

Evolution Mellow Mando



User Guide

Table of Contents

Preface	2
Achieving Realism	2
What's Under the Hood?	3
Installation	4
Step 1: Extract the ZIP File.....	4
Step 2: Activate Through Native Access.....	4
Step 3: Load in KONTAKT.....	4
KONTAKT Sample Library Organization	5
Evolution Engine	6
License Agreement	7
Credits	8
Contact	9



Preface

Thank you for purchasing Evolution Mellow Mando! This extensively-sampled mandolin sample library features 7.2 gigabytes (compressed to 3.4 GB using the lossless NCW audio format) of 24-bit samples, powered by KONTAKT's extensive scripting engine.

We developed this library in collaboration with Rosewood Recording Company, one of Utah's most venerable recording studios. Guy Randle, the owner and recording engineer at Rosewood Recording Company, incorporates a lot of analog audio equipment when recording, including a Neotek analog console, tube preamps, vintage compressors, and other classic analog gear.

For the sampling session, Guy Randle brought in the versatile multi-instrumentalist Ryan Tilby.

Known for his broad palette of sounds and styles, Ryan Tilby has performed at Telluride, Merlefest, FanFest, RockyGrass, and countless of other festivals throughout the United States, as well as having toured Europe multiple times. His music has been featured on Duck Dynasty, the Discovery Channel, and on Outdoor Photo Adventures. Ryan Tilby also offers remote recording services for clients around the world needing guitar, banjo, bass, mandolin, and ukulele tracks.

Achieving Realism

Emulating a mandolin is a complex task because there are so many articulations and techniques to cover when it comes to single note lines, strumming, and picking patterns. In addition to the wide collection of sampled articulations, we also used Kontakt's scripting to make certain techniques more dynamic. For example, we used a combinations of samples and scripting to generate slides that can be played between notes at any speed. Similarly, rather than recording samples of strummed chords, we included a powerful strumming pattern system that generates realistic strummed chords and picking patterns from individual samples.

Many aspects are also physically modeled. This includes tonal modeling, incorporated in the pick position control, since the location of where the string is picked affects the timbre and attack of the mandolin's tone.



Legato is an important element in mandolin playing, whether playing slides or simply fretting a different note without plucking it, achieving what are known as hammer-ons and pull-offs--the first being to an upward legato interval and the latter referring to a downward interval.

Another important factor that we included is string resonance. Sometimes open strings or their harmonics will resonate with the currently ringing note. This resonance adds additional depth and nuance to the tone of the mandolin. Of course, as with many of the features in Evolution Mellow Mando, the amount and decay of the string resonance is adjustable.

What's Under the Hood?

At its core, Evolution Mellow Mando has over 10,000 samples, recorded in 24-bit at 44.1khz. You get three dynamics and four round-robin, with each string being recorded individually.

Evolution Mellow Mando comes with a robust effects engine with which you can get production ready tones. That way it isn't reliant on an external effects plugins, although you have the option to bypass the built-in effects to use your own plugins. The included effects include EQ, compressor, countless types of reverb, and much more.

Evolution Mellow Mando includes many specific articulations designed to replicate the nuances of mandolin playing: sustains, misfretted sustains, palm mutes, fully muted notes, natural harmonics, and various tremolo articulations. There are also MIDI articulations for instant techniques such as grace notes, buzz trills, slides (velocity-based and tempo-synced), octaves, and powerchords.

All these articulations are available in our custom mapping system, which allows you to set how you want the different playing techniques to be triggered. For example, you can assign articulations to velocity ranges, MIDI CCs, or even custom latching and non-latching keyswitches.

By emphasizing realism and playability, we want playing Evolution Mellow Mando to give you the same excitement and inspiration as playing a real mandolin.

We at Orange Tree Samples hope you enjoy this extensively sampled mandolin library!



Installation

Step 1: Extract the ZIP File

The first thing you need to do after downloading the ZIP file from your account on the Orange Tree Samples website is to extract Evolution Mellow Mando. Both Windows and macOS can natively extract ZIP files without requiring other software. The entire library is self-contained within this ZIP file, so you can always move the folder afterward to relocate the library anywhere you like.

Step 2: Activate Through Native Access

After the library has been extracted, it needs to be activated using the Native Access application.

Run Native Access and log into your Native Instruments account, registering an account if necessary. Next, click the "Add a serial" button and enter your serial number for Evolution Mellow Mando, which can be found in your order confirmation email as well as in your account on the Orange Tree Samples website.

Afterward, click the "Locate" button next to Evolution Mellow Mando's listing in Native Access and then click the "Choose a location" button, which lets you browse to the library's folder. That way Native Access knows where you've installed the library. In this case, you'll need to select the main "Evolution Mellow Mando" folder.

Note: If you ever move the library's folder after it's been activated, you'll need to re-open Native Access to update its records about where the library's folder is located. Afterward, Native Access automatically relays this information to software like KONTAKT, Komplete Kontrol, and Maschine.

Step 3: Load in KONTAKT

Next, launch the KONTAKT plugin or standalone application. On the left side of KONTAKT's window, navigate to the "Libraries" tab, which lists all the KONTAKT Player li-



braries you own, and find the listing for Evolution Mellow Mando. After clicking on the "Instruments" button, double-click on the "Evolution Mellow Mando.nki" instrument.

After the instrument finishes loading, you're ready to play Evolution Mellow Mando!

KONTAKT Sample Library Organization

As your collection of KONTAKT libraries expands, it's important to keep them organized. For example, keep them all within a main "KONTAKT Sample Libraries" folder rather than scattered around your hard drive. Backing up the installation files for your sample libraries is also a good idea, although you'll always be able to re-download the library from your account on the Orange Tree Samples website if necessary.

The next step in organizing your sample libraries is in KONTAKT itself. One of the benefits of storing your sample libraries all in the same place is that it makes finding them faster when manually loading them. For KONTAKT Player instruments such as this one, the "Libraries" panel acts as a useful shortcut to access your libraries. However, bear in mind that this section is limited to KONTAKT Player libraries only.

Another convenient way to access your KONTAKT libraries is by adding them to the Quick Load panel. This allows you to create shortcuts to your libraries, sorted into any folder/subfolder arrangement you wish. The Quick Load panel can be quickly accessed with a single right-click in any empty area of the multi-rack (the large portion of KONTAKT's interface that displays the loaded instruments), or by clicking on the "Quickload" option available in KONTAKT's panel menu (the icon of three small rectangles in the top center of the interface). To load an instrument from the Quick Load panel, simply double-click on the patch you wish to load, or drag it into KONTAKT's multi-rack.



Evolution Engine

For detailed information about working with this instrument's interface and all its capabilities, please refer to the separate Evolution Engine documentation, available from the product download page or in the downloads area of your account.

Because all the Evolution instruments use the same interface and workflow, we opted for it to have its own documentation rather than repeating the information for each Evolution-based instrument. The additional documentation for the Evolution Engine goes into detail about every control and its usage, as well as containing helpful tips.



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Credits

Greg Schlaepfer

Production, scripting, graphics

Guy Randle (Rosewood Recording Company)

Engineering, mixing

Ryan Tilby

Mandolin performance

Jackson Harris

Sample processing, documentation formatting

Beta testing

James Michael Wolk, David Reinstein, Richard Penrose, Geert Bevin, Perry D'Armond, Blake Robinson, Frederic Moueza, Jani Kaataja, Bob Bergen, Bill Thompson, Alejandro Tiscornia, Jonathan Timpe, Patrick Fitzsimons, Andrew Silagy, Charlotte Partt, Joshua Cohen, Doug LeBow, Jason Castle, Tony Ostinato, Ben Horwood, Dave Francis, Kobi Rivlin, Keith Levenson, Aaron Fultz, Leandro Gardini, Jordan Gagne, Kevin Rolstad, Brian Brylow, Kristen Hirlinger

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Contact

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