BOLDER Sounds

Presents

fiddle! - V2

for NI Kontakt 5.5+

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Our Banjo and Mandolin libraries have been very popular with our customers over the years. We have received numerous requests for a fiddle sample library - so after many years .. here it is!

Welcome to **fiddle! - V2** - a sample library for NI Kontakt.
This is a library we have been wanting to produce for quite some time now.
We immersed ourselves in the numerous styles of fiddle playing and realized that creating a fiddle sample library would be no small task.
There are so many specialized techniques with each unique style of playing. For example - Scottish fiddle players have an entirely different approach to the fiddle compared to Bluegrass fiddle players.
But there are certain *commonalities* between these different styles - that is what we are focusing on in this first fiddle library … wait - "first fiddle library," you say? … will there be other volumes? We hope so.

Bo Clausen has created his usual incredibly versatile KSP scripted Kontakt instrument again for this library.
If you are familiar with other Bolder sample libraries, then you already are familiar with his work.
We feel that the interface and the features to the **fiddle! - V2** library will be quite self-explanatory as you explore the instrument.
However, it is well worth the time invested to listen and watch fiddle players to notice the things they do that make the music sound *fiddle-like*.

When we talk about fiddle as opposed to violin, we are talking about the same instrument. It is the *style* in which the instrument is played that makes it a fiddle.
Here are a few simple observations -

The majority of fiddle playing is done in the lower region of the instrument.
The fiddle is a 4 stringed instrument.
The 4 strings are tuned from low to high as follows - G3 - D4 - A4 - E5 (tuned in intervals of a 5th).
We have sampled the first lower 3 strings up to the 5th of that string.
For example, the G string is sampled chromatically up to the D note on that string. The next open string is also a D note - this note was sampled as well - this way you can choose whether to play an open D or a fingered D since they have a very different tone color.
This also enables you to play unisons (a fingered D against an open D) - this is a common sound in fiddle playing which creates a bit of a chorusing effect.
The E string (highest string) was sampled up the length of the string up to G6 (1 octave + a minor 3rd). It is pretty rare that a fiddle player plays up that high, but it is there for you should it be needed.

Another technique that is common (especially in Bluegrass and Country Swing styles), is playing a melody on a string while sounding the adjacent open string as a drone pitch.
This could be done with either an upper or lower open string.

If you are using the **fiddle! - V2** library in Monophonic Mode, you just use a KeySwitch to select Polyphonic Mode.
Another way to accomplish this is to launch 2 instances of Kontakt and assigning one of the **fiddle! - V2** instruments to the melody and the other to the drone open strings.

We could go on and on about tips, lessons learned and mistakes made in the process of creating this library over the last year .. but we won't.
Please read the brief manual that follows to get the most out of **fiddle! - V2**

We also hope to make a tutorial video at some point in the future sharing some ideas about creating realistic sequences in a DAW.

We hope you enjoy it!

Dennis Burns and Bo Clausen
BOLDER Sounds

The Ornaments – A quick Overview

The majority of the added ornaments in **fiddle! - V2** are from the Irish and Scottish fiddle traditions. Naturally, these ornaments continued on in various mutations and variations in the American fiddle tradition. These ornaments tend to be focused on the left-hand execution by the player. Most ornamentation in the American fiddle tradition (bluegrass or county swing for example) tend to be a bit more bow-centric (or right-handed). The names and execution of these ornaments can vary quite a bit depending on the lineage of the fiddler.

It is important to note that the **Speed**, **Sample Start, Attack Time** and **Attack Curve** (shift-click on the attack time knob for attack curve) - can be set independently for each set of ornaments on the drop down menu of the INSTRUMENT Panel. If you set a different **Sample Start** time setting other than the default setting of 0.00 ms – you will most likely have to create a small fade with the attack time knob to avoid a click in the sample which happens at non-zero crossings.

There are 3 pages of ornament settings. These settings can *drastically* change the character of the ornament – experiment with these!

Also – these ornaments are sampled through out the entire range of the fiddle. However, in the real world, a fiddle player would typically use them predominately in the lower 2 thirds of the fiddle's range.

Be aware that some ornaments are intended to be played very fast (and therefore are short samples) and do not have a sustaining note attached to them – for example the Flicks and Irish Triplets.

This is by no means meant to be a comprehensive list or explanation of the ornaments we have chosen to include in V2 – just a quick glimpse.

Mordent – This ornament goes quickly to a lower neighbor tone and then quickly returns to the main pitch. This ornament is used frequently in Baroque classical music. We offer 2 flavors – half and whole step.

Trill – This ornament goes to un upper note and returns to the main note. It is the mirror image of the Mordent.

Waterfall – The Waterfall is a series of 3 notes descending to a main lower note. The first 2 notes fall down to the 3rd note. This ornament is frequently used in slow Airs or Ballad style tunes.

The Waterfall is presented in 3 interval combinations – half step/whole step, whole Step/ half Step and whole step/whole step.

Roll – This ornament starts one note above the main pitch (mapped noted), drops down to the main note, then goes below the main pitch and finally ends on the main pitch.

The Roll is presented in 3 interval combinations – half step/whole Step, whole step/ half step and whole step/whole step.

Hammer On – A very quick grace note from below the main note. Included are half and whole step Hammer Ons.

Pull Off – A very quick grace note from above the main note. This is basically the opposite of the Hammer On.

Flick – Some times also called a Cran or a Cut. This ornament is very similar to a grace note. This sound occurs frequently in Highland Pipe music. It is very light and quick. The actual interval can vary descending to the main note that follows. That is why we offer 2 sets of them.

Wiggle – Some times called the Cape Breton Wiggle. Very similar to the classical mordent, although not as clean sounding. It is created by lightly lifting the pressure from a note and descending downwards and then quickly back up. We offer Half and Whole Step Wiggles.

Triplets – Sometimes called Irish triplets. This is a quick triplet used to give punctuation to a beat on faster tunes.

Scrunch – This ornament is added to the **fiddle! - V2 - Extras**. This nasty sounding ornament can be used on downbeats to create a jarring effect. This ornament is ONLY used on pitches D, A and E. It involves playing the open D, A and E string along with the neighboring lower string a half step lower in pitch C#-D G#-A D#&E. These 2 sets of pitches are "scrunched" together.

Features of the fiddle! - V2 Sample Library

- Both Fast Bow and Slow Bow Sustain samples are now offered.
  A wide dynamic range of sustain multisamples with velocities splits ranging from 7 to 20 multisamples per half step for the Fast Bow, and 3 multisamples per half step for the Slow Bow.
  The Slow Bow samples are more suitable for Airs, Ballads and slower tempo tunes

- A Front Page that offers a realtime display of Articulations being used.

- The two sampled sound sources (Tube Mic and Ribbon Mic) can be edited completely independently, and the settings can be saved as independent Presets.

- On the Expression Page, you setup and control the Dynamics, Pitch Bend and Vibrato.

- The Settings Page gives you extensive control over Attack and Legato articulations – as well as Auto Bow.

- Half and Whole Step Slides at 3 speeds. You can adjust the Speed, Sample Start, Attack and Attack Curve.

- 19 Ornaments in 9 Categories including Mordents, Trills, Hammer Ons, Pull Offs, Rolls, Waterfalls, Wiggles, Flicks and Irish Triplets.

- An extra instrument "**fiddle! - V2 - Extras**" that can do Chops, Plucks, Up-Bow and Down-Bow Harmonics, Left Hand Open String Gestures. Slide Harmonics, Scottish "Scrunch" ornament, Various fiddle FXs and Tuning gestures.

- A new instrument "**fiddle! - V2 - Pitched Chops**" where you can combine percussive chops with pitched chops upon the bow release from the percussive chop. Great for creating interesting grooves and accompaniments.

- An Effect Panel with 5 FX Slots. In the first two Slots you can load different Effects. Each FX Slot has its own Preset menus, so you can save and recall all the various parameters.

- And much more!

The full uncompressed size of this library is 1.99 GB. It has been Kontakt compressed (.ncw) down to 1.53 GB for the convenience of downloading and rapid loading into Kontakt.

General Stuff

KONTAKT Compatibility:

This library requires NI KONTAKT version 5.5.2 or higher. This library is NOT compatible with the KONTAKT 5 sample PLAYER, only the full retail KONTAKT SAMPLER. It will only run in demo mode for 15 minutes on the KONTAKT PLAYER.

Hover Over Mouse Help:

If you turn on the **Show Info Pane**, you can simply 'hover' your mouse over a particular control and the information on that control will be displayed in the Info Pane at the bottom of the KONTAKT window.
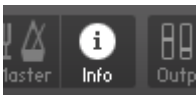
Reset Knobs:

All knobs can be reset to their default value, if you CTRL + Click (PC) or Command + Click (Mac) on the knob.

Panels:

The User Interface has two Panels. Click on the Panel Tab Name to open the Panel.

The About Page:

Each Panel has an **About Page** that gives you a quick overview of the Panel.

**Please be aware - this library is not encrypted for use in the FREE Kontakt PLAYER. This library is NOT loaded into Kontakt via the "Add Library" function. See below for the various choices you have for loading this library into Kontakt.

There are 4 methods in which you can load you Bolder library into Kontakt:

1. Drag any Kontakt instrument or multi (.nki or .nkm) directly onto the Kontakt rack from your desktop or hard drive.

3. Load via the FILES menu (locate the floppy disc icon in the center of the Kontakt toolbar).

4. In the Kontakt toolbar - click the BROWSE icon. To the left of Kontakt your browser appears. Click on the the far left tab which says "files". From here you can navigate anywhere in your computers file system and load program or multi files.

5. Use the QUICK LOAD feature located just to the left of the FILES icon mentioned above. The QUICK LOAD feature works very similar to the Libraries Tab only without the sexy graphics.
Once you've clicked on the QUICK LOAD button, at the bottom of the Kontakt rack you will see a browser appear. Simply drag your Bolder library onto this browser. It will be there for future quick loading.
For more details and flexibility on the QUICK LOAD feature, please consult your NI Kontakt manual.

About the Presets

There are a total of 12 Preset drop-down Menus.

On the Instrument Panel:
Tube Mic/Ribbon Mic EQ Presets, **Tube Mic/Ribbon Mic SG-EQ** Presets.

On the Effect Panel:
Compressor Presets, **S.B.Comp** Presets, **F.B.Comp** Presets, **EQ** Presets, **SG-EQ** Presets, **Delay** Presets, **Reverb** Presets and **Space** Presets.

The Preset Menu:

You can Save and Recall up to six Presets per Preset drop-down Menu.

To Save a Preset, first edit the settings as you like, and then select the **Save as Preset #** in the Preset Menu.

To Recall/Select a Preset, open the Preset Menu and select the **Preset #**.

When you Save a Preset, the changes are written into the data folder and then automatically loaded the next time you load the instrument in Kontakt. So there is no need to save the instrument.

The six Presets can also be Saved and Loaded as a **Bank**.

To Save the six Presets as a **Bank**, select the **Save Bank** in the Preset Menu. A save dialog box opens, pointing to the default Data folder inside the main Instrument folder. For better organization, give the file a name that refers to the Effect – ex. "EQ - my presets".

To Load a Bank, select the **Load Bank** in the Preset Menu. A open dialog box opens, pointing to the default Data folder.

If you have loaded a Bank and you want this Bank to be loaded the next time you load the instrument in Kontakt, then select the **Set as Def. Bank**.

The Reset All Knobs sets all the knobs to their default setting.
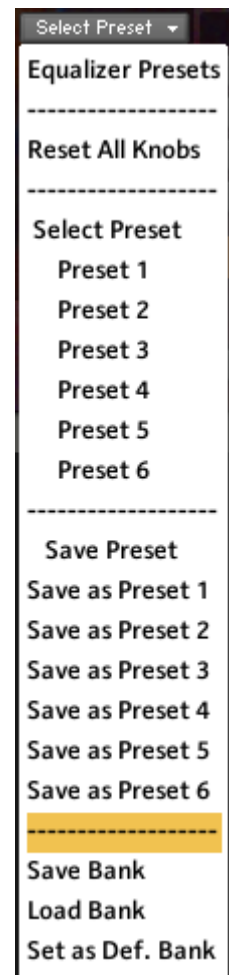
About the Default Mode.

The **fiddle! - V2** has three different Default Modes – Monophonic/Polyphonic, Fast/Slow Bow and Fingered/Open Strings.

On the Settings Page you can select which Mode that will be the default Mode, when the corresponding Key Switches are inactive.

In **Monophonic Mode** there's a lot of Automation going on:

1. The Up/Down Bow is Auto alternating.
2. If you play a note beyond the length of the bow, the Bow direction is Auto changed.
3. The Automation is also detecting if you are playing Attack or Legato.

However – you can at any time impose or override the Automation via the various Key Switches.

In **Polyphonic Mode** there's **no Automation going on**, so here you select all the different articulations via the various Key Switches.

About the Key Switches.

Many of the Key Switches can be combined with other Key Switches:

1. The Fast/Slow Bow can be combined with the Attack/Legato and the Up/Down Bow and the Fingered/Open String, in any combination.
2. The Up/Down Bow can be combined with Staccato, Hyper Staccato, Crunch, Unison and Harmonics.
3. All the Slides can be combined with Unison.

The Key Switches in the main instrument "**fiddle! - V2**" and the instrument "**fiddle! - V2 – Pitched Chops**" are working in Touch Mode, meaning they only are active when they are held down.

The Key Switches in the extra instrument "**fiddle! - V2 - Extras**" are working in Latch Mode, meaning they turn on and stay active the first time you hit the K.S. and then the second time you hit the K.S. (or hit another K.S.) they turn off.

Depending on the Default Mode settings, the corresponding Key Switches will work in the opposite direction.

The Instrument Panel
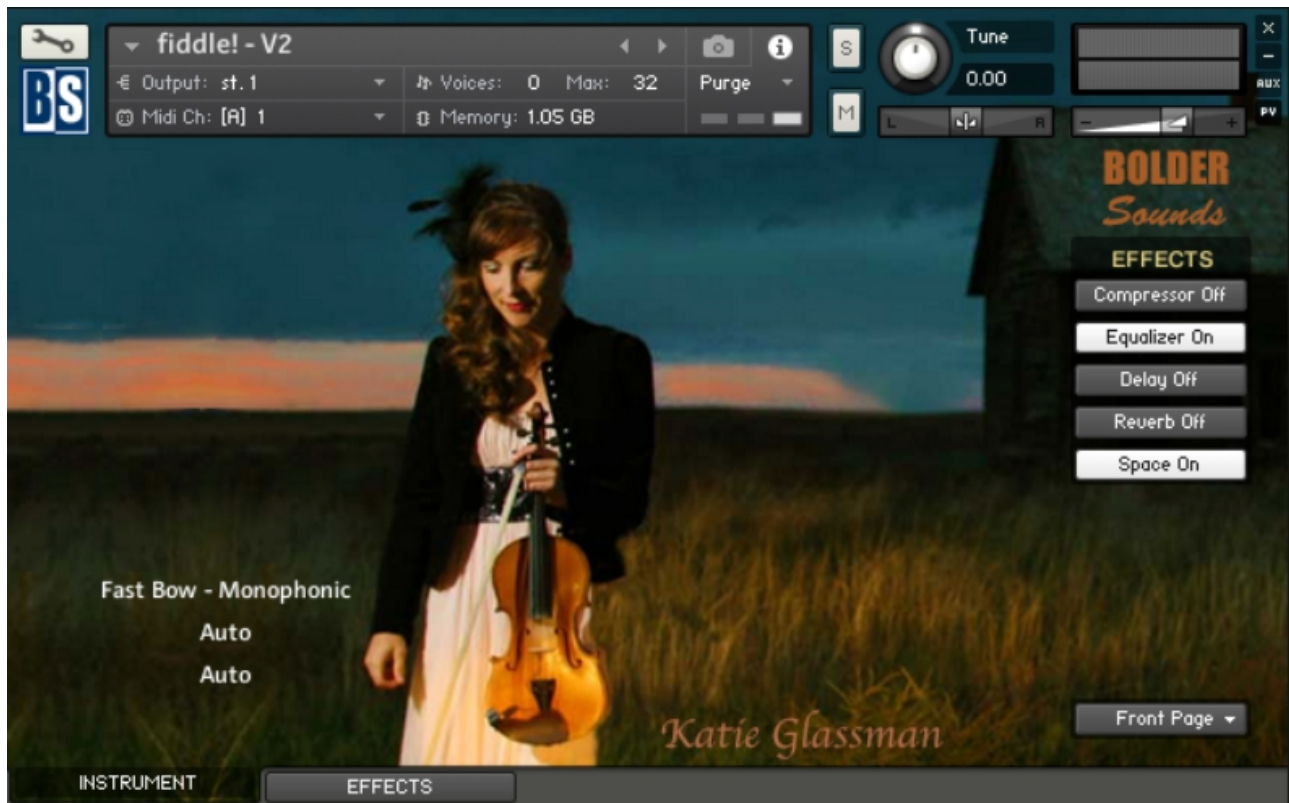
The Instrument Panel has eleven different Pages that can be selected from the Page drop-down Menu.

The Front Page:

On the Front Page you have a realtime Display, that shows the selected Key Switches and the articulations being used.

Here you can also turn the Global Effects On/Off.

The Microphone Page:

On the Microphone Page you can adjust and edit the two sound sources (Tube Microphone and Ribbon Microphone) completely independently.

You can choose between 4 different Equalizers to adjust the sound.

Presets can be Saved/Loaded for the Equalizers settings.

The Expressions Page:

On the Expressions Page you can adjust the Dynamics, Pitch Bend and Vibrato settings.

The Dynamics can be controlled via the selected CC control, or via the Pitch Bend control. If the Pitch Bend control is selected, then it's not possible to pitch-bend the notes.

The Pitch Bend Up and Down range can be set independently, and the two knobs are bipolar (+-)

The Vibrato Amount can be controlled via the selected CC control, and you can add more speed (freq) when you move the selected CC control.

The Settings Page:

On the Settings Page you can select the Default Mode, either Monophonic or Polyphonic, either Fast or Slow Bow and either Fingered or Open Strings, when the corresponding Key Switches are inactive.

You can adjust Sample Start, Attack and Curve for both the attack samples and the legato samples – both for the Fast Bows and the Slows Bow independently.

The time/length of the Auto Up/Down Bow alternation can also be set independently for the Fast and Slow Bows.

The length of the staccato samples can be set and you can adjust the volume of the release samples, and finally you can reduce the bow noise.

The Slides Page:

On the Slides Page you can adjust all the Slide settings.

Each Slide can have its own Speed, Sample Start, Attack and Curve settings.

The name of the Slide is highlighted when the corresponding Key Switch is activated.

The Round Robin can be turned off, and you can select which RR layer you want to use.

The three Ornaments Pages:

On the three Ornaments Pages you can adjust all the Ornaments settings.

Each Ornament can has its own Speed, Sample Start, Attack and Curve settings.

The name of the Ornaments are highlighted when the corresponding Key Switch is activated.

The two Key Switch Pages:

On the Key Switch Page you see the default KS assignments. If you'd like to change/customize their assignments – simply click on the articulation button and press the key you would like that articulation assigned to.

The Open String, Slow Bow and Double Stops Key Switches can work in the opposite direction, depending on the selected Default Mode on the Settings Page.

The Effects Panel

The Effect Panel has five different Pages. Here you select and edit all the various Effect parameters.
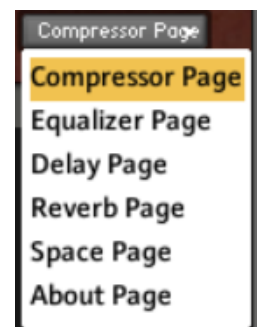
You can also Save/Recall up to six Presets for each Effect, and Save/Load the Presets as Banks.

The Effects On/Off and the Pages:

The five Effect buttons turn the various Effects On and Off, and open the corresponding Page.

You can also ALT/OPT + mouse-click the buttons to navigate between the different Effect Pages, or you can use the Page Menu.

There are five Effect Slots, and in the first two Slots you can load different Effects:

1. Slot - **Compressor:**
    Select between 3 different Compressors:
    Standard Compressor
    Solid Bus Compressor
    Feedback Compressor

2. Slot – **EQ/Filter:**
    Select between 4 different Equalizers.

3. Slot - **Delay:**
    The Delay Time can either be free or in Sync with the host.

4. Slot - **Reverb:**
    An algorithmic reverb.

5. Slot - **Space:**
    You can select between 12 different convolution IR's.

Many of the options and features in the main instrument, are also in the two "small" instruments (if the option or feature makes any sense according to the instrument).

You'll find all the various knobs and buttons at the same places as in the main instrument, so it'll be easy for you to navigate around.

Also notice that all the various Presets are used for all the three Instruments, so if you save a Preset in one Instrument, you can load the same Preset into another Instrument.
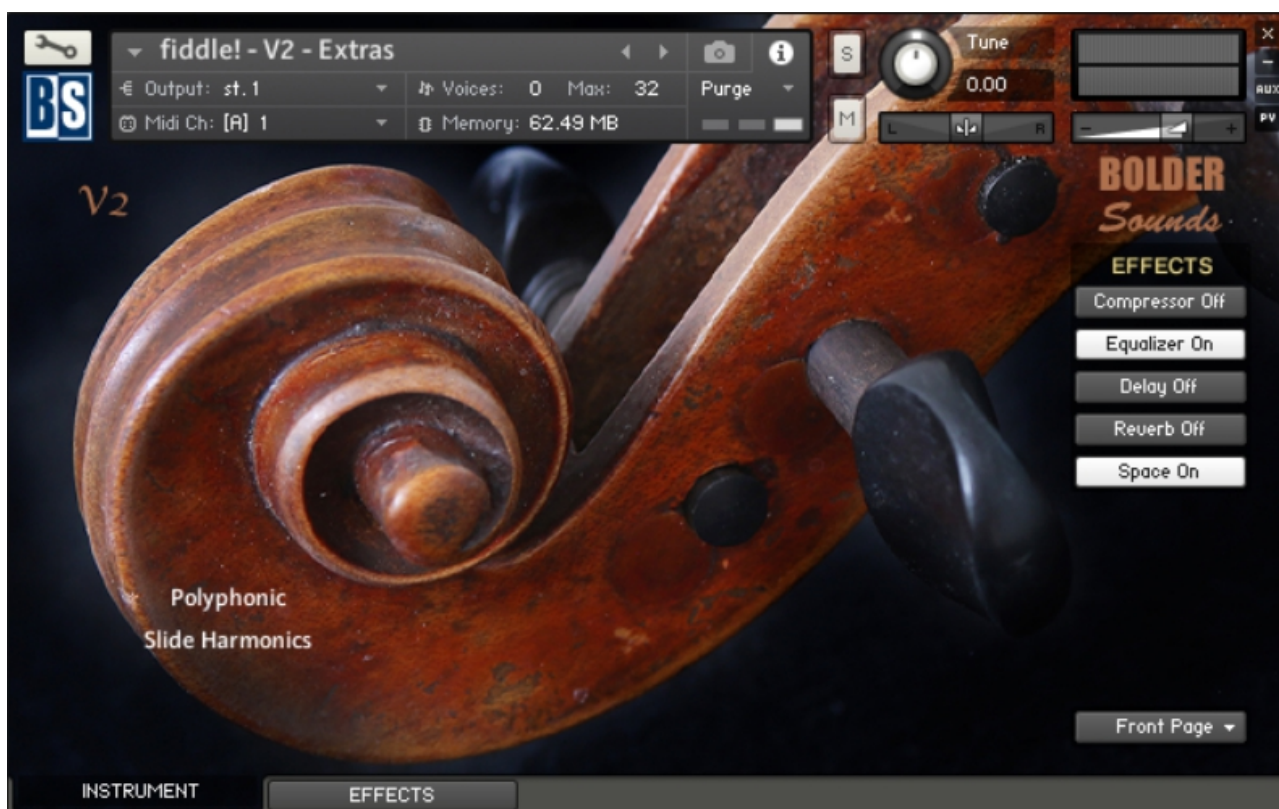
However - there are some small differences, that we'll point out here:

The fiddle! - V2 - Pitched Chops

On the Settings Page, you can adjust the Balance between the three different Chop Types, and set the Release Time for the Pitched Chops.

The fiddle! - V2 - Extras

As stated earlier, the Key Switches in the **fiddle! - V2 - Extras** works in Latch Mode.

Depending on the selected Articulation, the Kontakt keyboard will show the key-range (blue keys) for the Articulation.

On the Speed – Sample Start Page, you can adjust the Speed, Sample Start, Attack and Curve settings on four of the Articulations.

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Script, Patch and Presets by Bo Clausen.

Photos of Katie Glassman and her fiddle by Kit Hedman

Enjoy the **fiddle! - V2** library!

Dennis Burns - Bolder Sounds – December 2018

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Customer Support

For any questions, technical issues inquiries etc .... Please contact Bolder
Sounds via email at dennis@boldersounds.com

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BOLDER *Sounds*

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