perception

CINEMATIC SOUNDSCAPE MACHINE
FOR KONTAKT 6.4.2

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USER MANUAL

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INTRODUCTION

PERCEPTION is a set of 128 cinematic soundscapes.

It comes with three sample playback engines that feature 64 source waveforms each.

With the three XY pads, you can control various parameters like volume, filters and effects.

Each XY pad features pre-recorded motions, which are unique to every preset in PERCEPTION.

On top of that you can record your own pad motions easily.

INSTALLATION

There is no special installation required.

Simply extract the contents of the downloaded archive (RA_PERCEPTION.zip) to any location on your computer.

To load up PERCEPTION in KONTAKT, head over to the KONTAKT file browser and load „RA_PERCEPTION.nki":
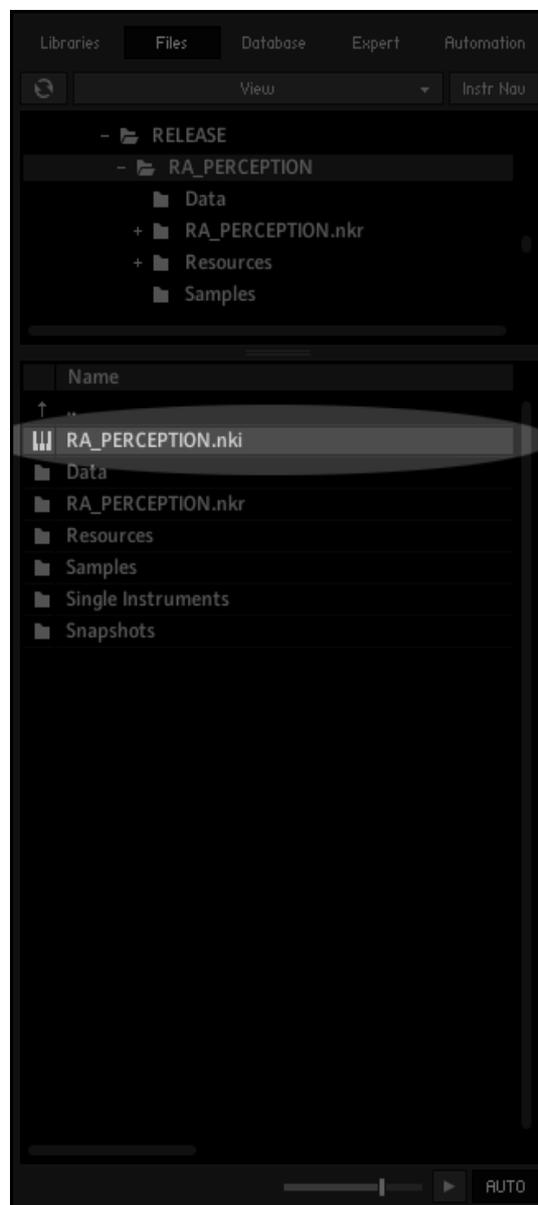
OVERVIEW

When you launch PERCEPTION, you will be presented with the „main" screen, where you can adjust parameters and effects for all the presets.

The < perception > - label at the top shows the currently active preset.

Use the left and right arrows to cycle between presets. As an alternative, you can click on „library" at the top to open up the browser and choose a different preset from there.

PERCEPTION generates its soundscapes by playing back chosen sounds from three layers simultaneously.

From left to right:

Layer 1, Layer 2 and Layer 3.

The controls above these layers do control the playback of motion for each one of the three XY pads:
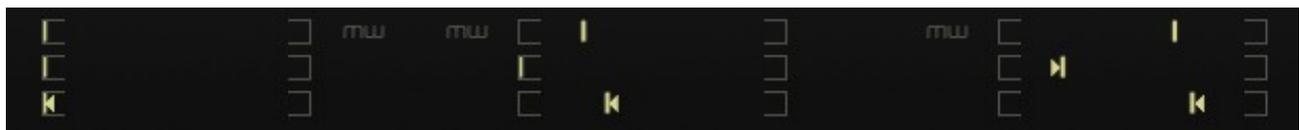
These are sliders, that you can move manually via dragging.

The top slider shows the current position within a recording and always cycles back and forth from left to right, depending on the start and end sliders underneath it.

If you don't want any movement going on, simply drag both the start and end sliders all the way to the left.

Click on the **mw** buttons to enable external modulation wheel control.

XY PADS
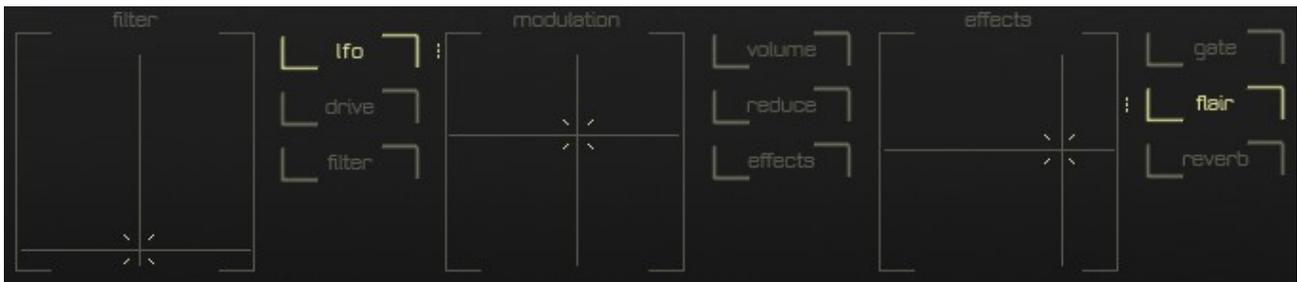
These areas with moving crosshairs do shape the overall sound in PERCEPTION.

They control a lowpass (1st) **filter** with resonance, various (2nd) **modulation** targets like drive and volume as well as the included onboard (3rd) **effects** like reverb.

Click anywhere on these pads to adjust parameters.

The (1st) **filter** pad affects the global lowpass filter for all layers. The X axis controls the resonance and the Y axis the filter cutoff frequency.

The (2nd) **modulation** pad does affect multiple parameters, depending on what effect target buttons are enabled:

[lfo] - controls the frequency (Y) and intensity (X) of a low frequency oscillator for the second wavetable sound layer. This LFO does adjust waveform position and shifting effects. If this button is turned off, that positioning and shifting can be done maunally using the pad itself.

[drive] - controls internal drive (saturation).

[filter] - let's you control the **filter** XY pad to the left with

the **modulation** pad. That means, that every movement you have or do in the **modulation** XY pad will be reflected by the **filter** XY pad.

[volume] - controls the volume of the first and the third sound layer.

Note: Most of the presets do also feature a fourth (hidden) sound layer. When this button is disabled, the volume of the first and third layer will be 100% all the time. (The hidden layer is not affected).

[reduce] - controls the sample rate reduction for the second wavetable sound source layer, also often called „lo-fi" or „degrade".

[effects] - let's you control the **effects** XY pad to the right with the **modulation** pad. That means, that every movement you have or do in the **modulation** XY pad will be reflected by the **effects** XY pad.

[gate] - controls a „trancegate" (volume stutter) effect. This effect is time-synced. The X axis controls the intensity and the Y axis the speed/rate.

[flair] - controls the so called „flair" effect, which is a combination of a musically-tuned delays with very short delay times and a high feedback.
The X axis controls the flair amount while the Y axis alters the delay-cycling rate.

Note: This effect can be quite heavy on CPU!

[reverb] - controls the global reverb send for all layers.

The X axis controls the reverb stereo width and the Y axis the overall reverb send amount. The knobs underneath do reflect this and can also be used to set these values manually if the **[reverb]** button is disabled:

MOTION RECORDING
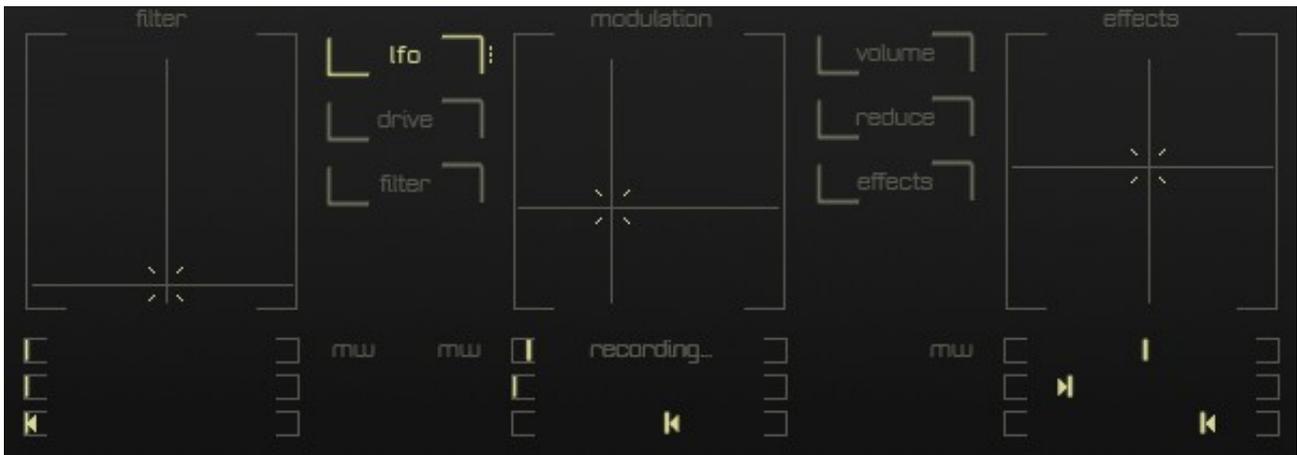
In PERCEPTION, each XY pad has its own motion buffer for recording and playback (per preset!).

When you are not recording, the XY pads will play back their motion recordings continously (if anything has been recorded for a particular preset).

To record a motion:

Click and hold anywhere on the XY pad and move your mouse around. A little „recording..." message will appear within the motion position slider.

Note that the recording will always start immediately as soon as you click anywhere in the XY pad.

When you release the mouse button, the recording will stop and the ending position slider will be updated automatically to get a perfect looping phrase. You can record anywhere in each XY pad's buffer by adjusting the start and end sliders.

If you <u>don't</u> want any recording (or playback) going on for any of the XY pads, simply drag the start and end sliders all the way to the left:

This way, the pad won't allow recording since the start and end sliders are equal to zero. This setting allows you to move the XY pad around manually without any recording going on.

Note: Wherever available, you can click on the mw buttons, to allow external control via your modulation wheel (CC #1).
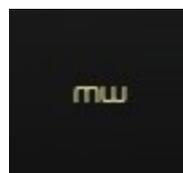
SOURCE SOUND LAYERS
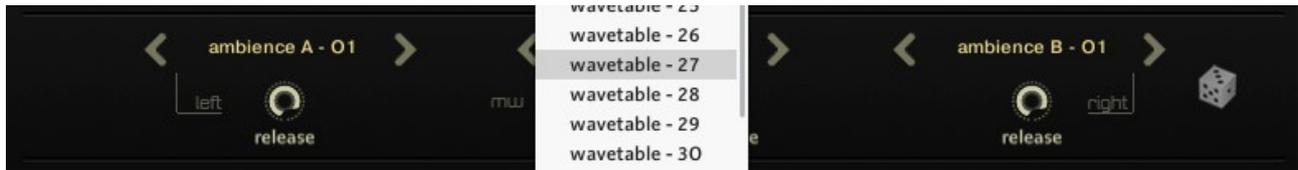
PERCEPTION comes with three source sound layers (as well as a hidden fourth one). To choose sounds, simply click on the < soundname > label to open up a menu.

As an alternative, you can use the left and right arrows to cycle through the source sounds one by one.

The first and the third layer does come with a „left" switch (and a „right" switch respectively). When either one of these is engaged, the source sound will be panned hard left / right.

Use the **release** knobs to control the amount of volume envelope release for each layer. The **attack** knob does control the attack portion of the volume envelope.

Note that the **attack** knob does alter all three layers at once.

The dice button will randomize the sounds for all layers with each press.

GLOBAL CONTROLS

In the top center, you'll find the preset and library controls. From here you can switch PERCEPTION presets using the left and right arrows.

As an alternative, you can click on the „library" tab to open up the library browser for more convenient preset browsing.
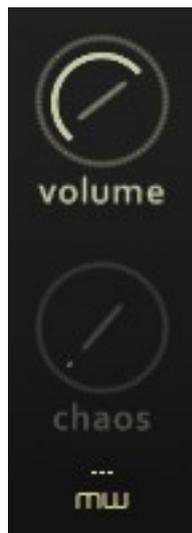
In the left area of the screen you can control the overall output volume and the amount of „chaos" to be added to the sound.

In the bottom section you will the global effect controls for „flair", „flanger" and „phaser".

To the right there is a „smooth xy" switch.
Enabling this will increase the XY pad's mouse range/area.

This is especially useful if you want to record subtle movements as then, the movement won't be too choppy.

LIBRARY

From here you can choose a factory preset.

To navigate, use either the slider at the bottom or the left and right arrow buttons at the top.

Note: All changes made to a preset are permanent for the current PERCEPTION instance/instrument.

AUTOMATION & MIDI CC LIST

PERCEPTION can be controlled (automated) by MIDI CC (continous controllers) or host (DAW) automation.

You can right-click and MIDI-learn knobs and parameters on screen.

Please go into Kontakt's „Automation" tab/section for more details on this.

TROUBLESHOOTING

In case you're having any issues, please refer to the troubleshooting PDF that you have received within your download or which is available in the release archive:

RA_Kontakt_Troubleshooting_EN.pdf

Thank you – have fun with PERCEPTION!

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