CINEMATRIX

Trailer Scoring Companion for KONTAKT (v5.7.1+)

Developed by Rigid Audio
www.rigid-audio.com

Quick Guide / User Manual

Contents

1. Introduction

Thank you for purchasing Cinematrix!

Cinematrix delivers truly unique and inspiring sounds right out of the box.

It is a state-of-the-art cinematic loop module for KONTAKT containing 350 different pre-made kits that can be played in tandem across four categories. These categories are Bass, Melody, Ambience and Groove.

2. Installation / Setup

To install Cinematrix on your computer, extract the downloaded release archive *RA_CINEMATRIX.zip* that you have received via e-mail to any location you want.

The content of the archive should look like this:

📁 Data	15.11.2018 11:14	Dateiordner
📁 Samples	15.11.2018 11:14	Dateiordner
📁 Snapshots	15.11.2018 11:45	Dateiordner
📄 Dont forget!.txt	03.11.2018 15:43	Textdokument
📄 IMPORTANT - PLEASE READ.txt	15.11.2018 11:41	Textdokument
📄 RA Cinematrix EULA.txt	03.11.2018 15:42	Textdokument
📄 RA Cinematrix Preset Kit List.pdf	14.11.2018 09:22	Adobe Acrobat D...
📄 RA Cinematrix Read Me.txt	03.11.2018 15:42	Textdokument
📄 RA Cinematrix.nki	15.11.2018 11:37	Kontakt nki File
📄 RA_CINEMATRIX.nkc	15.11.2018 11:37	NKC-Datei
📄 RA_CINEMATRIX.nkr	15.11.2018 11:37	NKR-Datei
📄 Rigid Audio Berlin - Sounds, Samples...	02.02.2016 16:28	Internetverknüpfu...
🖼 Snapshot-Installation-Step-1.jpg	15.11.2018 11:43	JPG-Datei
🖼 Snapshot-Installation-Step-2.jpg	15.11.2018 11:45	JPG-Datei
📄 Wichtig - Bitte lesen.txt	03.11.2018 15:43	Textdokument

Now open up KONTAKT 5.7.1 (or higher) and locate the folder that you've copied / extracted the *RA_CINEMATRIX.zip* contents to.
In KONTAKT, use the Files tab to navigate to that location:

Load the *RA Cinematrix.nki* instrument.

Once that is done, click one the wrench icon in the upper header section (directly above the Rigid Audio logo). You are now in the instrument edit mode.

Click on the „Instrument Options" button directly underneath the wrench icon:
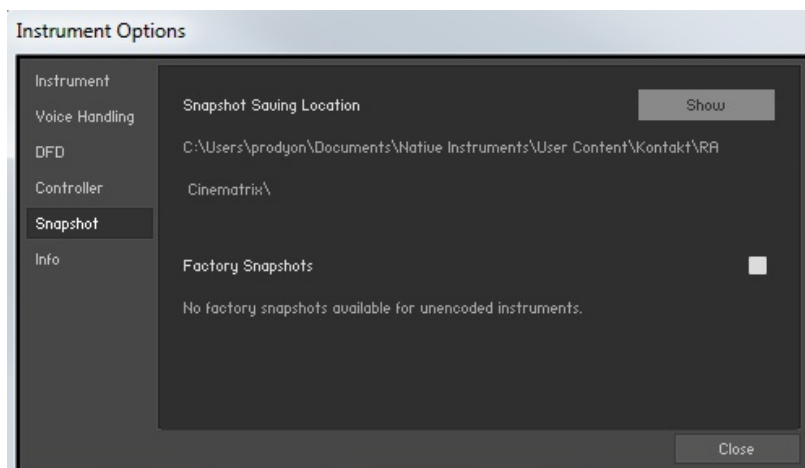
From here you can access the Snapshot Saving Location.

Click on the „Show" button to the right.
A message appears, asking you to create a snapshots path for Cinematrix:
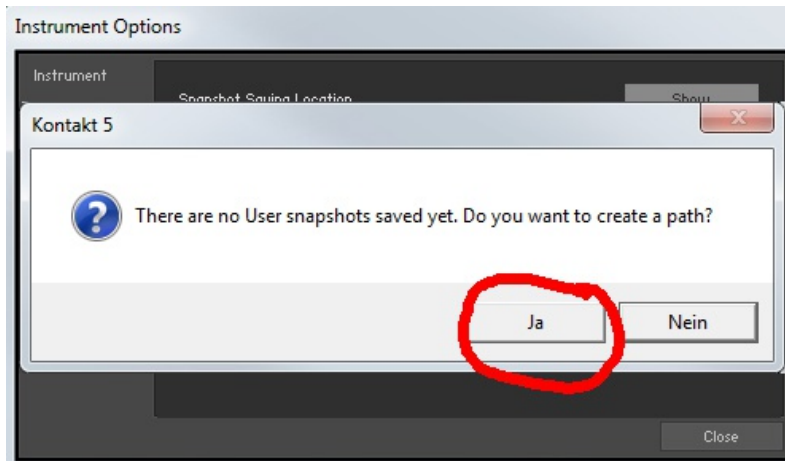
Click on *Yes*.

A window with the snapshots location for Cinematrix appears.
Copy all the files inside the *Snapshots\RA Cinematrix* folder (from the release archive) into this folder.

Now close the instrument in Kontakt and reload it.
You should now be able to browse all the preset kits:
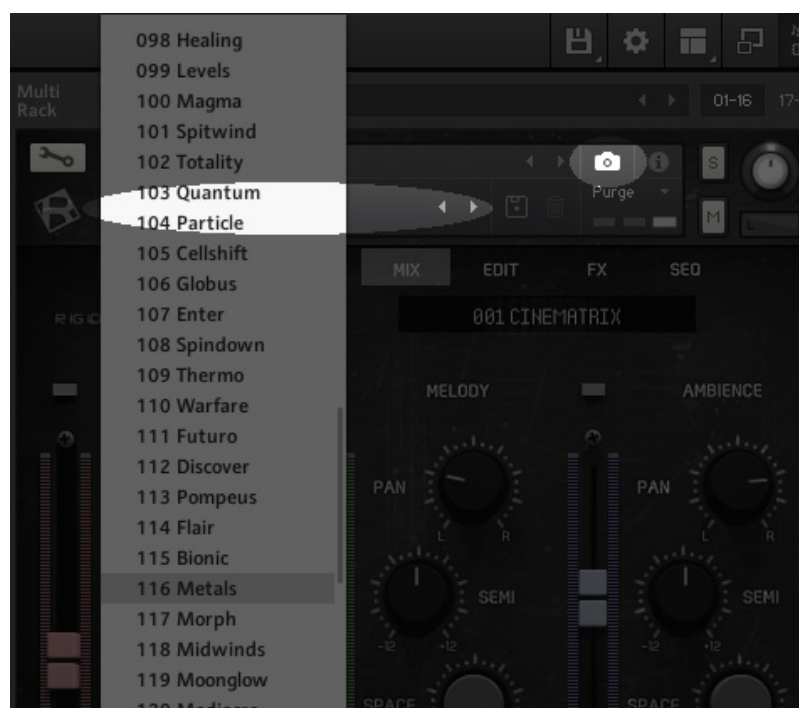
3. The Mix Page

When you load up Cinematrix you will be presented with the Mix Page.
The settings and options here are identical for each of the four parts.
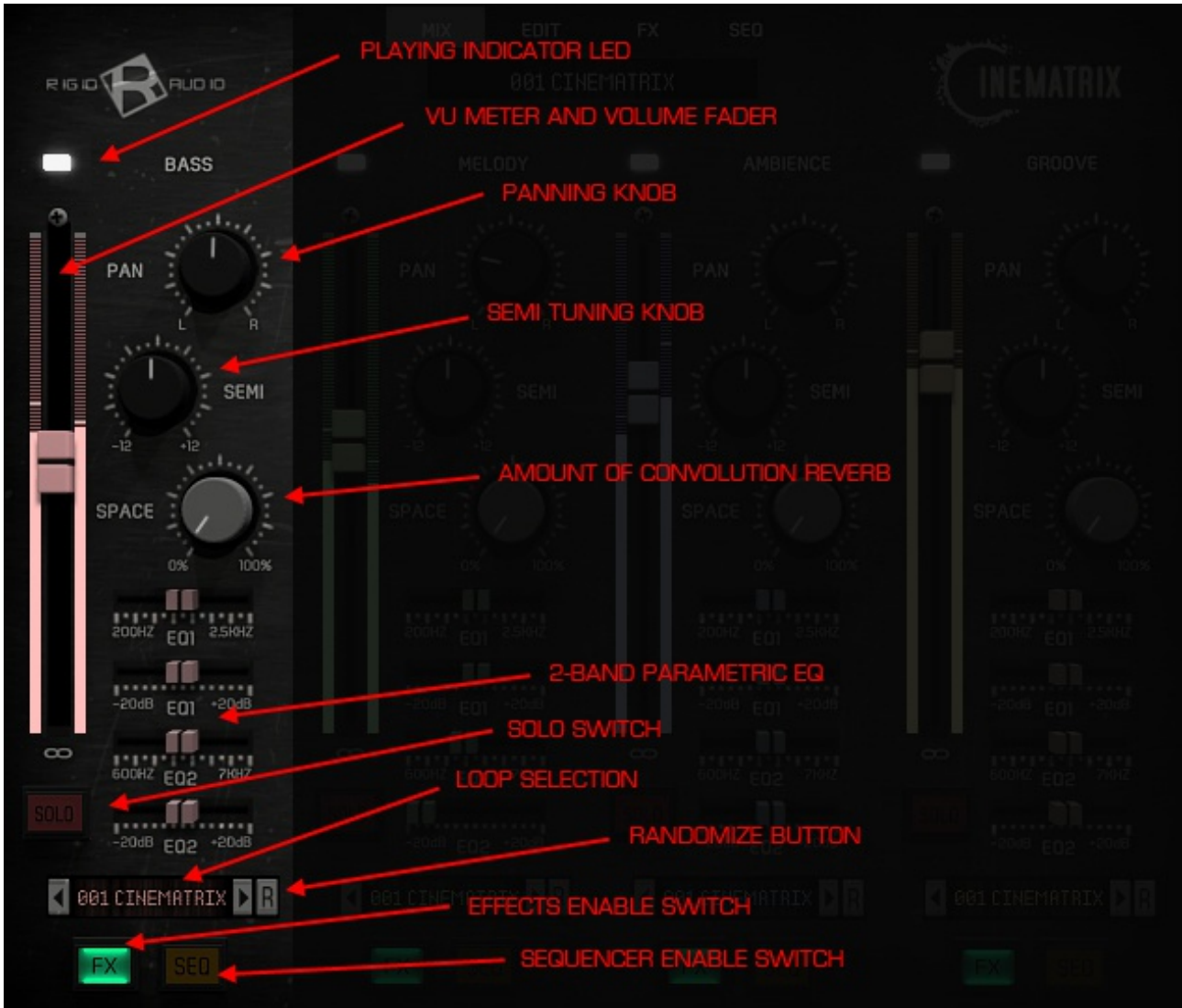
4. The Edit Page
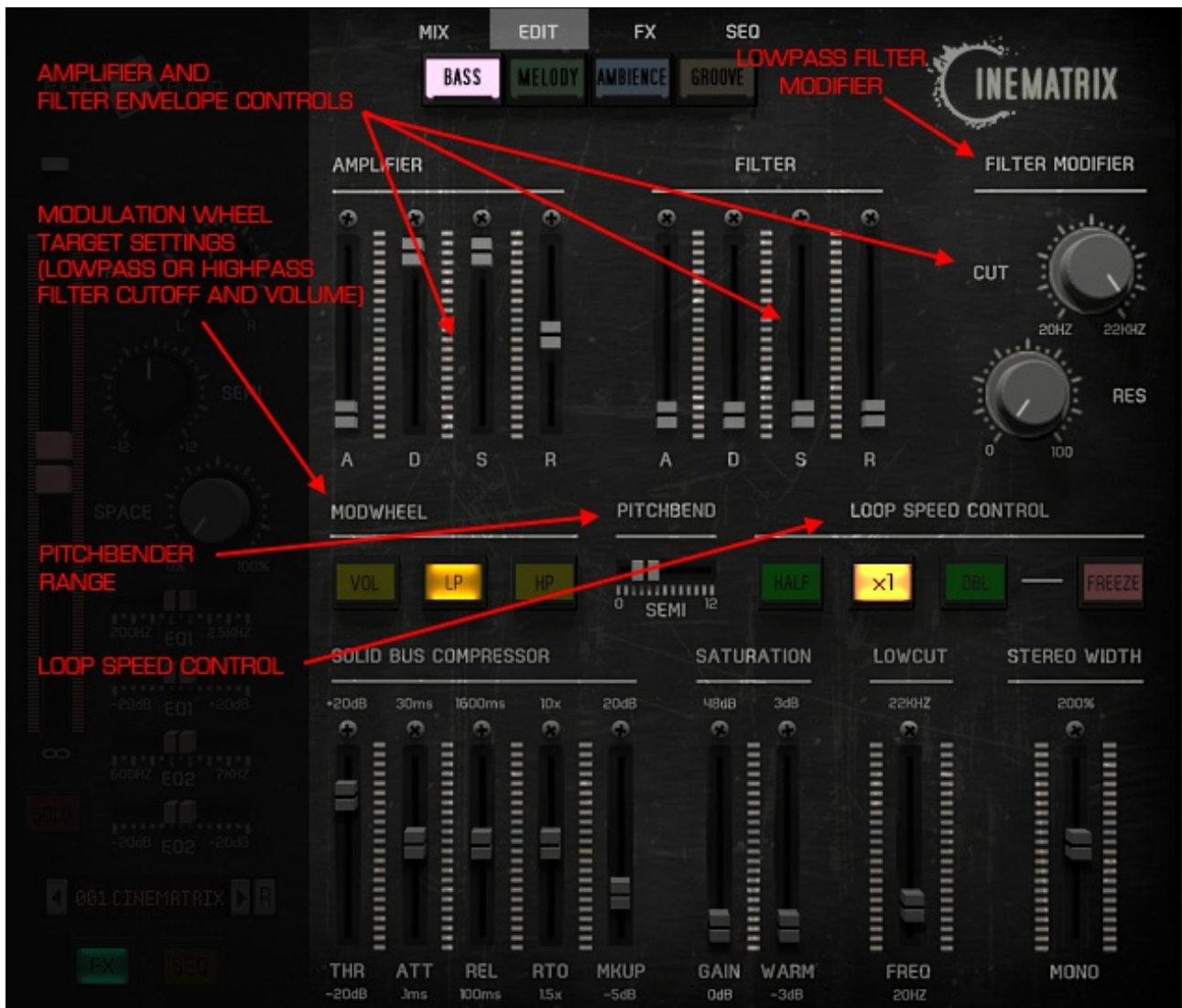
5. The Effects Page

6. The Sequencer Page

SAMPLE OFFSET ("SO") TABLE

LOOP OFFSET (+1 to +32) ("LO") TABLE

SEQUENCER SETTINGS

SEQUENCER PRESETS USER PRESETS TABLE FUNCTIONS

SAMPLE- AND LOOP OFFSET PATTERN RECORDING

7. Sequencer controls explained

Sample Offset (SO) Table
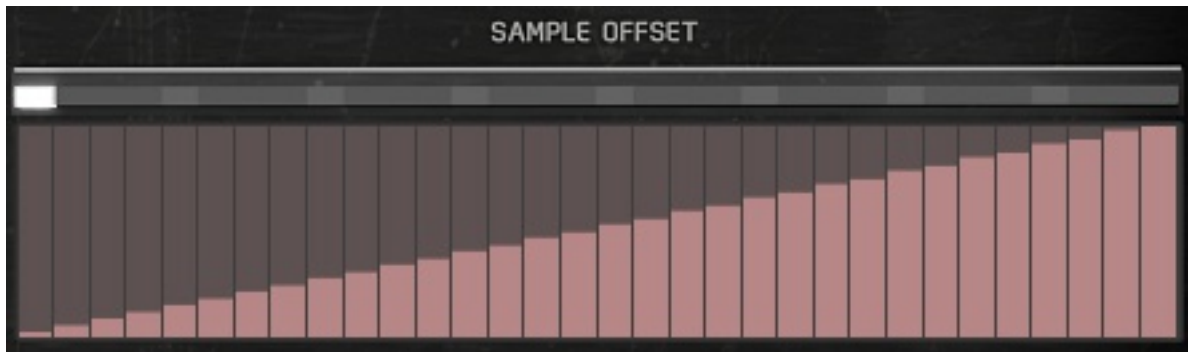
From here you can modulate the sample offset within a range of 32 slices or steps. Drawing a straight line (right mouse button) from the bottom left to the upper right corner would result in the loop being played as it is.

That can act as a good starting point to give a loop slight variations here and there or to e.g. repeat sections.

Loop Offset (LO) Table
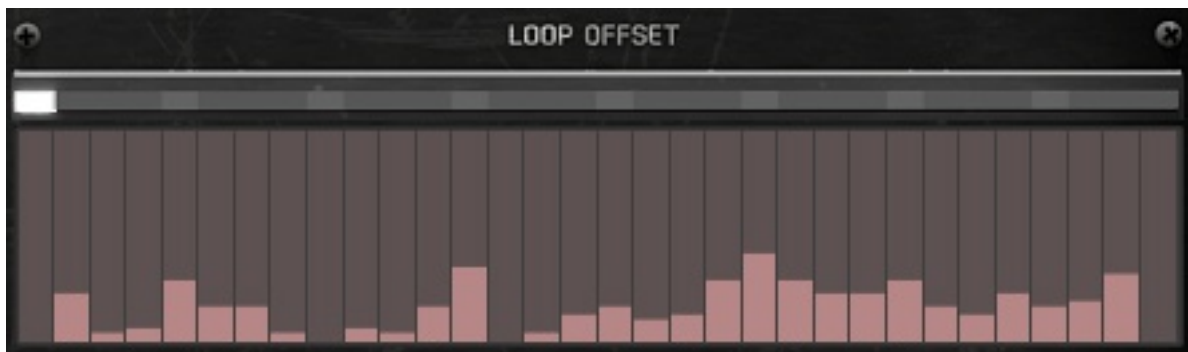
Using this table you can modulate which loop should play at what step.
It works by loading up 32 consecutive loops, starting from the currently loaded (selected) loop.

Example:

You have choosen loop number 172. A value in the loop table of zero would mean that loop 172 would play. A value of e.g. 10 would result in loop 182 being played.

Sequencer Preset Selector

From here you can select pre-programmed sequencer presets or re-call your own custom presets (*USER A – USER H*).

These custom presets are stored to disk automatically as soon as you draw in table data in the sample or loop offset sequencers. They are also recalled instrument-wide, so if you open up another instance of Cinematrix you will get identical results.

Besides the presets, there are also some functions for processing table data. These are:

SO:INVERT – Inverts the steps in the sample offset table.
SO:REVERSE – Reverses the steps in the sample offset table.
SO:SHIFT LEFT – Shifts the steps in the sample offset table one step to the left.
SO:SHIFT RIGHT – Shifts the steps in the sample offset table one step to the right.

LO:INVERT – Inverts the steps in the loop offset table.
LO:REVERSE – Reverses the steps in the loop offset table.
LO:SHIFT LEFT – Shifts the steps in the loop offset table one step to the left.
LO:SHIFT RIGHT – Shifts the steps in the loop offset table one step to the right.

SO: FILL 16 – Takes the first 16 steps from the sample offset table and copies it to the steps 16-31.
SO: FILL 8 – Takes the first 8 steps from the sample offset table and copies it to the steps 8-15, 16-23 and 24-32.

LO: FILL 16 – Takes the first 16 steps from the loop offset table and copies it to the steps 16-31.
LO: FILL 8 – Takes the first 8 steps from the loop offset table and copies it to the steps 8-15, 16-23 and 24-32.

Sequencer Pattern Recording

Using the *SO* (Sample Offset) and *LO* (Loop Offset) switches, you can record your own table pattern data via your MIDI keyboard.

This is how it works:

1) Choose the part that you want to use for pattern recording (e.g. **GROOVE**).
2) Make sure that the Sequencer is turned on (*SEQ* switch is lit).
3) Choose a user preset to record the steps into *(USER A – USER H).*
4) Click on either the *SO* or *LO* button to turn on the recording for that mode.
5) Press some notes in the **GROOVE** section/keyboard-range (yellow) on your MIDI keyboard:

The data should appear in either the sample or loop-offset table step by step.

6) Once you're happy with the recording, simply turn of either the *SO* or *LO* pattern recording switch. Your pattern is saved to the previously selected user preset *(USER A – USER H).*

Note: The pattern data that you want to record has to be recorded in the section that you want to use. So for example, if you want to record data into the melody sequencer, you'll need to use the melody section/keyrange for recording.

Sequencer Slice and Gate Mode

When you activate the SLICE mode, you can play the current part's loop in slices via its keyrange.

Note that you can only play the first 24 slices (1/32th slices).
The sequencer has to be turned off for this mode to work.

When enabling the GATE mode, steps in the sample offset sequencer that are zero won't trigger the slice playback.

8. Randomization

Cinematrix features a lot of randomization possibilites that you can use to spice up existing kits or loops, to alter effects randomly or to generate fresh ideas for sequencer patterns.

Loop / Kit Randomization

Use the „R" button of any part to trigger the randomization for it.

Depending on what key you press on your computer-keyboard at the same time, the results will vary:

No key: Randomly selects a loop.
ALT/OPTION: Randomly selects a loop for all four parts at once.
SHIFT: Randomly alters the EDIT page and FX page settings for the selected part.
ALT/OPTION+SHIFT: Randomly selects a loop for all four parts at once and randomly alters the EDIT page and FX page settings for all four parts as well.

Note: There is a special case when using the „R" button from the BASS section together with the SHIFT key. This one also alters sequencer page settings randomly. If you press ALT/OPTION at the same time also, it will randomly alter the sequencer page settings for all four parts as well.

9. The Keyboard

In this section we will explain how to play Cinematrix and to what MIDI notes it reacts and what they do.

Open up the virtual keyboard in KONTAKT by pressing F3.

Switches to sequencer pattern *USER A* (for the currently selected part).

Switches to sequencer pattern *USER B* (for the currently selected part).

Switches to sequencer pattern *USER C* (for the currently selected part).

Switches to sequencer pattern *USER D* (for the currently selected part).

Switches to sequencer pattern *USER E* (for the currently selected part).
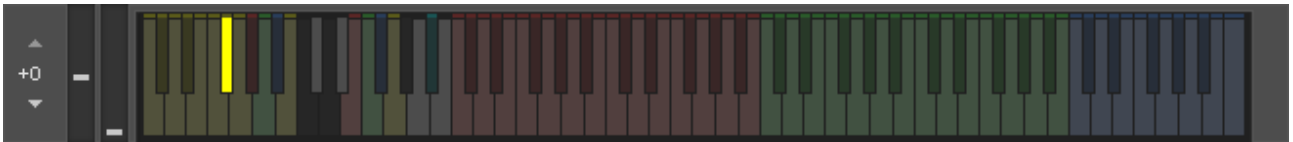

Switches to sequencer pattern *USER F* (for the currently selected part).

Switches to sequencer pattern *USER G* (for the currently selected part).

Switches to sequencer pattern *USER H* (for the currently selected part).

To select the part that you would like to do a pattern switch for, use the following keys:

Selects the BASS part for sequencer pattern switching.

Selects the MELODY part for sequencer pattern switching.

Selects the AMBIENCE part for sequencer pattern switching.

Selects the GROOVE part for sequencer pattern switching.

Always choose a part first, then do the pattern switching.

Repeats/holds the currently playing BASS sequencer pattern slice.

Repeats/holds the currently playing MELODY sequencer pattern slice.
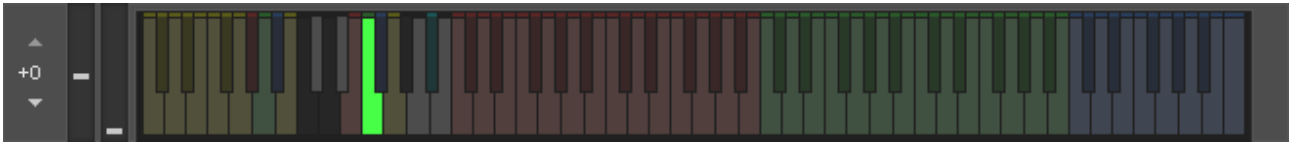

Repeats/holds the currently playing AMBIENCE sequencer pattern slice.

Repeats/holds the currently playing GROOVE sequencer pattern slice.

Live volume / „trancegate" for the BASS section.

Live volume / „trancegate" for the MELODY section.

Live volume / „trancegate" for the AMBIENCE section.

Live volume / „trancegate" for the GROOVE section.

Note that the gate effect will be turned off once the corresponding part/section will be triggered via a new MIDI note.

Kit preview. This will simply play all parts at once (Note: C).
Note that this won't take the sequencer into account.