

# HURDY GURDY

European Musical Heritage

SONOKINETIC

# Hurdy Gurdy

**Automated Violin**

**©2011**

“500 years of European musical heritage”



**Built For Kontakt Player 5.7.1+ and compatible with Complete Kontrol and NKS**



## Hurdy Gurdy

Step into our time machine and explore musical heritage like never before. For over 500 years this instrument has been an essential musical ingredient in music styles across Europe, Eurasia and large parts of the Middle East. Forming a base of harmony and rhythm and a solid musical environment for melody instruments to perform in, spreading its sound from the early medieval inns, taverns in the Golden Age to the festive Hobbit scenes of the Lord Of The Rings movies. This versatile and distinctive sound instantly triggers the imagination and lingers on to colour the musical picture the composer tries to paint.

The sound is unique and has never been sampled like this before. The automated violin sound, with its constant drone and pivoting melody string lines, is an essential tool for the composer that needs access to a large pallet of instruments and music styles. Hurdy Gurdy is the Cinnamon of the musical instruments family. It doesn't fit as a generic ingredient but apply it well and in the correct 'dish' it'll create something you'll never forget.

We've been working on a concept for this instrument for a while and we've been told over and over again that it couldn't be converted to the keyboard in a sensible way, because of the unique way the Hurdy Gurdy creates drones, rhythms and legato melody all at once. But we persisted and feel like we prevailed.

It's been a struggle to search for realism, user comfort, efficiency and playability. But the "Sonokinetic-Hurdy-Gurdy-formula®" we came up with is quite intuitive. It pushes the limits of samplers but still works within the safe boundaries of those dedicated sampling platforms.

When you play the Hurdy Gurdy you're creating 5 types of sounds. 1) Drone sounds containing two strings, 2) a trumpeter string sound to create the high buzzing rhythm sound. (which only appears when you apply pressure on the spinning wheel causing the trumpeter string to slip and buzz) 3) two melody strings sounds, 4) melodies by pressing the knobs and sliding wooden rods on the melody strings to bend them to the correct pitch and lastly 5) mechanical sounds like pushing knobs, swinging the wheel and damping the strings when you stop spinning. All those sounds have been sampled and built into this keyboard orientated Hurdy Gurdy. You'll get full control over all sounds to adjust your instrument to whatever sound you're looking for. By default we chose a realistic and authentic representation of "La Fleur", the Hurdy Gurdy that's been subject to the sampling process.

Last but not least Hurdy Gurdies usually only come in one or two tunings. But Sonokinetic wouldn't be an inventive and ambitious company if we'd settle for that. So "La Fleur" had to go through some painful adjustments to stretch the Hurdy Gurdy legacy to a new standard. So with this library we present an instrument that has not been sampled like this ever before:

Available in all keys, true legato sampling, 100% capturing of all sounds from this instrument, with all playing techniques transformed into a keyboard orientated composer. And the best of it, we've also provided settings for real Hurdy Gurdy musicians to play this instrument like the real instrument with left hand melody playing options.

Sonokinetic invests in a state of the art user interface with highly effective and sophisticated 'under the hood' programming and sample management policy. With over 1400 samples under your fingertips with a nice look and a beautiful sound we present:

"Hurdy Gurdy" multi samples and fully automated virtual instrument

We wish you the best inspiration and creativity.

With warm regards,  
The Sonokinetic Hurdy Gurdy Production Team

**THIS LIBRARY DOES NOT NEED AN INSTALLER.  
BROWSE TO THE KONTAKT FILEBROWSER TO LOAD YOUR PATCH!**

## Content

Core samples: 1 instrument patch with the Sonokinetic-Hurdy-Gurdy-formula® script.

- Single instrument for Kontakt 4.2.3 and higher with configuration panels.
- Realistic simulation of wood effects – melody keys and handle.
- Convolution reverb applied to the instrument to represent original acoustic spaces.
- Sonokinetic IR options to allow dynamic assignment and configuration of the convolution effects.
- Customizable key mapping to suit your preference. Normal or flipped style.
- Hurdy Gurdy Reference manual (pdf).
- Artwork : “Hurdy Gurdy” dvd cover. Designed by Pavel Fuksa
- Programming : “Hurdy Gurdy” Kontakt script and instruments by Blake Robinson

**Format:** All files in 48 kHz, 24bit mono aif format.

Total size 1,04 GB total amount of samples: 1416 samples



## PLAYING THE INSTRUMENT

The Hurdy Gurdy instrument is made of several different parts to simulate the experience of playing the instrument as closely as possible.

### DRONE

The lower end of the keyboard (by default) contains an octave of keys marked as red in Kontakt. Pressing and holding keys in this octave will play the Hurdy Gurdy's drone strings.



While playing the drone, you can use your keyboard's *After touch* to control the trompette string's rhythmic buzzing sound that is a trademark of the instrument. The harder you press aftertouch, the louder the buzz becomes. You can also control this manually by mapping CC 110 on your keyboard.

### MELODY

The higher end of the keyboard contains allows you to play the melody strings on the instrument. **You must be playing in the drone octave before the melody notes will make a sound.**



## THEful CONFIGURATION PANEL

All of the configuration options for Sonokinetic's Hurdy Gurdy are located on the key box of the visual representation of the instrument.



### FLIP

You can toggle the keyboard mapping by clicking the flip icon. By default, the drone is played on the lower octaves while the melody is played on the higher. By clicking 'FLIP' you can switch this to the drone on the higher and the melody on the lower.

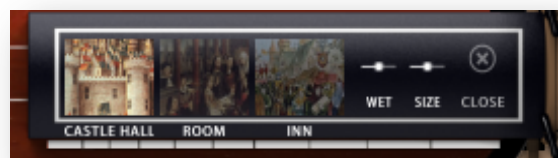


### ALWAYS TRANS.

We recorded transitions between the root note and the melody string. By default the transition is only played when you move from the root note to the melody note. By turning this option on, the script will always play the transition back to root and then to the new melody note.

### IR

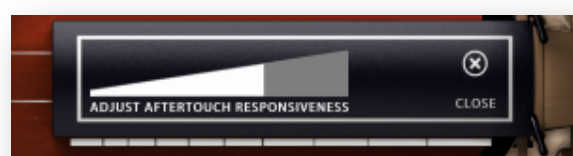
You can enable and select the active IR using this panel. When you click IR, you're presented with three IR spaces on the left, a slider to control wetness and room size, and a button to return to the main menu.



To disable IR completely, simply click the active IR. All three IRs will now be inactive and the effect will be bypassed.

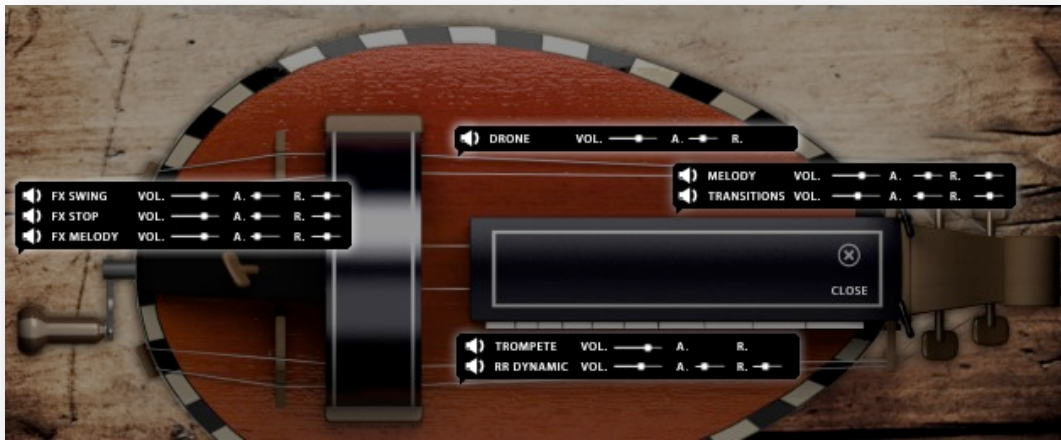
### AFTERTOUCH RESPONSE

You can configure how hard you have to press aftertouch on your keys using this panel. Simply drag up and down to make it less and more responsive.



## VOLUMES

You can completely customize the volumes (and attack/release) of the various aspects of the instrument by clicking the VOL button to access the volumes panel.



Simply drag the sliders up and down to affect volume, attack and release. You can reset to default by holding CMD (or control on PC) and clicking the slider.





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