Welcome to SICK 5

VER
1.0

Sick 5 continues our popular instrument library series that explores the horror and mystery genres. This installment focuses on tuned musical instruments that each delve into uniquely creepy flavors perfect for scoring spooky soundtrack music, whether it be a macabre horror or lighthearted mystery. It's also an awesome collection for those who just want fresh and unique musical sounds with unconventional character and dynamic playability.

We recorded 5 acoustic instrument sets, featuring sustaining wind, plucked string and tuned percussion sounds, plus a few more exotic goodies. The Astral Dirge Pipe is one of our own contraptions that resembles a giant ABS plastic chromatically tuned didgeridoo. The Channeling Tube is a classic spring-powered "Thunder Tube", played both percussively and semi-chromatically. The Conjuring Bell is a beautifully melodious hand chime with a sound hole at the base to allow the thumb to create "wah-wah" effects as the bell is struck. The Spectral Moaner is a haunting wind drone instrument that is swung in an arc overhead to produce steps in a harmonic series that ascend as rotational speed increases. And the Demon String is a Takamine acoustic guitar outfitted with a Vo-96 guitar synthesizer. It uses an array of discreet magnetic fields to individually vibrate each string at specific harmonic frequencies. These vibrations produce infinitely self-sustaining richly harmonic drones, buzzes, hums and oscillating patterns.

We captured a variety of articulation types for each instrument in a large hall, at both close and far distances using widely spaced stereo microphone pairs. It has a lush, full sound that fits right in with orchestral parts. The close position has a full, present sound with greatly diminished hall reverberation. The Far position has a distant, wet quality with more air and environmental influence. You can selectively load and mix the close and far microphones to conserve ram and dial in just the right mix. And if you need it closer to bone dry, you can use the Release control to simply tighten up the room release.

We've also included our comprehensive FX Rack panel, with multi-effects, compression, EQ, amp/speaker simulation and convolution reverb, featuring dozens of our most popular custom recorded rooms, halls, cathedrals and otherworldly fx impulses, all easily available through the control interface. Finally, we contorted the source recordings into a broad selection of 60 different ambiences, drones, atmospheres and special FX instruments. You'll find 3 main ambient presets, each with a number of different ambiences to choose from.

Sick 5 combines superior programming and excellent performance quality to deliver a unique and flexible library with features and playability you won't find anywhere else.

SOUNDIRON
SICK V

EXPERIMENTAL INSTRUMENTS OF HORROR & MYSTERY

8 powerful open-format Kontakt .nki instrument master presets
1452 Samples
4 GB Installed
Tuned Percussion
Sustaining Wind and Stringed Instruments
Untuned Percussion
Special Effects
Pads and Atmospheres
2 wide stereo microphone distances (close stage and far hall)
Rack Multi-FX, including convolution reverb with dozens of Room, Hall and Special Effect Acoustic Environments

Note: The full version of Kontakt 5.1 or later is required for all Kontakt presets.
The free Kontakt "Player" and Libraries rack do not support this library.

CREDITS

Recording, Editing, Programming	**UI Design and Artwork**
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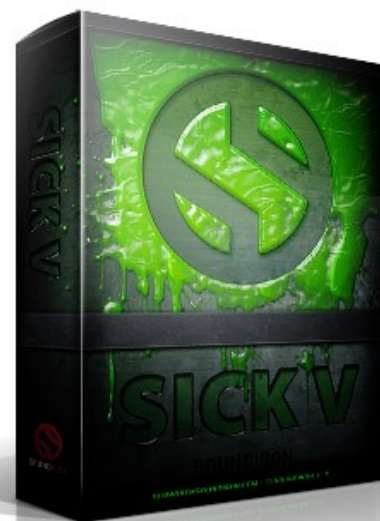
Format

All of the sample content is included as standard open PCM wav files to allow you easy access to manipulate, reprogram and customize the sounds however you wish. We know that it's important for many users to be able to go beyond the limitations of any one format, so we've kept this library's directories and files open for our advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

You'll need the full retail version of Native Instruments Kontakt 5.1.0 or later to use the nki presets in this library. The free Kontakt "Player" and any other version of Kontakt that came bundled with another library or software product (other than NI's full "Komplete" package) don't support this library. The free Kontakt Player is NOT a full version of Kontakt and cannot load or play standard open-format Kontakt instruments, wav samples or libraries. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

Fidelity

This library was recorded in stereo at close & far positions, at 48kHz / 24bit. This was recorded on location in a wet hall environment. Sonic impurities from performer breathing and body movements, as well as outside noises such as building settling, wind and wildlife may be present in the samples. The softer dynamic layers are naturally quiet, resulting in the presence of lo levels of signal noise when volume is artificially increased. Our goal is to preserve and accentuate the natural live qualities in our instruments without overly modifying and sterilizing the recordings. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile result.

System Requirements

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 3GB of system ram, a multi-core cpu and a 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some machines.

Download

We provide the Continuata Connect download manager to offer high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You may also need to add special permissions to your security software for the downloader, if it blocks applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is fully complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

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If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code. Or, if you used the downloader originally, but you need to re-install the library manually for any reason at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library. Please note that Stuffit Expander and Winzip DON'T support many types of common rar files.

Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files, Quickload or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow any current preset to finish loading completely before loading a new one. You can't use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view. The "Add-Library" function does not support this product or any other open-format Kontakt library. This library doesn't require any special activation.

MAIN CONTROL PANEL

Each instrument category has its own master preset, complete with a full range of custom performance controls and options.

Instrument Articulation Selector Menu
This menu chooses the current instrument that you wish to play. Each preset includes a variety of different instrument articulation sound sets.

You can also use the Keyswitches to select the current sound. The keyswitches are located at the bottom of the midi key range, starting from c-2. The total number of switches depends on the number of articulations included in each preset. You can see the keyswitches by displaying Kontakt's keyboard panel. The playable note range for the articulation is colored **BLUE** and the keyswitches are **RED**.

Swell - (CC 72)
This knob controls the volume dynamic intensity of the instrument.

Attack - (CC 74)
This knob controls the slope of the instrument's transient attack. Higher values allow the sound to gently fade in.

Offset - (CC78)
This controls the amount of sample start offset allowing you to skip ahead later into each sample. While it is handy for tightening the attack of an instrument, higher values can significantly change the sonic character of any articulation and provide a whole range of new sonic possibilities. Try it!

Release - (CC92)
This knob allows you to shorten the release time of the instrument. Lower values can simulate a smaller room environment.

Pitch
This knob controls the rough pitch of the instrument, shifting in semi-tone steps up or down.

Velocity
This knob attenuates the incoming midi velocity by +/- 50.

Pan
This knob controls the left-right stereo position of the instrument.

ARP
This button opens the Arpeggiator panel.

MIX
This button opens the mic position mixer panel.

"ARP" ARPEGGIATOR SYSTEM

The "ARP" pop-up panel contains our own custom meta-arpeggiation system, originally dubbed the "Uberpeggiator" in some of our earlier libraries. It allows you to create, save and load your own rhythmic step sequences and simulate complex single-stroke roll patterns, supporting both cross-key and autonomous single-key ("Easy Roll") modes.

Mode

This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely.

- **On** sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates.
- **Hold** sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating.
- **Hold +-** sets it to allow new notes to be added to the automated chain of repeats.
- **EZ Roll** is a special mode that allows easy single-stroke roll creation, based on your tempo, rhythm and the amount of swing and randomization you want on the timing and velocity of each stroke. Most other controls are bypassed. You can use the velocity table or use incoming velocities "As Played".

Hits and Hit % Knobs

Hits sets the number of repeats of each note BEFORE moving on to the next note in the arp sequence, and Hit % sets the intensity fall-off rate for each repeat, before resetting for the next note.

Repeat Setting

This sets the direction of the up or down repeats.

Rhythm

This sets the speed of arpeggiation, as measured in musical time, ranging from whole bars to 128th notes. Fast settings can yield interesting results, but keep in mind that the faster the speed, the more voices you use.

Pitch

Sets the pitch up or down in quartertone intervals for each repeat after the initial note is pressed and it remains in a pseudo legato state as long as any key is held down. Changing this setting in realtime allows extreme stair-step effects and creative groove, tuning and beat alterations.

Note Order Menu

This drop-down menu allows you to select any number of simple or complex cycle patterns that the arpeggiation will follow as it plays through the sequence of notes you have triggered. Choosing "*As Played*" will cause it to follow the original order you played the notes in, with the newest note always added to the end of the chain.

Swing

This sets the amount of rhythmic offset (swing) between notes. Values below zero cause the notes to play ahead of the beat. Values above zero cause the notes to play after the beat.

Duration

This knob allows the user to fine-tune the length of each note. Using this, one can shorten the note to staccato-like pulses or extend them beyond the normal beat length. When used with sustaining roll articulations, this controls the length of the roll before it is released for each arpeggiated step.

Key Selector Knob

Binds the **scale** to a specific key.

Scale Selector

Use this knob to select different scales that the arp sequence can lock to.

Free/Constrain Button

Limits and adjusts any new note to the currently selected scale and key.

Velocity Graph Sequencer

This graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

Reset

This button resets all steps in the graph to a default value of 0 blank).

Steps

This setting determines the number of sequencer steps (2 - 32) that can be set with the velocity graph step sequencer.

Velocity Sequencer On/Off

The round button on the lower left corner of the Velocity Sequencer Graph window activates the sequence. When active, the arpeggiation follows the velocities that you've drawn on the graph from left to right. When it is bypassed, each note is played at the velocity that you play it at.

Save

This "disk" icon button allows you to save your Arp panel settings.

Load

This "folder" icon allows you to load previously saved Arp panel settings.

MIXER PANEL

The "MIX" pop-up panel contains simple microphone mixer controls. Use this panel to load and unload either of the two microphone distances from ram and adjust their relative volumes to create your own custom mix.

Close Mic On/Off Button
This turns the close (stage) microphone position on or off, When turned off, all samples for this microphone position are unloaded from ram.

Close Mic Volume Slider (CC100)
This controls the volume of the close mic position.

Far Mic On/Off Button
This turns the far (hall) microphone position on or off, When turned off, all samples for this microphone position are unloaded from ram.

Far Mic Volume Slider (CC101)
This controls the volume of the close far position.

DSP EFFECTS RACK

The FX Rack tab contains our advanced, flexible FX Rack that integrates many of Kontakt's built-in effects. The following section describes all of the available effects. The FX Rack is accessible in all presets by clicking on the UI tab at the bottom of the instrument labeled "**FX Rack**."

Effect Types & Controls

MOD MULTI-FX

The Mod FX module features Chorus, Flanger and Phaser.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down menu to select the active effect.

Rate - This knob controls the Rate of the selected effect.

Feedback - This knob (not available in Chorus mode) control the amount of feedback for the active effect.

Phase - This knob controls the Phase of the active effect.

Depth - This knob controls the depth (intensity) of the selected effect.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

DYNAMICS (COMPRESSOR)

The Dynamics FX module is a configurable compressor.

Power Button - Toggles the effect on and off.

Threshold - This knob controls the volume threshold of the compressor.

Ratio - This knob controls the ratio of the compressor. The value is displayed to the right.

Attack - This knob controls the attack time of the compressor.

Release - This knob controls the release time of the compressor.

Makeup - This knob controls the makeup of the compressor.

DRIVE (DISTORTION)

The Drive FX module features a variety of distortion types: Distortion, Skreamer, Tape Saturator and De-Rez effect (Lo-Fi).

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down menu to select the active distortion effect.

Drive - This knob controls the amount of the distortion effect.

Volume - This knob controls the output level of the distortion effect.

Degrade - This knob (only available in De-Rez mode) controls the amount of bit crushing and sample rate reduction that the Lo-Fi effect applies.

Lows - This knob (when available) controls the level of low (bass) frequencies.

Highs - This knob (when available) controls the level of high (treble) frequencies.

Tone - This knob (only in Skreamer mode) controls the tone level of the Skreamer effect.

AMP SIMULATOR

The Amp FX module is a configurable amp simulation effect. It includes the "Twang" and new "Jump" amp simulators.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down to select between the available amp types: twang and jump.

Volume - This knob controls the volume output level of the amp simulator.

Drive - This knob controls the amount of extra gain on the amp simulator.

Lows - This knob controls gain of low (bass) frequencies.

Mids - This knob controls the gain of mid-level frequencies.

Highs - This knob controls the gain of high (treble) frequencies.

Boost Button - This button (only available in the Jump amp sim) toggles Hi Gain mode on and off. The Volume is adjusted -9dB when activated to maintain relative volume while increasing the drive.

Presence - This knob (only available in the Jump amp) adjusts the presence of the effect.

SPEAKER CAB SIMULATOR

The Cab FX module is a configurable cabinet (speaker) simulation effect.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down to select between the available cabinet types including the Rotator cabinet effect.

Volume - This knob controls the volume output level of the cabinet sim.

Air - This knob controls the amount of the "Air" in the cabinet effect, simulating distance between the virtual microphone and speaker cabinet.

Fast Button - This button (available only with the Rotator cabinet type) toggles the rotation effect of the cabinet from slow to fast.

Size - This knob controls size of cabinet effect, effectively the size of the simulated cabinet.

CONVOLUTION REVERB

The Reverb FX module allows users to load reverb impulses to simulated real-world spaces or effects.

Power Button - Toggles the effect on and off.

Custom Button - Turning this "On" bypasses the our built-in impulses so you can save presets with your own impulses in the Insert FX module through Kontakt's Editor view.

FX Menu - This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

Rooms Menu - This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.

Lo Pass - Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

Hi Pass - Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Size - Sets the simulated room size of the convolution.

Delay - Sets the amount of pre-delay time before the wet signal is returned

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

DELAY

The Delay FX module is a configurable Delay effect.

Power Button - Toggles the effect on and off.

Rate - This knob controls the time between delays. Higher values mean a longer time between delays, creating a more pronounced echo.

Damping - This knob controls the damping of the delay effect, which attenuates and damps each successive echo.

Pan - This knob controls the amount of stereo panning of the delay effect.

Feedback - This knob controls the feedback of the delay effect. High values can cause and endless loop.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

INSTRUMENT PRESETS (KONTAKT)
Soundiron Sick 5\Instruments

** Please note that all presets listed are designed to be used with Kontakt 5.1.0 or higher.

AMBIENCES

A selection of tonal ambient sounds created by heavily manipulating the raw vocal source material. These presets each contain a unique selection of ambient material derived from the source sounds with adjustable sound shaping controls and our powerful simulated legato system.

Ghozone
14 different evolving purely atmospheric spectral soundsacpes.

Miskatonic
8 slightly heavier semi-rhythmic and textural pads

The Darkward Path
38 quasi-tuned harmonic and dissonant textures, pads, atmospheres and soundscapes.

ACOUSTIC INSTRUMENTS
(STAGE "CLOSE" AND HALL "FAR")

Astral Dirge Pipe
Constructed of rigid 2" ABS plastic tubingwith a wax mouth-piece, this improvised wind instrument has a sound quite like a didgeridoo. We recorded tuned Sustains, Staccatos and single-shot Effects.

Channeling Tube
This instrument is comprised of a hollow canister with a thin membrane on one end and a heavy gauge spring attached to the membrane. It's often known as a "Thunder Tube". We recorded percussive palm cups and hand slaps on the canister, as well as spring scrapes, shakes and rattles and pitched spring plucks. The thunderous shakes have both short and long single-shot effects, as well infinitely sustain shakes with release samples.

Conjuring Bell
This is an aluminum tube with double tongues that has been tuned to a specific note. It has a small sound hole at the base that can be opened and closed with a thumb to produce oscillating wah-wah effects as the note resonates. We played them with rubber mallets at different thumb open, close and choke positions, as well as with wooden sticks and by striking the bells together. We even used one as a deep whistle and sang short vocal phrases and effects through it.

Demon String
This is a Takamine acoustic guitar that has been outfitted with a set of special strings and a Vo-96 guitar synthesizer module. The module has an array of active magnetic resonators that independently vibrate each string at precise harmonics to create infinitely self-sustaining complex notes, patterns and clusters. While it has a synthesizer-like quality to it, all of the sound is produced by the vibrating guitar strings themselves. We recorded single-note plucks, as well as major, minor and octave chords, all with standard string-damped releases and Pad modes.

Spectral Moaner
This is a long, flexible corrugated plastic tube that produces a low howling note by being whipped in a circle overhead. As the speed of the rotation increases, the note rises through the natural harmonic series of the tube . We recorded sustains at different speeds/notes, as well as percussive tubing rips produced by collapsing and extending sections of the tube.

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THANK YOU

Thank you for buying Soundiron's Sick 5, programmed for the Native Instruments Kontakt virtual sampler platform. If you enjoy this creation, we hope you'll check out some of our other awesome virtual instrument libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you.

info@soundiron.com

Thanks!

Mike, Gregg and Chris

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