



EMP MARK II

Electro Mechanical Piano

SONOKINETIC

EMP

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©2011

“11+1 under the finger”



Build For Kontakt Player 5.7.1+ and compatible with Complete Kontrol and NKS



EMP ®

The electro mechanical piano has been sampled over and over, so why do it again? One reason is because each one has its own specific sound, and this one, the Mark 2, has been overlooked by many other companies, while it has a distinctive sound that especially comes to life in soulful ballads, but also holds its own in more upbeat music styles. Another reason is that, for all the work that's has been put into recreating this kind of instrument, playing the real thing always tickles us in a way that the sampled counterpart just doesn't. So what is the big differentiator? We think much lies in the imperfection of a real instrument...and that's what we tried to capture in this sampled EMP. We added the Plus One layer of a pounded note that chokes the tines, only triggered when you pound your keys in a way that asks for a soft reproach of your instrument telling you to ease up, or inviting you to duel to the end. We also eased up on tuning of the samples, since the natural vibrato you get from slightly detuned tines is part of the game when you're touring with a heavy electro mechanical instrument that gets bumped around quite a bit. And of course we sampled the noises the instrument makes when you strike the keys and when the hammers fall back. Those sounds rarely make it to the recording, but they add a lot to the feeling when playing the instrument.

Our mission statement on this one was to recreate the playing experience of a real, vintage instrument in a way that hasn't been done before, and we think we succeeded!

Again Sonokinetic sticks with its unbeatable pricing module and high quality sampling. This is an absolutely give away and hard to resist library.

We're proud to release "EMP" and hope it to be the prologue of many more Multisampled Sonokinetic Instruments to come!

We wish you the best inspiration and creativity.

With warm regards,

The EMP Production Team

Main view

We kept the main screen of EMP as simple as possible, mimicking the original instruments' one, with only a 'volume' and a 'bass boost' knob. These have been programmed to do what they do on the real instrument, if you want more control over Eq, you can go to tab two by clicking the arrow on the right hand side of the interface.



Fx section

The second screen is the home of the Fx master section, here you apply two-band Eq and decide the levels of each effect and the volume of hammer noises and release noises. When you dial in an effect, the led turns red, indicating that this particular effect is active.



Hammers/Releases

The Hammers knob dials in the sound of the hammers returning to their position when you release the key. These sounds are recorded inside the instrument, and the rattling of the hammers falling back can add tremendously to the feeling of playing an old, vintage, mechanical instrument. Also the 'thump' the hammers give when you strike the key becomes more pronounced when you turn this dial up.



The releases knob decides the volume of the release sound when the tines are being damped. This too makes the vintage feel stand out, with the rattling sound of the releases adding character to your sound, and adding sort of a rhythmic layer to it.

Fx section details page

This page is where you control everything that is going on effectwise, you choose which pre Fx or Mod Fx you're gonna use, and how fast those work. Also here is the Cabinet section, where you amp your beast, and a selection of exquisite IR's to enhance your sound.



Pre-Fx

The Pre Fx section comprises of four Fx's, Tremolo, Vibrato, Pan and Wah, that you can choose with the knob on the left. Notice that when you switch on the Wah effect an extra switch appears, allowing you to set it to pedal mode, where you can control the wah like a real wah pedal with a foot controller.



With the switch set to pedal mode (up) you'll notice that the Speed dial becomes a Tone dial, because speed will be manually (or pedestrally, for that matter).



Mod-Fx

In the Mod Fx section we've included the four most commonly used Electric Piano modulation Fx's, being Chorus, Phaser, Flanger and Rotary Speaker (Leslie simulation) These all do what you expect them to do, you can set the speed in this screen, and the amount of modulation on screen two.



Cabinet section

There are six cabinets and a DI simulation included in this instrument, drive is controlled on screen two, whereas on this page you can shape the sound using cabinet EQ. We prefer the distorted sound a bit darker (cut high/boost bass) on the EMP, but we've left it open so you're free to make it sound however you see fit.



Reverb section

Some nice added value added here too, I myself particularly like the Spring IR, but feel free to experiment and find the sound you want to hear from your instrument! The IR's are handpicked to enhance the sound of this particular instrument and can add tremendous realism to your performances.



Delay tempo sync

You can tempo sync the delay time to your host tempo by Alt-clicking the tempo button. A note value will appear next to the tempo knob, and you can adjust naturally by moving the knob. This way, when you change the tempo in your host, the delay tempo will be adjusted automatically.



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