

WAVE SKIMMER



SHAPEDNOISE

WaveSkimmer - User Guide



Thank you for purchasing WaveSkimmer
we hope you enjoy it!

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II. End User License Agreement

BY DOWNLOADING AND INSTALLING WAVESKIMMER YOU AGREE TO THE FOLLOWING:

The WaveSkimmer library is licensed, not sold to you. This license is personal and non-transferrable.

YOU MAY:

Use WaveSkimmer in your own compositions (including library music) and/or commercial work for clients/media, without any restrictions or additional fees.

install WaveSkimmer on multiple machines, as long as you are the person who is using the library and you are not sharing your license with others.

YOU MAY NOT:

Make copies of this library, as a whole or in part, with the intent to re-distribute, sell or give them away - this includes making available any of the content on a network, e.g. through internet file sharing services;

Re-use or re-package any of the WaveSkimmer content in another virtual instrument or sample library.

Installing the WaveSkimmer library implies that you agree to the above terms and conditions.

III. Specifications and Requirements

Library format and contents:

audio recording format:	mono and stereo*, 48 kHz / 24-bit
size of recorded sample pool:	ca. 242 MB
file format of samples:	166 samples in .ncw / lossless compression format
file format of instruments:	.nki (built with KONTAKT** v. 5.6.6)

(*) KONTAKT is a trademark of Native Instruments GmbH. In this manual, screenshots showing the KONTAKT interface are included for illustration purposes only – they do not imply any form of affiliation with, or endorsement by the Native Instruments company.

Requirements:

WaveSkimmer is a “third party” library for KONTAKT and requires the retail (a.k.a. “full”) version of KONTAKT 5.6 or higher. The patches will load in - but are not fully compatible with - the free KONTAKT PLAYER, as they will only load in “DEMO” mode and then time out after 15 minutes.

You will need an extraction utility to unpack the .rar archives – see the installation guide included with the download.

This library is intended for use with MIDI controller keyboards - ideally with 61+ keys.

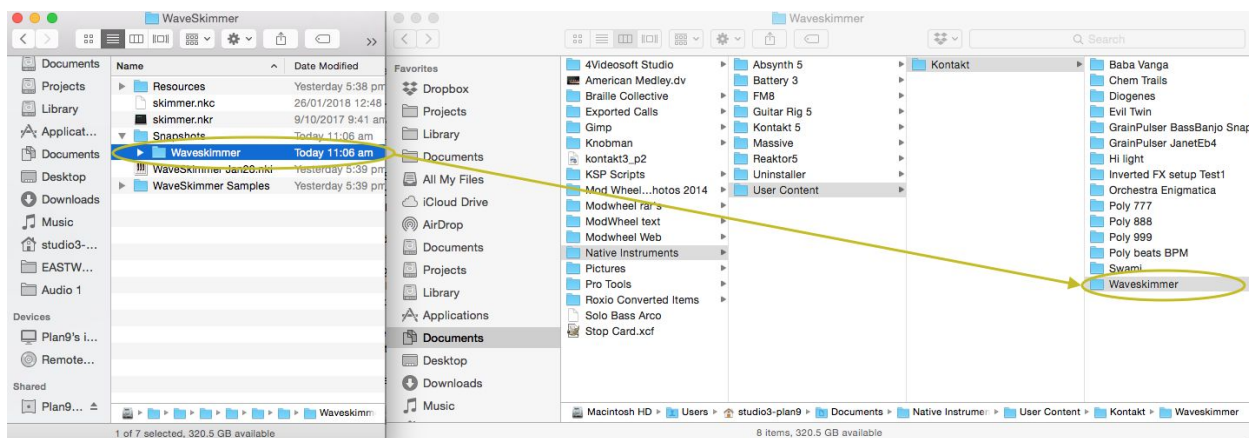
IV. Installation Instructions

Installation. The WaveSkimmer.rar file needs to be decompressed and there are many utilities available on the internet which will do this on both the Mac and PC platform. Recommended ones are unrarx for Mac and winrar for PC both of which you can download for free.

Step 1. Download and decompress the .rar file (MW_WaveSkimmer.rar)

Step 2. Having decompressed the files, move the WaveSkimmer folder to where you want it in your system. You can put the WaveSkimmer folder wherever you'd like on your hard drive but please do not change the folder structure, so that Kontakt can maintain the correct file path.

Step 3. On opening the WaveSkimmer folder you will notice a folder named “Snapshots”. Within this folder is another folder labeled WaveSkimmer. This folder needs to be moved to a specific place on your hard drive in order for Kontakt to locate the snapshots. The file path for mac and windows is C:\Users\<your username>\Documents\Native Instruments\User Content\Kontakt.



It is possible that a folder called “User Content” will not exist inside the Native Instruments folder so you will need to create one. The same goes for the “Kontakt” folder.

A short video detailing the installation and use of the snapshots can be found [here](#).

Once you have loaded the Kontakt WaveSkimmer patch, you will have access to over 150 snapshots that will be available via 5 sub folders, (plus a default snapshot). The sub folders are Starting Points, Journeys, Pads, Percussion and Sweeps and Risers.

Now when you load the WaveSkimmer patch, by clicking on the small camera icon you will then be able to access a drop down menu of all the snapshots that go with the instrument. The small “i” beside the camera will take you back to the main patch window (for assigning midi channels etc)



Being a third party Library (NOT "powered by Kontakt") WaveSkimmer cannot be imported using the "add library" tab. Instruments are accessed via the file or database menu tab within the Kontakt browser.

V. Getting Started

A brief overview

WaveSkimmer came about as a result of a collaboration between us here at MODWHEEL and Kirke Godfrey of ShapedNoise. Kirke had contributed a number of patches to our Timphonia instrument. One in particular utilized the concept that has gone on to become WaveSkimmer.

The concept in its most basic form, was to lay up samples (with bright dynamic beginnings and more harmonically smooth decays) and make their start point somewhere towards the end of the sample. The start point was then assigned to the mod wheel and as the mod wheel is ridden up, it brings the start point closer to the beginning of the sample, making for a more intense sound.

An arpeggiator was then added and set on “All” basically making it a pulse machine.

For WaveSkimmer we recorded a library of sounds that have as much dynamic and tonal change within their length as possible, including vocals, percussion, synths, metal sounds and stringed instruments. WaveSkimmer is a pulse machine that allows for big changes in sound and dynamics using the mod wheel. The fact that these changes derive from the original samples gives the instrument a very organic and unique sound.

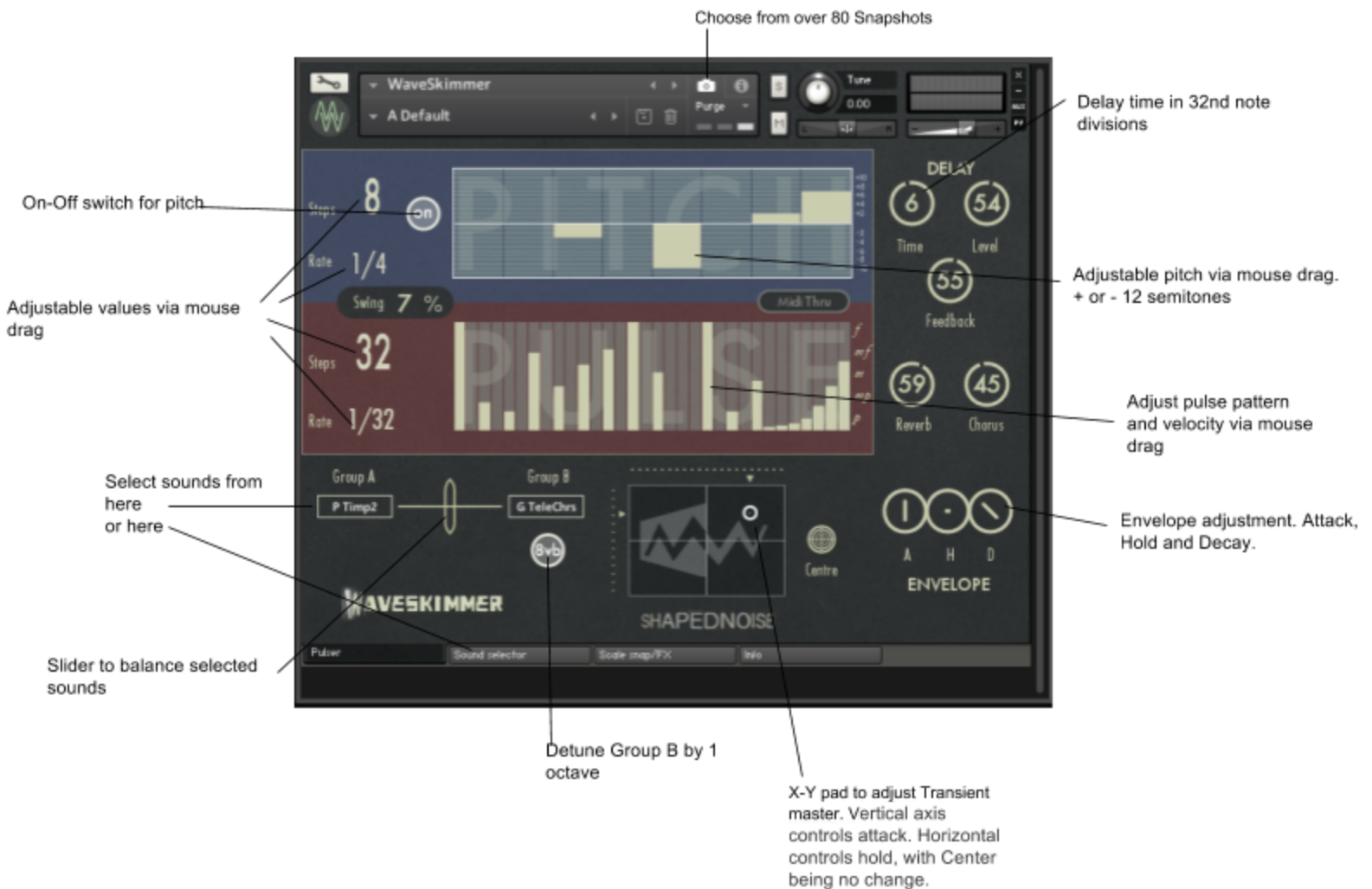
This was just the start of what has turned into WaveSkimmer.

Features

- An adjustable pulse and velocity grid that can go from 1 to 32 steps and from 64th notes to 1 bar duration, with an adjustable swing applied to both grids.
- An adjustable pitch grid that covers a 2 octave range, which can also be set from 64th notes to one bar duration.
- The pulse and pitch grid rates, and number of steps can be set independently of eachother (grab and drag via the mouse).
- The instrument can load 2 seperate sounds, via an A and B group assignment. The B group can be lowered by an octave.
- The mod wheel is assigned to a sample start mod so that as a pattern is being played by the pulse/velocity grid the start point of the sample at each step will vary depending upon the position of the mod wheel. This allows the performer to scroll through the sample thus changing the intensity and tonal qualities of the sound in a most agreeable and dynamic way.
- An X-Y pad connected to a Transient Master allows easy reshaping of the samples.
- Group A and B have different distortions assignable. Group A distortion is somewhat more warm and rounded while Group B is more aggressive so you can choose your styles.
- The pitch pattern can be constrained to a large variety of scale modes,
- All sounds can be mixed and matched easily via the front panel pull down menu or the dedicated 'sound selector' tab.
- Delays are tempo locked and adjustable in 32nd note divisions.
- The instrument also features a tempo locked tremolo, with a warm and wide chorus, and independent distortion chains for each of the two sample groups. The distortion on Sample group A is warm and subtle whereas Sample group B is more aggressive.
- WaveSkimmer will tempo lock to your host DAW.

Instrument Layout

Front Panel



Sound Selector Panel



Click on sound to load

Code for sound selection

Sound Selector Tab. Any two sounds
can be loaded.
Note: You can't load the same sound in
both sides.

Scale Snap/FX Panel



Scale snap is a very simple function, you set which notes are allowed by turning virtual keys on or off. When the function is active and the instrument generates a note which is not allowed, it is being changed to the nearest allowed note.

When there are two nearest notes (higher and lower in the same range), the higher note is picked.

Changing the root key simply slides the pattern. For example when you change root key from C to D, it is being changed by +2 semitones.

Accordingly the note pattern is being moved two positions to the right.

"Search" does not change the pattern in any way and it has no impact on "tuning", it only selects a scale and root key that match the set pattern, so it's purely informative function.

Note that a pattern can (and likely will) have more than one match.

For example, a match for all white keys allowed / all black keys disallowed is "Ionian (Major) C", as well as "Aeolian (Minor) A" (and several others). Press "search" button repeatedly to browse through all scale/key combinations that match current pattern.

Some Blurb from Kirke, with hopefully useful tips:

“As mentioned earlier, the Idea for **WaveSkimmer** came about while i was creating some variations for the [Timphonia](#) library.

The decay of Timpani drums have a really lovely rich tone that works really well when sampled and used as a keyboard sound, but the attack portion of the sound is pretty ‘Noisy’ and harsh so i wanted a way to control when that part of the sample was heard, and when the sound was just the more rounded and smooth tail of the sound. Obviously there are a number of ways to go about it, but i wanted a way to control and react emotionally to a film scores scene directly rather than pre program in various patterns of tonal shifts.

Previously i would perhaps try opening a filter on a synthesiser when building intensity up to a scene cut or ‘hit point’ in a film score, or maybe a chorus in a purely musical production. Since Sample based instruments, while being harmonically more complex and interesting are generally a lot less dynamically flexible, i'd end up using a lot of synthetics. Also Im personally pretty partial to using arpeggiators and step generators to give movement and dynamics to held chords in my musical work, so some way of combining these two levels of control to sample based sounds seemed to be a good plan! “

Kirke Godfrey / ShapedNoise



WaveSkimmer enables this by using a more ‘granular’ approach to sample playback.

A simple explanation of the internal architecture is that each voice contains widely ranging harmonic content with musically useful control provided by the simple movement of the **mod wheel**. Any held notes are pulsed according to a pattern that can be pre-arranged with the added control of having a polyphonic arpeggiator control the notes as well. The combinations of rates and lengths of the two tables gives endless variety of musically useful patterns. Think modern minimalist composers playing with [phasing patterns](#).

Each of the voices in **WaveSkimmer** has a variety of timbral and dynamic intensity across the range of the **mod-wheel**, and this is really the most musically useful aspect of **WaveSkimmer**, so please explore how the **mod-wheel** affects each new voice as you load them and experiment with combining movement of the **mod-wheel** CC1 with movement of the **Balance** control CC8

REMEMBER:

*THE WHOLE POINT OF WAVESKIMMER IS THAT YOU USE THE **MOD-WHEEL** TO ADD TIMBRAL MOVEMENT AND LIFE TO YOUR PARTS, SO EVEN VERY SIMPLE PATTERNS CAN BE VERY EXPRESSIVE!*

WaveSkimmer is by design a very dynamic instrument, with the **Pulse** table scaled by the played velocity. This means that a note played at full velocity <127> in conjunction with a **Pulse** table bar set to full scale will trigger a note played at full volume, but a note played at half volume <64> in conjunction with a **Pulse** table bar set to

full scale will only play a note at half volume, so to obtain the maximum dynamic range set all your input notes to <127> this will also mean your outputting full scale notes at full volume.

Some of the sound sources have a lot more weight than others, so we have provided a control to **Balance** the 2 voices and a limiter in the chain after the **Master Vol** control on the FX tab to help keep the volumes under control.

If you like the tonality of a sound you are using but need a bit more output level then push the **Master Vol** up a bit, and conversely, if the instrument is perhaps a little less dynamically responsive to your pulse settings then back the **Master Vol** off a bit and if need be, compensate by pushing the level up in your DAW

Also you might find that quite often you only need a single step in the Pulse window if you are just looking for a basic $\frac{1}{4}$ - $\frac{1}{8}$ pulse, or perhaps a simple octave arp type of setting, so feel free to lower the step count parameter to make life simple. That said, using more steps and providing variation can really breath a lot of extra life into your patterns.

Judicious balancing of these will give you maximum control to your patches

Swing:

The **Swing** function also has a few quirks that make it well worth experimenting with both Positive and Negative Swing values and contrasting step speeds and counts on the **Pitch** and **Pulse** tables.

We have provided a set of starting point snapshots along with our more playful ones so please explore them and see if they spark your musical imagination, and then we strongly encourage you to save your own snapshots, and if your so disposed please share them with us!

Automation and CC's

Most of the Parameters of Wave skimmer are addressable by Midi CC's and also Host automation.

We have endeavoured to match the Standard Midi assignment values where possible, but obviously this can only apply to a limited degree. Feel free to re-assign your own values. Below is a list of the pre assigned values.

Note: There is a lot of 'under the hood' processing of the samples so that no two notes will have the same tonality including the use of a filter that has been optimised for each wavetable voice, but we have provided a CC controller for it (Notch Centre) to give you the option of changing it.

Parameter	Midi CC	Host	Parameter	Midi CC	Host
Modwheel	1		Delay Time	76	16
Balance	8	0	Delay Regen	77	17
Master Level	11	28	Delay Level	78	18
Pitch Steps	20	8	Revb Level	91	20
Pitch Rate	21	9	Trem Depth	92	21
Pulse Steps	22	10	Chrs Depth	93	19
Pulse Rate	23	11	Trem Rate	94	23
Swing	24	12	Dist Drive	95	24
Octave	25	4	Dist A	96	25
Pitch On/Off	19	13	Dist B	97	26
Notch Center	71	27	Trem On/Off	98	22
Attack	73	1			
Decay	72	3			
Hold	75	2			
Trans Centre	28	5			
Trans Attack	26	6			
TranHold	27	7			

Automation and CC's



IV. Acknowledgements

WaveSkimmer is released by MODWHEEL in association with ShapedNoise.

MODWHEEL once again owes a huge debt of gratitude to Kirke Godfrey (ShapedNoise) for his enormous contribution to WaveSkimmer, his concept, fine technical assistance and his thorough beta testing.

We would also like to acknowledge Marcin Gruszczyński ([SZCZ](#)) for his help with the heavy scripting, his patience and ability to seemingly be available any time night or day!

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Final Comment:

I'd like to thank the incredibly kind ModWheel guys for helping me realise this hopefully really fun and musically useful device.

Cheers Kirke Godfrey

www.shapednoise.com