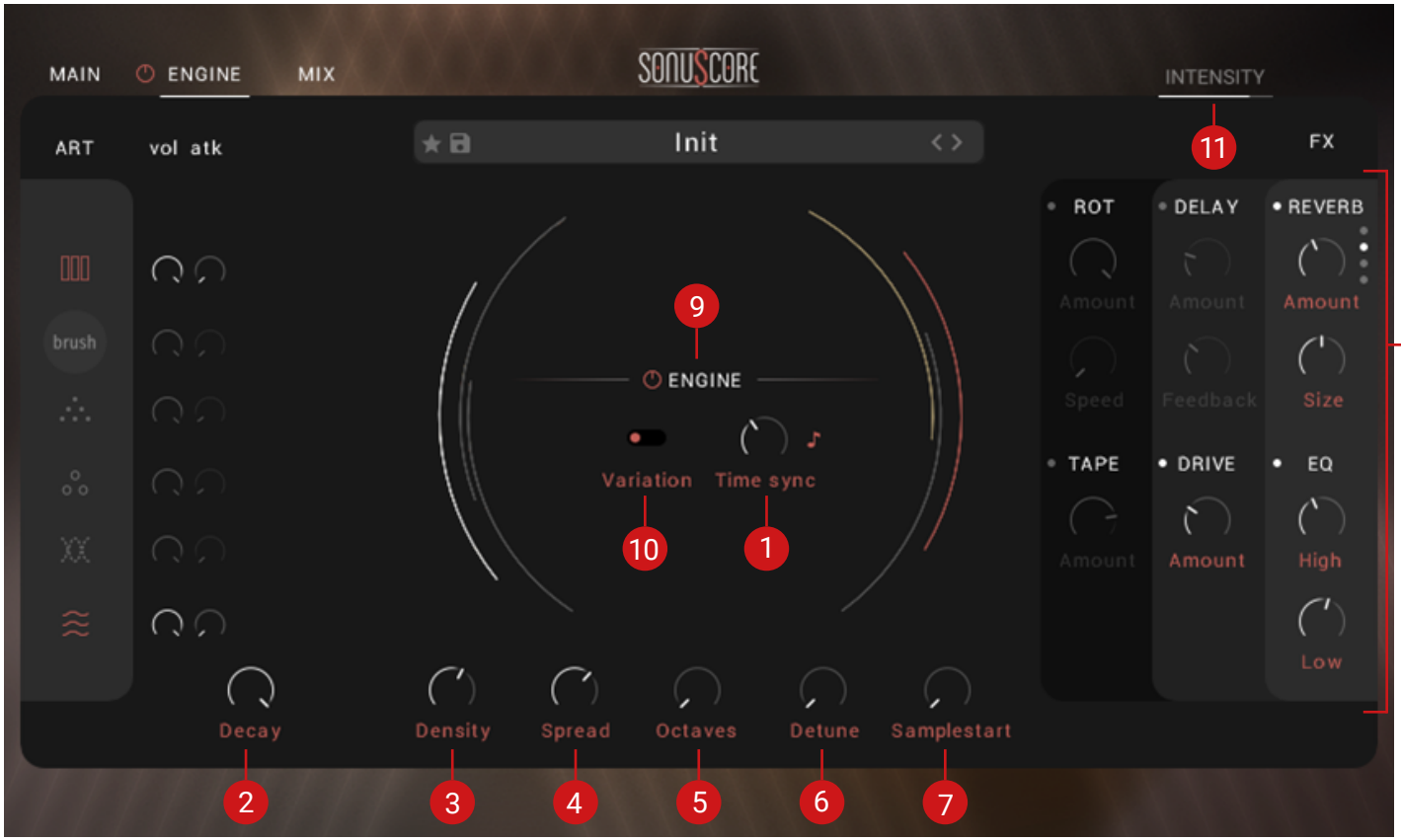
Grey: The articulation is disabled.

Red: The articulation is enabled in the engine.

Gold: The articulation is enabled for normal playing.

White: The articulation is enabled for normal playing and in the engine.

5.1 Engine Page



The **ENGINE** Page is essentially structured in the same way as the **MAIN** Page, except that all settings refer exclusively to the sounds played by the engine. However, the release knobs for the articulations are missing here since the length of the engine sounds is determined globally and not by the release time of the ADSR curve. How long a tone is played depends on the speed-setting of the engine **1**, the **decay** knob **2** and the sustain pedal.

The elements on the bottom offer specific settings for the engine. Basically the controls let you set the range in which the respective parameter is randomized.

Density 3: Determines the chance for each choosen Articulation to be played. At the maximum setting, every activated articulation will be played on every pulse. The lower the density, the more the sounds will be spread out across notes. Also keep in mind that a low density setting will reduce the amount of voices created by the engine.

Spread 4: Sets the range in which each note can be randomly panned.

Octaves 5: Sets the random octave range. 1: Only the played note. 2: The played note + 1 octave. 3: The played note +/- 1 octave. 4: The played note + 2/ - 1 octave.

Detune 6: Sets the range in which each note is randomly detuned.

Samplestart 7: Sets the samplestart for the engine. A higher value will skip the attack of the samples.

The effects section of the Engine 8 includes its own reverb and EQ, as well as **delay**, **rotator**, **tape saturation** and **distortion**. Each effect can be switched on and off by clicking on the name or the little dotted switch on the left of it.

In the center, instead of the lettering, is the button for activating the engine 9, as well as the tempo settings. The activation switch for the engine is also displayed in the tab bar and can be accessed from the other GUI pages.

The **time** knob 1 determines the speed of the engine which can be set freely in milliseconds or synced to the DAW/Kontakt BPM setting. The little switch on the right of the **time** knob lets you change the mode.

With the **variation** switch 10 turned on the engine time for every note is randomized to the **time** knob setting, 50% or 150% of it.

The intensity of the engine is controlled by the modwheel, relative to the played velocity. The modwheel status is displayed via the **intensity** slider 11 in the top right corner. It is only shown when the engine is activated.

5.2 Mix Page

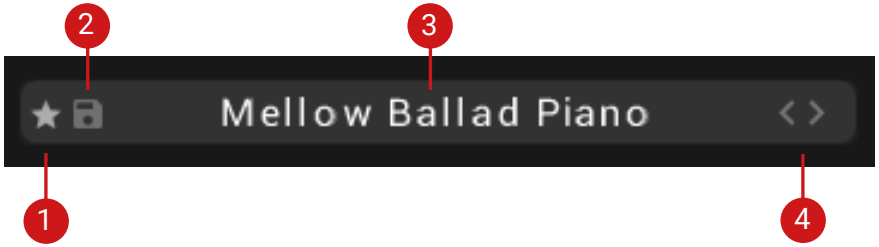
The **MIX** Page contains the faders and activation buttons 1 for the four microphone positions. Keep in mind that the mixer has no effect on the engine which always uses all micpositions.

The table on the bottom 2 lets you adjust the **velocity** curve of CHROMA to match your keyboard and preferred dynamic response. Thus the **velocity** curve is not saved into presets but stays the same until it gets changed again. By opening the dropdown menu you can choose between linear behaviour of the curve, s-curves and a custom mode in which you can edit the curve freely by clicking into the table. **Min** and **max** set the limits for the played velocities and **curve** lets you adjust the curve itself. On the top right there is also a button to switch the **animations** on and off 3.

6. PRESETS

6.1 Preset Selector

With the preset selector, you can always switch the currently active preset. By clicking on the **preset name**, you open the preset browser.



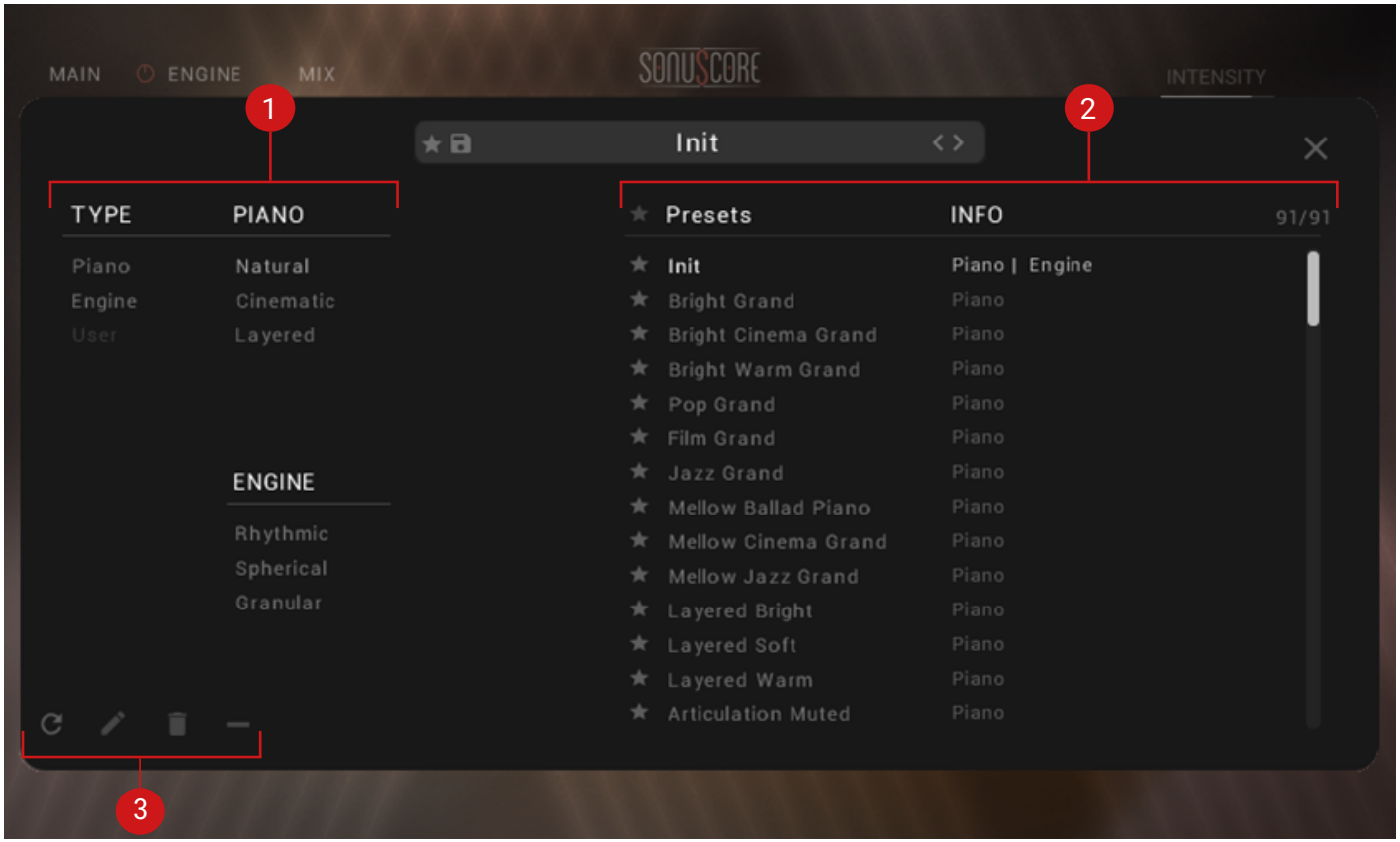
Favorites 1: Used for marking and unmarking your favorite presets. You can then filter quickly within the preset browser to display only your favorites.

Save 2: Saves the current preset as a user preset. For more information, refer to 6.4 User Presets

Preset Name 3: Displays the name of the currently selected preset. Click the **preset name** to open the preset browser.

Browse 4: Enables you to quickly browse and load presets. Pressing an arrow icon will immediately load the previous or next preset in the browser result list.

6.2 Preset Browser



In the preset browser you will find over 90 presets that you can customize according to your wishes and ideas. The preset browser contains filters to help you sort all presets by different characteristics as well as an option to scroll through the filtered selection. To open the preset browser, click on the name of the preset, located in the upper middle section of every page.

The preset browser contains the following features and controls:

Filters 1: Display the filter attributes for regular playing as well as for the engine.

Result List 2: Displays a list of presets that include the selected filters. Load a preset by double-clicking its name in the list to automatically leave the browser, or simply select the name and click the **X-icon** in the upper right hand corner. The **info** tab shows if the engine or regular sounds are active in the preset.

User Settings 3: Contains controls relating to the importing, editing and deleting of user presets.

6.3 Preset Browser Filters

With the filters on the left-hand side of the browser you can quickly scan for specific kinds of sounds. Unter **Type** you can display presets that are using the engine, the normal playing and userpresets. The **Piano** and **Engine** parts of factory presets can also be filtered for specific properties.

6.3.1 PIANO

Natural: Natural grandpiano sounds.

Cinematic: Different articulations or higher attack settings.

Layered: More than one articulation activated and mixed together.

6.3.2 ENGINE

Rhythmic: Rhythmic, defined pulses.

Spherical: Soundscapes without rhythmical elements.

Granular: Granular sounds, usually with very fast engine settings.

6.4 User Presets

CHROMA offers a quick and convenient way of saving and organizing custom user presets. As each preset is accessible as a single file, it is easy to transfer and share user presets between multiple systems. User presets are also accessible from within the preset browser. User presets contain the following features:

Save: Saves the current preset as user preset. User presets are saved as single .nka files, into the user data folder under the installation path you chose in Native Access. If you save a preset directly from the preset browser, you can immediately add your tags by simply highlighting them via click before saving them.

User: Contains all saved user presets. Select this category to filter the result list by user presets.

Scan: Searches the user data folder of your CHROMA installation for .nka files and enables you to import user presets e.g. from different devices.

Edit: Enables you to assign tags to your user preset. Press the **confirm button** (tick icon) to save your settings, or the **X-icon** to cancel the process.

Delete: Removes the user preset from the preset browser.

6.4.1 Saving a User Preset

To save the current preset as a user preset:

1. Click on the **save** icon next to the preset selector
2. Enter a new name
3. Click the **checkmark** to save the user preset, or cancel the process by clicking the **X-Icon**
4. The user preset is saved and is available within the preset browser

6.4.2 Importing A Preset

To import user presets:

1. Copy the .nka files of your choice into the user data folder in the installation directory of CHROMA.
2. Open the preset browser.
3. Press the **scan** button.

The new user preset is imported from the user data folder.

6.4.3 Editing the name of a User Preset

To edit a user preset:

1. Open the preset browser.
2. Select a user preset.
3. Click the **pencil icon**.
4. Change the name of the preset.
5. Click the **confirm** button.

7. CREDITS

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