TUTTI
Cinematic Orchestral FX & Textures

SONOKINETIC

Tutti

CINEMATIC ORCHESTRAL FX & TEXTURE

SONOKINETIC BV © 2015

TABLE OF CONTENTS

Tutti

We grew up with soundtracks by Jerry Goldsmith like "Alien" and Bernard Herrmann's "Psycho". Reaching to more recent composers, Michael Giacchino (Star Trek) and John Debney (Predators) are an inspiration for us as composers. It triggered a deep longing within us to create a series of tools for scoring film in a way that hasn't been produced before. "Tutti" opens a new world of rich cinematic orchestral sound and offers you a broad range of unique performances with a character that is unmatched in richness and quality. We created sections with full orchestral cues spanning over 4 to 8 bars. Each cue was recorded in a staggering 5 microphone positions and each of these positions is 100% available for editing within the user friendly Sonokinetic user interfaces.

This library includes full orchestral samples like: Long and short tension builders, sustained patterns, highly detailed textures in multiple styles and complexities, full orchestral hits and big smashes, chord bending, glissandi and crescendi. Each cue has been recorded in multiple takes and a selection of the best takes is available in this sample collection. This provides the composer with a tool that has so much variety and editing possibility that the possibilities are infinite. Thus preventing over-usage or the feel of recognition. A little tweaking in mic positions, or choosing a different take of a particular cue will result in a very different sounding musical fx or phrase.

With "Tutti" we have created another innovation: providing you access to the original "Tutti" score by implementing access within the user interface. This will give you an insight into the heart of this collection. It provides you with the extra option to select a particular sound or fx you are looking for by viewing its content, progression, dynamics, length and speed.

"Tutti" was recorded using a highly established and experienced cinematic symphonic orchestra with the best musicians, conductor, technicians and composers. We chose to include all orchestral sections, piano and celesta which resulted in the combined talents of 98 musicians for this library.

Each cue was recorded in 'tutti' formation and we believe the best way to do this was by capturing a live performance. "Tutti" was recorded in an incredible sounding hall. With a very warm, detailed and wide acoustic fingerprint this collection of sounds has its own cine-score realism. We've provided different technical options for mic positioning, stereo imaging and volume control so that each performance can be adjusted and edited to fit your specific need. This results in an interface that makes blending these sounds with your own compositions extremely easy.

Sonokinetic sticks with its unbeatable pricing module and high quality sampling. For the amount of content, this library is an absolute giveaway and hard to resist.

We're proud to release "Tutti" and spread inspiration with full orchestral fx and textural sound.

We wish you the best inspiration and creativity.

With warm regards,
The Sonokinetic Tutti Production Team

CONTENT

- 9 channels available for you to mix with. Pre-mixed 'Tutti' channel, Mic position channels and cue group channels. Mix Tutti specifically to your taste, per-cue.

- Tutti Basic, Tutti Section and Tutti Xtra patches

- Up to 5 takes recorded to give alternation and variation to your effects.

- FX at your fingertips. Configure EQ and Stereo Modelling.

- 2850+ samples - 3.77GB sample content

- Royalty and copyright free content license.

- Tutti Reference manual (pdf)

- Artwork : "Tutti" DVD cover. Designed by Pavel Fuksa

- Programming : "Tutti" Kontakt script and instruments by Blake Robinson

- Video tutorials. Hosted by Blake Robinson

- Patch auditioning. Each patch briefly reviewed

- Tutti Mixing: Levels and mic positioning

- Tutti Options: fx and imaging

- All files in 48 kHz, 24bit NCW format.

- Programmed for Kontakt and Kontakt Player 5.1.0 and above

TUTTI SECTION PATCHES

The main Tutti section UI consists of a virtual sound stage to the left, and a virtual stack of cue sheets to the right. You can change the orchestral section that the cue is showing by clicking the respective icons on the 3D stage. The cue sheets on the right will show the notation for the last cue you played. You can click this stack of papers to view the scoresheet in more detail.

Along the bottom of the UI is a bar that allows you to configure various aspects of Tutti. Clicking **OPTIONS** here will expand this bar and provide further configuration options shown below.

Tutti section patches contain the full number of options to control and shape the sound and are the most versatile sounds within Tutti.

The patches are as follows:

- **Tutti Glissandi cluster with cresc:** Full orchestral dynamic buildups for climactic scenes and scene transitions. Large variety in dynamic ranges, sections, fx and phrases. Cluster chords and melodic complex improvisation dressing added to the overall dynamic buildup.

- **Tutti Cluster textures with release:** Patterns and random musical chord / melody clusters. In a large variety of complexity and spheres. Sustained for 4 bars (80 to 120 BPM) with releases.

- **Tutti Long glissandi with cresc:** Full orchestral dynamic buildups for climactic scenes and scene transitions. Large variety in dynamic ranges, sections, fx and phrases.

- **Tutti Long textures random bending:** crescendo and diminuendo full orchestral dynamic phrases. ½ step and ¼ step chord/tone random section bending.

- **Tutti Random downward glissandi:** Full orchestral dynamic downward glissandi. Large variety in dynamic ranges, sections, fx and phrases. Short cues. 2 to 4 bar phrases.

- **Tutti Tension builders A:** Short cues with a variety of basic and complex full orchestral dynamic buildups. Primarily for epic coda composing.

- **Tutti Tension builders B:** cue extension for Tutti Tension builders A. Primarily for epic coda composing.

- **Tutti Hits with Stops:** Short cues with a variety of basic and complex full orchestral dynamic buildups. Primarily for epic coda composing.

PLAYING TUTTI

The basic method of playing Tutti is to play within the blue key range. This triggers cues. Some cues have more than one 'take'. Normally these takes cycle through in a round-robin fashion. You may choose individual takes using the red keyswitches. Favourite cues can be assigned to the upper keyboard and are indicated by green keys.

choose TAKE   trigger CUE   favourite CUE
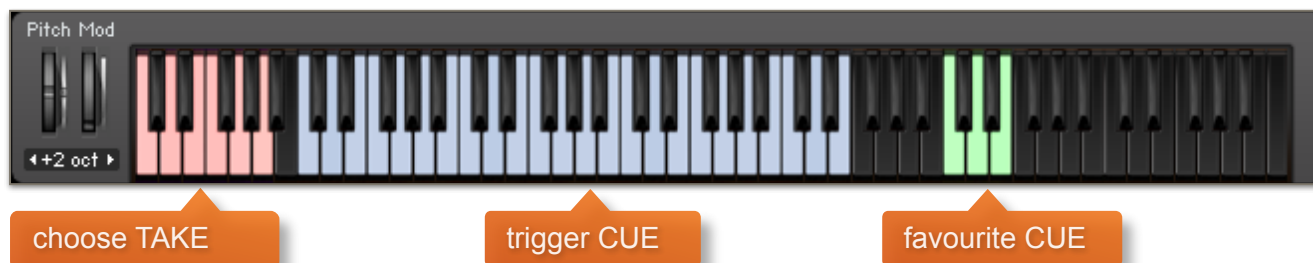
THE TUTTI MIXER

The **LEVELS** section of the configuration bar allows you to enable and disable individual channels on a cue-by-cue basis. Different cues have different sections available, so it's worth investigating them. To select a cue, simply press its key to play it. The UI will update to reflect the last played cue.

Clicking the labels above the sliders toggles the microphone channel on and off. Note that we have prevented you from toggling some channels simultaneously to prevent phasing. For example, you cannot activate the 'Tutti' channel alongside Strings/Woodwinds.

If you would like to manage the mixing levels on a global level you can click the **GLOBAL** button. Note that by default this option is greyed out and mixing is per-cue. When active, all mixer sliders appear and the settings you input will affect all cues played.


You can copy-paste mixer settings using the provided **COPY/PASTE** buttons. You can also reset to the default Tutti mix using the **RESET** button.

MARK CURRENT CUE AS FAVOURITE

MARK CURRENT CUE AS A FAVOURITE ☒	This option allows you to mark the last-played cue (the one currently shown in the score sheet UI) as a favourite cue.

Favourite cues appear at the end of an 88 keyboard and are shown in the Kontakt keyboard in green. You can think of favourites as shortcuts to your most-commonly used cues. Favourites are remembered when you save an NKI or save your project in your sequencer.

favourite CUE
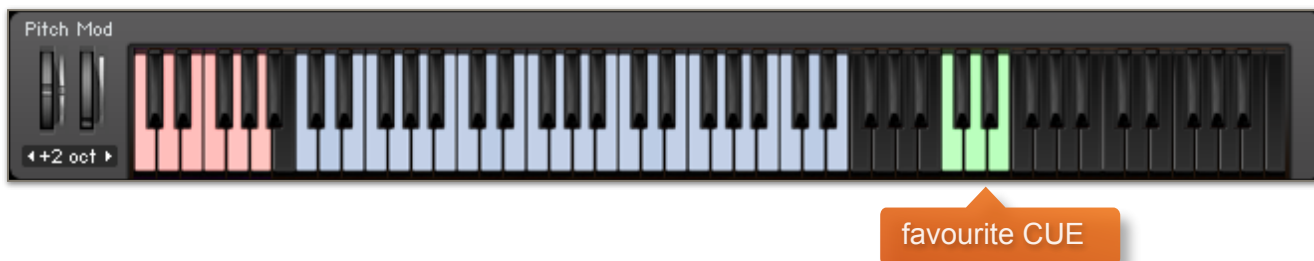
TUNING

TUNE —ı— Within the interface there is a tuning option for subtle changes to the tuning of the cue. Drag to change. Cmd / ctrl click to reset.
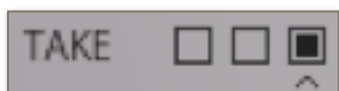
TAKES

TAKE ▣ ▣ ▣ ▣ ▣ Almost all the cues recorded for Tutti include multiple takes. Some of these takes have slightly different dynamics or timing while others serve perfectly for round-robin hits.

You can configure which takes Tutti should play in two ways within the UI. The first is to toggle the **TAKE BOXES** on the configuration bar. Here are some examples to give you an idea:

TAKE ▣ ▣ ▣ ▣ 4 takes are available - rotate through each of the 4 takes as you play the cue (round robin style)

TAKE ☐ ☐ ▣ 3 takes are available – only ever play the third take

TAKE ▣ ☐ ▣ ▣ 4 takes are available – only play the first, then third, then forth (configurable round robin).

You can also configure the takes using the keyswitches provided (see the red keys in Kontakt). For example, a cue that has 4 takes will have 5 keyswitches available:

Playing the first keyswitch, **C**, will toggle **all** cues to be active. Playing **D** will toggle only the first cue**, E** only the second, etc.
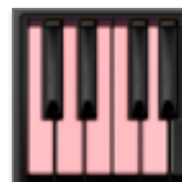
OPTIONS

The **OPTIONS** section of the configuration bar allows you to configure various global options in Tutti.


The **EQ** section, shown here, allows you to tweak the levels of the low, mid and high frequency levels. Simply click and drag. Cmd / ctrl click to reset.

The **MONO-STEREO** option allows you to set the stereo width from completely mono to extended-wide stereo. You can hold shift to drag them more accurately and holding cmd /control while clicking them should reset them.

MAPPING MODE
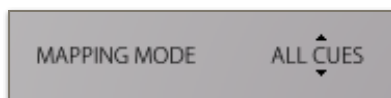
By default **MAPPING MODE** this is set to ALL CUES. Changing the **MAPPING MODE** to FAVOURITES allows you to map the instrument keyboard exclusively to your favourites. You can click and drag up/down to change this option.

TUTTI BASIC PATCHES

There are a number of Tutti patches which do not have section mixing options or alternate takes. The interface for these patches is a little different and shown above.

These patches simply have **EQ** and **MONO-STEREO** controls which operate in the same way as the main Tutti patches. Play using the blue keys in the normal way. Use the red keyswiches at the bottom of the keyboard to switch between alternate sample sets.

The patches are as follows:

- **Tutti Big Smash:** full orchestral heavy hits and booms - for epic accentuations and endings.

- **Tutti Cluster textures sustains with release:** patterns and random musical chord/melody clusters. In a large variety of complexity and spheres. Sustained as long as the key is pressed.

- **Tutti FX Reverse:** Transitions and tension building full orchestral phrases. Reversed in edit for a swoosh/swooping feel.

- **Tutti Long textures:** long extended textures with varying complexity and sections that combine patterns and musical fx in a single long performance.

TUTTI XTRA PATCHES

We have included 5 'xtra' patches with Tutti, filled with sounds from a number of different instruments. These include harps, percussion and church organ. Like the Tutti Basic patches, the options are limited to **EQ** and **MONO-STEREO**.

The patches are as follows:

- **Arpeggio FX:** 70 various chord and melodic large orchestral harp improvisation.
- **Arpeggio Picked:** Full range large orchestral harp multi sampled picked single note samples.
- **Arpeggio Runs:** Large orchestral harp whole scale and diminished scale runs.
- **Percussion FX:** various orchestral percussion hits. Grand cassa, Tamtam, cymbals and anvil samples.
- **Toccata FX:** epic pipe organ random full register sound effect. Suspense and dramatic compositions.

for more information, check our website:

www.sonokinetic.net

join us on facebook

http://www.facebook.com/sonokinetic

follow us on twitter:

http://twitter.com/sonotweet

…or if you have any questions about Tutti

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

http://support.sonokinetic.net

all the creative best,

Sonokinetic BV

SONOKINETIC ®