

# Voice of Wind *Audrey*



## ABOUT THE INSTRUMENT

**Voice Of Wind: Audrey** is the third volume in our modular female solo vocal series Voices of Wind. Each volume focuses on a new vocalist with a distinct creative style and comes complete with a full package of vital chromatic and melodic articulations that sound great and are easy and convenient to use in any music or video production project that comes your way. This edition focuses on the wise and charming mezzo-soprano voice of Audrey Howitt. Her stirring, airy, and dulcet vocal character effortlessly fuses classical, operatic, folk, blues, pop, and mystical vocal styles.

This 2.38 GB library includes over 3,200 samples, featuring sustain, staccato (8x round-robin) and true legato chromatic articulations for 6 core vowels: Ah, Eh, Ee, Mm, Oh and Oo. It also includes over a thousand live dynamic, melodic phrases organized by mood, key and tempo. This huge collection of live phrases are divided into 100bpm and 140bpm tempos for both Bright and Dark categories, as well as a special 120bpm Hummed category. We've also included 20 sound-designed custom FX and ambient presets to expand your creative palette. It all comes together in a complete, efficient and deeply-refined toolbox of chromatic articulations and powerful melodic elements with tempo-syncing and key options, all built into a flexible, full-featured user interface.

## CREATIVE CONTROL FEATURES

We've packed the user interface with powerful sound-shaping controls to give you complete flexibility. The presets offer a full set of parameters that can be linked, automated and customized. These include swell, attack, start offset, release, vibrato, auto-pan, and legato speed.

The built-in modular FX rack window offers 18 different DSP effect modules that you can assign in any of 10 available slots, in any order that you wish. You'll find classic phase, flanger, delay, distortion, amp and cab simulators, compressors, EQ, rotator and so much more. The Reverb effect includes **99** of our own convolution reverb impulse presets. We've captured a huge variety of different rooms, halls, chambers and outdoor environments, along with **40** unique, strange and creative special effect impulses to completely transform the sound and open up whole new worlds of musical possibility.

This Kontakt library features true legato, sustains, an array of staccato syllables with 8x round-robin, and a massive collection of live phrases. The phrases are intuitively organized by root tempo and mood. However, tempo-syncing, time-stretching and pitch transposition controls give you complete freedom to customize. You can also shape, blend and sequence phrases with our phrase-legato, step sequencer, speed-control, and live waveform editing.

We recorded Audrey in a dry studio environment, using a high dynamic range, large-diaphragm Neumann studio microphone and Sound Devices preamps to get maximum detail, clarity, fidelity and clean dynamic range. This library is NKS compatible so you can use it in Kontakt 6 Player and Komplete Kontrol seamlessly.

*Voice  
of  
Wind*  
Audrey

 **SOUNDIRON**

## AUDREY HOWITT

Audrey Howitt is a recovering attorney, licensed psychotherapist, opera singer, teacher, and sometimes, a poet. She teaches voice in the San Francisco bay area and is an associated voice teacher with several award-winning choirs including Piedmont East Bay Children's Choirs, the Young Women's Choral Project of San Francisco, and the Head Royce School. She has been an associated voice teacher with the San Francisco Girls Chorus, along with maintaining an active private studio. Ms. Howitt has sung with the San Francisco Symphony Chorus and the SF Chamber Singers. She has appeared in opera & musical theater roles, covering both mezzo-soprano and soprano repertoire. She holds a master's degree in music from Holy Names University and is a member of the National Association of Teachers of Singing. Audrey has a light, smooth, and flexible voice, with a wisdom and character which can only come from years of experience.



*Voice  
of  
Wind*  
Audrey

 **SOUNDIRON**

# Voice of Wind Audrey

Version  
1.0

- Vowel Sustains, Staccatos, Vocal SFX and True Legato
- Live Phrases sorted by Song and Key with a powerful Phrase Sequencer
- 28 Powerful Kontakt Player .nki instrument presets
- 20 Custom Sound-Designed FX and Ambient presets
- 3,254 stereo samples in locked .ncw format
- 2.38 GB Installed
- A flexible, intuitive user interface with pro features and deep customizability.
- Full FX rack with convolution reverb with custom rooms, halls, chambers & FX environments



Voice of Wind Audrey has been licensed for use in the free Kontakt Player, virtual instrument engine. It can be used in Kontakt Player or the full retail version of Kontakt (version 6.1 or later) for VST, AU or AAX instrument plugin formats. You can add this product to the Kontakt “Libraries” browser. It requires online serial number registration through Native Instruments’ Native Access app. This library is fully compatible with Complete Kontrol and all S-Series Keyboards by Native Instruments. Buying Didgeridoos automatically qualifies you for a great cross-grade discount toward the full unlocked version of Kontakt through Native Instruments!

Voice of Wind Audrey

## CREDITS

### Documentation

Nathan Boler

### Artwork & GUI Design

Dean Stuart  
Spencer Nunamaker

### Scripting

Chris Marshall

### Production & Recording

Mike Peaslee  
Gregg Stephens  
Chris Marshall

### Editing & Mapping

Chris Marshall

### Sound Design

Craig Peters  
Nathan Boler

## TABLE OF CONTENTS

INTRODUCTION.....	1
OVERVIEW & CREDITS.....	4
SYSTEM REQUIREMENTS.....	5
KONTAKT INSTRUMENT HEADER.....	6
MAIN USER INTERFACE.....	7
SEQUENCER CONTROLS.....	9
FX RACK PANEL.....	12
LICENSING AGREEMENT.....	17
ABOUT US.....	18



SOUNDIRON

# SYSTEM REQUIREMENTS

This library requires Native Instruments **Kontakt Player version 6.1 or later**, or the full retail version of **Kontakt version 6.1 or later**. The sample files are compressed to lossless 48kHz and 24 bit NCW audio format. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products. **You must have at least Windows version 7 or later, or macOS 10.12 or later.**

Many instrument presets in this library are extremely system resource intensive. We highly recommend that you have a 64-bit operating system (Windows or macOS) with at least 3GB of system ram, a multi-core CPU and a 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some older machines and audio devices.

## FIDELITY

Natural sonic impurities from body and clothing movement by the performer sounds may be present in some samples. These performance sounds are natural and unavoidable. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile results. Our goal is to preserve and accentuate the natural live qualities in our instruments without sucking all of the life out of them for the sake of clinical perfection.

1. If you don't already have Kontakt 6 or the Kontakt Player installed, download the Free Kontakt Player (WIN / macOS) from the Native Instruments website. You need Kontakt or Kontakt Player version 6.1 or later to use this library:

**<http://www.nativeinstruments.com/kontakt>**

2. Please download the library from our server and unpack it completely before trying to install it. You can find full instructions in the download email we send you after your purchase.

3. Make sure all instances of Kontakt are closed and launch Native Access. It is a special program that is automatically installed by Kontakt. Once it is open, find the "Add a serial" button and click it.

4. Next, copy your serial number from the download or serial number email we sent you after your purchase. This registration process is necessary to allow Kontakt and the NI Native Access to activate the product. You usually only need to do this the first time you add and activate this Library.

5. On the next screen after registering your serial number, click the Browse button to the right of the library name. This will allow you to select the folder location that you chose to install this library on your hard drive. Select the folder and then press INSTALL on the next screen to complete the process.

6. Exit Native Access and launch Kontakt. Go to the "Libraries" tab in the Kontakt browser window, located in the upper left area of Kontakt window, just to the right of the "files" tab. You should see this library as a new tile in the Libraries window.

7. You can find the instrument presets by clicking the Instruments button on this library's tile in the Libraries window. You can also browse and load the included .nki presets using the Files, Quick-Load or Database browser windows in Kontakt, or through the main File load/save menu.

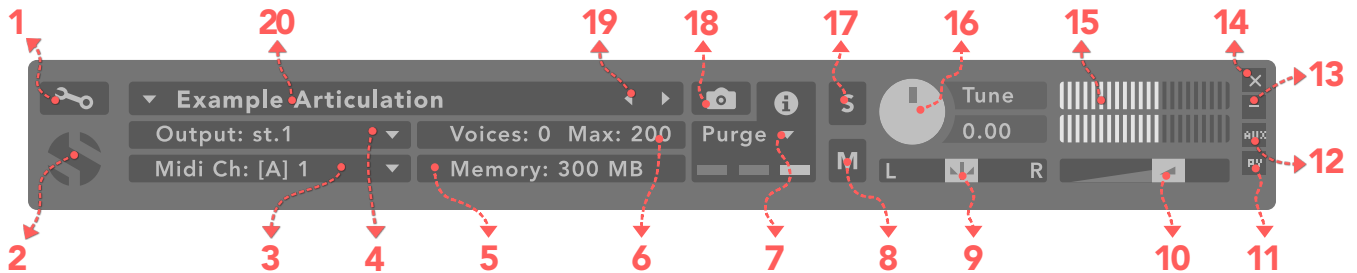
8. Please allow any current preset to finish loading completely before loading a new one.

*Voice  
of  
Wind*  
Audrey

**SOUNDIRON**

# KONTAKT INSTRUMENT HEADER

The top area of the user interface includes default instrument controls that are common to all Kontakt instruments.



## 1. Open Instrument Editor

Click to view and edit the internal settings and programming of this instrument. Be careful making changes unless you're an experienced Kontakt user, as changes here can easily break the entire instrument.

## 2. Close Main Control Area

Click the Soundiron emblem to collapse the "Performance View" and only show the Kontakt Instrument header Bar, as seen above.

## 3. MIDI Input

Click the down arrow to route the audio from this instrument to select a midi input source. By default, you can choose "Omni" to allow the instrument to respond to midi messages and notes on any midi channel, or you can choose a specific midi channel number to control the instrument.

## 4. Output

Click the down arrow to route the audio from this instrument to any available Kontakt plugin output. You can adjust Output mix and Insert FX settings by showing the main Output window in Kontakt at the bottom of Kontakt (press F2).

## 5. Memory Use Display

This displays the amount of system RAM used by the samples and other data required by this instrument.

## 6. Voice Count / Max Limit

Displays the number of voices currently playing and the max number that may play before being automatically culled. High voice-counts can slow down your CPU and cause crackling and other issues. The safe number of voices varies greatly based on other programs running, core-count/speed of your CPU, available RAM, disk speed and other factors.

## 7. Purge

This menu allows you to purge samples from RAM or reload them.

## 8. Mute

This mutes the instrument.

## 9. Pan Slider

This pans the output left or right in the stereo field.

## 10. Main Volume Slider

This controls the output volume for the instrument.

## 11. Performance View

This button collapses the "Performance View" to only show the instrument header bar, as seen above.

## 12. Auxiliary Sends

This opens the Auxiliary Send mixer, allowing you to route signal to the Aux Sends in the main Kontakt Mixer window (press F2).

## 13. Minimize All

This collapses the entire instrument UI down to a thin strip.

## 14. Close Button

This closes and removes the instrument from the rack.

## 15. Signal Meters

This displays the current signal level during playback.

## 16. Tune Knob

This controls the global pitch by semitone increments up to +/-36. Hold the shift key down while dragging the knob to adjust pitch in 1-cent (1/100<sup>th</sup> of a semitone). This is separate from the layer pitch settings in the instrument UI.

## 17. Solo Button

This solos the instrument and mutes all others.

## 18. Snapshots

This allows you to save and load snapshot presets for this instrument. Click the "i" button to close.

## 19. Previous / Next Preset

These arrows let you skip to the previous or next available preset within the same folder. Be aware that any settings you've changed will be lost, so we recommend saving a snapshot after making any changes if you wish to be able to load them again later.

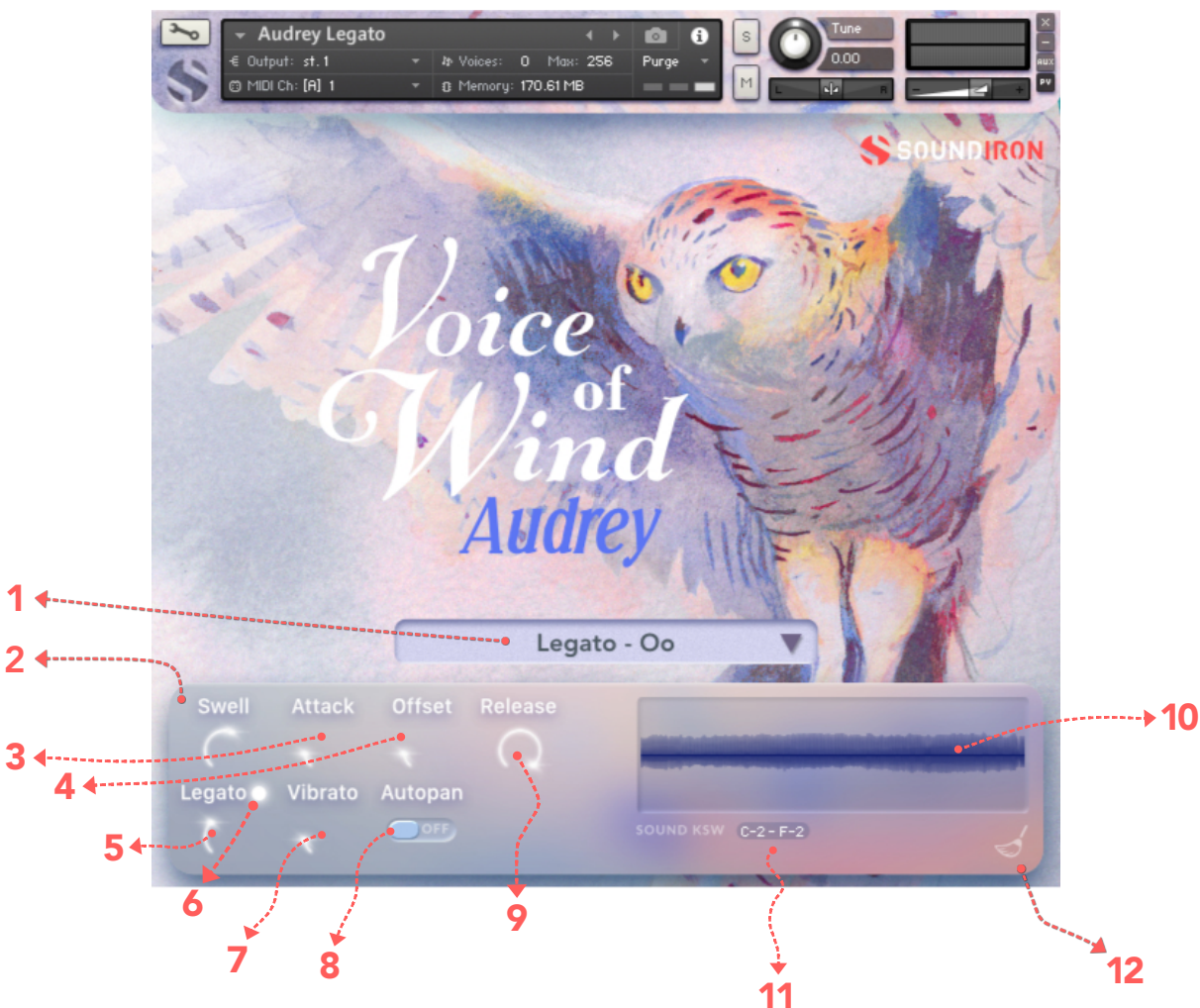
## 20. Preset Name

This shows the currently loaded preset name.

Voice  
of  
Wind  
Audrey

SOUNDIRON

# USER INTERFACE



Voice of Wind Audrey

## 1. Vowel drop-down menu

This allows you to choose the articulation for the current layer. In sustain, legato and staccato presets, you can select from several common vowel sounds. In the phrase presets, this selects phrase banks for different key sets or song sets. You can also use the red “sound ksw” keyswitches range to select different menu items. These customizable keyswitches are mapped by default to the lowest midi octave.

## 2. Swell Knob

This controls the volume of the layer, with smooth real-time tonal and dynamic attenuation.

## 3. Attack Knob

This controls the note attack shape. Turning this up causes the sound to fade in more gradually. This is useful for softening hard transients and taming aggressive articulations.

## 4. Offset Knob

This cuts into the sample start, allowing sample playback to skip past the beginning of the sound. You can use this to make the sound more pad-like or to remove hard transient starts, especially when combined with the Attack knob.

## 5. Legato Knob

This controls the speed of the legato transition when legato is turned on. Lower values result in a slower legato interval transitions.

## 6. Legato Button

This turns the legato system on and off.

## 7. Vibrato Knob

This applies basic simulated vibrato to the sound.

## 8. Auto-pan Button

When activated, this spreads notes across the stereo field to allow chords to sound more expansive. With just one note held, the sound is centered, but as notes are added, they're positioned in increasingly wider stereo locations.

## 9. Release Knob

This controls the duration of the release. Lower values cause the sound to fade out more quickly after a note is released, while higher values fade the sound out more slowly. When combined with high attack knob settings, this can result in long, atmospheric pad-like sounds that fade in and fade out slowly.

## 10. Waveform Window

This window displays the sample waveform. A vertical playback position cursor shows you progress as a sound is playing. When multiple notes are played at the same time, the last-played sample will be displayed.

## 11. Sound KSW Settings

This displays the key assignments for the Vowel menu selection keyswitches. The note name on the left can be double clicked and typed in (using note name or midi key number) or you can use the small arrow icons in the middle of the text box to adjust the starting note. The number on the right (the highest keyswitch) automatically adjusts, based on the lowest keyswitch and total number of available items in the Vowel menu.

## 12. Purge Unused Samples

This checks the currently loaded articulation and purges any sample data from unused articulations. When this option is activated, it disables the Vowel menu selection keyswitches, because sample reloading cannot be safely triggered in real-time while notes are playing.

## Tips

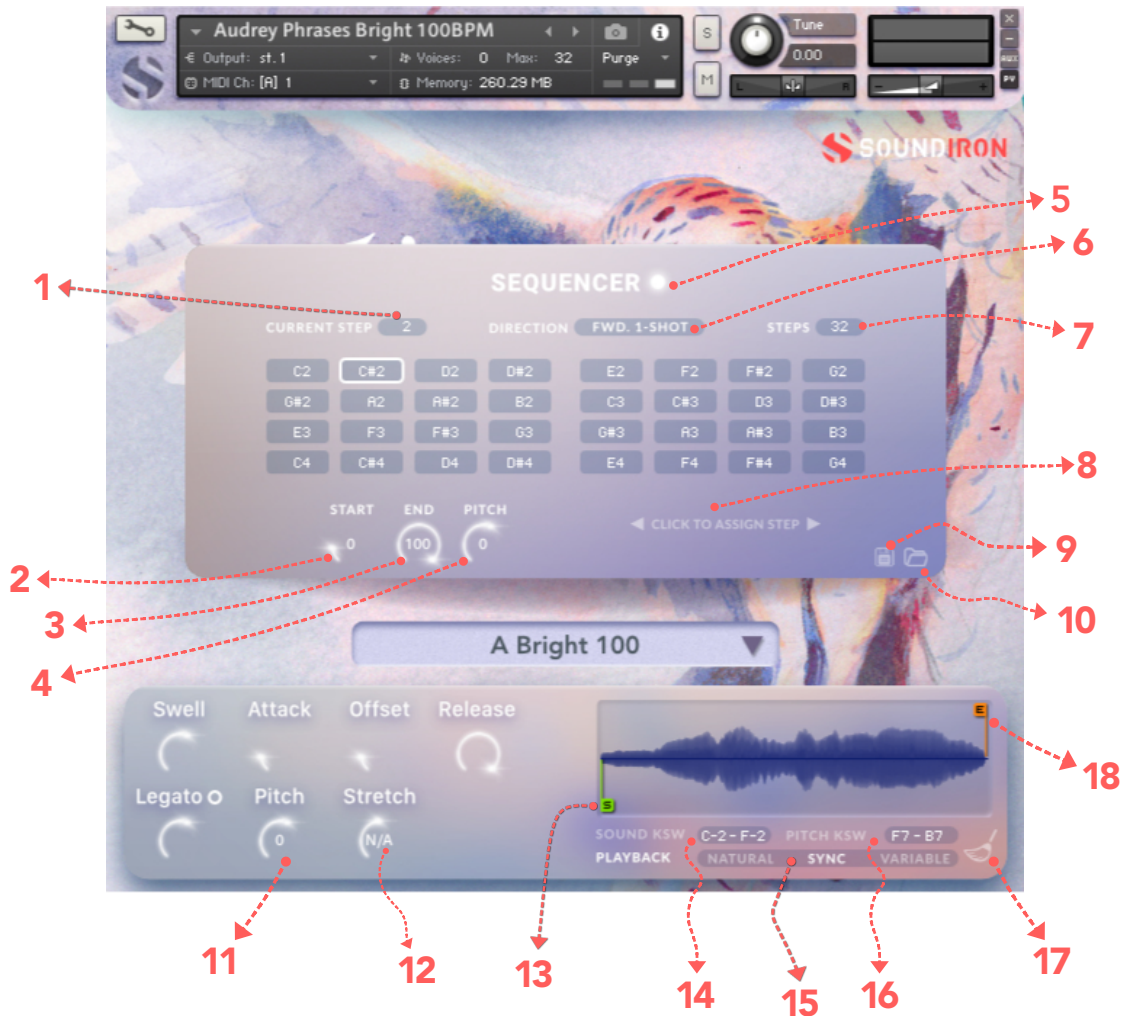
Offset allows sample playback to start later than the sample's beginning, which means playback can begin in the middle of a waveform. This naturally can cause a pop or snap to occur. When using the offset control, we recommend also adjusting the Attack to prevent popping, unless you would like to create sharp, glitchy effects.

Automation: You can automate layer articulation selection changes in real-time by Right-Clicking (PC) or Command-Clicking (macOS) on the articulation menu. Or you can open the Auto" browser panel on the left side of Kontakt, then click on an Midi CC or Host Automation ID number you wish to assign to a control and drag it onto the knob, menu or button in the UI that you wish to automate. In fact, nearly every control and menu can be automated with either of these same methods.

*Voice  
of  
Wind*  
Audrey



# PHRASE SEQUENCER



*Voice of Wind*  
Audrey

## 1. Current Step

This knob sets the current sequence step that will play when the Master Trigger Key is played. You can also click on a step in the sequencer grid to select it for playback or editing.

## 2. Step Start Knob

This knob sets the Phrase Start Marker and determines where the sample will start, measured as a percentage of total sample duration. It is linked to the interactive “S” marker in the waveform display.

## 3. Step End Knob

This knob sets the Phrase End Marker and determines where the sample will end, measured as a percentage of total sample duration. It is linked to the interactive “E” marker in the waveform display.

## 4. Step Pitch Knob

This knob sets the pitch for each step,

## 5. Sequencer Button

This enables/bypasses the Sequencer panel. When the Sequencer is disabled, the pink “Sequence key” (B4) will be disabled and appear as an empty (white) key.

## 6. Direction Menu

This menu determines the direction of the step sequencer playback order as the Master Trigger Key is pressed each time. Your options are:

- FWD 1-Shot single play-through with continuous playback of all steps while the trigger key is held, flowing left to right in the sequence.
- FWD Loop continuously loops through the sequence from left to right as long as the trigger key is held down.

*(continued on next page)*

- FWD Step advances by a single step with each trigger key press for more controlled playback.
- BWD 1-Shot single play-through with continuous playback of all steps while the trigger key is held, flowing from right to left, top to bottom.
- BWD Loop continuous looping right to left while the trigger key is held down.
- BWD Step single play-through with continuous playback of all steps while the trigger key is held, flowing right to left in the sequence.
- Random random playback as long as the trigger key is down.
- Knob Follow will only play the step that matches the knob value at any given time. Use this option if you wish to automate the playback sequence by attaching a CC or host envelope to the Current Step knob.

## 7. Steps Value Field

This sets the total number of sequence steps in the grid. You can type in a number up to a max of 32 steps.

## 8. Assign Phrase Button

This control allows you to set any individual phrase to the currently sequencer selected slot. Simple click to assign the step and then press the desired midi key or click the note on the Kontakt keyboard.

## 9. Save Sequence Button

This button lets you save your current step sequence to an nkp file on your hard drive.

## 10. Load Sequence Button

This button lets you load a previously saved step sequence from an nkp file on your hard drive.

## 11. Pitch Knob

This shifts the pitch of the phrase up or down in semitone increments.

## 12. Stretch Knob

This controls the amount of time stretching effect, allowing you to compress or extend the duration and speed of a phrase. This control is only active when the Playback selector is in "Variable" mode.

## 13. Waveform Start Marker

This green marker determines where the sample will start, overlaid on top of the Waveform window to give you a visual representation of where the phrase will start. It is linked to the Start knob in the Sequencer.

## 14. Sound Keyswitch Assignment

This displays the key assignments for the Vowel menu selection keyswitches. The value fields can be double clicked and typed in using note name or midi key number. The SOUND KSW label can be clicked to allow assignment by midi note. The selected key will represent the starting (lowest) keyswitch.

## 15. Playback Mode Selector

This 3-way selector switch lets you choose the sample playback engine mode: Natural, Sync and Variable.

*Please note: Using extreme BPM, Pitch or Stretch settings can cause glitches and other audio artifacts due to natural limitations of Kontakt's internal time-stretching algorithm.*

In Natural mode, samples play back at their original pitch and speed. When the pitch is increased, playback speed increases and when the pitch is decreased, playback speed slows down.

In Sync mode, the sample is automatically stretched to match your DAW's current tempo or Kontakt's internal tempo setting. If the pitch is changed, sample playback speed remains constant.

In Variable mode, the sample is can be manually stretched by using the Stretch knob. If the pitch is changed, sample playback speed remains constant.

## 16. Pitch Keyswitch Assignment

This displays the key assignments for the Pitch knob keyswitches. The value fields can be double clicked and typed in using note name or midi key number. The PITCH KSW label can be clicked to allow assignment by midi note. The selected key will represent the starting (lowest) keyswitch.

## 17. Purge Unused Samples Button

This checks the currently loaded articulation and purges any sample data from unused articulations. When this option is activated, it disables the Vowel menu selection keyswitches, because sample reloading cannot be safely triggered in real-time while notes are playing.

## 18. Waveform End Marker

This orange marker determines where the sample will end, overlaid on top of the Waveform window to give you a visual representation of where the phrase will end. It is linked to the End knob in the Sequencer.

# KEYBOARD DISPLAY

The Kontakt presets display colored keys in Kontakt's keyboard view panel. To show the keyboard view, press F3 or click the window menu at the top of Kontakt. This key coloring is also shown in Native Instruments' Komplete Kontrol software and all S-Series Keyboards and other NKS Standard compatible software and hardware.

## STANDARD CHROMATIC PRESET KEYS



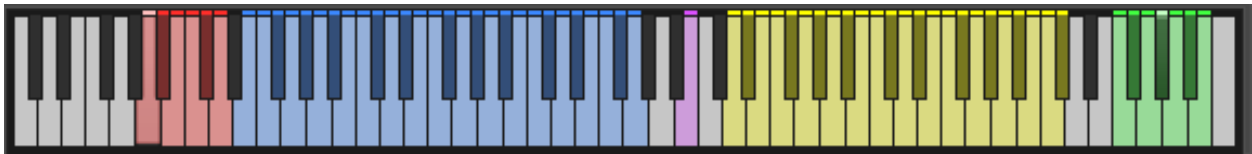
### 1. Articulation/Sound Keyswitches

Pressing one of these red keys will change currently selected articulation or sound, visible in the drop-down menus.

### 2. Playable Keys

These blue keys are the standard playable keys.

## PHRASES PRESET KEYS



### 1. Articulation/Sound Keyswitches

Pressing one of these red keys will change currently selected loop slot, visible in the loop slot system above the waveform.

### 2. Phrase Keys

These blue keys trigger individual phrases, with the total number of available phrase keys depending on the phrase set you have selected in the main phrase-vowel drop-down menu. These are only in the phrase presets.

### 3. Slice Keys

The pink key advances the phrase step sequence grid by one step and triggers the phrase assigned to it. The direction of the sequence depends on the step menu selection. These are only in the phrase presets.

### 4. Breath Keys

The yellow keys trigger a variety of natural breath samples. These can be used to add life and realism to your performance, either as breaths in between phrases or wherever breathing sound effects are needed. These are only in the phrase presets.

### 2. Playable Keys

The green keys shift the playback pitch up or down by up to +/- 3 semitones. The center green key returns sample playback pitch to default. These are only in the phrase presets.

Voice  
of  
Wind  
Audrey

SOUNDIRON

# DSP EFFECTS RACK

The FX Rack tab gives you direct access to 18 of Kontakt's built-in special effects and dynamic processors. This panel is accessible in all presets by clicking on the FX Rack tab button at the bottom of the instrument UI. Signal flows from left to right in each row and goes down from there. The last two sockets are Post Send effects, mixed in at the final stage before signal output. To change the effect loaded into any specific rack module socket, click on the down arrow menu in its top left corner.



Voice of Wind  
Audrey

## FX CHAIN PRESETS

### Select Preset menu

This menu lets you select from any of our stock presets and any custom presets you create.

### Save button

Once you've customized your FX chain, you can save it for later use in this rack by pressing this.

### Fade knob

Use this to fade in the oscillation after the note starts.

### Delete button

Use this to delete the currently selected custom preset. Factory presets can't be deleted.

### Reset button

This unloads all effects and resets the entire FX rack to its default state.

*Descriptions and control definitions for all effect modules are on the next 4 pages...*

## JUMP

### Power Button

Toggles the effect on/off.

### Boost Button

Boosts the incoming signal strength.

### Drive Knob

Controls the amount of gain added.

### Tone Knob

Shapes tone brightness.



### Low, Mid & High knobs

These control the low, mid and high frequency gain.

### Vol Knob

Sets the overall output volume.

## DISTORTION

### Power Switch

Toggles the effect on/off.

### Drive Knob

Controls the amount of gain added.

### Damping Knob

Shapes tone brightness.



### Output Knob

Sets the overall output volume.

## DELAY

### Power Switch

Toggles the delay on and off.

### Sync Button

Syncs the rate to your BPM.

### Rate Knob

Controls the echo rate. In sync-mode, it changes by note divisions.

### Damping Knob

Controls high frequency roll-off.



### Pan Knob

Controls the left-right ping pong effect.

### Mix Knob

Adjusts the wet/dry output mix.

## REVERB

### Power Button

Toggles the effect on/off.

### Type Menu

Selects the environment category.

### Impulse Menu

Selects the impulse response. There are 139 unique reverb and FX spaces to choose from.

### Size Knob

Controls the reflection decay time.



### Lopass Knob

Controls high-frequency roll-off.

### Hipass Knob

Controls low frequency cut-off

### Mix Knob

Adjusts the wet/dry output mix.

## AMP

### Power Button

Toggles the effect on/off.

### Drive Knob

Controls the amount of gain added.

### Bass, Mid, & Treble Knobs

Controls the low, mid and high frequency gain.



### Volume Knob

Sets the overall output volume.

## TRANSIENT MASTER

### Power Button

Toggles the effect on/off.

### Attack Knob

Controls amount of signal boost/cut from attack transient.

### Sustain Knob

Controls sustain volume following a transient.

### Tone Knob

Shapes the brightness of the tone.



### Gain Knob

Controls the amount of gain added.

## CABINET

### Power Button

Toggles the effect on/off.

### Model Menu

Selects the model of speaker to simulate.

### Damping Knob

Shapes tone brightness.



### Output Knob

Sets the overall output volume.

## FILTER

### Power Button

Toggles the effect on/off.

### Type Button

Select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

### Cutoff/Talk Knob

Controls the filter cutoff and/or peak frequency.

### Resonance/Sharpness Knob

Controls the amount of resonance added at the cutoff or peak node.



### Gain/Size Knob

Controls signal pass-through level.

## FLANGER

### Power Button

Toggles the effect on/off.

### Sync Button

Synchronizes the rate to your BPM.

### Rate Knob

Controls the mod rate in ms or by note if Sync is on.

### Feedback Knob

Adjusts the amount of feedback.



### Phase Knob

Controls the phase.

### Depth Knob

Controls the depth of the sweep.

## COMPRESSOR

### Power Button

Toggles the effect on/off.

### Threshold Knob

Adjusts the signal threshold needed before compression is applied.

### Ratio Knob

Controls the ratio of gain added or removed based on incoming signal level above the threshold.



### Attack Knob

Controls compressor attack speed once signal exceeds threshold.

## LO FI

### Power Switch

Toggles the effect on/off.

### Bits Knob

Sets the level of bit depth reduction.

### Sample Rate Knob

Sets the level of sample rate quality reduction.

### Noise Knob

Adds noise to the signal.



### Color Knob

Adjusts tone brightness and apparent fidelity.

### Vol Knob

Sets the overall output volume.

## PHASER

### Power Switch

Toggles the effect on/off.

### Sync Button

Synchronizes the rate to your BPM.

### Rate Knob

Controls the mod-rate, in ms or note values if Sync is on.

### Feedback Knob

Adjusts the amount of feedback



### Phase Knob

Controls the phase center.

### Depth Knob

Controls the depth of the phase sweep.

### Mix Knob

Adjusts the wet/dry output mix.

## ROTATOR

### Power Switch

Toggles the effect on/off.

### Speed

Toggles between cabinet rotation speeds.

### Size Knob

Adjusts the simulated size of the speaker cabinet. signature by note divisions.

### Output Knob

Sets the overall output volume.



### Air Knob

Adjusts the simulated distance between the speaker and microphone.

## SKREAMER

### Power Switch

Toggles the effect on/off.

### Drive Knob

Controls the amount of gain added.

### Tone Knob

Sets the overall signal tone.

### Bass & Bright Knobs

These control low & high frequency gain.



### Clean Knob

Sets the amount of clean signal pass-through.

### Output Knob

Sets the overall output volume.

## STEREO MODEL

### Power Switch

Toggles the effect on/off.

### Spread Knob

Controls the stereo width of the signal. It ranges from centered mono to ultra-wide stereo.



### Pan Knob

Sets the final left-right stereo pan direction of the processed signal.

## EQ

### Power Switch

Toggles the effect on/off.

### Low, Mid and Hi Frequency Gain sliders

These adjust the level of the low, mid and high EQ bands.



### Low, Mid and High Frequency Knobs

These control the center frequency of the low, mid and high frequency EQ bands.

## CHORUS

### Power Switch

Toggles the effect on/off.

### Sync Button

Synchronizes the rate to your BPM.

### Rate Knob

Controls the mod-rate, in ms or note values if Sync is on.

### Phase Knob

Controls the phase.



### Depth Knob

Controls the depth of the chorus sweep.

### Mix Knob

Adjusts the wet/dry output mix.

## TAPE SATURATOR

### Power Switch

Toggles the effect on/off.

### Gain Knob

Controls the amount of gain added.

### Warmth Knob

Adds tonal warmth

### Rolloff Knob

Controls high frequency attenuation.



### Volume Knob

Controls the overall output level.

*Voice of Wind*  
Audrey



# SOUNDIRON USER SOFTWARE LICENSING AGREEMENT

## **LICENSE AGREEMENT**

By purchasing and installing the product, you the Customer accept the following product terms.

## **LICENSE GRANT**

The license for this product is granted only to a single individual user. No unlicensed use is permitted. All sounds, samples, programming, images, scripting, designs and text contained in this product are copyrights of Soundiron, LLC. This software is licensed, but not sold, to Customer by Soundiron, for commercial and noncommercial use in music, sound-effect creation, audio/video post-production, performance, broadcast or similar finished content-creation and production use. Individual license holders are permitted to install this library on multiple computers or other equipment only if they are the sole owner and only user of all equipment this software is installed or used on.

Soundiron LLC allows Customer to use any of the sounds and samples in library(s) that Customer has purchased for the creation and production of commercial recordings, music, sound design, post production, or other content creation without paying any additional license fees or providing source attribution to Soundiron. This license expressly forbids any unauthorized inclusion of any raw or unmixed content contained within this product into any other commercial or noncommercial sample instrument, sound effect library, synthesizer sound bank, or loop or effect library of any kind, without our express prior written consent.

This license also forbids any unauthorized transfer, resale or any other form of re-distribution of this product, or its constituent sounds or code, through any means, including but not limited to re-sampling, reverse engineering, decompiling, remixing, processing, isolating, or embedding into software or hardware of any kind, except where fully rendered and integrated into the finished soundtrack or audio mix of an audio, visual or interactive multimedia production, broadcast, live performance or finished work of sound design, with a running time no less than 8 seconds in total length. Licenses cannot be transferred or sold to another entity, without written consent of Soundiron LLC.

## **RIGHTS**

Soundiron retains full copyright privileges and complete ownership of all recorded sounds, instrument programming, documentation and musical performances included within this product. All past and future versions of this product, including any versions published or distributed by any other entity are fully bound and covered by the terms of this agreement.

## **REFUNDS**

Downloaded libraries can't be returned, so we do not provide refunds or exchanges. Be aware that as soon as the product has been downloaded from our servers or physically sent to the Customer, it can not be returned, exchanged or refunded.

## **RESPONSIBILITY**

Using this product and any supplied software is at the Customer's own risk. Soundiron LLC holds no responsibility for any direct or indirect loss, harm or damage of any kind arising from any form of use of this product.

## **TERMS**

This license agreement is effective from the moment the product is purchased or acquired by any means. The license will remain in full effect until termination by Soundiron, LLC. The license is terminated if Customer breaks any of the terms or conditions of this agreement. Upon termination you agree to destroy all copies and contents of the product at your own expense. All past, present and future versions of this product, including versions sold by companies other than Soundiron LLC, are covered under the terms of this agreement.

## **VIOLATION**

Soundiron LLC reserves the right to prosecute piracy and defend its copyrighted works to the fullest extent of US and International civil and criminal law.

*Voice  
of  
Wind*  
Audrey

**SOUNDIRON**

# THANK YOU!

Soundiron is a virtual instrument and sound library developer founded in 2011 by sound artists and instrument designers Mike Peaslee, Gregg Stephens and Chris Marshall. We are based in the San Francisco Bay area, in California. We are driven every day to capture all of the sonic flavors that this world has to offer. Our mission is to record them in deep detail and carefully craft them into living- breathing virtual instruments that inspire you to play and create the music and sound you hear in your heart. Each library is crafted to deliver the greatest possible realism, outstanding acoustic quality, natural real-time playability, and intuitive and flexible controls and unique sound-shaping options. We hope these tools make composition and sound design a breeze, so you can spend more time creating. If you enjoy this instrument, we hope you'll check out some of our other awesome sound libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you at [support@soundiron.com](mailto:support@soundiron.com)!

Thanks from the whole Soundiron team!



*Voice  
of  
Wind*  
Audrey

**SOUNDIRON**