

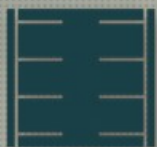
# ENSEMBLIA 2

## PERCUSSIVE

### MANUAL



ELECTRO  
BUZZ



ROLAND  
DR 55 BD



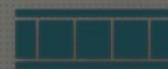
MELLOW  
GRAN CASSA



GIANT  
SHAKER



GRETSCH  
HIHAT



SUPERIOR  
SYMPH SN

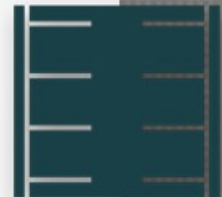


SINGLE  
CLAP

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## How to install?

In order to run Ensemblia 2 without any problem, your computer and operating system should fulfill the minimum specifications for Kontakt 5.6 or higher which you find here: <https://www.native-instruments.com/de/products/komplete/samplers/kontakt-5-player/specifications/>. Additionally you need 1.5 GB free disc space.

In order to install Ensemblia 2, unzip and drag the instrument folder to any hard drive. Please do not move any file! Launch Kontakt and click „Add Library“ which you find at the Library tab. You will be asked to fill-in a serial number which you should have already received within 24 hours. If you are not owner of Kontakt please download the Kontakt 5 Free Player here:

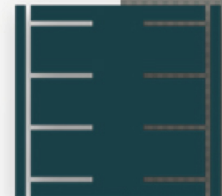
<https://www.native-instruments.com/de/products/komplete/samplers/kontakt-5-player/free-download/>

Ensemblia 2 supports Native Instruments NKS Format. It is compatible with Maschine and Komplete Kontrol S-Series keyboards.



By installing the product you accept the enclosed product license agreement.

For any kind of questions please contact us at : [support@cinematique-instruments.com](mailto:support@cinematique-instruments.com)



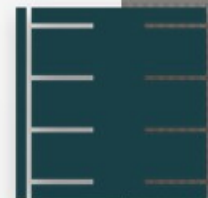
## What is Ensemblia?

Generally speaking Ensemblia is the sound of a modern chamber orchestra that lets you easily write organic and truly natural music. A selected range of classical instruments combined with a fine mix of unique modern as well as electronic and domestic sounds are ready for your cinematic suspense, your drama or comedy. But also if you are writing popular music, Ensemblia gives a special spice to your tracks.

The core of Ensemblia are seven separate tracks which are playing at the same time. Each track gives you a quick access to a broad range of timbres and tone colors while playing.

Ensemblia was built to easily create beautiful polyphonic arrangements, pattern and textures while you are just playing chords (Chamber Orchestra), single notes or just trigger notes (Percussive). We like to point out that Ensemblia is not playing pre recorded phrases, it generates the arrangements and pattern with a powerful 16step arranger.

Building Ensemblia we aimed to create a modern minimalistic ensemble sound inspired by composers such as Michael Nyman, Philip Glass or Steve Reich. Ensemblia is a really helpful and inspiring tool for composers..





## Ensemblia 2 - Less update, more evolution

We don't see Ensemblia 2 as an update – we like to call it evolution!

Ensemblia 2 was mainly rebuilt from scratch – we have written a complete new script with new features but also have included some parts of the old scripts such as the voicing engine.

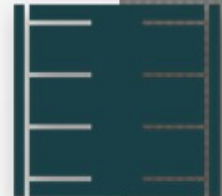
### What has changed in detail?

#### The Mixer:

Ensemblia 2 is now equipped with a modern and powerful mixing concept. Beside the known features such as PAN, TUNE, LENGTH and REVERB, each track has now its own 3 band EQ, an envelope compression for ATTACK and RELEASE and a DELAY. An absolute unique feature is the 3D Panning. which lets you determine each of the seven instruments in a virtual 3D room matrix

#### MULI BEAT ENGINE

The arranger was rebuilt from scratch and is now an 8 beat arranger. Each beat can be independently divided into either 4 x 16th notes, 8 x 32nd notes, 3 x 8th notes (triplet) or 6 x 16th notes (sextuplet). Beside that the arranger has become quicker and more complex in terms of the potential dynamic or velocity applied to each note.



Furthermore Ensemblia 2 now provides a shuffle function which lets you shuffle the sequencer stepless from 10% to 80%. The new improved sequencer concept lets you realize very complex multi rhythms.

#### Ensemble/ Instruments:

We have increased the amount of instruments. See more below.

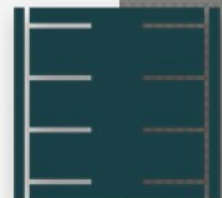
And in term of organsiation, now all the 200+ instruments are right at the finger-tips. They are well organized by categories and groups which are displayed dynamically. This lets you have an easy and quick access to all instruments. An additional pre-listen function lets you try out instruments before selecting for the corresponding slot. It's so easy to use. Create a pattern and just swap out source instruments.

#### Presets:

Ensemblia2 Percussive comes with over 600 pre-assembled beats which are easily selectable via a file browser

#### 4 in 1 – the units:

Ensemblia2 comes with four separate units in one GUI. This lets you easily switch between four individual units with different beats and rhythms on the fly. We have included a copy menu in order to quickly copy pattern in-between in the four units. By using it you can change or vary your favourite rhyhtm on-fly.

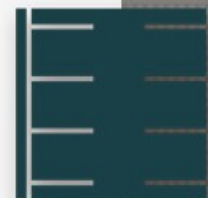


### The Skin:

Ensemblia2 comes with a very modern, cool and minimal design. It is self explanatory and icon based. All elements are located in a very logical and easy-to-use order.

### Live Effects:

Ensemblia2 comes along with 5 additional effects which can be easily dropped in by just pressing a key. This all happens live and gives you the option to change the sound of your rhythms while they are running.



## The Ensemblia Family

Beside the well known „original“ version of Ensemblia with the sound of a modern chamber orchestra for easily creating beautiful polyphonic arrangements, pattern and textures while you are just playing chords or single notes in a SHORT and LONG version, we have also released a METALLIQUE and STRINGED flavor of Ensemblia.

Now with the evolution to Ensemblia 2 we have entered new land by creating a new flavor which leads Ensemblia into a the land of percussion.

We like to start unveiling Ensemblia 2 with the release of ENSEMBLIA 2 PERCUSSIVE followed by its first expansion pack which is called KITCHEN which consists of nearly 40 well recorded sounds of beating, hitting and wiping a metallic kitchen.



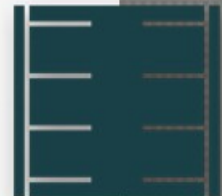


## Ensemblia 2 Percussive

Ensemblia 2 Percussive is a brand new addition to the Ensemblia family and expands its range by setting the focus on percussion sounds.

Over the last two years we have collected a massive amount of different percussion instruments. We have concentrated not only on just one certain direction - we have recorded and collected nearly everything we could get in our hands on. We have recorded orchestral instruments such as timpanis, gran cassas, cymbals and orchestral toms and snares. We have also collected electronic sounds such as machine drums, glitches and noises. We have furtherly captured domestic and household percussion sounds such as sounds from a kitchen or mechanical tools. And we have finally recorded typical pop/ rock sounds such as bass drums, snares, toms and cymbals. In sum Ensemblia 2 Percussive comes out with over 200 single percussion sounds mainly recorded in 4-8 round robins and 3-10 velocity layer.

By having such a huge amount of instruments coming from so many different genres you can imagine how versatile as well as unique the results are when using Ensemblia 2 Percussive as your percussion engine. You can be very creative and free in creating your drum pattern such as you can combine electronic with orchestral, you can have a hip hop beat enriched by kitchen sounds or assembling an orchestral pattern added with glitch sounds.

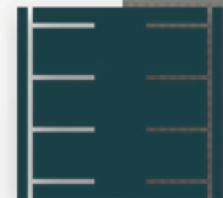


Ensemblia 2 Percussive is the perfect percussion engine to built modern as well as unique beats or percussion patterns in a very intuitive, quick and easy way. But that's not all. While playing your pattern you can manually play each instrument manually to it. Or you just plays it manually without using the arranger. Load the instruments in the tracks, set up the mixer and just play the instruments.

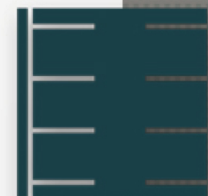
A full list of all 204 Instruments.

## ENSEMBLIA 2 PERCUSSIVE INSTRUMENT LIST

10 HIHAT	25 Snare	11 BIG DRUMS
Gretsch JazzyHiHat	Pearl Philharm MasterClass Hoop	40" Gran Cassa
HiHat Sabian	Pearl Philharm MC Hoop Rim	30" Gran Cassa
Rehearsal HiHat	Pearl Symphonic Percussion	Gran Cassa Mellow
Hi Hat Paiste	Pearl Philharm Superior Hoop	Timpani A Bright
HH Beaten	Yamaha Gigmaker	Timpani A Felt Mallet
Raw Real HiHat	Gretsch Kit Jazz	Timpani D Bright
HH Metalic	Rehearsal LoFi	Timpani D Felt Mallet
HH DR55	Rehearsal LoFi Rim Click	Tasmanian Low
CR78 HH	Rehearsal LoFi Rim Click Far	Tasmanian High
HH 808SYN	Ludwig Vintage Edge Stroke	Cajon BD
3 RIDE	Brushed Hit	Surdo High
Ride Cymbal Stroke	Brushed Sweep	15 Small Drums
22" Zidijan Ride Tip	Regular Snare Snappy On	Bongo Studio Set High
20" Sabian Ride Edge	Regular Snare Snappy Off	Bongo Studio Set Low
15 CRASH	Snare 10"	Bongo Latin High
6" Splash Cup Chime	Cajon Snare	Bongo Latin Low
8" Splash Stopped	Rhythm Box I	African Hand Drums
10" Splash Chopper	Rhythm Box II	African Hand Drums open
14" Sabian B8 Thin Crash	Roland TR 808	African Hand Drums thin
14" Crash Reversed	Roland DR55	Kachhi Dhol Sticks
17" Zidijan A Custom	Drumachines 80ies	Kachhi Dhol Finger
18" Konstantinopel Brushed	Roland CR78	Turkish Darabuka
18" Sabian Crash	Korg MS 20 processed	Framedrum Open Stroke
18" Sabian HHX evolution ozone	Snare Vintage Reverse	Framedrum Fingersnap



18" Sabian HX Extreme	13 Bass Drum	Pottery Drum Hit
18" China Paiste 2002	Gretsch Jazz BD	Pottery Whole Sound
22" Zildjian Light Crash Edge	Rehearsal LoFi BD	Ocean Drum Mallet
Synthetic Splash	Juicy BD	16 METALIC SOUNDS
Synthetic Crash	Dark n Strong BD	Metal Guiro
Synthetic Long Crash	Rough Ludwig BD	Metal Drawer
6 GONG	Punchy BD	Metal Cage
24" Chinese Gong Brush Edge	Acoustic BD	Metalic Hit Over Driven
24" Chinese Gong Stroke	Deep Synthetic	Giant Metalic Container
32" Paiste Gong brushed	Old Drumbox	Dark Metal Tubular
32" Paiste Gong stroked	Drumachines 80ies	Mellow Metal Tubular
Burma Gong Size 6	Roland DR 55	Wrench Big
Burma Gong Size 3	Sustained BD (TR 808)	Wrench Mid
15 SHAKER	Korg MS 20proc BD	Wrench Small
Tambourine Plastic Ring 1	12 TOMS	Mic Stand Hit
Tambourine Plastic Ring 1	Remo Rototom Size 1	Smiths Bloc
Shaker Plastic	Remo Rototom Size 2	Cookie Can
Sand Shaker	Remo Rototom Size 4	Metal Door Knock (Knuckle)
Africa Shaker	Samba 8"	Metal Lid
Tambourine BlackS	High Tom Ludwig	Lids Piatti
Metal Tube Shaker	Mid Tom Towel Covered	12 WOOD
Metal Shaker	Floor Tom Normal	Drum Stick
Orchestral Tambourine BlackSwamp	Floor Tom Gretsch	Castanets
Chicken Shake	Floor Tom Rehearsal LoFi	Claves
Tambourine Rim	Floor Tom Towel Covered	Woodblock
Cabasa	Floor Tom Gretsch Reversed	LogDrum Low
Wood Shaker	Rhythm Box Tom	LogDrum Mid
Seed Rattle	14 DOMESTIC	LogDrum Small
Rainmaker	Bucket Side Kick	Guiro Small
11 BELL	Bucket Damped	Guiro Big
Singin Bowl Low Leather Mallet	Metalic Saladbowl	Woodclap
Singin Bowl Mid Metal Mallet	Pen	Ratchet
SinginBowl Low	Alarm Clock	Machinedrum Wood
Tingsha Low	Wok Bowl	5 HARMONIC
Metal Bar	Wash Basin	Piano Low Hit (Soundboard)
Jingle Bells Loop	Tiny Milk Jug	Piano Hard Hit (Soundboard)
Belltree	Raw Ruler	Metallophon Dead Note C0
Triangle	Toaster	Vibraphone Dead Note B1
Triangle 2	Dripping Water Tap	Korg MS 20 Synthetic
Triangle Small	Alu Ladder	3 HUMAN
Cow Bell	Glass Vase	Hand Clap Single
11 GLITSCH	Domestic Huzzle & Action	Hand Clap 6x
Korg MS20 HiHat Glitsch	8 REVERBED	Finger Snap
Electronic Noises	FX Deep Boom	
Machine Noises	FX Deep Timpani	



## The bottom line - the main menu

At the bottom of Ensemblia you find the Main Menu.

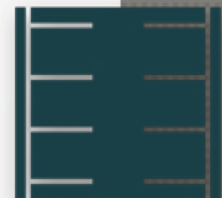


By clicking on the icons at the left side you can navigate through all different sides and views of Ensemblia 2 such as the arranger, the mixer, a preset browser or the options.

In the middle of the bottom line you find the Freeze option, which lets Ensemblia run endless when activated.

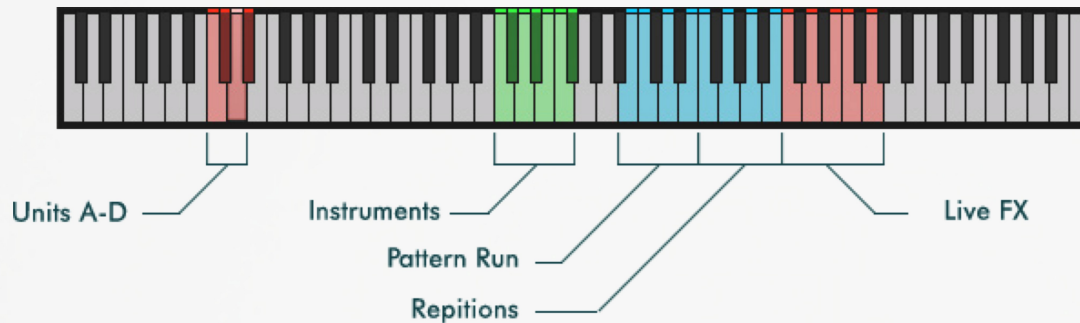
The buttons on the right side are selecting the Slots A-D. Each slots is a separate and independent unit of Ensemblia – so actually saying Ensemblia are honestly 4 Ensemblias at the same time. This option lets you easily create several variations of the same rhythm in order to built an rhythm arrangement for e.g. chorus – bridge – verse – fill.

You can easily copy patterns from one slot to another by clicking on the activated slot. (see picture)





## The Keyboard

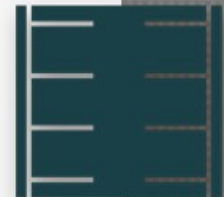


The keyboard of Ensemblia 2 Percussive has different section. There are keyswitches, trigger as well as normal playing notes. In detail:

- Units A-D - These are the keyswitches to change and select the units
- Instruments (green) - These key are regular playing keys. You can manually play the instruments of each slot.  
Slot 1 is **C2**, Slot 2 is **C#2**, Slot 3 is **D2** up to Slot 7 is **F#2**.  
This option enables Ensemblia 2 Percussive to play rhythms without using the arranger as well as add cerain hits, breaks to the running pattern

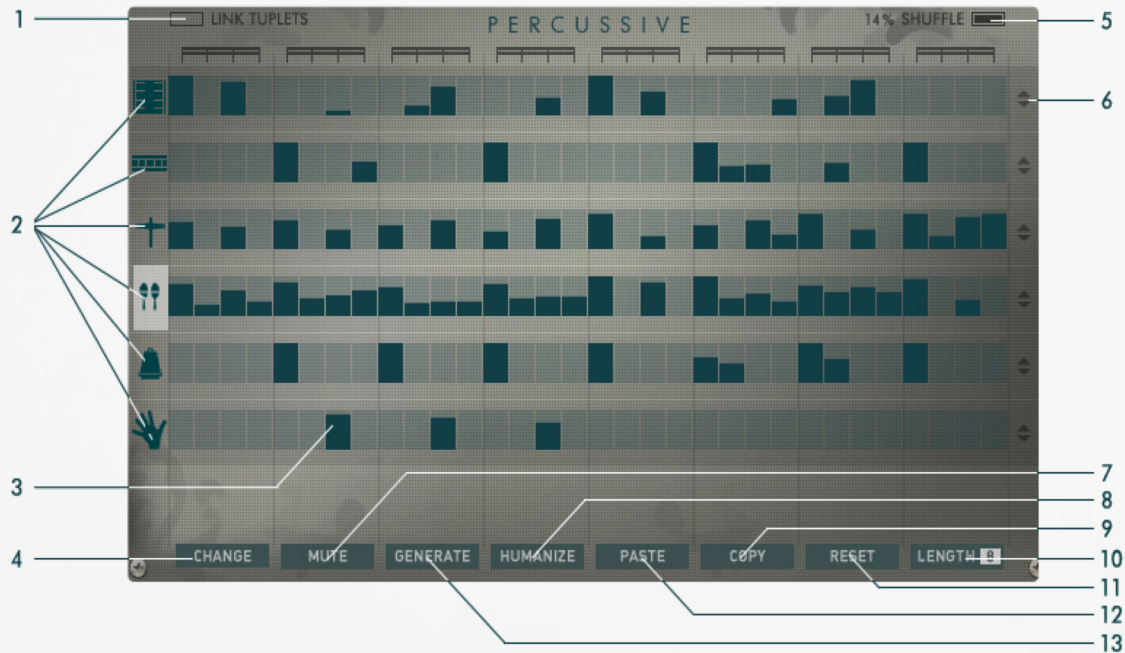


- Pattern Run (blue) - These are the keys which let the arranger run. In detail  
**B2** plays double time  
**C3** plays regular  
**D3** plays half time  
**E3** plays last plays tempo in a random way
- Repetition (blue) - These keys are repetitions keys. In detail  
**F3** repeats the 1<sup>st</sup> step  
**G3** repeats the 2<sup>nd</sup> step  
**A3** repeats the 3<sup>rd</sup> step  
**B3** repeats the 5th step
- Live FX (red) - These keys are the Live FX keys. When pressing one of these keys the corresponding effect (see The Options) will be activated and changes the overall sound. To change the effect settings navigate to the options menu. In detail  
**C4** activates a convolution insert FX  
**D4** activates a tape saturation simulation  
**E4** activates a 2<sup>nd</sup> convolution insert FX  
**F4** activates a 4pole lowpass filter  
**G4** activates a bitcrusher



## The Arranger

The Arranger of EnsembliA 2 determines when and how each single instrument will be played. The Arranger is separated in 8 divisions – called tuplets. Each tuplet can be based on eighth- or sixteenth notes or eight – or sixteenth triplets. By varying these tuplets in terms of their time signature you can create very complex multi rhythms.



1. Link Tuplets

-

By activating all 8 tuplets are linked and you can change the time signature for all tuplets at once

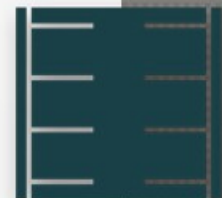


- 2. Slots (icons) - The icons are showing the main category of instrument. By clicking on it a Track Sub Menu will open (see bottom of picture)
- 3. Arranger Row (bars) - This is the row where to fill in - manually or automatically by using the 'Generate' option – if and with which velocity an instrument should play. By increasing the bar the velocity rises.
- 5. Shuffle - When all tuplets are to eighth notes the shuffle option appears. By activating you can slide over the rectangle beside the % icon how strong the shuffle should be ( smooth 10% to strong 80%)
- 6. Linear Arrows - By sliding over the arrow you can increase or decrease all bars in a linear way at once
- 10. Bar Length - This option shows the recent number of tuplets. You can change the overall number of tuplets (=beat length) from 1-8. This enables you to play in different time signatures such 3/4, 2/8 or 5/4.

### TRACK – SUB MENU

This track sub menu appears when clicking on an icon at the left side of a row. All options are just valid for the activated row.

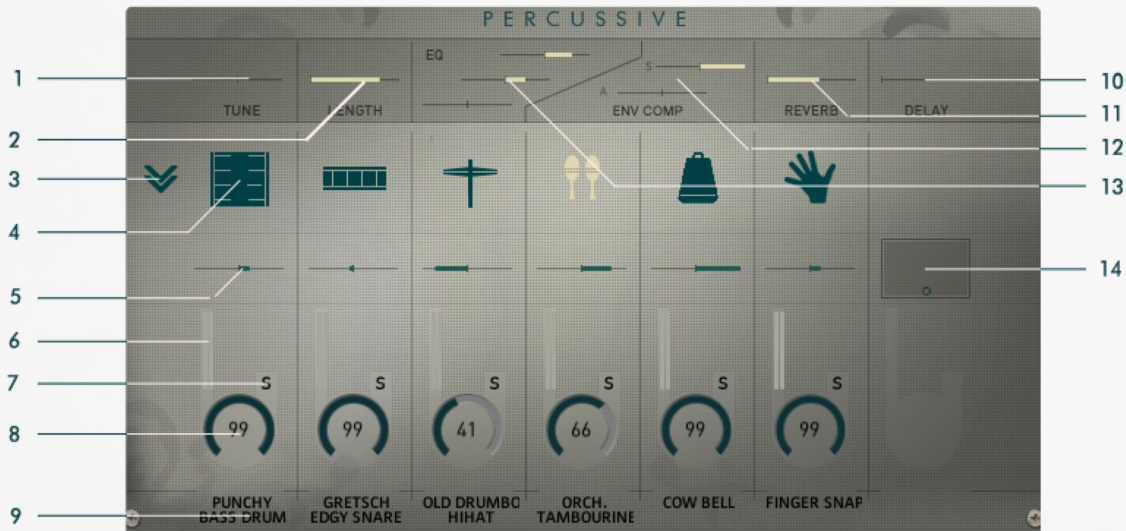
- 4. Change - navigates to the Instrument Browser in order to select a new instrument
- 7. Mute - mutes the corresponding row/ track. A black cross will be over the icon
- 8. Humanize - By clicking the bars of the corresponding row will start to randomly vary
- 9. Copy - copying the corresponding row and all bars into the memory
- 11. Reset - resetting (deleting) all bars of the corresponding row
- 12. Paste - recalling row and bars out of the memory into the corresponding row
- 13. Generate - This is a kind of auto-fill-in which makes bar and rhythm suggestions for your corresponding track which are getting more complex by each clicking – starting with whole notes up to filling up the entire row.



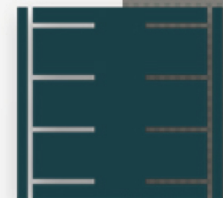
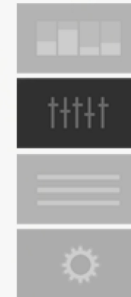


## The Mixer

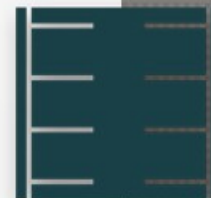
The Mixer has now evolved to a complex and modern mixer. Each slot is now equipped with all necessary tools for shaping the sound in a complex way. By clicking on the instrument icons you are selecting the corresponding track. In the following you see the track EQ view.



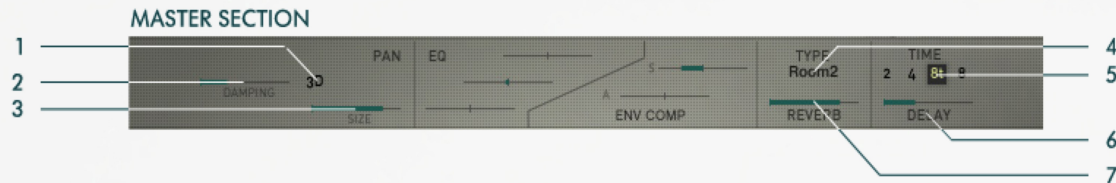
- |                 |   |  |
|-----------------|---|--|
| 1. Tune         | - | Sets the tune for the corresponding instrument from -12 to 12 semitones                                      |
| 2. Length       | - | Sets the length for the corr. instruments from extreme short to 5s decay                                     |
| 3. Double Arrow | - | Switches between the „View“ mode and the Mixer view.   |
| 4. Instr Icon   | - | By clicking you select the corresponding slot/ track   |
| 5. Panning      | - | Sets the panning from L to R -> Note: when activating „3D“ you can set the panning in a 3D matrix (more #14) |



- 6. Meter LED - Displays the current level of the track
- 7. Solo - by clicking you set the corresponding track in solo mode. Note: you can solo several instruments at the same time
- 8. Volume - this knob sets the volume of the corresponding track
- 9. Instrument Name - By clicking on the name (if empty click on the highlighted field) you navigate to the instrument browser where you can select a new instrument
- 10. Delay - sets the delay send for the corresponding track
- 11. Reverb - sets the reverb send for the corresponding track
- 12. Bar Length - This option shows the recent number of tuplets. You can change the overall number of tuplets (=beat length) from 1-8. This enables you to play in different time signatures such 3/4, 2/8 or 5/4.
- 13. Envelope Compression - these two slides are controlling the envelope compression of the attack (below) and sustain (above) of the corresponding track. To get more infos about this special kind of compressor (called Transient master) please read the Kontakt 5 Manual.
- 14. 3 band EQ - these 3 slides are controlling a 3 band EQ.  
The bottom slider controls the low band @ 142Hz from -6,3 to 6,3 db  
The mid slider controls the mid band @ 822 Hz from -6,3 to 6,3 db  
The highest slider controls the high band @ 5,9 kHz from -6,3 to 6,3 db
- 14. 3D panning matrix - sets the 3D panning position of the instrument. Please move the small circle inside the matrix window to position the instrument



Here you see the view of the Master EQ when no instrument/ icon is selected



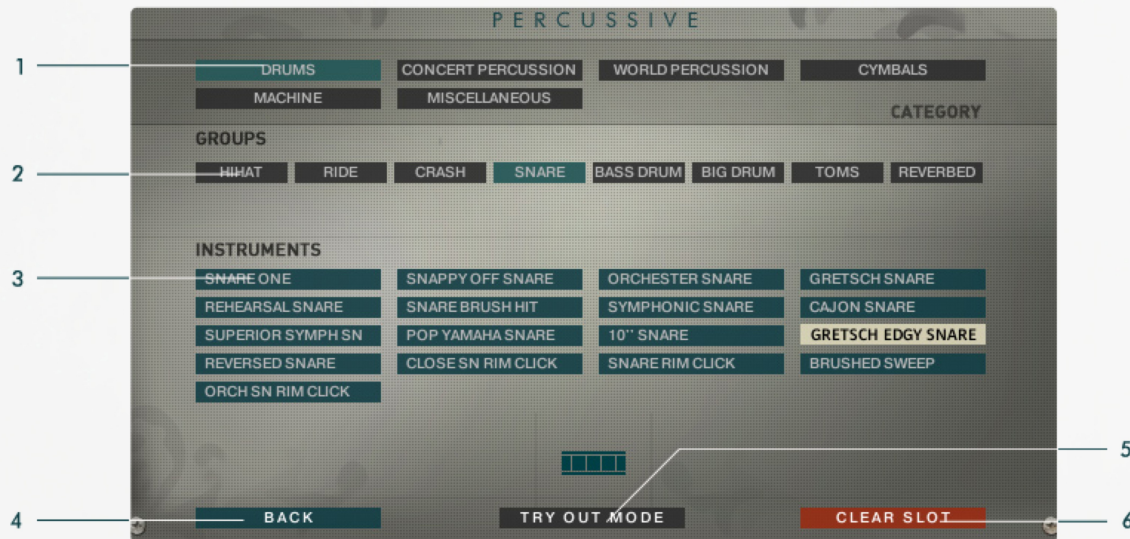
- |                |   |  |
|----------------|---|--|
| 1. 3D          | - | by activating the „3D“ option, the panning switches from the regular L-R panning to the 3D panning matrix. The 3D panning Matrix is a complex interaction of EQ, delay and reverb in order to simulate the ambiance of an organic 3D room. |
| 2. Damping     | - | parameter of the 3D panning matrix which dampes the overall room   |
| 3. Size        | - | parameter of the 3D panning matrix which sets the room size of   |
| 4. Reverb Type | - | lets you select the type of master reverb. You can select between 9 different types of reverb. Ensemblia 2 Percussive provides:<br>Analog – Chamber – Church – Plate – Rich - Room 1 - Room 2 – Stage and Wood                             |
| 5. Delay Time  | - | lets you select the time of master delay from seconds, 4 <sup>th</sup> , 8 <sup>th</sup> , 8 triplets.   |
| 6. Delay       | - | sets the amaount of the master delay (return)  |
| 7. Reverb      | - | sets the amaount of the master reverb (return)   |



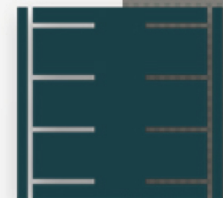


## The Instrument Browser

This is the view of the brand new instrument browser. The instruments are sorted in categories and groups. By selecting a category and a group the browser displays dynamically a list of relevant instruments. The new option „Try Out Mode“ lets you try out instruments without finally confirming these and returning to the mixer.

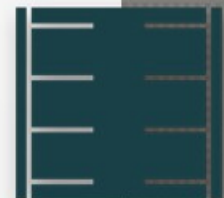


- 1. Category - All instruments are organized in 6 categories. Please select one. By selecting a category the browser dynamically displays all relevant groups and furtherly organized in 14 groups (please see the full instrument list).
- 2. Groups - Please select a group. By selecting a group the browser dynamically displays all relevant instruments



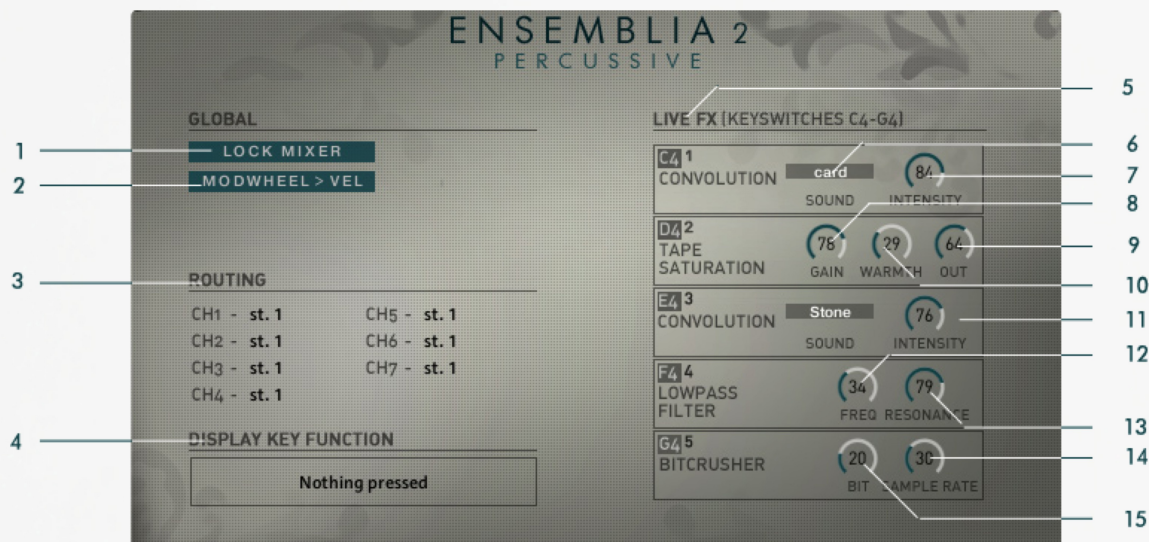


- 3. Instruments
  - This is the list of instruments as a result of chosen category and group. By clicking on an instrument you have selected this instrument for the corresponding slot/ track.  
If an instrument is already in use it displays „IN USE.“ A yellow button indicates the current slot instrument
- 4. Back
  - This lets you navigate back to the mixer without selecting an instrument
- 5. Try Out Mode
  - By activating this button the EnsembliA is in the TRY OUT MODE and button changes to „ASSIGN“.  
By entering this mode you can now select instruments without confirming the instrument and returning to the mixer. It is perfect if you are sure what kind of instrument should be included in your „Ensemble“. Even if you clicking on the blinking ASSIGN button you have finally confirmed and selected an instrument for the corresponding slot/ track.
- 6. Clear Slot
  - This option „clears“ a slot. It deletes an instrument as well as the entire track setting (mixer) and the entire row (arranger).

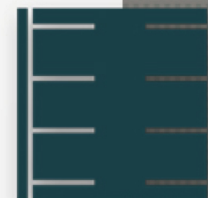


## The Options

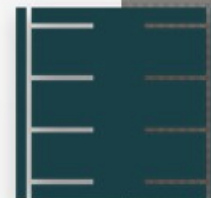
This is the option view. Here you can set up general options of Ensemblia 2 Percussive.



1. Lock Mixer - By activating this option you lock the mixer settings. This means that Ensemblia Percussive won't change the mixer settings as well as the choice of instruments when changing the presets or switching to another unit (A-D).  
This option is perfect for playing all units with the same sound and avoids possibly noises when changing settings such as reverb/ delay changings etc.



- 2. Modwheel > Vel - By activating this option. You can control the overall velocity by moving the modwheel. (down is pianissimo and up is fortissimo in relation to the programmed arranger)
- 3. Routing - This is lets you set the Kontakt outs for each of the 7 slots/ tracks
- 4. Display Key Function - This is a display which shows what happened when which key is pressed
- 5. Live FX Area - This is the Live FX segment. There are 5 effects to set up which will activated when pressing the correspnidng red key (by releasing the key the effect will be bypassed again).  
This option lets you perfectly vary your rhythm. The five effects are:  
C4 - Convolution FX (insert)  
D4 - Tape Saturation  
E4 - Convolution FX (insert)  
F4 - 4 pole Lowpass Filter  
G4 - Bitcrusher
- 6. Convolution 1 - IR - Sets the convolution IR file (there are 10 different available)
- 7. Convolution 1 - Intense - Sets the wet level of the convolution reverb
- 8. Tape - Gain - Sets the input gain of the Tape Saturation
- 9. Tape - Warmth - Sets the warmth of the Tape Saturation
- 10. Tape - Out - Sets the output of the Tape Saturation
- 11. Convolution - FX 2 - See #6 and #7
- 12. LP - Frequency - Sets the frequency of the 4pole lowpass filter
- 13. LP - Resonance - Sets the resonance of the 4pole lowpass filter
- 14. Bitcrush - Bit - Sets the bitrate of the overall signal from full to 1bit counterclockwise
- 15. Bitcrush - Smp Rate - Sets the smaple rate of the overall signal from full to 50 Hz ccw







We wish you great ideas, much inspirations and a lot fun tweaking Ensemblia 2. Thanks to Michael Askill.

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