

echo | collective

swell - user guide

Swell is a performable kontakt instrument designed to create natural sounding swells with a variety of different cymbals and strengths.

Swell is divided into 2 parts: **natural** and **designed**

The **natural** collection has recordings that are unmodified from their original performances and was created to produce clean, musical, natural sounding performances.

The **designed** collection uses samples based on the natural recordings that have been transformed into entirely new and different sounds. It was created to produce interesting design and transition sounds quickly and easily.

This user guide will explore the functionality of the kontakt instrument and discuss the best ways to get the most out of the instrument.

swell - natural

each *swell* instrument has two pages: a front page and a swell designer page.

front page



Mallet Select:

choose samples recorded with the specified mallet

Mono Button:

sums source to mono (effects on swell designer page remain in stereo)

Reverb Knob:

controls send level to convolution effect (requires reverb to be turned on in the swell designer tab)

Release Tail Button:

enables or disables the release tail of the cymbal when a key is released.

Articulation Map:

gives an overview of which kinds of samples are mapped to which keys

swell knob (mod wheel):

Performs a dynamic crossfade on instruments in Dynamic X-fade folder - allowing dynamic swells of any length to be performed in real-time.

On non dynamicXfade instruments the swell knob modulates volume

also controls all FX parameters in the **swell designer tab** according to the positions of **mod depth** knobs

swell - natural

every effect parameter on the designer page interacts with the *swell* knob on the front page.

swell designer page

LP filter cutoff:
lopass filter frequency using NI classic synth filter

LP filter res:
lopass filter resonance amount

HP filter cutoff:
hipass filter frequency using NI classic synth filter

HP filter res:
hipass filter resonance amount

chopper depth:
square wave LFO modulating volume - controls depth of volume cut

chopper rate:
controls speed of the LFO in the chopper module

reverb send:
send to convolution verb - cumulative with reverb knob on the front page.

HP filter:
hipass filter sweep of the reverb tail.

Rotator Depth:
controls wet/dry mix of the leslie rotating speaker effect

Rotator Tone:
controls brightness of the rotator effect

On Off switches:
On On
engaged bypassed

noise generator selector:
adds analog synth sampled noise - select from two different types

noise generator volume:
sets max volume of the noise generator



Mod Depth Knobs:
mod depth knobs control how much the *swell* knob on the front page adds to the adjacent knob value. For example - the mod depth knob next to the HP filter knob controls the max frequency of the HP filter. Setting all mod depth knobs to zero would remove all interaction with the front page swell knob.

swell - designed

each *swell* instrument has two pages: a front page and a swell designer page.

front page



Mono Button:
sums source to mono
(effects on swell
designer page remain
in stereo)

Reverb Knob:
controls send level to
convolution effect
(requires reverb to be
turned on in the swell
designer tab)

swell knob (mod wheel):

Modulates volume on the source samples.

also controls all FX parameters in the **swell designer tab** according to the positions of **mod depth** knobs

swell - designed

every effect parameter on the designer page interacts with the *swell* knob on the front page.

swell designer page



LP filter cutoff:
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square wave LFO modulating volume - controls depth of volume cut

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controls speed of the LFO in the chopper module

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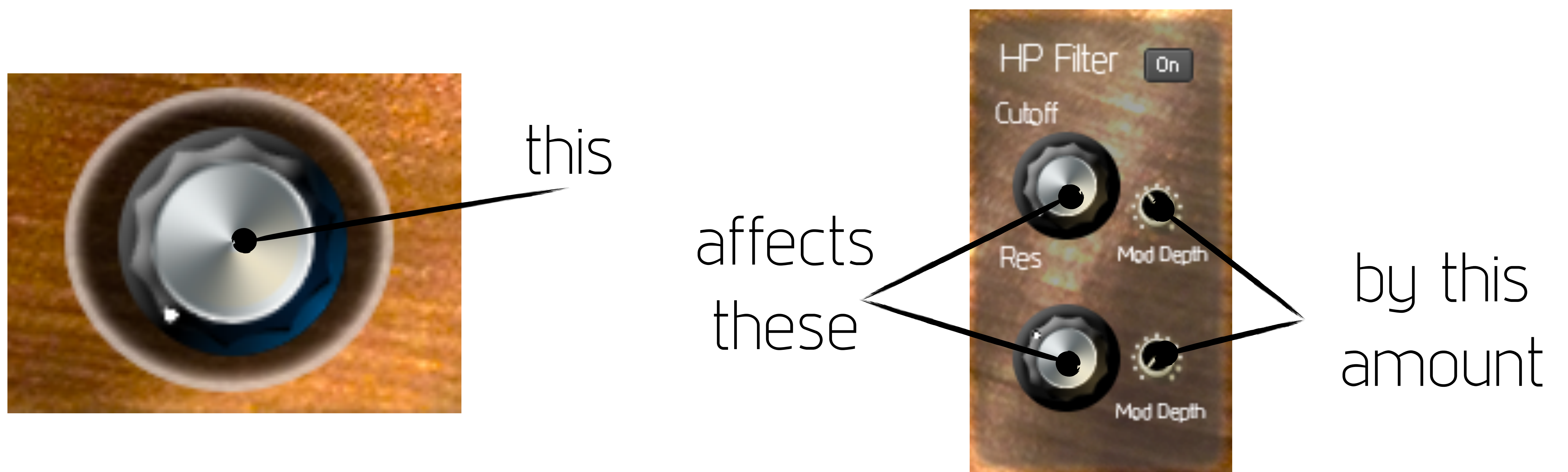
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Mod Depth Knobs:
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using *swell*

swell's designer page integrates closely with the swell knob on the front page. The *swell* knob is controlled by the mod wheel. This powerful interaction creates complex textures quickly and easily.



The front page *swell* knob is controlled by the mod wheel and interacts with the design page.



The *swell* knob moves all of the parameters in the designer page simultaneously. Max levels on each parameter are set with the mod depth knobs.

Bypassing all modules on the designer page means the *swell* knob is restricted to cleanly modulating the volume level of the instruments, as well as different performance crossfades on instruments in the dynamic X-fade folder. This is useful for natural, musical sounding performances.

Engaging a few modules and moving the *swell* knob creates dynamic movement by adding movement using every parameter you have enabled. This is an excellent way to add depth and movement for a more designed and interesting sound.