

**INLETAUDIO**

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**ISOBELLE AUSTIN  
CELLO COLLECTION 1  
FOUNDATION**

**USER  
MANUAL**

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**Welcome to the Inletaudio family!**

**Thank you for purchasing Isobelle's Cello Collection 1 | Foundation library!**

**We appreciate your business and hope you enjoy using this product.**

### **Our beliefs.**

We believe in creating simple (yet detailed), usable, and musician-focussed sample library products. We want to show our appreciation and passion for what musicians contribute to the world of music – and give back to this wonderful community in the process.

Our instruments are designed and developed by composers, with composers, for composers and our recording artists get paid royalties for each product they are a part of, and are visually featured and promoted on every product - we believe in: "See who you are playing".

It's simple: with every product a customer buys, our musicians get promoted and supported directly.

### **Our goals.**

At the moment, many musicians' paths are to either play in an ensemble or become a studio musician. We want to bridge that gap by encouraging musicians who are able to record from home to collaborate with Inletaudio, helping create a viable additional career path/revenue stream for musicians, whilst offering a consistently evolving product range. Community has never been more important than now and we want to embrace musicianship, collaboration, and passion for making music: Together we can create more, innovate more, connect more.

**Cellist  
Isobelle Austin**

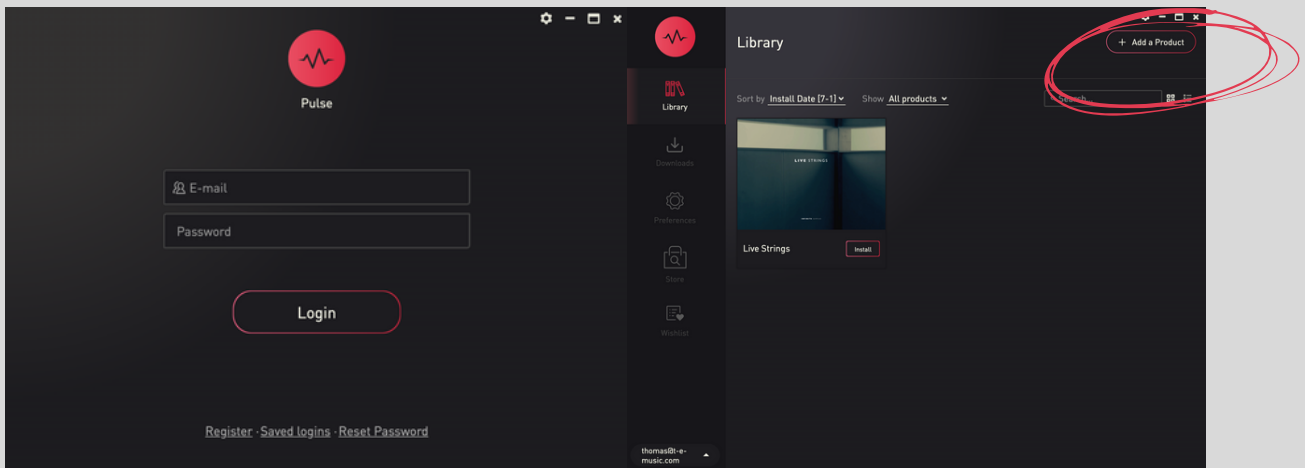


## HOW TO INSTALL

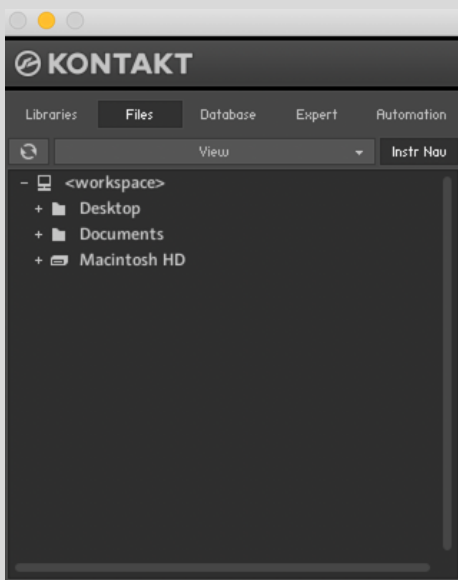
We work with our distribution partner Pulse which is the industry standard for downloading, installing, updating and managing your sample libraries – all in one place. Upon purchasing our product(s), you will receive a unique redemption code via email which you can redeem in the Pulse app.

Follow these steps to download Isobelle Austin Cello Collection 1 Foundation:

- Look out for an email confirmation of your order from Inletaudio
- Look out for an email from our partner Pulse which will contain a unique serial code that you can redeem inside the Pulse App.
- If you don't already have the Pulse App installed, download it from:  
[www.pulsedownloader.com](http://www.pulsedownloader.com)
- Once downloaded and installed, open the Pulse app on your Mac or PC
- Login/register a new account
- Navigate to the library section, click "+Add a Product" and paste your unique serial code



- You will be prompted to choose a file path to store your product. We recommend using an external solid state drive to store sample libraries.
- Click "download". Once downloaded, Pulse automatically installs the library so you can load in your product via the file manager within Kontakt or drag & drop your product directly from your finder (Mac) or file explorer (Windows) into your Kontakt instance.



or **drag & drop into Kontakt from Finder (Mac) or File Explorer (Windows)**

## COLLECTION 1 | FOUNDATION

### **What the library is about:**

Foundation creates a modern scoring sound, blending traditional orchestration with contemporary electronics and morphing, musical sound-design-driven textures, and built-in creative sound manipulation effects. Foundation features and utilizes musical gestures, breaking the boundaries of performable sounds with endless possibilities; you can create new sounds from this instrument which you cannot achieve in a concert hall, by combining sounds of 20 different playing techniques, and even adding your own sounds.

Create a blend of up to 4 playing techniques at a time (including your own sounds) via our XY pad. Apply various global sound manipulation effects (see full list below) to your blend of sounds, and go even more into detail in the user interface's secondary effects processing page.

Foundation's secondary effects processing page allows for extremely detailed musical sound design. There you can apply and shape a large collection of sound manipulation tools (please see full list below). All of these tools can be applied per individual playing technique which gives you ultimate creative flexibility.

There are endless ways of creating your own blend of sounds through musical sound design with Foundation. Listen to our demo tracks to experience the sonic possibilities of this library, and watch our walkthrough and in depth videos showcasing everything this product is capable of.

## TECHNICAL

- Runs in Kontakt 6.4.2 & above
- 12GB (~2340 samples)
- 15GB disk space required during install
- System requirements: (recommended)
  - Mac: Mac OS X 10.13 or later / Intel i5 or newer
  - Windows 7, Windows 8, or Windows 10 (latest Service Pack), Intel Core i5 or equivalent CPU, / Quad-core Intel i5 or newer
  - Recommended Cores & RAM: Min. Quad-core / 8GB

## ARTICULATIONS (20)

- Double Stop | 5th
- Arco | Flautando
- Arco | Senza Vib
- Arco | Molto Vib
- Arco | Molto Vib | slow < > fast
- Arco | Senza Vibrato | con sord
- Arco | Sul Pont < > Sul Tasto
- Circular Bowing 1
- Circular Bowing 2
- Circular Bowing Harmonics
- Col Legno Battuto
- Sul Pont | Poco Vibrato
- Sul Tasto | Poco Vibrato
- Tremolo | Harmonics Octave
- Tremolo | pizz
- Tremolo | Senza Vib
- Tremolo | Sul Pont < > Sul Tasto
- Trills | Min2nd & Maj 2nd
- Ext. 1 | Paper Clip
- Ext. 2 | L.h. Trem Pizz < > R.h. Col Legno Battuto
- Load Your Own \*
  - Load your own samples in addition to the included articulations

You can load or change your articulations by clicking just slightly beneath the articulation name. This opens up a dropdown menu from which you can choose your articulations.

\* When choosing "Load Your Own", make sure that - before drag & dropping a wav file into the wave file visualizer - you press a note on the keyboard which initializes and activates this function

\*\*\* Please watch the Isobelle Austin | Cello Collection 1 - Foundation Walkthrough video on Youtube for more information \*\*\*

## MAIN PAGE ARTIST MODES

At Inletaudio we believe in "see you who are playing" which is why we include headshots and biographies of all of our Recording Artists on our user interfaces.

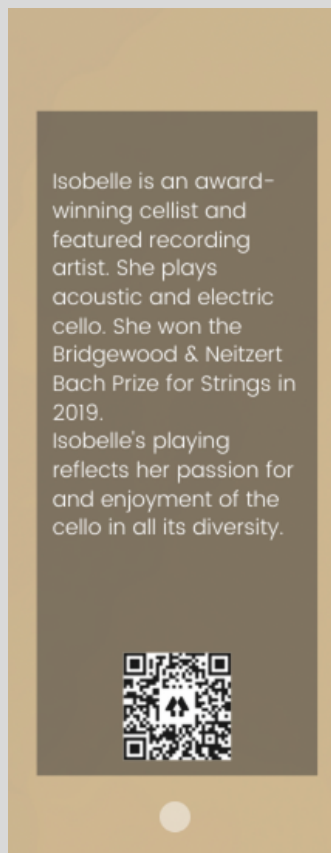
Foundation comes with three different user interface modes: (switchable by button)

**A**



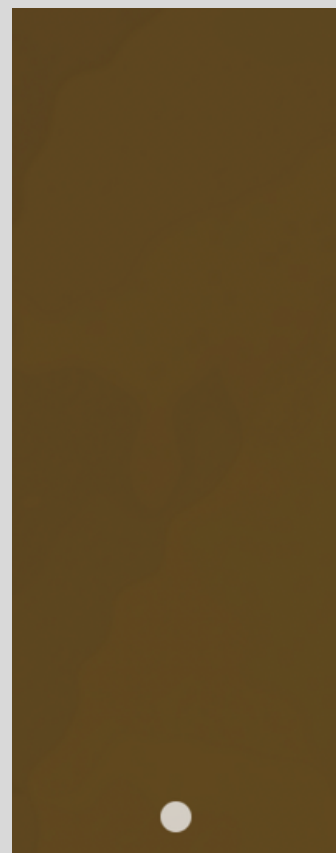
- Artist headshot
- Instrument name

**B**



- Short biography about Isobelle
- QR code: scan for easy access to Isobelle's most recent and important information & projects

**C**



- If you prefer not to "see" the artist on your user interface, you can choose this "blank" mode.



## ENVELOPE

This Envelope allows you to set the attack, sustain, decay, release of your blend of articulations you created via the XY pad. Shape your blend.

## XY PAD

From the built-in XY pad, choose from the included articulations in each corner and create your blend of sounds. The best part: you can automate your blend of sounds by right-clicking on the XY X and Y axis faders and assign them to any midi controller of your choosing by right-clicking and "Learn MIDI CC# Automation". This allows you to create seamless transition between different articulations and allow you to create - what we call - "dynamic orchestration". This way your are able to perform and play something that would not be possible in a concert hall, and create unconventional and modern musical sound design textures, perfect for the new wave of media music.

## SPACES

The spaces XY pad lets you choose between 12 different, unique impulse responses (IRs) and let's you combine different IRs with each other. Why you ask? We thought it would be fascinating for users of the library to be able to create their "own space" by combining IRs together in an unconventional way. Especially in today's world of modern media music, there is great need for unique sounds, musical sound design and creative effect processing, and we believe our spaces XY pad helps create an intriguing sonic imprint that can be added to your blend of sounds and creates additional creative possibilities.



## EQ

Set your low, mid and high levels for your blend of sounds for further sonic control. These work on a global level for the instrument, but are also adjustable per articulation as described below in the EQ section of the "secondary page" descriptions. Fun tip: assign these parameters to different midi controllers and use the EQ in a creative, musical way. This often creates an interesting soundworld.

## SATURATION

We added a beautiful tape saturation effect that let's you add a nice and warm character to your blend of sounds. Fun tip: turn up the saturations about 60% whilst at least two articulations in your blend are pitch-shifted one or two octaves below. The tape saturation adds a nice definition and warmth to the low end of the instrument and can be really useful when trying to create "synth-like" sounds.

## FILTER

This filter lets you control the cutoff and resonance of your blend of sounds. Fun tip: we often assign the cutoff knob to a midi fader and use it in tandem with the modulation fader which is controlled by MIDI CC1. This creates interesting gestural sweeps and a very unique sounding transition from low to high dynamics, especially when you are blending Foundations with other instruments. It helps seamlessly fade into an arrangement by using the filter as a performance tool.

## PITCH

Shift the pitch of your blend of sounds over 3 octaves below and above. This creates very modern and cinematic sounds, perfect for emotional film scenes that need that hybrid, low end quality, whilst not losing the natural, organic quality of the sound. You also get fascinating results when pitch shifting down your blend of sounds two octaves and playing two octaves above the normal "sounding" key range. This almost adds a tape machine type of quality to the sound and is very well bendable with other instruments and textures.

## Low Frequency Oscillator (LFO)

The LFO lets you add movement to your blend of sounds. It is often desired to have subtle movement when creating cinematic textures and the built-in LFO lets you choose between four different oscillation modes:

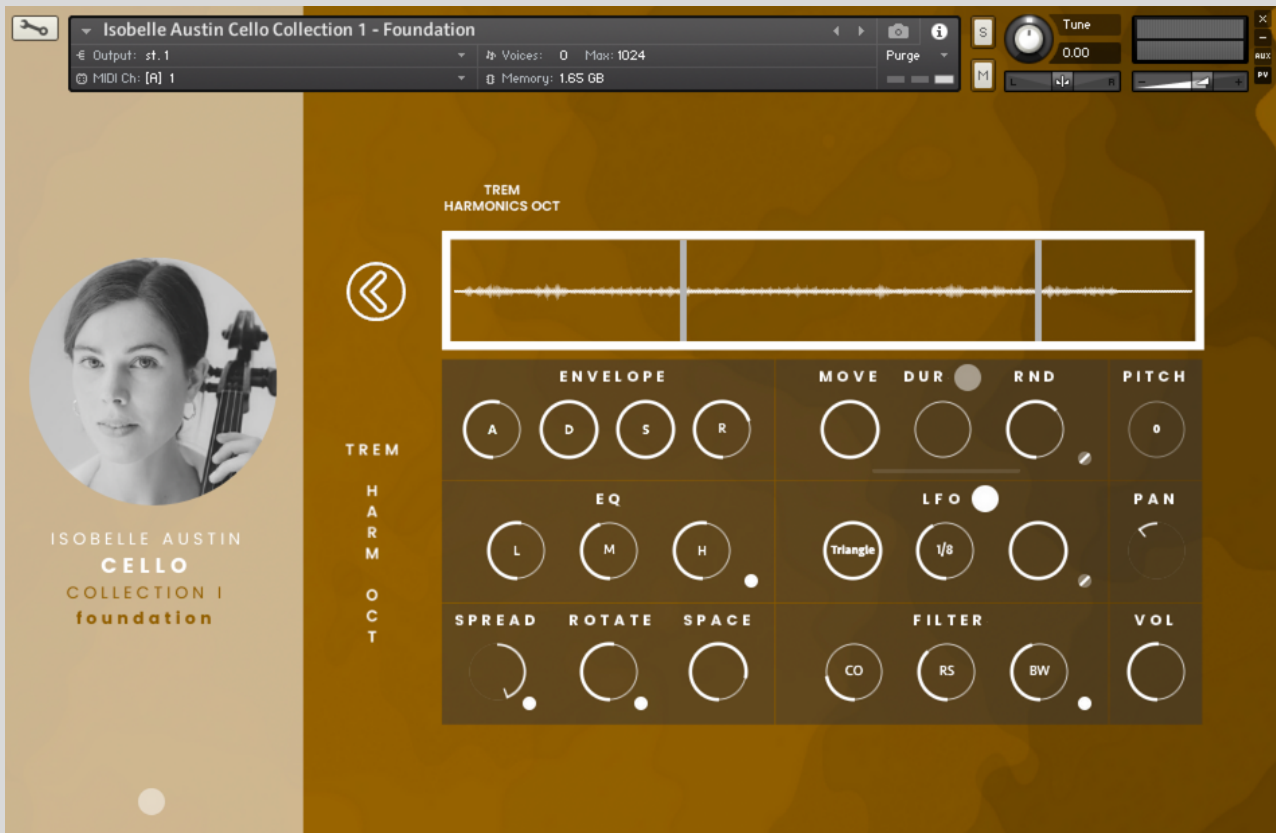
- Saw
- Sine
- Square
- Triangle

In addition, you can choose to sync the tempo of the LFO to your favorite DAW's tempo or to use it in "free" mode. We also added an "intensity" knob which lets you set the dry/wet levels of your LFO settings. Sometimes just a tiny bit of LFO can add all the character to the sounds you need.

In conclusion, we think that using effects on a global instrument level is really fun, but also wanted to offer customers really in depth control over every single articulation in the instrument.

This is why we decided to create a secondary page of our UI which lets you control various effects in depth. Per articulation. Please read the next chapter to find out more about what the secondary page is capable of. In the user interface you can access a secondary page for every loaded articulation by double clicking (or triple-clicking when using an Apple trackpad) on the articulation name which opens up the following controls: (see below)

## SECONDARY PAGE (per articulation processing)



### WAVE FILE VISUALIZER

We are so excited about this feature. This section visualizes the samples you are playing. This is also where you can set your start and end points of every articulation. Once you have set your desired start and end points of your samples, our unique engine automatically creates seamless loops so when you are playing long, sustained notes or chords, your sounds remain smooth and uninterrupted.

### ENVELOPE

Similarly to the global Envelope described in the "Main Page" description above, this Envelope allows you to set the attack, sustain, decay, release per articulation. It only applies to the articulation that you have opened in the secondary page for ultimate flexibility when shaping your sounds per articulation. This way you could have up to 4 different, separate Envelopes for up to 4 different articulations that are simultaneously loaded.

## GRANULAR ENGINE

The granular engine lets you control grain playback ("MOVE" - reverse, freeze and forward), durations ("DUR" - synced to your favorite DAW's tempo or "free" by clicking the light gray button above), starting point randomizer ("RND" - changes the starting point of when the granular engine is activated), and Granular Position (horizontal slider - determines how many grains you want the audio to be chopped by. Please note that the more grains you wish to use, the longer your loop points in the Wave File Visualizer need to be set to; additionally - when using more grains, the "RND" function is not available)

The granular engine is yet another great way to add character, texture and depth to your articulations. Fun Tip: This effect is particularly powerful when you create granular textures with different rhythmic subdivisions for different articulations and combine these sounds together in the XY pad. The possibilities are literally endless.

## EQ

Set your low, mid and high levels per articulation for further sonic control. Fun tip: assign these parameters to different midi controllers and use the EQ in a creative, musical way. This often creates an interesting soundworld.

## LFO (Low Frequency Oscillator)

This LFO lets you add movement to your selected articulation. It is often desired to have subtle movement when creating cinematic textures and the built-in LFO lets you choose between four different oscillation modes:

- Saw
- Sine
- Square
- Triangle

In addition, you can choose to sync the tempo of the LFO to your favorite DAW's tempo or to use it in "free" mode. We also added an "intensity" knob which lets you set the dry/wet levels of your LFO settings. Sometimes just a tiny bit of Low frequency Oscillation can add all the character to the sounds you need.

## SPREAD, ROTATE, SPACE

The three effects are focussed on the sound-field of the articulation loaded. The Spread knob controls the actual stereo width of your selected articulation, whilst the rotation knob adds a nice rotation cabinet effect; the space knob controls how wet/dry you want this articulation to be after having set your blend of spaces on the main page. This acts kind of like a "send" in a DAW and you can choose the amount of reverb you want per articulation.

## **FILTER**

This filter lets you control the cutoff, bandwidth and resonance of your articulation. Fun tip: we often assign the cutoff knob to a midi fader and use it in tandem with the modulation fader which is controlled by MIDI CC1. This creates interesting gestural sweeps and a very unique sounding transition from low to high dynamics, especially when you are blending Foundations with other instruments. It helps seamlessly fade into an arrangement by using the filter as a performance tool.

## **PITCH**

Shift the pitch of your selected articulation over 3 octaves below and above. Fun tip: only pitch shift a few of the articulations you have selected in the XY pad on the main page so you can create a nice blend of pitch shifted and non pitch shifted articulations which together make up a really unique and hybrid sound.

## **PAN**

Adjust the panning of your selected articulation and space your articulation sound where you want it. Fun Tip: it is often fun to pan different articulations in different ways so you blend of all articulations sounds full, big and cinematic. This enables you to use panning as a creative tool, especially when combining it with automating the composition of your sounds in the XY pad.

## **VOLUME**

Adjust the overall volume of your selected articulation. This lets you be in total control of the dynamic feel of each articulation and makes blending four sounds together a whole lot easier and customizable.

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**Welcome to the Inletaudio family! Thank you again for purchasing Isobelle's Cello Collection 1 | Foundation library!**

**We appreciate your business and hope you enjoy using this product.**

**You have helped us getting our musicians promoted and supported directly.**

## CREDITS



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Isobelle Austin



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Thomas Eggenberger



**Instrument Development**  
Theodore Chatzilamprou



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Beck Mundie



**Orchestrator**  
Luciano Williamson

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