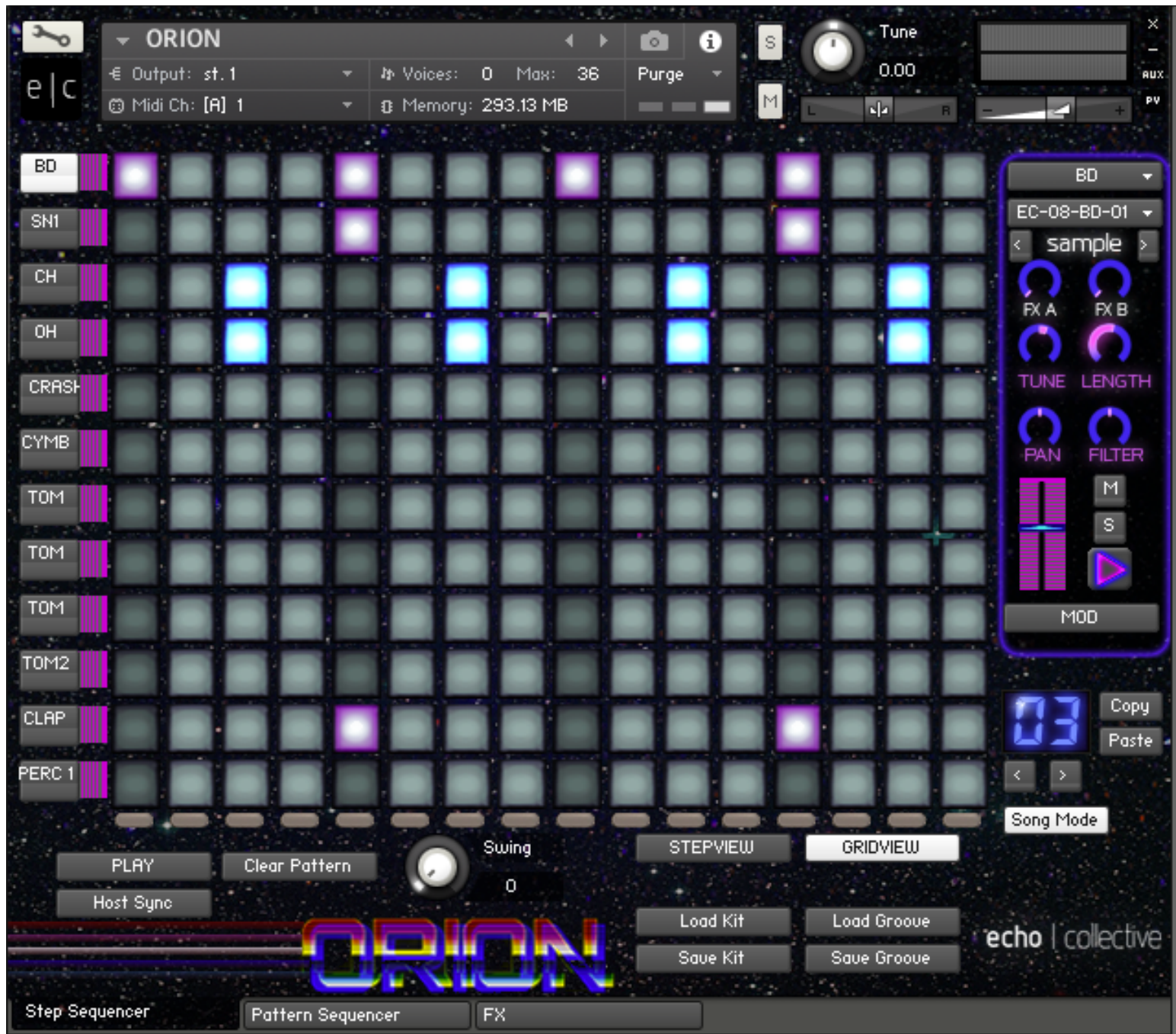


ORION

echo | collective

echo | collective

ORION - user guide



ORION

system requirements

ORION is a fully featured drum set and step sequencer built on and for Kontakt by Native Instruments.

In addition to the sequencer, ORION contains over 800 unlocked one shot percussion sounds crafted from a variety of sources including classic vintage analog drum machines and synthesizers. The samples are arranged into folders of kits based source and style.

To open the ORION .nki files you'll need the full version of NI Kontakt 5.5 (or higher).

System requirements for this version of Kontakt are:

Mac OS X 10.8, 10.9 or 10.10 (latest update), Intel Core 2 Duo

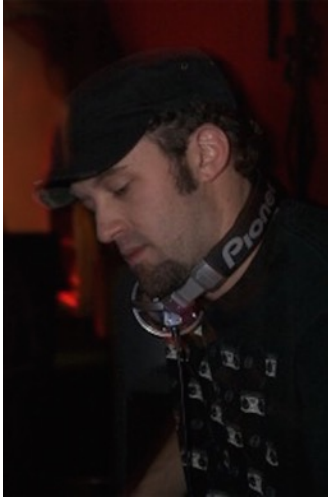
Windows 7 or Windows 8 (latest Service Pack, 32/64-bit), Intel Core 2 Duo or AMD Athlon™ 64 X2

6 GB RAM

ORION can run in standalone mode, or as VST, Audio Units, ASIO, Core Audio, WASAPI, AAX Native (Pro Tools 10 or higher)

Contributors

Some of our kits were created by top producers including Vital, Phraktur, and Timecop 1983



Vital moved to Dallas from his hometown of Flagstaff in 2005. His passions for both chill and drum n bass has created a unique sound heard in clubs and on podcasts around the world.

Timecop 1983 is an 80s inspired producer from Eindhoven. Based in the Netherlands, his style is dreamy and emotional and his goal is to take you back to your 80s childhood. Timecop 1983 uses a combination of vintage hardware and software.



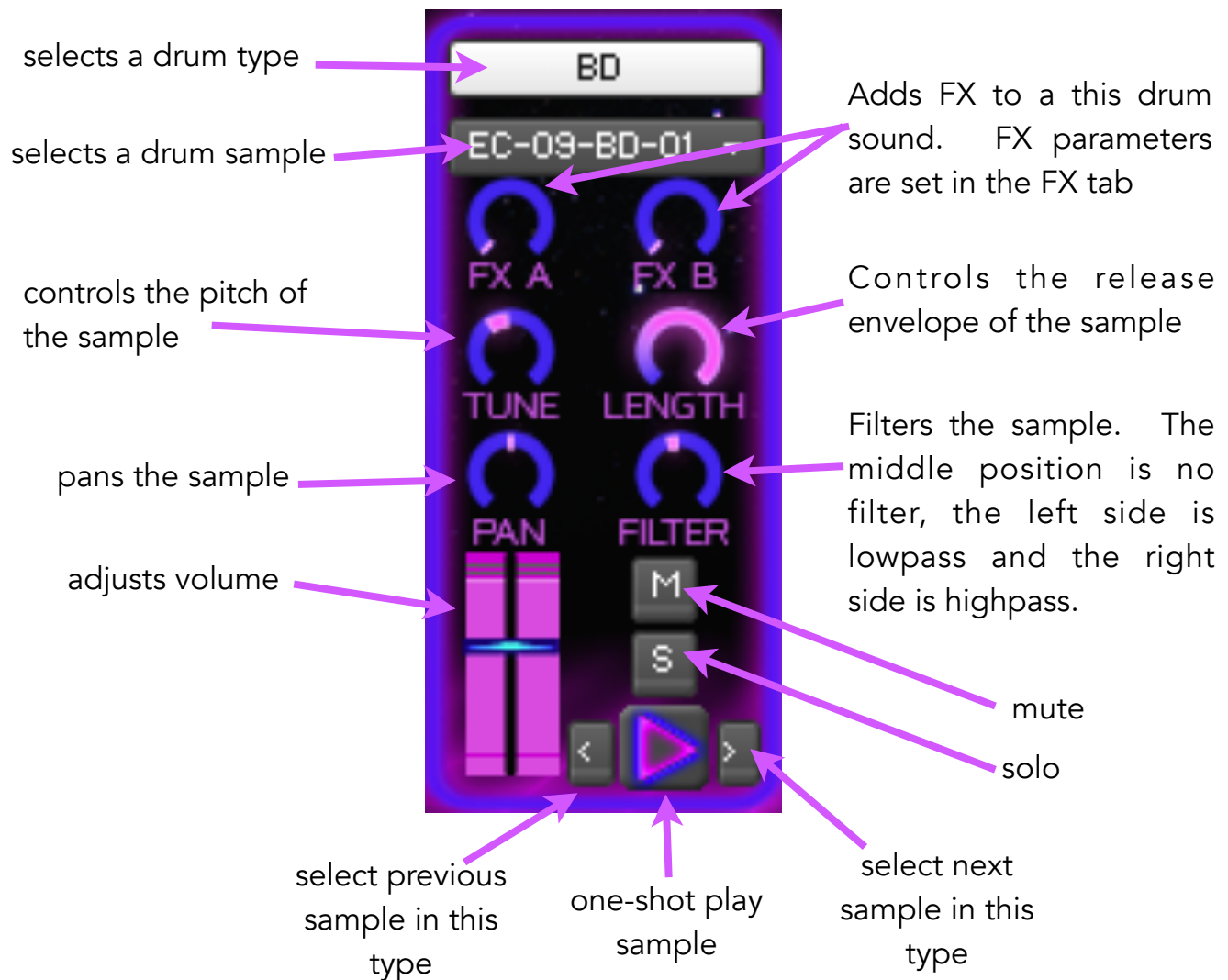
Toronto based Phraktur is Nafeu Nasir's life long contribution to electronic music. Parachuter creates warm, soulful melodies, liquid atmospheres and deeply layered basslines. He started out in chillout and trance, and progressed to progstep, dnb, chillwave and nudisco - all with a focus on ethereal vocals.

The Step View Screen

ORION opens in the step view screen. From this screen we can see the individual channel strips for each drum to be sequenced, as well as the play note grid that lights up dynamically as your selection shifts from one drum layer to another.



Lets look at the a channel strip:



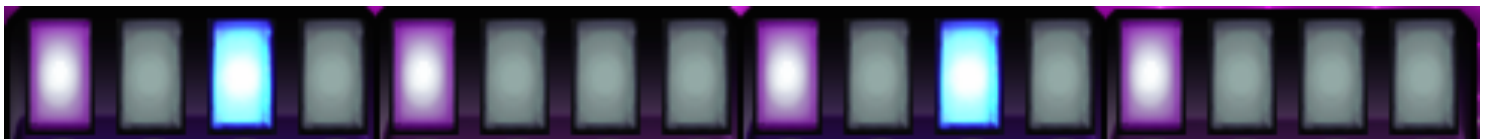
The Step View screen also shows the per-instrument step sequencer.

To use the step sequencer, make sure that you have the instrument that you want to sequence highlighted.

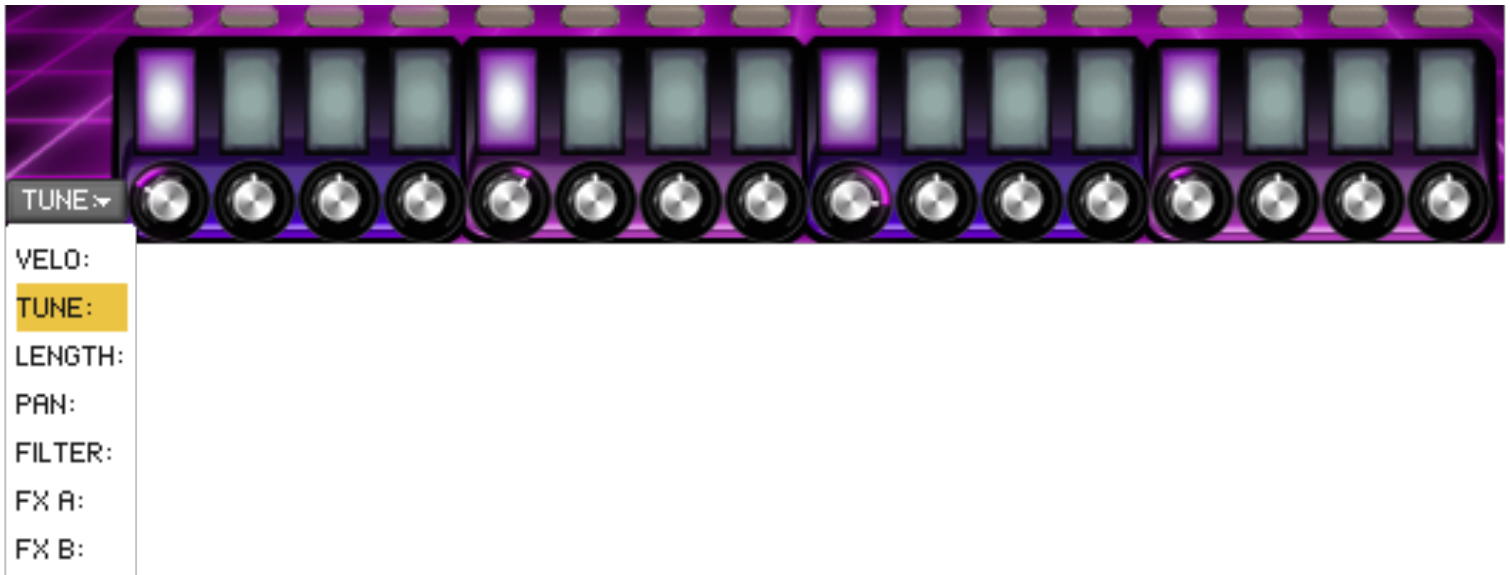


To highlight an instrument, click the drum type selector or adjust any channel strip's controls. The border around the channel strip will glow purple and the step sequencer will show the currently selected sound's sequence.

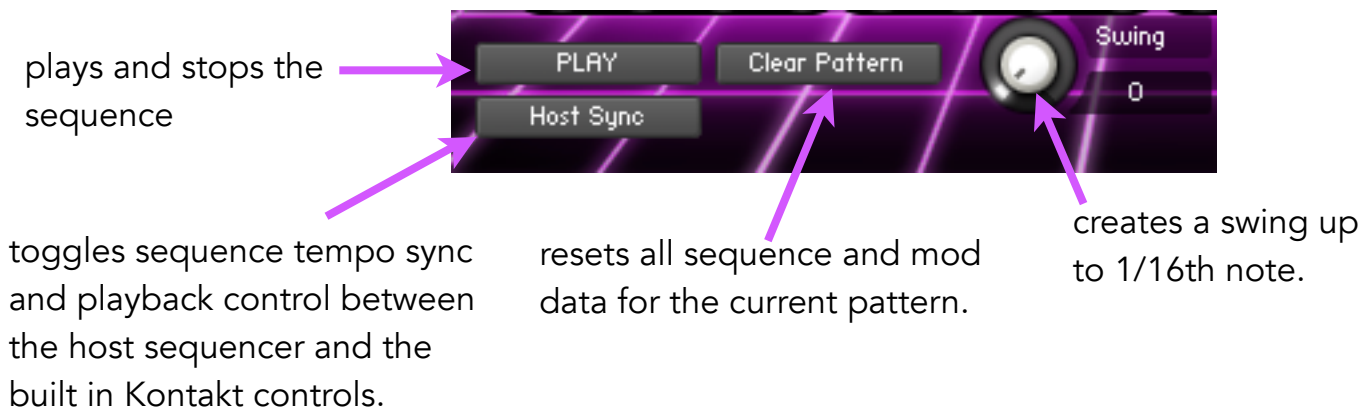
With the bass drum channel highlighted here, we can begin programming in beats for this drum to fire. Just click to light up the beats where you want to hear the bass drum.



The row of mod knobs can be used to individually set the parameters of each note in the sequence



These buttons control the sequencer playback, sync and swing parameters



From here you load and save kits and grooves, and can switch the interface from step view to grid view.



The last few controls on the step view screen are small but powerful.

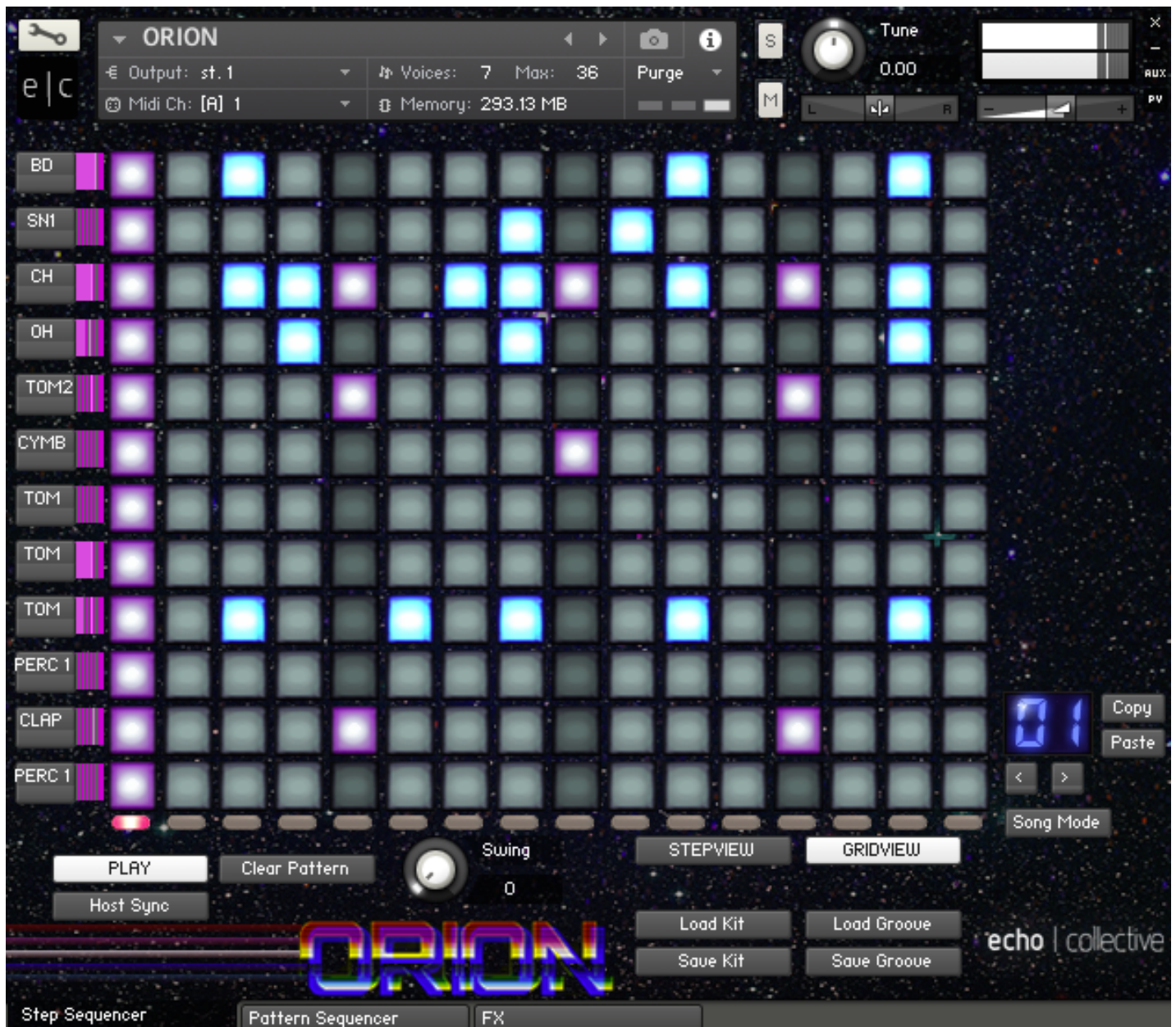


The Grid View Screen

The grid view is inspired by modern grid controllers and allows you to see your entire sequenced pattern at the same time.

All of the information and parameters are the same as on the step view screen, just present in a different layout.

From here, you can sequence all 12 drum samples simultaneously.

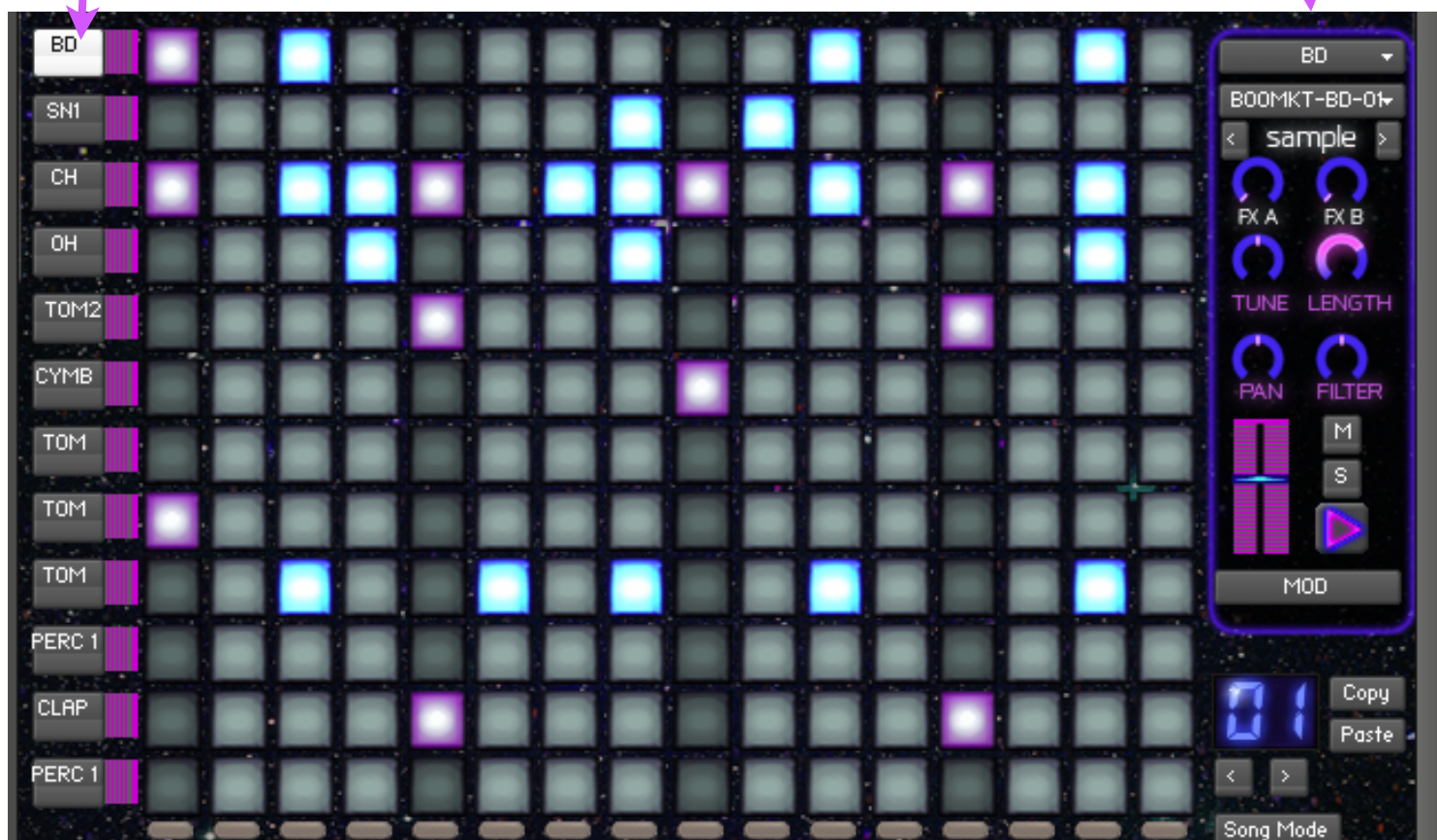


To access the channel strip for an individual drum sound, click on the selector on the left.

In this view we've clicked on the bass drum selector to reveal the bass drum channel strip.

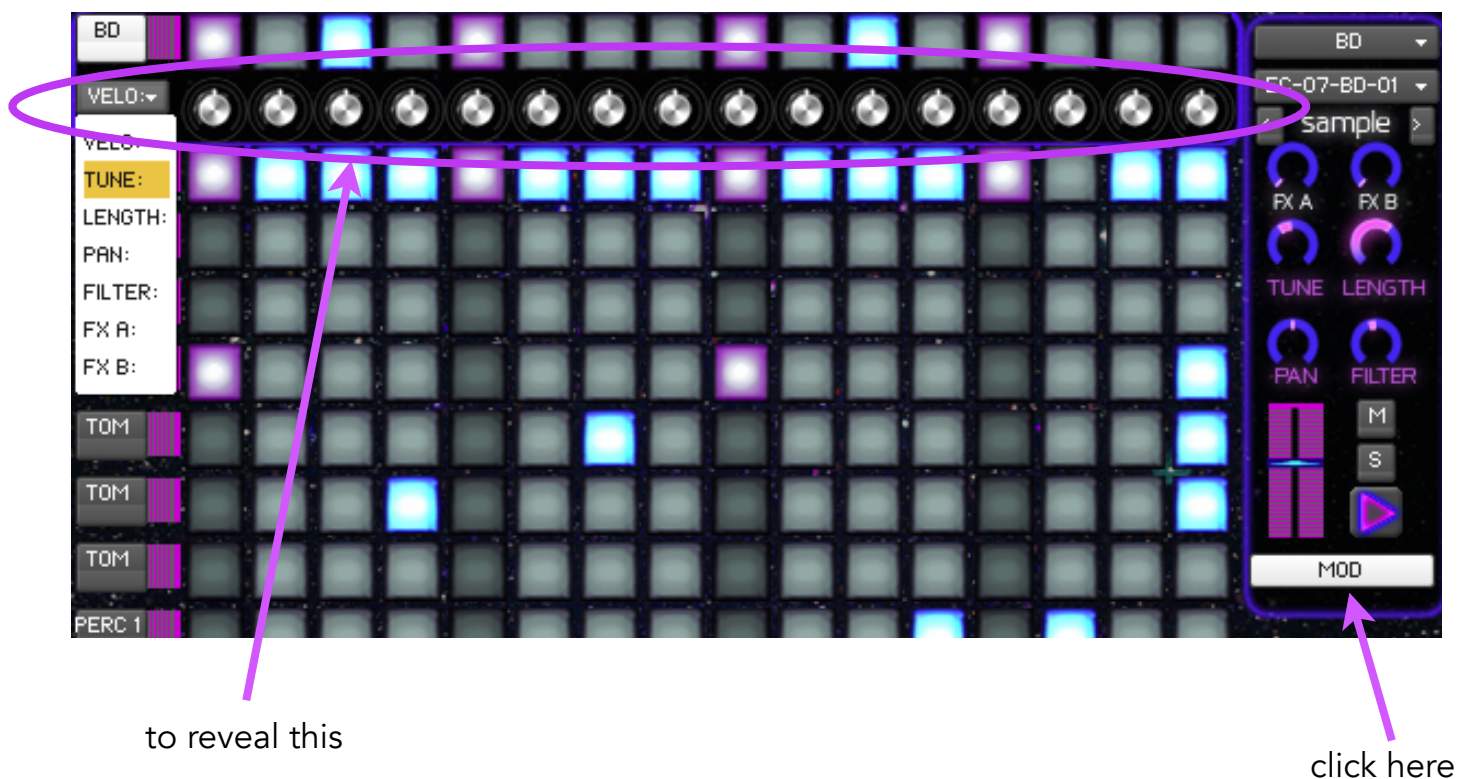
click here

to reveal this



To access the row of knobs that modulate each individual beat, click on the MOD button in the channel strip of the instrument that you want to control.

In this view we've clicked on the mod toggle in the bass drum channel strip to reveal the bass drum step modulation knobs.

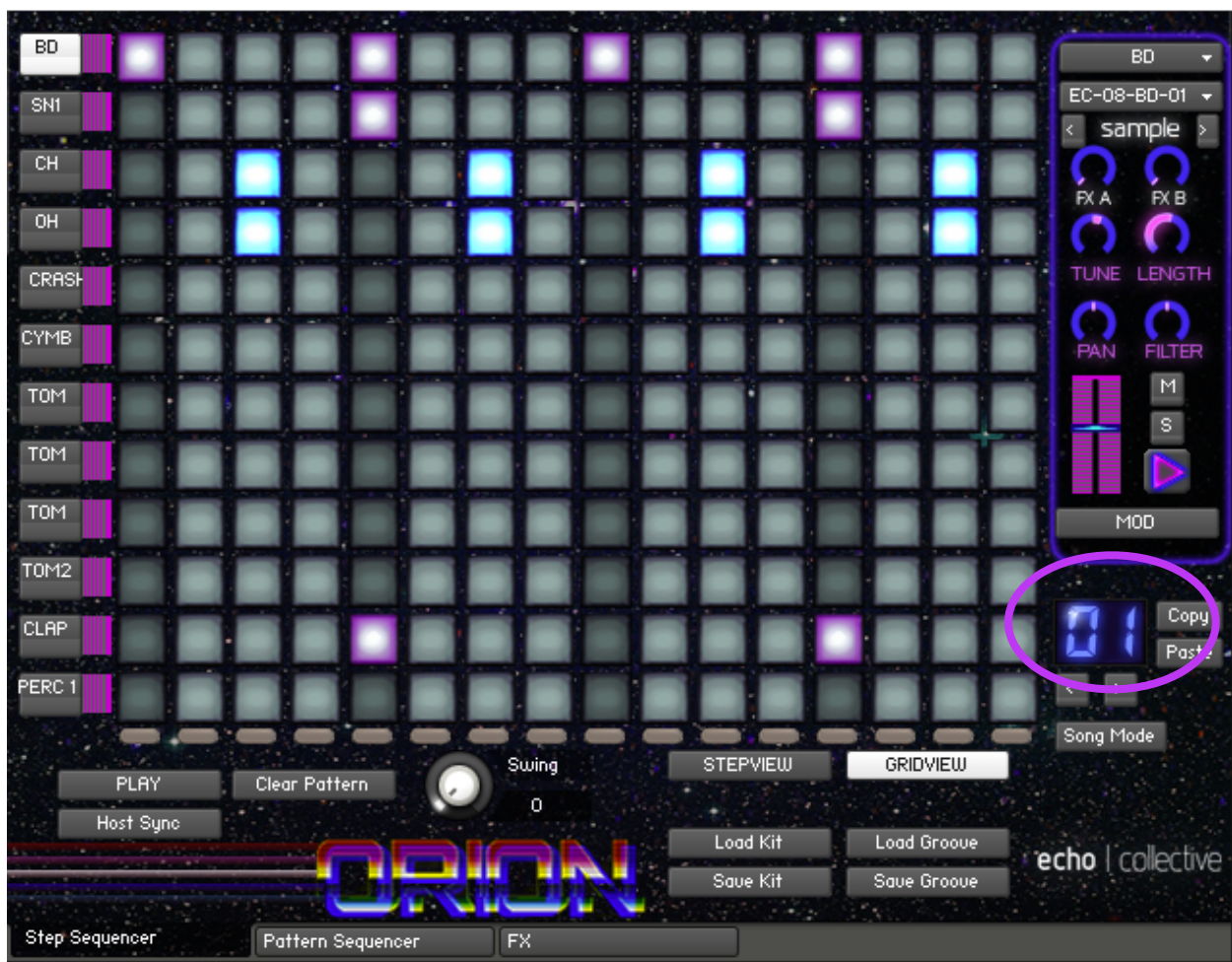


The Pattern Sequencer

The pattern sequencer allows you to string together multiple different patterns in any order on a looping sequence that can last up to 64 bars.

To use the pattern sequencer, first create a few patterns in the step sequencer.

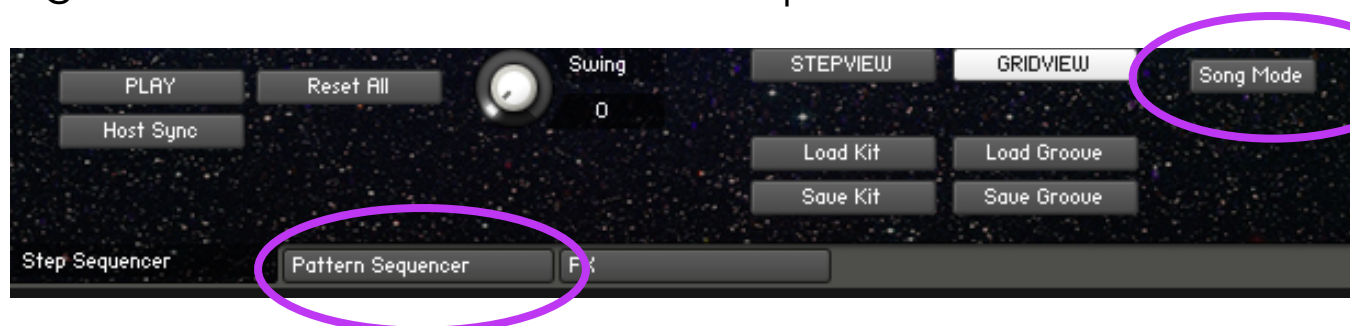
An easy way to do this is to load up a kit from the presets, then go to grid view in the step sequencer and select pattern 1.



From here, click the copy button. Use the arrow key to move to pattern 2, then click paste and modify the pattern.



Continue making patterns until you have at least 4 or 5, then click song mode and select the Pattern Sequencer tab at the bottom.

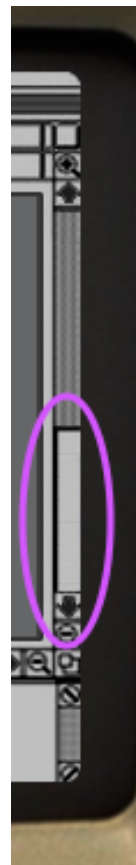
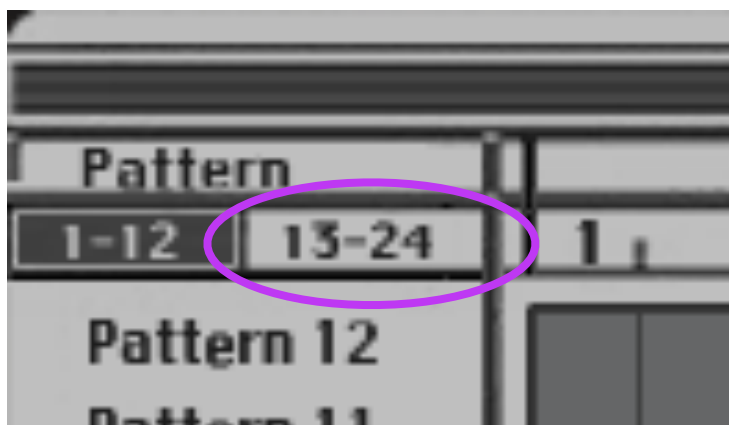


Now click the pattern sequencer tab at the bottom of the instrument.

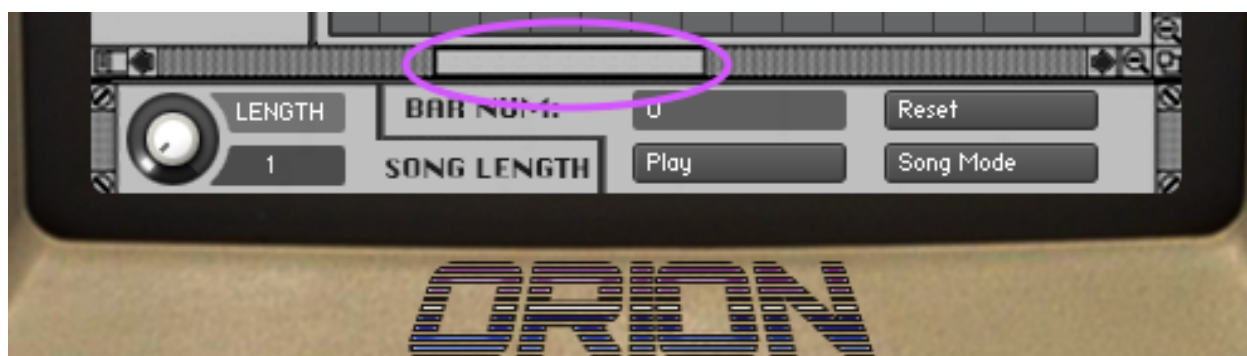


Set the Length knob at the bottom left to the number of bars that you would like to create in your sequence. Now draw in the bars to make the patterns you've created play in the order that you want across the length of the song.

To access patterns 13-24 click the pattern group selector at the top right of the pattern sequencer, or use the vertical scroll bar on the right.



To access more than 16 bars worth of patterns, extend the length of the song out as needed and then navigate around using the scroll bar at the bottom of the screen.



Patterns can also be switched via MIDI using the pink keyswitches in the keyboard. Each of the 24 pink keys represents one of the 24 available pattern maps. The blue keys are one-shot triggers for each drum sample, and can be used to play in a beat in real time instead of using the sequencer.



The FX Page

The FX page corresponds to the fx sends that you'll find in the channel strips on the step sequencer. The amount of reverb or delay in the mix is controlled by those sends. Both fx modules have the same options available.

reverb module



Each FX module has a drop down menu that allows you to choose between a reverb and a delay effect.

The reverb effect has length, pre delay and coloration parameters available.

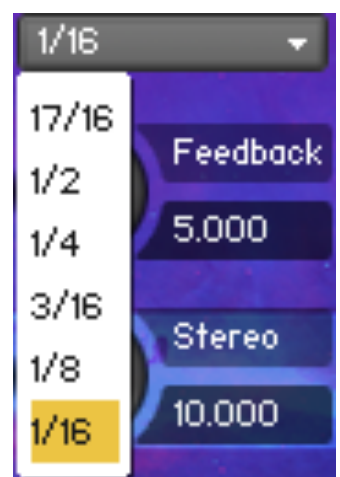
delay module



The delay effect has a feedback knob, as well as a stereo width control.

In addition, the second drop down menu allows you to choose the type of tempo based tap you'd like to hear.

tap types

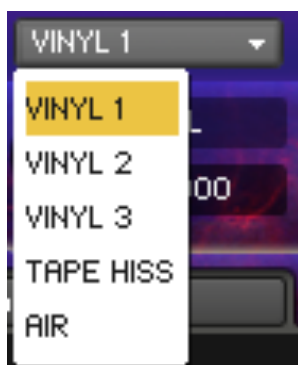


The bottom of the FX page has the FX inserts, which you can use to add texture and saturation to your loops. This can help glue your sounds together in the mix.



The tapesat module adds a gentle tape saturation and distortion effect.

The noise floor module allows you to mix in vinyl, tape hiss or air loops.



This is a side-chain compressor for the noisefloor loops that lets them “pump” in the mix.