

# AERIS

HYBRID CHOIR DESIGNER



**vir2**  
INSTRUMENTS

USER MANUAL

Produced by Vir2 Instruments

**Vir2 Instruments** is an international team of sound designers, musicians, and programmers who specialize in creating the world's most advanced virtual instrument libraries. Vir2 is producing the instruments that shape the sound of modern music.

29033 Avenue Sherman, Suite 201  
Valencia, CA 91355

**Phone:**661.295.0761

**Web:**[www.vir2.com](http://www.vir2.com)

# AERIS

## HYBRID CHOIR DESIGNER

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## CHAPTER 01

# Aeris/ INTRODUCTION TO THE LIBRARY

Thank you for purchasing **Aeris: Hybrid Choir Designer**.

From Vir2 Instruments, the creators of the award-winning Electri6ity, Apollo: Cinematic Guitars, and MOJO Horns, comes Aeris: Hybrid Choir Designer, a revolutionary new choir and solo singer virtual instrument formatted for the KONTAKT Player, KOMPLETE KONTROL, and MASCHINE. The purpose of Aeris is to give modern composers the power and versatility of authentic, full male and female choirs mixed with the unique voices of four solo singers. Vir2 worked with some of the industry's leading composers and producers to bring you a comprehensive collection of sounds for effective composition and sound design.

For ease of use, Aeris is split into three different categories: **Performance**, **Pads**, and **User**. Each category showcases unique features for simplified and streamlined sound design.

## PERFORMANCE PATCH OVERVIEW

The **Performance** patch category places the full power of male and female choirs, as well as four solo singers including bass, tenor, alto, and soprano at your fingertips. Each choir and solo singer were recorded singing four different vowels: Ah's, Oh's, Oo's, and Hums. In addition to these four vowels, we recorded two velocity layers for all the vocal performers, and three round robins for each solo singer to make the Performance patch of Aeris the most realistic and powerful hybrid vocal instrument available.

## PADS PATCH OVERVIEW

The **Pads** patch is a massive collection of 145 completely original pads, created exclusively using the samples from the Performance patch of Aeris. Users are given two pad engines that can be triggered simultaneously and individually for endless original music and atmospheric composition. These

pads were created by industry-leading professionals with credits including Mad Max: Fury Road, Dawn Of The Planet Of The Apes, The Dark Knight, Inception, and more.

## USER PATCH OVERVIEW

The **User** patch enables you to place your very own audio content inside Aeris and utilize the interface's powerful controls to further customize your own sounds. With just a few simple steps, you can master the full power of Aeris' interface to explore new ways to manipulate your own sample content.

# Aeris/ REQUIREMENTS AND INSTALLATION

## SYSTEM REQUIREMENTS

For **Mac** users, Aeris requires OS 10.9 or greater, an Intel Core Duo 2.0GHz or higher, and minimum 4GB of RAM.

For **Windows** users, Aeris requires Windows 7, 8, or 10 (latest s.p.), 32bit or 64bit compatible, an Intel Core Duo 2.0GHz or higher, and minimum 4GB of RAM.

Vir2 Instruments strongly recommends more than 8 GB of RAM and an 88-key controller in order to use Aeris to its fullest potential.

The library requires approximately 7.84 GB of available disk space once installed.

## INSTALLING AERIS IN KONTAKT

The installation of Aeris in KONTAKT consists of two separate steps: the installation of the KONTAKT engine, and the installation of the Aeris library.

In the “Aeris Installation Instructions” folder, you will see the installer for the KONTAKT 5 player. Once the Aeris library has been downloaded and extracted, you can move the Aeris library folder to any location on your hard drive, then run the KONTAKT 5 player installer.

The KONTAKT installer will install the KONTAKT Player engine, its standalone application, all of its plug-in versions, and the Service Center authorization program. We recommend the Easy Install, and that the install locations for each component are left at their default settings.

The Aeris library is approximately 7.84 GB in size, and can be installed on any available hard drive. For speed reasons, we recommend Aeris be installed on an external hard drive. We recommend installing on a 7200rpm drive or SSD drive for optimal performance.

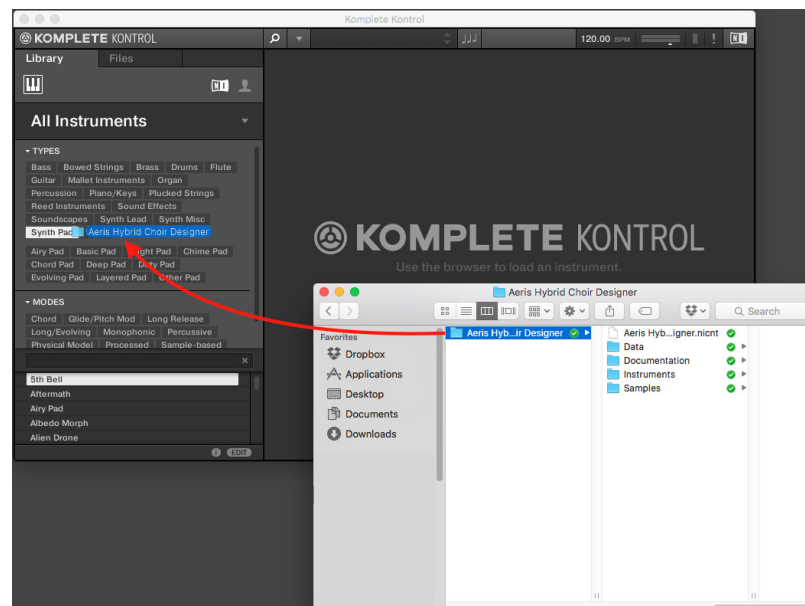
Once the KONTAKT 5 player is installed, launch the standalone application. Select the Libraries tab from the KONTAKT 5 Player’s browser on the left side of the KONTAKT interface. Just below “Libraries,” select “Add Library.” A “Locate Folder” window will appear. Navigate to the Aeris Library folder, select it, then select “Choose”. Aeris should now appear in KONTAKT’s library browser.

## INSTALLING AERIS IN COMPLETE KONTROL & MASCHINE

**Note: This section is only for those who own COMPLETE KONTROL and/or MASCHINE. If you do not own COMPLETE KONTROL or MASCHINE please move on to the next section.**

Because Aeris is a KONTAKT instrument with NKS support, you must manually add Aeris to your COMPLETE KONTROL/MASCHINE Library. During installation, please launch COMPLETE KONTROL/MASCHINE as a standalone application.

To add Aeris to your COMPLETE KONTROL/MASCHINE Library, simply drag the library folder onto the COMPLETE KONTROL or MASCHINE Browser. After dragging it to the Browser, Aeris will be available in the Library pane of the Browser under the User Library section. See following image.



## AUTHORIZING

After you've completed installation, Aeris will be running in demo mode; it will only work for fifteen minutes at a time. To authorize it for KONTAKT, simply select the "Activate" button located in the top right corner of the Aeris library and follow KONTAKT's prompts.

For KOMPLETE KONTROL & MASCHINE users (and KONTAKT users), launch Service Center (found in the Applications folder on a Mac, or the Program Files folder on Windows) and follow its instructions. You will be prompted to enter your email address and password for your Native Instruments account, or will be given an option to create an account if you don't already have one. Once the Service Center is open, it will give you a list of all the Native Instruments and NI-powered products on your hard drive and give you the option to activate them. You are allowed to install and authorize Aeris on up to two computers simultaneously.

Service Center will guide you through the process for either online (instant) activation, or offline activation if the computer on which you installed Aeris does not have direct access to the internet.

Once the Service Center shows that Aeris has been activated, you can restart KONTAKT, KOMPLETE KONTROL and/or MASCHINE to begin using the activated product.

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## UPDATING

After installation, please make sure that you are fully updated to the most recent versions of the three components that make up the Aeris package: the library (which contains all the patch information and programming), the engine (which is powered by KONTAKT, KOMPLETE KONTROL and/or MASCHINE), and the authorizer (Service Center). It is possible that any of these components may have a more recent version than what shipped in your physical or digital package, so you should check for updates to each of these three. You can do this by visiting the [vir2.com](http://vir2.com) website and checking the [Support area](#) as well as going to [native-instruments.com](http://native-instruments.com) and checking their Support area.

# Aeris/ USING KONTAKT

## HOW TO ACCESS THE AERIS LIBRARY FROM KONTAKT

Aeris ships as a KONTAKT-powered library, and Aeris is opened from within KONTAKT, which can be run either as a standalone application, or as a plug-in hosted by any major sequencer on either Macintosh or Windows platforms. All these versions are installed by the Easy Install option of the installer.

Users who don't own a sequencer, or would like to simply boot up and be able to play Aeris, can go to their Applications folder (Mac) or Program Files folder (Windows) to launch Native Instruments > KONTAKT 5.

Users who wish to use Aeris for sequencing or recording should use it in plug-in mode within a host sequencer. KONTAKT supports the VST, AudioUnit, and RTAS plug-in formats. Any host sequencer that supports these plug-in formats properly will be able to run KONTAKT. Instructions vary slightly from sequencer to sequencer, but the general procedure is to initiate KONTAKT as a virtual instrument plug-in, then load an Aeris instrument in KONTAKT, then route a MIDI track to KONTAKT so it can be triggered and recorded.

The following instructions will help standalone and plug-in users get working quickly with a basic track of Aeris.

## USING KONTAKT IN STANDALONE MODE

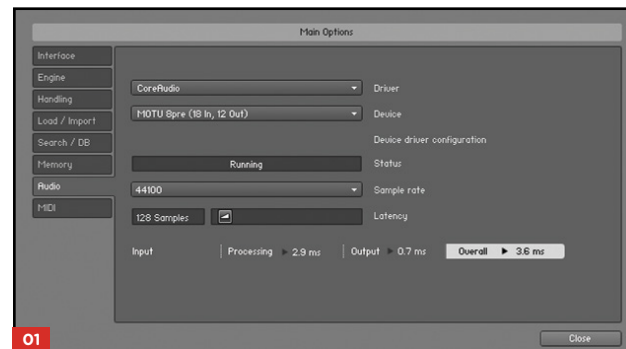
The standalone KONTAKT application can be found in the Applications > Native Instruments > KONTAKT 5 folder for Mac users, or Program Files > Native Instruments > KONTAKT 5 for Windows users.

After launching the KONTAKT application for the first time, you will be presented with a dialog box to set up your audio and MIDI settings. Settings will vary for each user according to the specific setup, but the important thing is to route the audio to a valid audio device, and to set the

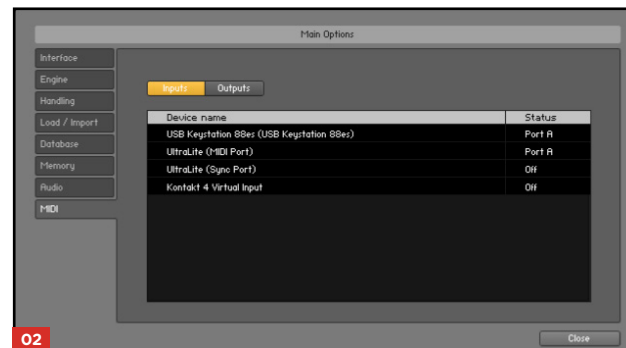
buffer reasonably low for good latency performance. We recommend 256 samples or less. The lower the latency slider, the less latency (the split second between the physical playing of the note and the sound coming out of KONTAKT) there will be, but the harder the computer will have to work. Typical useful values range between 128 and 256, however very fast computers may be able to handle lower values, while very slow computers may need higher values. [01]

The MIDI page of the Options dialog box must be configured in order to let KONTAKT know which MIDI device(s) to respond to. KONTAKT will respond to up to four MIDI input ports (A, B, C, and D), so we recommend you switch one MIDI source on to Port A, as shown in the following image. [02]

Once you have completed KONTAKT setup, jump ahead to the **GETTING STARTED** section on page 11.



01



02

## CHAPTER 03 CONTD

**USING KONTAKT WITH YOUR D.A.W.****LOGIC PRO X**

Users of Apple's Logic can use KONTAKT 5 as an AudioUnit plug-in.

Create a Software Instrument track

From the instrument list (E-Piano selected as default), select AU Instruments / Native Instruments / KONTAKT 5

The KONTAKT window will appear, and a MIDI track will be created, transmitting to KONTAKT's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into KONTAKT.

**GARAGEBAND**

Users of Apple's GarageBand can use KONTAKT 5 as an AudioUnit plug-in.

Create a Software Instrument track

Select Smart Controls

Select Plug-Ins

From the instrument list, select AU Instruments / Native Instruments / KONTAKT 5

The KONTAKT window will appear, and a MIDI track will be created, transmitting to KONTAKT's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into KONTAKT.

**PRO TOOLS**

Create an instrument track

From the Inserts list, select multichannel plug-in / instrument / KONTAKT 5 AAX (stereo)

The KONTAKT window will appear

**CUBASE**

Add an Instrument Track

From the Instrument list, select KONTAKT

The KONTAKT window will appear, and a MIDI track will be created, transmitting to KONTAKT's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into KONTAKT.

**ABLETON LIVE**

Insert a MIDI track

From the Categories / Plug-ins list, drag and drop KONTAKT 5 onto your MIDI track

The KONTAKT window will appear, and a MIDI track will be created, transmitting to KONTAKT's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into KONTAKT.

**FL STUDIO 12**

Select Plugin database / Installed / Generators / VST / KONTAKT 5

Select 'Open in new channel'

The KONTAKT window will appear

**FL SONAR**

In the synth tab, select the +

Select Insert Synth / VST2 / KONTAKT / KONTAKT 5

The channel will be created; to view the KONTAKT window, select it from the synth list at the left.

**USING KONTAKT WITH ANOTHER HOST**

There are too many host programs to cover here in detail, but any modern sequencer that properly supports the VST, AudioUnit, or RTAS standards should be able to use KONTAKT properly, and load Aeris within it. Consult the manual for your specific host to find out how to instantiate the KONTAKT virtual instrument.



# Aeris/ GETTING STARTED

## AERIS OVERVIEW

Throughout Aeris you will notice that each tab or button has a specific color that will change based on its function. The rule of thumb for buttons, knobs, and faders is:

(Buttons) **GREEN** = ON / **RED** = OFF

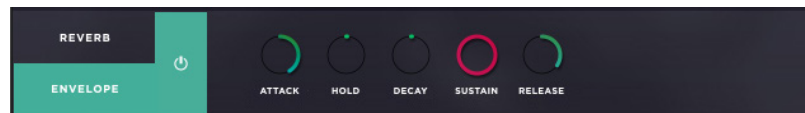
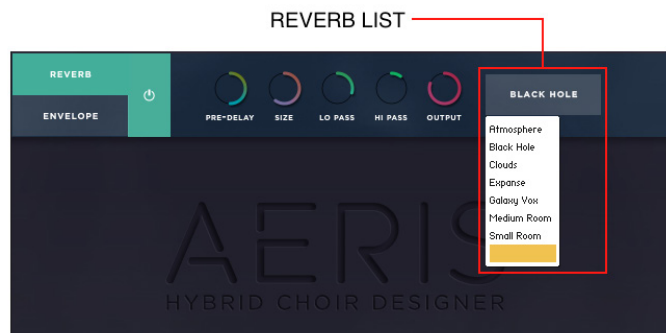
(Knobs & Faders) **GREEN** = MINIMUM (or OFF) / **RED** = MAXIMUM

## EQUALIZATION

The equalization section is where you can fine-tune the texture, feeling, and sound of the six vocal groups in the Performance patch and User patch as well as the two pad engines in the Pads patch. Equalization gives you control over the bass (bass), body (low-mid), presence (mid-high), and breath (high) of the selected group/pad engine.

## REVERB/ENVELOPE

The reverb section gives you access to seven of KONTAKT's most awe inspiring and luscious impulse response reverbs. Easily switch between reverbs by selecting the current reverb name and choosing from the reverb list that appears. Find the perfect sound by adjusting the pre-delay, size, lo-pass, hi-pass, and output of each reverb.



Modify the envelope by adjusting the envelope's attack, hold, decay, sustain, and release to create swelling vocal beds or crisp performances.

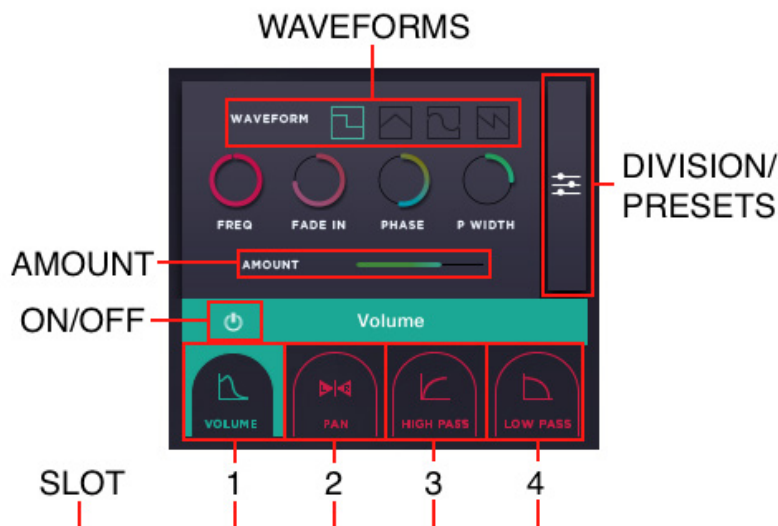
We've utilized the attack of the envelope to give you full control of the swell speed. When the the attack knob is at 0.0 ms, you can hear the beginning of the vocal sample. Turn this knob clockwise to achieve desired swell speed to create stunning custom vocal pads. The decay, sustain, and release knobs serve their standard functions in an envelope.

Despite appearing as if they share a power button, the reverb and envelope's power buttons are independent of one another. To engage the reverb, select the "REVERB" button, turn the power icon located to the right of the reverb button ON, and begin adjusting the reverb parameters. Likewise, to engage the envelope, select the "ENVELOPE" button, turn the power icon located to the right of the envelope button ON, and begin adjusting the envelope's parameters.

## CHAPTER 04 CONT'D

## MOVEMENT/MODULATION (LFO)

All Aeris patches contain four separate LFO slots which can be run individually and simultaneously, and loaded with any one of the available modulation types. Different modulation types include volume, pan, high-pass, low-pass, bandpass, and pitch.



**WAVEFORMS** - Choose between four different sound waves including rectangle, triangle, sine, and sawtooth.

**AMOUNT** - Control the presence of the selected LFO within your mix.

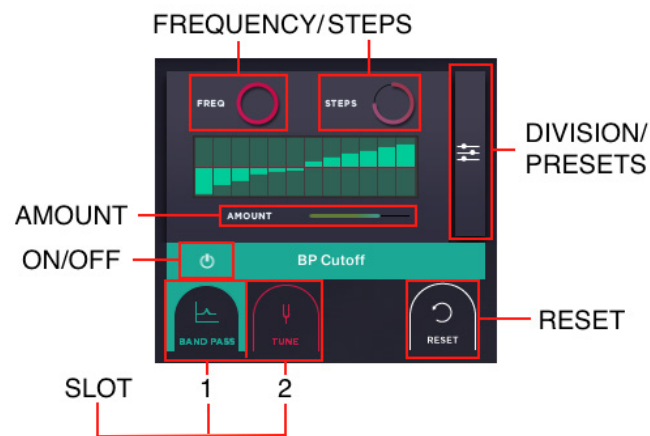
**DIVISION/PRESETS** - Click on the division/presets button to select the frequency unit (ranging from whole notes to 64th notes) and to choose from the list of available LFO presets. **Note: FREQ knob division is based on Division chosen on the Division/Presets page.**

**SLOTS** - Customize the four available LFO slots and choose between six different modulation types. Do this by selecting the currently loaded modulation type ("Volume" is the current modulation type in slot 1) and selecting from the drop down list.

**ON/OFF** - Turn ON and OFF each LFO slot by clicking the power button to the left of the modulation type.

## STEP SEQUENCER

The step sequencer gives you an additional layer of sound customization. With two separate slots, you can have multiple step sequencers running individually or simultaneously. Choose from six different modulation types including volume, pan, high-pass, low-pass, bandpass, and pitch.



**FREQUENCY** - Adjusting the frequency knob of the step sequencer will either slow down or speed up the rate of the sequence.

**STEPS** - Using the steps knob increases or decreases the amount of steps you have control over. Choose from a range of 1-16 steps.

**AMOUNT** - Control the presence of the selected step sequencer within the mix.

**DIVISION PRESETS** - Click the division/presets button to select the frequency unit (from whole notes to 64th notes) and to choose from the list of available LFO presets. **Note: FREQ knob division is based on Division chosen on the Division/Presets page.**

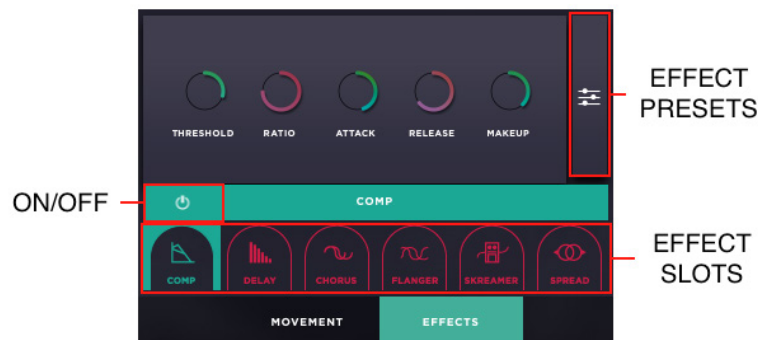
**SLOTS** - Customize the two available step sequencer slots and choose between the six different modulation types included. Do this by clicking on the currently loaded modulation type ("BP Cutoff" is the current modulation type in slot 1) and selecting from the drop down list.

**ON/OFF** - Turn ON and OFF each step sequencer slot by clicking the power button to the left of the sequencer modulation type.

**RESET** - Click the reset button to reset the step sequencer to neutral. This does not affect the frequency knob, the steps knob, or the amount controller.

## EFFECTS

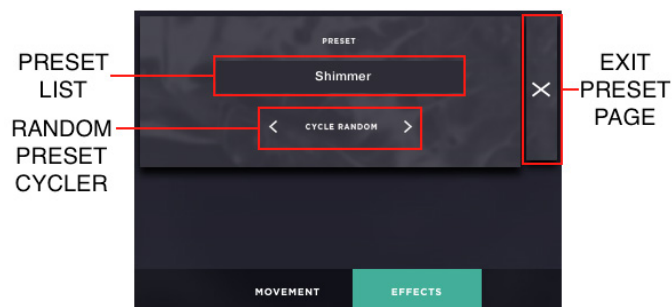
Further craft your sound with the effects page which features six different built-in effects including a compressor, delay, chorus, flanger, distortion, and stereo spread.



**EFFECT SLOTS** - Choose between six different built in effects. Selecting a specific effect slot will reveal that particular effect's controls in the panel immediately above the row of effect slots.

**ON/OFF** - To engage a desired effect, simply select the desired effect and select the power icon at the far left of the effects panel. The effect will turn from RED to GREEN to indicate that it is turned on (In the previous image, the compressor is turned on).

**EFFECTS PRESETS** - To select from the variety of effect presets, simply select the presets button located to the right of effect controls. Once there, you can click and choose from the available presets. You can also cycle randomly through the list of presets by clicking the left or right arrow beside the "CYCLE RANDOM" tab at the bottom of the preset window (see following image).



# Aeris/ PERFORMANCE PATCH

The Performance patch comes ready to perform as soon as you open it within KONTAKT. By simply loading the Performance patch and playing the keyboard you can instantly begin crafting your music. Without going any further than the top half of the interface, you are able to fully mix the six different vocal groups, switch between the four vowel options, engage Legato mode, rearrange the way the samples are laid out on the keyboard by turning on Overlap mode, engage reverb and an envelope, and adjust the parameters of each. Going beyond the top half of the interface, you can begin to make things interesting by tweaking effects, adding different LFOs, and customizing the step sequencer. Blending classic vocals with modern effects has never been easier than with Aeris' intuitive interface

## PERFORMANCE INTERFACE OVERVIEW



**SELECTED GROUP** - To change the equalization of a particular group, you must first make it the primary group by selecting the group name. In the image above, Choir M is the primary group because it is the selected group. In order to make Choir F the primary group you would simply select the group name, "CHOIR F".

**VOLUME** - To adjust the volume of a group, click the volume bar indicated in the previous image, then, while holding down the mouse button, drag downwards to lower the volume and drag upwards to raise the volume.

**PAN** - To adjust the panning of a group, click the pan bar indicated on the previous image, then, while holding down the mouse button, drag downwards to pan left and drag upwards to pan right.

**ON/OFF** - To turn ON and OFF a particular group, click the power button below the group name.

## MAPPING

Each vocal group is given its own section and color on the keyboard starting with the bass, which is mapped to the lowest notes, and moving up through the groups with the soprano being mapped to the highest notes. When turned on, the groups correspond to the following key ranges:

### BASS - E0-A#1



### TENOR - B1-G3



### CHOIR M - E0-A2



## CHAPTER 05 CONT'D

## CHOIR F - F#3-B5



## ALTO - G#3-D#5



## SOPRANO - E5-A6



## OVERLAP MODE

When Overlap mode is turned on, all engaged groups are rearranged on the KONTAKT keyboard so that the samples fall directly on the note they correspond to. For example, when Overlap mode is turned on, and the C3 note is triggered on the MIDI Keyboard, all C3 vocal performances from the bass, tenor, alto, soprano, and male and female choirs will play simultaneously if their group is turned on and if the note you are playing falls within their mapped range. With Overlap mode engaged, samples range from E1-B4 depending on which groups are turned on.

**NOTE: When Overlap mode is engaged, you have access to the full range of each vocal group. When Overlap mode is not engaged, the range on some of the groups is shortened to accommodate all the groups on the keyboard at once (see following images for range comparison).**

## BASS (OVERLAP MODE) - E1-C#3



## TENOR (OVERLAP MODE) - B1-A#3



## CHOIR M (OVERLAP MODE) - E1-A3



## CHOIR F (OVERLAP MODE) - F#2-B4



## ALTO (OVERLAP MODE) - G2-F#4



## SOPRANO (OVERLAP MODE) - C3-A4



If you want to play multiple groups at once, as well as have access to the full range of every group, we recommend you use Overlap mode. Because Overlap mode places all of the triggered groups performances on top of one another it makes it ideal for playing multiple singers simultaneously. If you choose to not use Overlap mode you will also not have access to the full range of each vocal group. For example, with overlap mode turned off, and the BASS turned on, you only have access to a range stretching from E0-A#1, whereas with Overlap mode turned on, and placed in the same location on the keyboard, the range would be from E0-C#2 (three additional half notes).

**NOTE: The male solo singers and male choir cannot be turned on simultaneously. The same is true for the female solo singers and the female choir. For example, If either the ALTO or SOPRANO solo singers are turned on, then CHOIR F will automatically turn off. However, you can have the male solo singers and female choir engaged at the same time and the female solo singers and male choir engaged at the same time.**

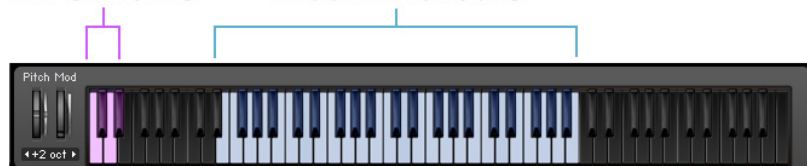
## CHAPTER 05 CONT'D

## KEY SWITCHES

Key switches for the Performance patch can be used to switch between the four available vowels. As shown in the following image, key switches begin on C0 and end on D#0 on the KONTAKT Keyboard. C0 engages Ah's (A), C#0 engages Oh's (O), D0 engages Oo's (U), D#0 engages Hums (M).

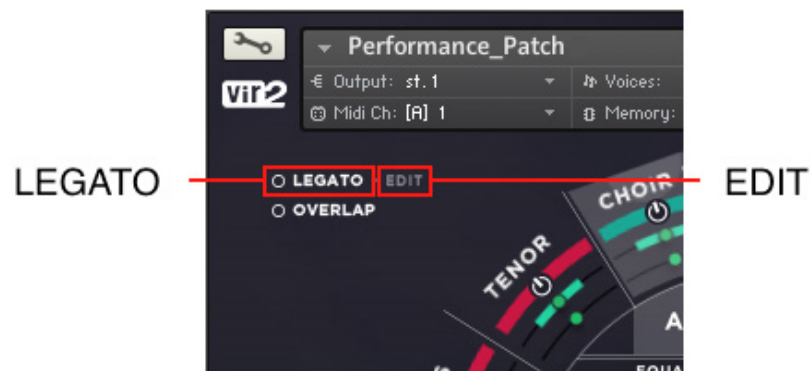
## KEY SWITCHES

## TRIGGERED GROUPS



## TRUE LEGATO

All vocal groups were recorded with true legato, giving you the most realistic sounding vocal performances available. You can even adjust the speed of the legato which allows you to match the speed of any production. True legato works even when multiple groups are triggered simultaneously. For example, if you had the BASS and TENOR groups turned on, and legato mode engaged, you would hear legato working for both performances at the same time.



To engage true legato while in the performance patch, select the “LEGATO” button in the top left-hand corner of the GUI.

To adjust the speed of the legato, select the “EDIT” button located to the right of the “LEGATO” button. The Speed knob allows you the ability to adjust the legato speed in order to adapt Aeris to the speed of the desired performance.

Select the “BACK” button to leave the edit view.

## VIBRATO

Roll (or slide) the Mod Wheel up and down to control the amount of vibrato for any engaged group. vibrato is editable via CC1 (Modulation) within DAW. At a mapped value of 127, full vibrato is enabled. At a mapped value of 1, full non vibrato is enabled.



# Aeris/ PADS PATCH

The top section of the pads patch features two separate engines (Engine A and Engine B) which can be manipulated independently. To make the two engines easily distinguishable, we have made Engine A to have a blue tint when it is the primary engine and Engine B to have a grey tint when it is the primary engine.

## PADS INTERFACE OVERVIEW



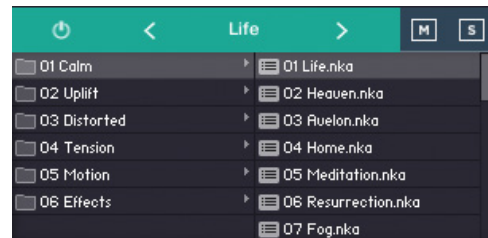
**PAD SELECTOR** - Click to open pad menu. Select desired pad by double clicking. Click on the Pad Selector once again to minimize the pad menu.

**SELECTED ENGINE** - By selecting an engine (currently Engine A) you are able to make changes to the reverb, envelope, sequencer, and LFO's and have it only affect the selected engine. This way, you can manipulate the engines' sounds independently from one another.

**AREA OF SELECTION** - In order to select either Engine A or B, you must click within the area of selection located to the left and right of the equalization section for both engines. Adjustments made to the reverb, envelope, LFO, step sequencer or effects will only affect the selected engine. This makes it so that you can create two completely unique pads in one interface.

**ON/OFF** - To turn ON and OFF a pad, simply select the power button located to the left of the pad selector.

**MUTE/SOLO** - To either mute or solo a pad, simply select the mute or solo button located to the right of the pad selector.



Choose between 145 inspiring pads spread out across six different pad categories including calm, uplift, distorted, tension, motion, and effects.

**NOTE:** All pads within the "05 Motion" category are able to automatically sync with your sequencer's host tempo. By adjusting the BPM you can speed up or slow down the tempo of the motion pads.

## MAPPING

All pads are mapped across the entire KONTAKT keyboard from C0-C7, with some pads extending to C8, giving you the widest possible melodic range.

## ENGINE A / ENGINE B

The Pads patch features two separate pad engines that can be triggered simultaneously for endless blending and sound customization. Any adjustment made to the pad's reverb, envelope, modulator, step sequencer, and effects will only affect the selected engine. As stated in the **PADS INTERFACE OVERVIEW** section, you can click in the area of selection to select either Engine A or Engine B.

## CHAPTER 07

# Aeris/ USER PATCH

The User patch is designed to allow you to go further than you have ever been able to go with a Vir2 library; drag your own audio files into KONTAKT and utilize the full power of the Aeris interface to manipulate the sound and create something truly unique.

**NOTE: The full version of Kontakt 5 is required to utilize the User Patch. The free Kontakt 5 Player does not give you access to the User Patch.**

## USER INTERFACE OVERVIEW

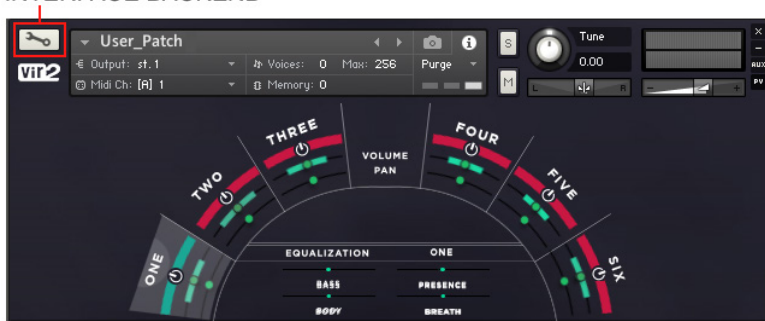
The User patch and the Performance patch have identical layouts. For all info on the User interface please refer to the previous section titled, “PERFORMANCE INTERFACE OVERVIEW”.

## LOADING YOUR OWN CONTENT

To load your own WAV or AIFF files into one of the six available groups, please adhere to the following steps:

**STEP 1** - Select the wrench icon in the top left-hand corner of the interface to open up the backend of KONTAKT (see following image).

## INTERFACE BACKEND



## \*BACKEND OF KONTAKT LAYOUT

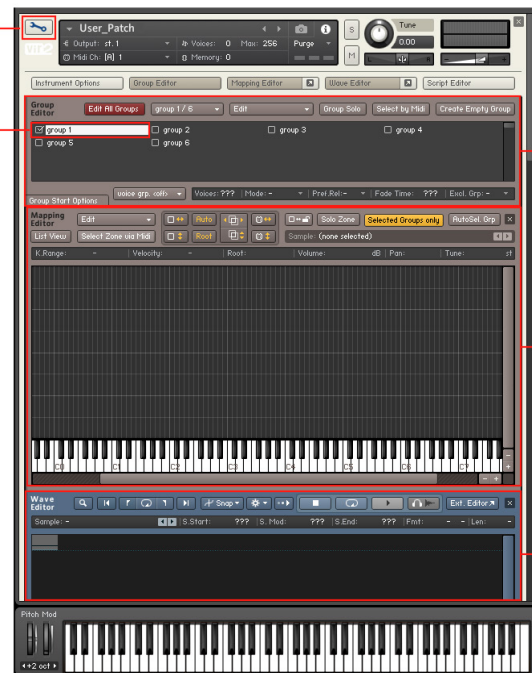
BACK TO GUI

SELECTED GROUP

GROUP EDITOR

MAPPING EDITOR

WAVE EDITOR

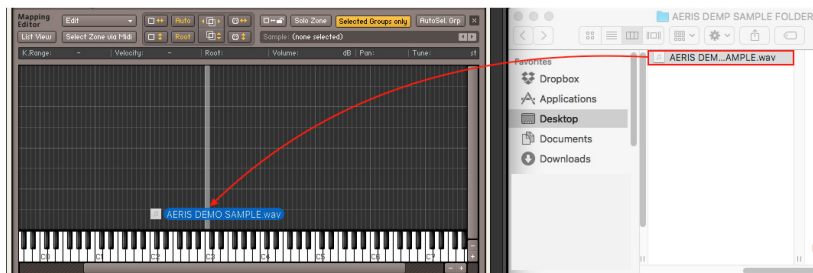


**STEP 2** - Next, select the group out of the six available groups (“group 1” currently selected) you’d like your sample to be assigned to.

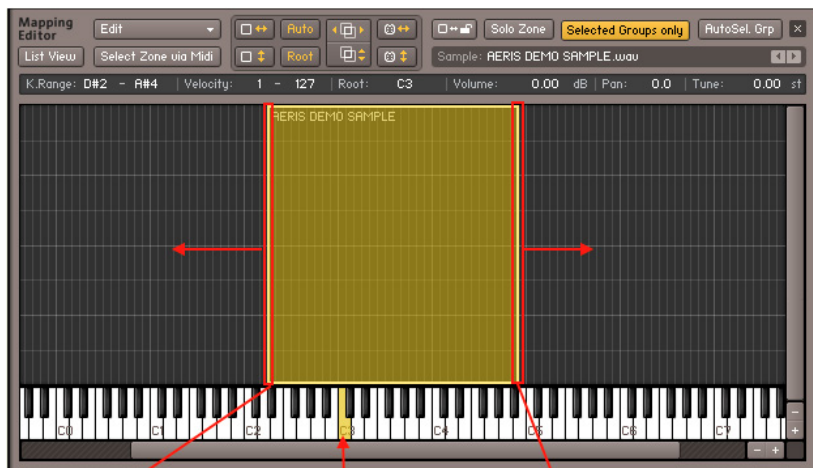
**STEP 3** - Once you have the desired group selected, you can then drag the sample you’d like to load into the Mapping Editor’s grid and onto the key(s) you’d like the sample to be mapped to (see following image).



## CHAPTER 07 CONT'D



**STEP 4** - Once your sample is mapped to a specific key (we chose C3 for demonstration purposes only. You can drag your sample to any key available in the Mapping Editor), you can choose to stretch that sample across the keyboard so that it will pitch bend up and down either direction of the root note you chose (see following image). You can drag the sample ends as far right and left as you'd like, but keep in mind that the farther away from the root note, the more distorted the sample will sound.



DRAG LEFT    SAMPLE ROOT (C3)    DRAG RIGHT

**STEP 5** - After you have stretched the sample left and right as far as you would like, scroll down to the “Sources” editor below the “Wave Editor”. Once there, change the source from “beat machine” to “sampler” by clicking on the source tab as indicated in the following image.

## SOURCE TAB



**STEP 6** - Engage the “Tracking” button so that it is turned ON (Yellow) (see following image).



**STEP 7** - After you have completed these steps, you can then exit the backend of the interface by clicking on the wrench icon in the top left-hand corner of the interface and start playing your sample and using the interface's controls to adjust the equalization, reverb, effects, modulation, etc.

## CHAPTER 07 CONT'D

## LOADING TEMPO STRETCHING APPLE LOOP &amp; ACID WAV FILES

To load Apple Loop and/or Acidized WAV files into the User patch that will tempo sync with KONTAKT's BPM, as well as the BPM of the host digital audio workstation, please adhere to the following steps.

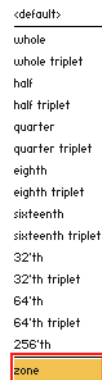
**Step 1** - Follow steps 1-4 of the previous, "LOADING YOUR OWN CONTENT" section.

**Step 2** - After you have stretched the sample left and right as far as you would like, scroll back down to the "Sources" editor below the "Wave Editor". Once there, change the source from "beat machine" to "time machine pro" by clicking on the source tab as indicated in the following image.

## SOURCE TAB



**STEP 3** - Next, switch the "Speed" to "zone" by clicking on the "%" icon and selecting from the drop down menu as indicated in the following images



**STEP 4** - Engage the "Tracking" button so that it is turned ON (Yellow) (see following image).



**STEP 5** - Once you have engaged tracking you can then exit the backend of the interface and start playing your sample and using the interface's controls to adjust the equalization, reverb, effects, modulation, etc.

# Aeris/ USING AERIS IN KOMPLETE KONTROL & MASCHINE

The KOMPLETE KONTROL/MASCHINE version of Aeris offers you a unique hands-on experience. Once you have loaded Aeris as a KOMPLETE KONTROL/MASCHINE User library, you will be able to manipulate Aeris' interface using the controls of the KOMPLETE KONTROL/MASCHINE console.

## USING THE PERFORMANCE PATCH IN KOMPLETE KONTROL & MASCHINE

The following is a breakdown of all the different controls of Aeris' Performance patch interface and how they are operated using KOMPLETE KONTROL/MASCHINE.

**NOTE: KOMPLETE KONTROL/MASCHINE's menu does not allow you to select different vocal groups or switch between different slots within the interface. For example, if the solo-singer group titled "BASS" is selected as the primary group, you cannot make the solo-singer group titled "TENOR" the primary group using KOMPLETE KONTROL/MASCHINE's menu. With your cursor you must manually select both groups and slots (such as LFO slots) in the interface to see them. Keep in mind that you can still make adjustments to a vocal group or LFO/Effect/Reverb/Envelope slots even when they are not selected in the interface.**

The **Legato** and **Overlap** buttons must be engaged with the mouse. You must also adjust the legato speed using the interface knob in the legato "EDIT" section. For more info on these controls please see the PERFORMANCE PATCH section on page 17.

Use page 1 and page 2 of the KOMPLETE KONTROL/MASCHINE menu to adjust the **Volume**, **Pan** and **Vibrato** amount for each vocal group. To turn ON/OFF each vocal group you must click the power button in the interface.

Use C0, C#0, D0, and D#0 on the KOMPLETE KONTROL keyboard to switch between **Ah's**, **Oh's**, **Oo's**, and **Hums**.

The **Equalization** of each group must be adjusted using the interface's controls. For more information on adjusting equalization for each vocal group, please see the PERFORMANCE PATCH section on page 18.

Turn ON/OFF **Reverb** and **Envelope** on page 3 of the KOMPLETE KONTROL/MASCHINE menu. Make adjustments to the size and output of the reverb and tweak the attack, decay, sustain, and release of the envelope. You must change the reverb type manually using the interface. For more info on changing the reverb type please see the REVERB/ENVELOPE section on page 11-12.

Pages 4-6 of the KOMPLETE KONTROL/MASCHINE menu allows you to turn ON/OFF the six built-in effects on the **Effects** page of the interface. Adjust the available controls to dial-in each effect. Adjust the effect's controls using the dedicated knobs on the KOMPLETE KONTROL/MASCHINE mixing panel. Due to space availability, not all effect controls are available on the KOMPLETE KONTROL/MASCHINE menu. You must use your cursor to adjust controls that are not available on the KOMPLETE KONTROL/MASCHINE menu.

Pages 7-10 of the KOMPLETE KONTROL/MASCHINE menu allow you to turn ON/OFF the four different available **LFO** slots. You are also able to cycle through the different modulation types and waveforms, as well as adjust the controls and amount of each LFO using the dedicated knobs. You must use your cursor to select the division of the LFO as well as any presets. For more information on the modulation section, please see the MOVEMENT section on page 13.

## CHAPTER 08 CONT'D

## PERFORMANCE PATCH PAGE LAYOUT

The following is a breakdown of the ten different pages you can cycle through in the KOMPLETE KONTROL/MASCHINE menu.

Pg.	Knob 1	Knob 2	Knob 3	Knob 4	Knob 5	Knob 6	Knob 7	Knob 8
Pg. 1/10	Bass/Mixer	Tenor	Choir M	Choir F	Alto	Soprano		Amount Vibrato
Pg. 2/10	Bass/Pan	Tenor	Choir M	Choir F	Alto	Soprano	Cutoff Globfilt	Reso
Pg. 3/10	On/Off Reverb	Size	Output	On/Off Envelope	Attack	Decay	Sustain	Release
Pg. 4/10	On/Off Comp	Thresh	Ratio	Attack	Makeup	On/Off Delay	Time	Dry/Wet
Pg. 5/10	On/Off Chorus	Depth	Speed	Dry/Wet	On/Off Flanger	Depth	Speed	Dry/Wet
Pg. 6/10	On/Off Skr-eamer	Drive	Bass	Bright	Output	On/Off Stereo Spread	Spread	Output
Pg. 7/10	On/Off LFO 1	Type	Shape	FREQ	Fade In	Phase	P Width	Amount
Pg. 8/10	On/Off LFO 2	Type	Shape	FREQ	Fade In	Phase	P Width	Amount
Pg. 9/10	On/Off LFO 3	Type	Shape	FREQ	Fade In	Phase	P Width	Amount
Pg. 10/10	On/Off LFO 4	Type	Shape	FREQ	Fade In	Phase	P Width	Amount

## USING THE PADS PATCH IN KOMPLETE KONTROL &amp; MASCHINE

The following is a breakdown of all the different controls of AERIS' Pads patch interface and how they are operated using KOMPLETE KONTROL/MASCHINE.

Using Knob 1 on page 1 of the KOMPLETE KONTROL/MASCHINE, select between **Engine A** and **Engine B**, this selection will enable which pad engine will be edited with subsequent pages of controls. Adjust **Volume** and **Pan** with knobs 2-5. You must use your cursor in order to power ON/OFF, / **Mute**, **Solo**, or adjust the **Equalization** of both engines.

The rest of the controls are identical to the Performance patch. To learn how to navigate the equalization, reverb, envelope, effects and modulation sections please refer to the previous section titled, USING THE PERFORMANCE PATCH IN KOMPLETE KONTROL & MASCHINE.

## PADS PATCH PAGE LAYOUT

The following is a breakdown of the nine different pages you can cycle through in the KOMPLETE KONTROL/MASCHINE menu.

Pg.	Knob 1	Knob 2	Knob 3	Knob 4	Knob 5	Knob 6	Knob 7	Knob 8
Pg. 1/9	Pad Engine	Volume Mix A	Pan	Volume Mix B	Pan	Soprano	Cutoff Globfilt	Reso
Pg. 2/9	On/Off Reverb	Size	Output	On/Off Envelope	Attack	Decay	Sustain	Release
Pg. 3/9	On/Off Comp	Thresh	Ratio	Attack	Makeup	On/Off Delay	Time	Dry/Wet
Pg. 4/9	On/Off Chorus	Depth	Speed	Dry/Wet	On/Off Flanger	Depth	Speed	Dry/Wet
Pg. 5/9	On/Off Skr-eamer	Drive	Bass	Bright	Output	On/Off Stereo Spread	Spread	Output
Pg. 6/9	On/Off LFO 1	Type	Shape	FREQ	Fade In	Phase	P Width	Amount
Pg. 7/9	On/Off LFO 2	Type	Shape	FREQ	Fade In	Phase	P Width	Amount
Pg. 8/9	On/Off LFO 3	Type	Shape	FREQ	Fade In	Phase	P Width	Amount
Pg. 9/9	On/Off LFO 3	Type	Shape	FREQ	Fade In	Phase	P Width	Amount

# Aeris/ QUICK START GUIDE

Aeris: Hybrid Choir Designer is a revolutionary new choir and solo singer virtual instrument for the KONTAKT Player. The purpose of Aeris is to give modern composers the power and versatility of real, full male and female choirs mixed with the unique voices of four solo singers. For ease of use, Aeris is split into three different categories: **Performance**, **Pads**, and **User**. Each category showcases unique features for simplified sound design allowing you to create the exact vocal-based performance you need. The following is a Quick Start guide for basic introduction:

(Buttons) **GREEN** = ON / **RED** = OFF

(Knobs & Faders) **GREEN** = MINIMUM (or OFF) / **RED** = MAXIMUM

The **Performance** patch category places the full power of male and female choirs, as well as four solo singers including bass, tenor, alto, and soprano at your fingertips. Each choir and solo singer was recorded singing four different vowels: Ah's, Oh's, Oo's, and Hums. In addition to these four vowels, we recorded two velocity layers for all the vocal performers, and three round robins for each solo singer to make the Performance patch of Aeris the most realistic and powerful hybrid vocal instrument available.

The **Pads** patch is a massive collection of 145 completely original pads, created exclusively using the samples from the Performance patch of Aeris. You are given two pad engines that can be triggered simultaneously, or individually, for endless original sound design and atmospheric composition.

The **User** patch enables you to place your very own audio content inside Aeris and use the interface's powerful controls to further customize your own sounds. Use Apple Loop and Acidized WAV files to create tempo-syncing patches. With just a few simple steps you can utilize the full power of the Aeris' interface to explore new ways of manipulating your own sample content.

# Aeris/ TECH SUPPORT, ETC.

## TECH SUPPORT

Vir2 Instruments stands behind its products and is committed to helping you get the most out of using them. Please check the [Support area](#) of the [www.vir2.com](http://www.vir2.com) web site if you encounter any difficulties in using the product. You may also e-mail [support@vir2.com](mailto:support@vir2.com).

Before getting in touch with Vir2 Instruments regarding problems with the product, make sure you are running the latest versions of the library, engine, and Service Center. We are continuously updating and improving the product, so it is possible that there are more recent updates available that were released after the physical manufacturing of your product copy.

## THE FULL VERSION OF KONTAKT 5

Aeris ships with Kontakt 5 running in library mode, meaning it is fully able to play back the Aeris library and access the parameters detailed in this manual.

Registered owners of Aeris are eligible for a special cross-grade discount to the full version of Kontakt 5, which enables users to create their own libraries, import libraries in non-Kontakt formats, and access numerous deep editing features.

Visit [www.nativeinstruments.com](http://www.nativeinstruments.com) for details on the Kontakt cross-grade.

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## CREDITS

**Produced by:** Vir2 Instruments

**Project Director:** Julian Cisneros

**Editors:** Michael Boone, Julian Cisneros

**Sound Design:** Steven Bolar, Sam Estes, Michael Hobe, Kevin Alves

**Script:** Alex Harper

**GUI Design:** Frank Flitton

**Additional Graphics:** Albert Grose

**Cover Design:** Albert Grose, Aleksandar Andric

**Manual:** Michael Boone, Jimmy Melnarik, Andrew Kosloske

