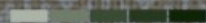


# SANTUR



MANUAL



CINEMATIQUE INSTRUMENTS

## Thank You

Thank you for buying **Santur**. Please feel free to contact us at [shop@cinematique-instruments.com](mailto:shop@cinematique-instruments.com)

## How to install

To install, unzip and drag the instrument-folder to any hard drive. Launch Kontakt 5 full version and load the .nki instruments. Please do not move any file! By installing the product you accept the enclosed product license agreement.



## The instrument

The santur is a hammered dulcimer with a trapezoid-shaped, wooden body. It is usually placed on the lap of the player who is sitting in a cross-legged position (called ardha-padmasana), striking the strings with a pair of wooden mallets or hammers.

The 72 metal strings are grouped in sets of four and stretched over the wooden bridges placed on the sound board. Each note of a group is tuned the same, so when striking them with the sticks, the resonance of the four strings creates the special sound character which is distinctive for the Santur.

## What we did

In the history of our previous released string instruments we have again set a great focus on creating an instrument with an organic and realistic feel.

In order to concentrate on the main instrument articulations, we have recorded the Santur in a regular „plucking“ articulation with a pair of Schoeps. We have beaten the metallic strings with two different kind of mallets in four times round robin and three velocity layer which is well suited for playing melodies but also offers many more uses. We have used a hard mallet that creates the typical bright, rather clear sound as well as a soft mallet which generates a more mellow, less aggressive timbre.

The overall sound can be altered by determining the length of the notes, adding distortion or adjusting the high as well as the low frequencies. The possibility to choose between six different kinds of reverb and three delay times provides a great amount of freedom in colouring the sounds how you like. The Santur provides our - from Hammered Duclimer known - „Tremolo-Option“ which can be controlled in different ways. Generally the tremolo option is capable of creating a very tragic and dramatic but also extremely natural tremolo sound, which fits perfectly in a lot of different music styles and genres.

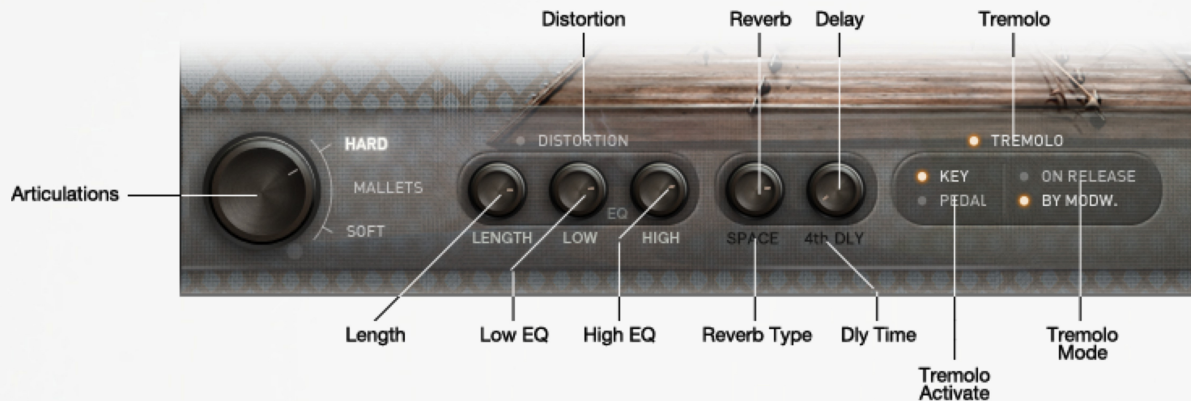
The tremolo options works in two different modi: You can control the tremolo tempo and dynamic by the modwheel while holding the note or the notes where duplicated by releasing while you are playing. Both modi gives you the ability to exactly play your personal kind of the tremolo.

Altogether, the Santur is an extraordinary instrument with quite a lot of possibilities which you can use to add a special character to your music.

Overall data amount is approx. 1.1 GB (300 Samples)



## The content



Articulation	this big knob lets you switch between two articulations <u>Hard</u> : sustained notes, played with hard wooden mallet <u>Soft</u> : sustained notes, played with small soft mallets
Length	controls the amount of decay from short to a long release
Distortion	activates a distortion simulation
Low EQ	controls the low frequencies of the entire sound
High EQ	controls the low frequencies of the entire sound
Delay/	controls the amount of delay
Delay Time	you can select between several delay times by clicking on the label



Reverb/ The knob controls the amount of reverb - you can select between several

Reverb Type reverb types by clicking on the label. There are six reverb types available: Space, Arena, Chamber, Airy, Room and Hall.

### Tremolo Function

Tremolo turns the tremolo function on/ off . It also shows the status of the tremolo if you are using the *Key/ Pedal* switches.

Key/ Pedal these two buttons lets you decide how to switch on/ off the tremolo by controller. Either by key or by holding the sustain pedal (Regardless of these two options you can also turn on/ off the tremolo by using the *Tremolo* button with the mouse)

Tremolo Type determines the type of tremolo.

Release by choosing the release button you achieve the tremolo by duplicating every played note which when releasing the key. This lets you exactly control the velocity and tempo of the tremolo.

Mod Wheel by using this type you achieve the tremolo by using the modwheel. When holding a key you control the tremolo tempo by turning the mod wheel from slow to fast – in zero position the tremolo is off, which lets you play single notes.

In order to avoid artificial repetitions we integrated a random factor which affects the tempo and the velocity which finally results a very organic tremolo.

Key switches:

C0	selects „Hard“
D0	selects „Soft“
E0	activates Tremolo when „Key“ is activated



We wish you a great deal of fun and inspiration using our instruments.  
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