DA CAPO

MULTI SAMPLED SYMPHONIC ORCHESTRA

SONOKINETIC

Da Capo 2.0

Multi Sampled Symphonic Orchestra

"This orchestra is alive"

TABLE OF CONTENTS

DA CAPO 2.0

Da Capo was our first multisampled orchestral product, and its raw and very realistic sound instantly found a home in many templates and hearts.

Now, after 8 years, we decided to revisit the bones of this library - you won's see it on the outside, but the script has been hugely adapted, and we cleaned up a lot in the core of the nki's as well. Sonokinetic has grown so much in this period, and we felt the beauty of Da Capo needed to be brought out more.

We listened to user comments and delivered - we expanded the range for the high notes, made the instrument a lot more efficient and did some tweaks to the interfacing that will help cut down on clicks needed to get stuff done.

Existing users should experience a huge difference in sound and playability, and new users will be able to buy a great sounding basic orchestra without breaking the bank.

We proudly present to you:

"Da Capo 2.0 – Multi Sampled Symphonic Orchestra"

We wish you the best inspiration and creativity.

With warm regards,
The Sonokinetic Da Capo Production Team

CONTENT

- 10 instruments, Da Capo Symphonic Orchestral Samples for full version of Kontakt 5.8.1 (and up)

    - Da Capo All sections: covers all orchestra sections and subsections with all articulations available in Da Capo.

    - Da Capo Brass: dedicated to the brass sections and subsections with all articulations available in Da Capo, with keyswitches for midi recordable articulation switching.

    - Da Capo Percussion: dedicated to all Percussion subsections

    - Da Capo Strings: dedicated to the orchestra Strings sections and subsections with all articulations available in Da Capo, with keyswitches for midi recordable articulation switching.

    - Da Capo Woodwinds: dedicated to the woodwinds sections and subsections with all articulations available in Da Capo, with keyswitches for midi recordable articulation switching.

- One sample pool divided into two formats. 16bit or 24bit

    - Total compressed NCW sample pool size:
      7,9GB – 32.0000+ samples of which
      16Bit sample pool: 2,4GB 16.000+ samples
      24Bit sample pool: 5,4GB 16.000+ samples

- Recorded legato transitions for most sustained articulation

- Original & authentic pitch preserved in A=442 & A=440 tuning. Switchable on the interface. Ideal for mixing live recording in industry standard 442 with sample productions.

- 4 microphones positions: CLOSE: (section level), DECCA: (conductors perspective), WIDE: ground level Hall acoustics, FAR: Balcony Upper section Hall perspective.

- Da Capo Acoustics control mixer: Activation and global level adjustment options per microphone group.

- Da Capo section controller: Section and subsection level and PAN controllers

- Convolution reverb control & 1 custom recorded impulse response: 44.1kHz 16 bit wave format. Zlin Cinematic Orchestral Hall. Recording home for Sonokinetic's orchestral libraries

- Real-time sample content purging and loading for efficient RAM usage.

- End Users License Agreement

- Da Capo Reference documentation (PDF)

- Artwork : "Da Capo" DVD cover. Designed by Pavel Fuksa

- Format: All files in 44.1 kHz , 24 Bit or 16 Bit NCW (Wave) format.

- Programmed for Komplete Kontrol, Kontakt 5.8.1 and higher and the free Kontakt Player

NKS NATIVE KONTROL STANDARD™

MADE FOR **KONTAKT** P L A Y E R

ORCHESTRA CONFIGURATION

- 52 Strings: 12-12-10-10-8
- 8 Woodwinds: 3-0-3-2
- 8 Brass: 4-0-3-1 (no trumpets)
- 1 Percussion

QUICK START GUIDE

When you first load the main patch…

Da Capo 2.0 All Sections.nki you'll find that all sections are already loaded up, with Decca mic selected and the reverb deactivated. Click on 'DA CAPO' in the top right of the screen to reset the instrument.

Click on the circular strings graphic shown here to go to the strings selection screen:

Next choose the cello section by clicking on the circular graphic.

Now choose the legato articulation by clicking the 'LEG' button - if you **cmd click** the articulation button you will load that articulation for all four sections.
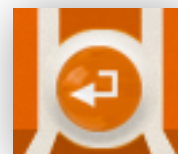
The 'SUS' button will also light up as Da Capo loads the sustain samples for this articulation.

You can choose different microphone positions or activate / deactivate the reverb by clicking the buttons. Try it out.

To go back to the main screen press the central arrow button.

DA CAPO INTERFACE

The main UI for Da Capo consists of several controls. In the 'All Sections Patch', All of the four sections (strings, brass, woodwinds and percussion) can be accessed simultaneously from one interface, along with microphone positions, panning, volume levels and reverb.

NAVIGATING THE INTERFACE

Each of the four orchestral sections has its own page which can be accessed from the interface by clicking the relevant graphic inside the circular button. Lit graphics show the activated sections. Clicking the mute button at the bottom of the circular button can deactivate these.

Clicking the DA CAPO legend at the top right of the interface will perform a full reset of Da Capo, clearing all instrument settings to default.

Alternatively, the settings for each individual section can be cleared by clicking the top right name in each screen, eg STRINGS, BRASS etc.
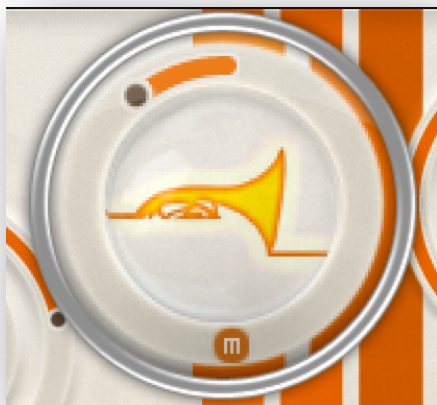
PANNING AND VOLUME

Every orchestral section and instrument section in Da Capo has a circular selection button. Each button has a pan control around the circumference of the button and a volume control above it. For each control, click and hold whilst moving the mouse to adjust the level.

Pan Control   *Volume Control*

GLOBAL TUNING

Da Capo offers two standard pitch settings.

A frequency of 440Hz and a frequency of 442Hz. While most of digital Sampling libraries offering you the US standard 440Hz, almost all professional Symphonic orchestras and cinema orchestras tune to A=442Hz. If mixing Da Capo with live orchestra this option will save you time re-pitching each patch. By default all patches are set to 440Hz.

ARTICULATIONS

The articulation controls within Da Capo are highly flexible. Any articulation can be assigned to any instrument section. For example cellos can set to sustains whilst violins play staccato. Articulations can also be 'stacked' to add a staccato or marcato attack to a sustained or legato note. The buttons pictured here turn each articulation on or off. If you **cmd-click** one of them it will select and load that artic for all the currently visible sections (ctrl click on PC)

MICROPHONE OPTIONS

The samples for Da Capo have been recorded in the same hall as it's sister libraries Tutti and Vivace. As such it has the same options for microphone mixing. Any combination of Close, Decca, Wide and Balcony microphone can be activated by clicking the corresponding buttons. Note that activating multiple microphone sections puts additional strain on CPU usage.

The sliders beside the buttons can be dragged up and down with the mouse and this adjusts the volume level of each different microphone position.

Microphone mixing options are **global** and apply to all instrument sections. You may find that you would prefer a mixture of different microphone setups for different instrument sections. For example: strings with wide microphone position but woodwinds only with close. In this case we suggest that you load another instance of Da Capo and set up an alternative microphone configuration there.

PURGING AND DISK USAGE

To save on system resources and RAM, Da Capo loads each set of samples as they are needed. Depending on your disk speed you may need to allow a few seconds for these to load once you select a new set of samples or microphone positions.

POLYPHONY AND CPU PERFORMANCE

Da Capo has been specially scripted to get the best performance from all systems. However it is a large instrument and when you load many sections and microphone positions you will find the polyphony goes into triple digits.
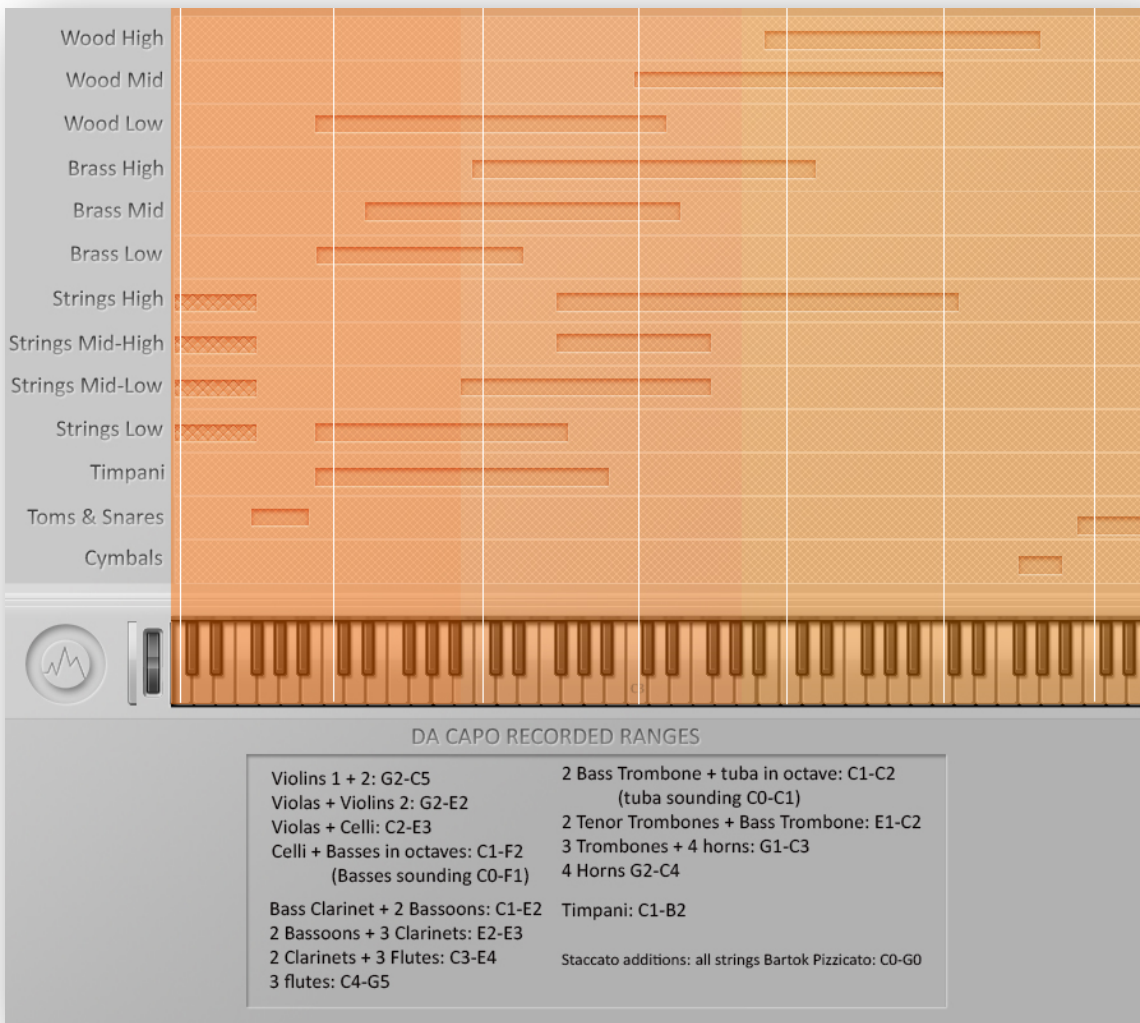
PLAYING DA CAPO

The red keys indicate the playable range of the currently selected instrument. The yellow and red keys combined indicate the playable range for the entire instance of Da Capo.

Playable range (active instrument)   Playable range (total)

The various patches of Da Capo are mapped spread across the keyboard so that they create a cohesive sound when played together. Full mapping is depicted below:

DA CAPO RECORDED RANGES

Violins 1 + 2: G2-C5
Violas + Violins 2: G2-E2
Violas + Celli: C2-E3
Celli + Basses in octaves: C1-F2
    (Basses sounding C0-F1)

Bass Clarinet + 2 Bassoons: C1-E2
2 Bassoons + 3 Clarinets: E2-E3
2 Clarinets + 3 Flutes: C3-E4
3 flutes: C4-G5

2 Bass Trombone + tuba in octave: C1-C2
    (tuba sounding C0-C1)
2 Tenor Trombones + Bass Trombone: E1-C2
3 Trombones + 4 horns: G1-C3
4 Horns G2-C4

Timpani: C1-B2

Staccato additions: all strings Bartok Pizzicato: C0-G0

ALL SECTIONS PATCH

In the 'All Sections' patch you can activate multiple instrument groups, sections and articulations simultaneously. This way the instruments of your choice are easily stackable and configurable and it allows you to create your own articulation/ensemble configurations. (If you resave them under a different name you can quickly build your own preset folder)

A limitation of this patch is that you cannot use keyswitches, due to the sheer amount of keyswitches that would be needed for any kind of control over the vast amount of possibilities of this patch. Also there is the purging that happens on almost every button in the all sections patch, to keep the RAM footprint from going through the roof. Every articulation will only be loaded into RAM when it is active and sounding, which makes for a very complicated purging system that doesn't translate to keyswitched controls, if only for the little time it takes to load a new articulation in the middle of a passage.

ENSEMBLE PATCHES (STRINGS / BRASS / WOODWINDS / PERCUSSION)

*Ensemble patch : Strings

Ensemble patches do not allow you to stack articulations, but they have a different advantage. They allow you to trigger and record articulation changes with your instrument by the blue key switches at the left bottom of your keyboard. These correspond in the same order as your articulations do. So the first blue C will set the Staccatos for your ensemble, second marc, and so on. You can record these in your DAW.

STACCATO, MARCATO & PIZZICATO

The dynamics for these articulations are controlled by key velocity or mod wheel, or a mix of both. On the main screen there is a slider that when set to the left (the 'key' icon) will set velocity control to full touch sensitivity, the MOD wheel will not influence this.

When moving the slider to the right you will get a mix of key velocity and MOD wheel controlled velocity, whilst all the way to the right the short articulations velocity will only be controlled by MOD wheel, making for easy crescendos. Feel free to play with this slider, since playability can be influenced very subtly here and suited to your taste.

This setting is global for all short articulations.

SUSTAIN & LEGATO

The MOD wheel controls the dynamics for these articulations

(MIDI CC# 1)

In the 'All Sections' patch, try combining Sustain and Staccato articulations, with the short articulations velocity slider to the right, for a harder attack sound in the sustains.

SUSTAIN PEDAL

Only the Sustain articulation reacts to the sustain pedal, the Legato articulation will cut off a note when you play the next one, and trigger a recorded legato transition, and the short articulations are all one shots, meaning they will always play the full recorded length.

BARTOK PIZZICATO

The Bartok Pizzicato samples are automatically loaded when any Strings articulation is active and can be triggered by pressing the highlighted black low keys shown below.
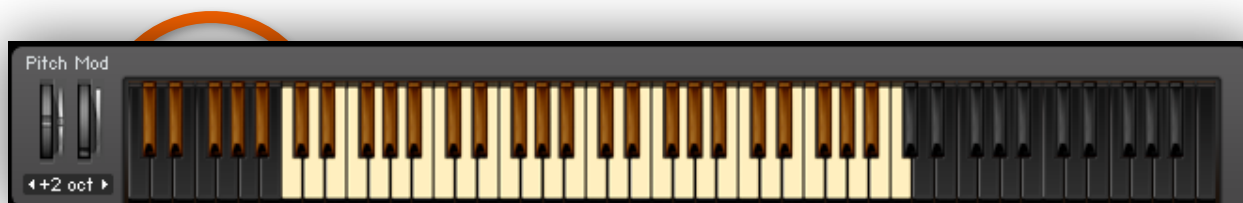
LEGATO

Legato transitions will trigger automatically as long as the second note is played before the first is released. The length of the transition is dependent on how long you hold the keys in position. All legato patches are velocity sensitive to allow a full range of expression via the modulation wheel.

Da Capo has a total of 6 different legato articulations and these can be played simultaneously to create Polyphonic section legato. The playable legato sections are violins, violas, celli, bass, high brass and mid woodwinds. Of course, you can supplement these legato sections with the sustain patches from other sections in Da Capo to create a full tutti section.

Not all sections have a legato function available. Da Capo covers the basic sections that are commonly scored for melodic orchestration.

If a subsection covers sustains without legato the legato activation button is greyed out

Legato script development by musikbits.com - Ken Black polyphonic section legato; exclusively designed and licensed for Sonokinetic Ltd Da Capo

AUTHENTIC SOUND

Sonokinetic specifically did not clean all the samples from every environment noise, to prevent 'killing' the orchestral sound. This orchestra lives and 'breathes' and it shows you the power of realism when played together. The composition comes alive and reflects a very unique and authentic character. Da Capo also matches perfectly with our libraries "Tutti" & "Vivace" – Orchestral FX and Textures. Their sonic 'fingerprints' match up seamlessly with one another.
Sonokinetic's Da Capo is an Orchestral ensemble recorded library that played in context and in combination with other instrument groups give the best realism experience.

For more information, tutorials, demos and video tours please visit:

http://www.sonokinetic.net/products/classical/dacapo/

COLOFON

A special thanks to

Ken Black

Amit Verma

Piotr Musiał

Reuben Cornell

Pavel Fuksa

Marie-Anne Fischer

Shaun Ellwood

Tomasz Maronski

Ivan Torrent

Sascha Knorr
The Capellen Orchestra
Petr Pololanik

Blake Robinson

Dirk Elhert

Da Capo Credits:

Sonokinetic BV The Netherlands - Son Thomsen & Rob Vandenberg ©2012

Sonokinetic Orchestra recorded in the Cinematic Concert Hall in Zlin, Czech Republic

A very special thanks to family and friends, our Facebook, Twitter, KVR, and Scorecast supporters

And last but not least, you… for your continuous interest in Sonokinetic

for more information, check our website:

https://www.sonokinetic.net/

join us on Facebook

https://www.facebook.com/Sonokinetic/

follow us on Twitter:

https://twitter.com/sonotweet

check out our Instagram:

https://www.instagram.com/sonokinetic/

watch our YouTube tutorial videos:

https://www.youtube.com/user/sonokinetic

access your own user area:

https://users.sonokinetic.net

…or if you have any questions about Da Capo

or any other Sonokinetic product, send us a support query at

https://support.sonokinetic.net/

all the creative best,

Sonokinetic BV

SONOKINETIC ®