



LANDSCAPE

MANUAL

Thank you for choosing the Landscape.

How to install?

To install, unzip and drag the instrument folder to any hard drive. Launch Kontakt 5.6.8 or higher and load the .nki instruments. Please do not move any file! By installing the product you accept the enclosed product license agreement. For any kind of questions please contact us at : support@cinematique-instruments.com

Landscape

LANDSCAPE is an instrument that easily creates deeply woven, dynamic ambiences and drones. Equipped with seven layered sounds and eight effects LANDSCAPE can be used either as self-running drone generator or as a playable instrument

Overview and Concept

LANDSCAPE is based around seven sound slots, which can be loaded with various sounds. Five of these slots feature an assortment of waveforms (sine waves, fliring sound, warmth and fragile sax), one is dedicated to noise and rumbling, and the last one can generate drops of water or atomic blips using random intervals. Each of them is quipped with an individual type of filter as well as a speed adjustable automation to ensure that you get endless sounding ambiences that never repeat themselves.

For shaping the overall sound LANDSCAPE provides with six insert effects (tone color, rotary speaker, lowpass and multi filter, drive and glass/space convolution models) and two send effects (reverb and delay).

Landscape in detail



There are mainly three sections in Landscape:

Mix – FX – Master

LANDSCAPE

Landscape Mix



This is the mix (sound) section of Landscape:

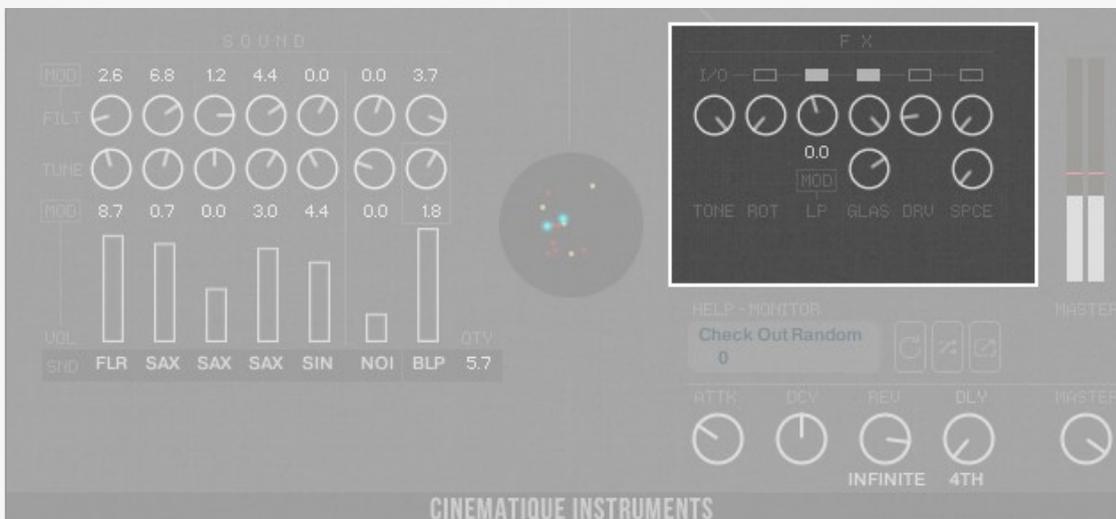
There are seven sound slots available. The first five are featuring harmonic sounds, slot 5 and 6 are equipped with fx sounds. You can chose between **different sources**:

- Slot 1-5: sine wave (SIN), fliring sound (FLR), warmth (WRM) and fragile sax (SAX)
- Slot 6: noise (NOI) or rumbing (SCR),
- Slot 7: drops of water (WAT) or atomic blips (BLP).

Each of the seven slots provides a **filter frequency slider** (base frequency of the 3 x 2 versatile filter), a **volume slider** and a **tuning knob**.

Both the frequency and volume slider can be **modulated** by a sine oscillation adjustable **from 0.1 (fast) to 10 (slow)**. Only slot 7 can modulate the tune instead of volume. Beside that slot 7 has a **special unique amount** slider to set up how often this slot is triggered.

Landscape FX

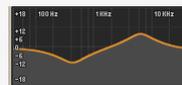


This is the FX section of Landscape. It shapes the overall(!) sound of the mix section.

The FX section of Landscape is equipped with a bunch of different effects.

TONE

- controls the tone color between low & dump and high & crisp



ROT

- can be bypassed. The knob controls the tempo

LP

- can be bypassed. The knob controls the frequency of a 4-pole low pass filter

- GLAS - plays the overall sound through a „*Wineglas*“ sound file (as convolution insert fx). You can set bypass, the IR size of the reverb and the low pass frequency of it.
- DRV - can be bypassed. The knob controls the drive from 0 to 100
- SPCE - plays the overall sound through a „*Ground Hum*“ sound file (as convolution insert fx). You can set bypass, the IR size of the reverb and the low pass frequency of it.

Landscape Master



This is the master section of Landscape. You can set up global parameters such as attack, decay/ release, delay and reverb. This section also provides a help monitor display which works as a quick guide and you have three status buttons.

- ATTK - controls the overall attack time of Landscape
- DCY - controls the overall decay/ release time of Landscape
- REV - controls the send amount of reverb. By clicking on the reverb name you can select out of 5 different types of reverb:
Wooden Room - Room – Chamber – Hall – Church – Infinite

- DLY - controls the send amount of 4th, 8^{tr} or 8th delay
- HELP - this area displays what happens by moving knob, setting values or pressing buttons
- Status Btn - beside this Help-Monitor display there located three status buttons:
- Left button resets the entire Landscape
 - Middle button set up all(!) paramter by random. This is pure fun and astonishing to see how Landscape can sound.
 - Right button return to the default landscape drone setting.
- Master - controls the main volume of Landscape. Useful if some settings are producing too much gain.



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Thanks to René, Jumpel, Christian and Niklas.

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