

Favorite Sound

Syrinx

ETHNIC WIND

Studio Silkyoak



Studio Silkyoak



Shrinx Basic Operation Guide

Note: This guide is not sampler manual, but specification and basic operation guide of library.

Refer to the manual attached to the sampler about the operation of the sampler.

<Product Summary>

Punflute library

Sampling format: 48KHz, 24bit, mono, wave

Supported library format: Native Instruments Kontakt 5.8.1

*Not compatible Kontakt Player. Using time will be limited. This product cannot be added to the Libraries tab.

3 sound preset

[nki]

- Shrinx_a: Wide range key mapping (trial)
- Shrinx_b: Narrow range key mapping
- Shrinx_b_EWI: Solo presets with adjusted sensitivity for playing on EWI

*Trial version is not supported. It can be used only for operation check.

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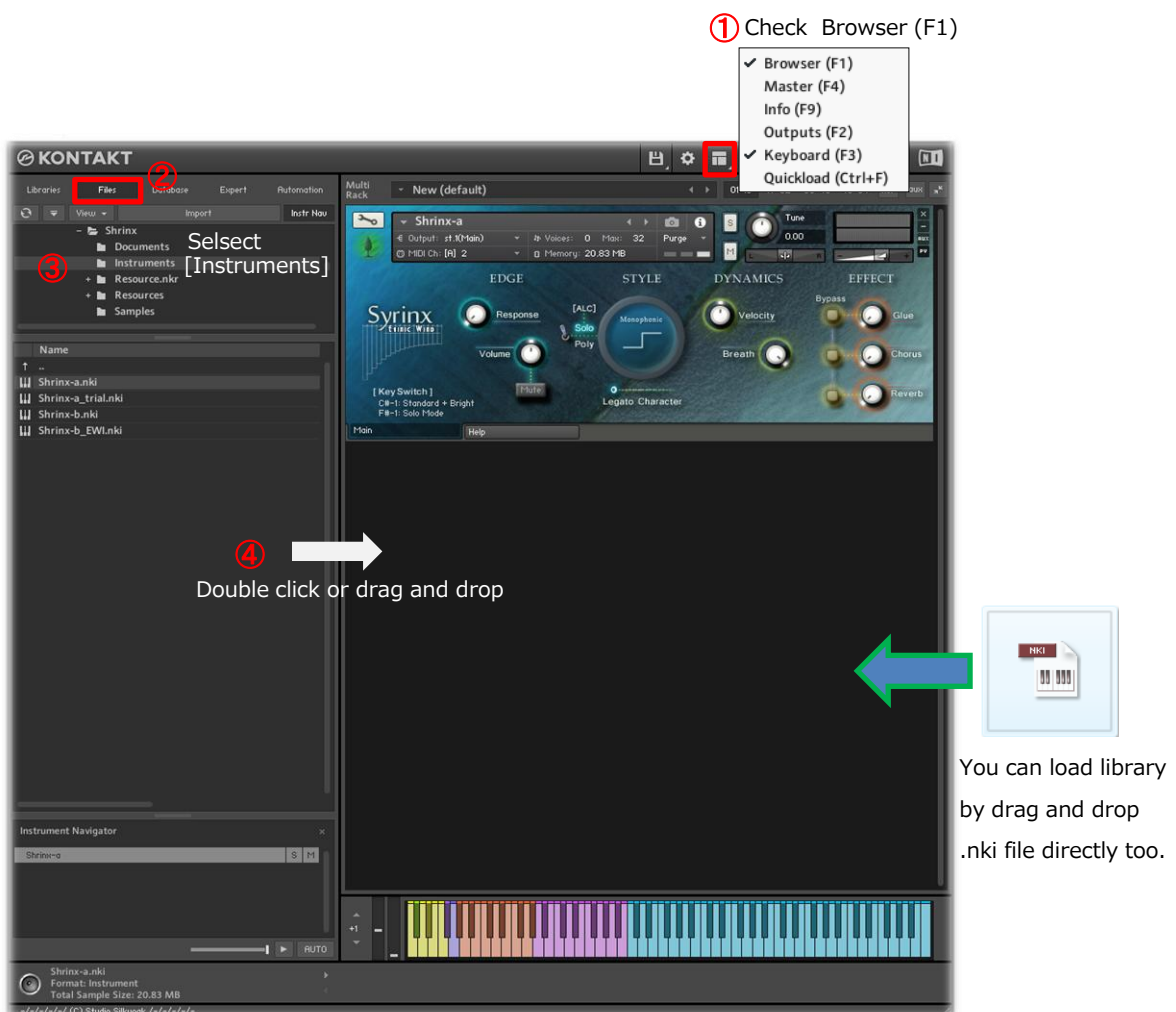
[Library Installation and Loading]

1. Move or copy the downloaded product to the folder where you want to manage the library.
2. Launch the supported version of Kontakt.
3. Open the browser left side and click the [Files] tab. Select the Instruments folder in the product folder.
Double click .nki file or drag and drop to kontakt instrument window.

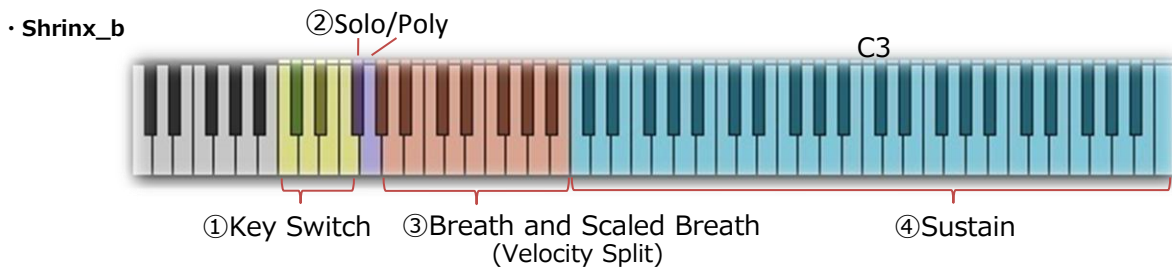
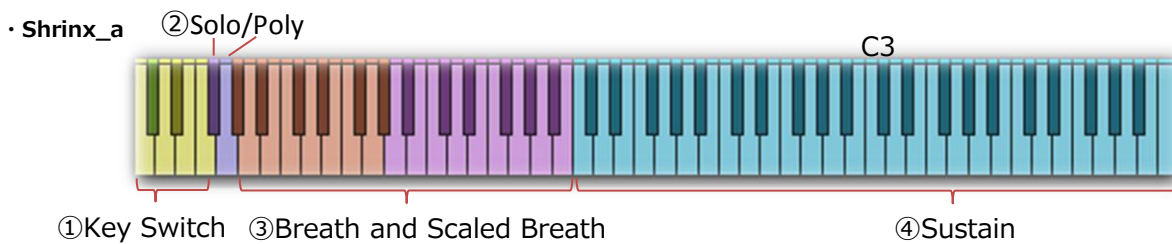
* This product cannot be added to the Libraries tab. If you customize to add a library to the library tab by generating a .ninct file yourself, it is not supported.

In addition, there is a risk that the library (including third-party products) released in the future will not be recognized.

* Trial version can be used only for 5 minutes from first key on and it is not supported.



[Key Map] (common for all files)



**Breath sample is excluded in EWI presets.*

1. Key Switch Set the sound variation.
 Shrinx creates unique sound variations by combining the two layers
 Edge (Attack) and Sustain.
 The types of Edge and Sustain layers and the combination is below,

Edge (3types)

Standard: Standard attack noise. This is usefull as a staccato play too.
 Noisy: Unpleasant attack noise. This layer adds wildness.
 Overtone: Octave higher attack noise

Sustain (2types)

Warm: Soft sound (piano)
 Bright: Sharp sound (forte)

Sound combination

KEY SWITCH		EDGE + SUSTAIN	
Shrinx_a	Shrinx_b		
C-1	C0	Standard	+ Warm
C#-1	C#0	Standard	+ Bright
D-1	D0	Noisy	+ Warm
D#-1	D#0	Noisy	+ Bright
E-1	E0	Overtone	+ Warm
F-1	F0	Overtone	+ Bright

- 2.Solo/Poly Set the play style Solo or Poly mode.
Solo: This style is monophonic mode. In addition, ALC On/Off is triggered by velocity.
([ALC] Velocity 0~109: OFF, Velocity 110~127: ON)
- Poly:** This style is polyphonic mode.
- 3.Breath Shrinx has two types breath samples.
Breath: Normal beath noise
Scaled Breath: Samples breathed on a bottle. These breath noises has a scale.
* The difference between Shrinx_a and Shrinx_b is only the key mapping of Breath and Scaled Breath.
- 4.Sustain Playing area. Edge and sustain sound is played.
The Sound changes with key touch (velocity).
Low velocity is smooth sustain attack and slow legato.
High velocity is tight sustain and fast legato.
Middle to high velocity is edge sound control.

[Shrinx_a] (Each function is common with shrinx_b)

Main View



[EDGE]

- 1.Response Sample start offset for Edge
- 2.Volume Edge volume

[STYLE]

- 3.Solo/Poly Switching between Solo mode and Poly mode
Solo: monophonic mode. In this mode, Legato is enabled.
Poly: Polyphonic mode
- 4.ALC Auto Legato Character mode. This is enabled only in Solo mode.
When ALC is on, legato character is automatically optimized for each phrase.
*Legato speed can be controlled by velocity even if ALC is on.
- 5.Legato Display In Solo mode, the status of Legato Character is displayed here.
- 6.Legato Character This slider adjusts the legato character. On the left side is a monophonic sound without legato effect, the right side is a portament sound like a synth lead. On the center, the effect is in the middle, giving a natural legato. You can also adjust it by dragging the mouse vertically on the Legato Display.
*In ALC on, this parameter is automatically optimized for each phrase.

[DYNAMICS]

- 7.Velocity Velocity dynamics adjustment for Sustain
Dynamic Range
- 8.Breath CC#2 Breath dynamic range adjustment for Sustain and Edge
Dynamic Range

[EFFECTS]

9.Glue Channel strip. If it is difficult to play even if you like the sound you edited, apply this effect. It naturally aligns the sound's transients and dynamics. It will be more effective especially in polyphonic mode.

10.Chorus Chorus effect

11.Reverb Reverb send

[Other]

12.Key Switch The status of the sound combinations and style by key switch are shown here.



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