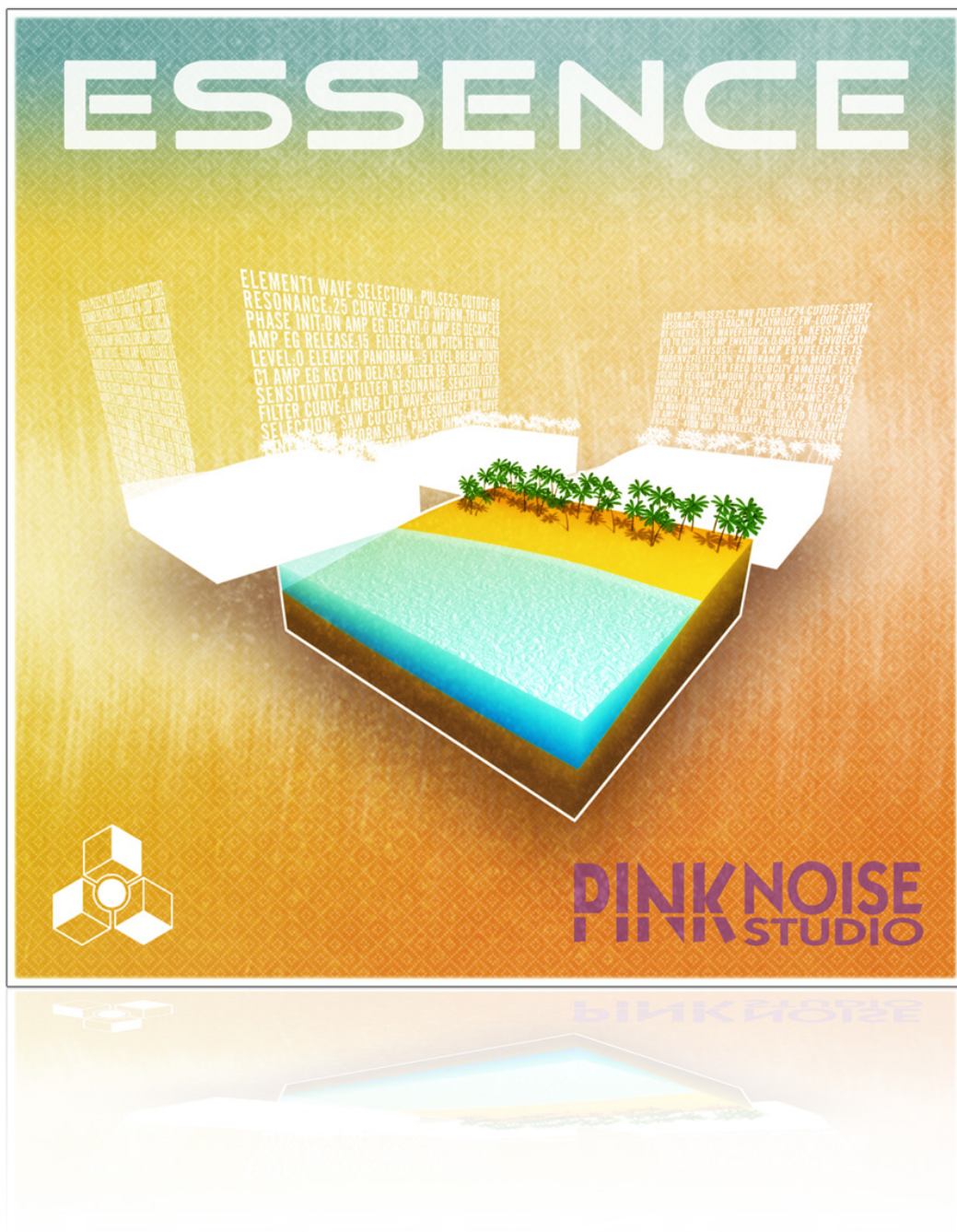
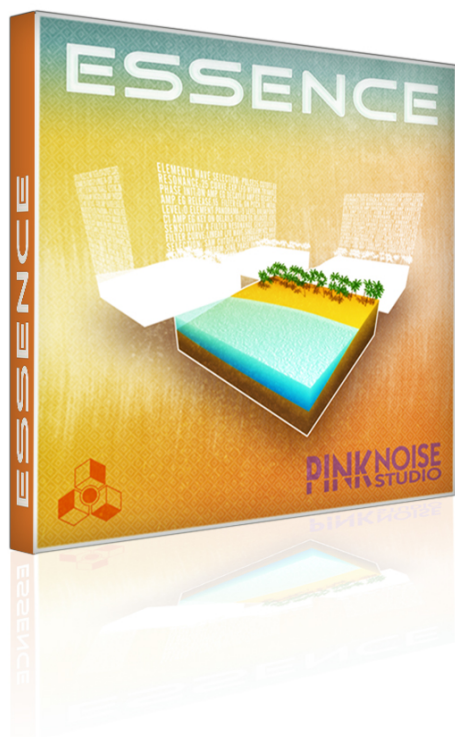


ESSENCE

reference book





ESSENCE

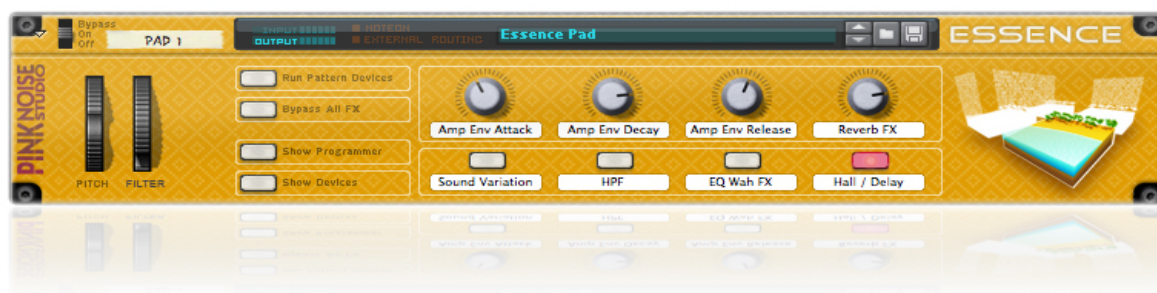
of PinkNoise Studio

designed for Reason Essential and Reason

PinkNoise Studio has been developing Reason refills since 2001. This library is the essence of 14 years of experience.

ESSENCE is 100% compatible with both Reason Essential* and Reason. Our aim was to create a general purpose library that is useful for anyone, whether they are beginners or professional musicians.

Essence contains 1.6 GB original new samples, plus a 800 MB selection of the best samples of our previous refills, providing a wide range of instruments and synthesizers.



* ESSENCE requires Reason Essential 2 or more recent version.

Refill content

30 ReDrum Kits

20 Octo Rex sets based on 150 Rex2 drum loops

825 NN-XT patches (for everyday use)

186 Combinator patches (for instant inspiration)

Based on 2.4 GB samples (5200 wav files in 24 bit resolution)

Sound categories

NN-XT bank:

- [All Instrument Layers]*
- Arp & Sequence
- Atmosphere & Pad
- Bass [poly]
- Bell & Mallet
- Drum & Percussion
- Lead [poly]
- Monosynth
- Organ
- Piano & Keyboard
- Polysynth & Keys
- SFX
- String & Orchestra
- Voice
- Wind

Combinator Bank:

- Atmosphere, Voice & Pad
- Bass
- Drum Machine [Run]
- Drum, FX & Percussion
- Guitar & Plucked
- Lead
- Piano, Keys & PolySynth
- String, Wind & Orchestra

* The *[All Instrument Layers]* is a special folder for sound designers. It contains all melodic instrument layers separately. The patches are "clean", without any filter effect and with default envelope settings. They can be useful if you want to create new sounds starting from scratch.

Abbreviations

We used some abbreviations in the patch names, these marks may indicate special features.

NN-XT Bank

Alt = alternate triggering. Two or more different samples are mapped to every key and they alter in random order: anytime you press a key, you will hear different sounds. It's useful to imitate analog synths or acoustic instruments and make your musical playing more lifelike.

][= wide stereo. Two or more samples are mapped to every key and they are panned to get wide stereo effect.

[F] = factory content. The patch contains one or more samples from the Reason factory bank.

-A, -B, -C, etc. = sound variations. You can find these marks in the *[All Instrument Layers]* folder. They indicate different sound variations, e.g. different velocity layers.

Combinator Bank:

[RUN] = the patch requires the "Run Pattern Devices" knob to be enabled.

[CLN] = clean version, with no effects. You can find this mark in the *Drum Machine* folder.

[PRO] = processed version. The patch contains several effects (EQ, compressor, reverb, etc.)

Filtered = the patch extensively uses the NN-XT's internal filter, and a dedicated rotary encoder controls it.

keysplit = the patch contains two instruments and they split the keyboard at F2.

vs = versus. You can morph between two instruments using the **rotary 1** encoder.

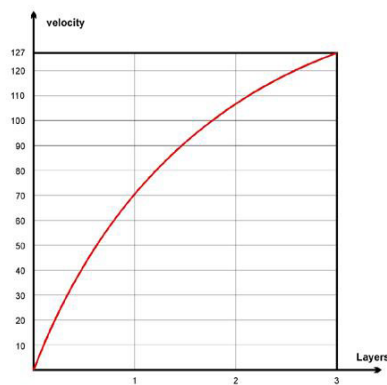
or = offers an alternative, you can switch between two instruments using a dedicated knob while you are playing.

shop = instrument shop. The patch loads several (3-6) instrument sounds, and you can choose the proper sound variation or mix them together, according to your taste.

Velocity layers

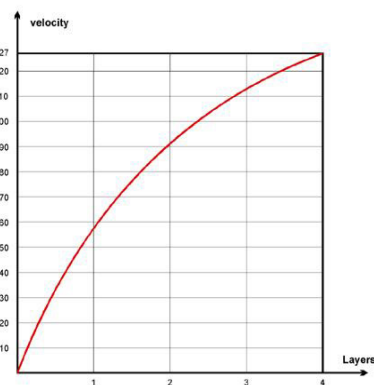
Finding and choosing the proper velocity splitting points is very important: it will determine the whole sound character in live playing. ESSENCE uses a 'soft positive' velocity curve (see the diagrams). We found it better than the linear one, it provides more natural feeling.

Velocity curve and splitting points in case of 3 layers



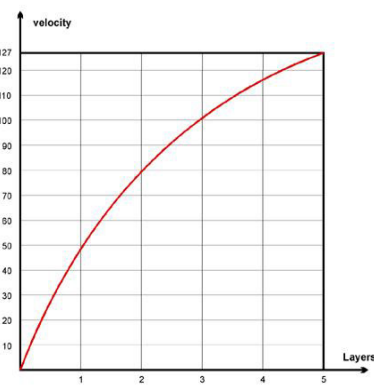
splitting points: 71, 107

Velocity curve and splitting points in case of 4 layers



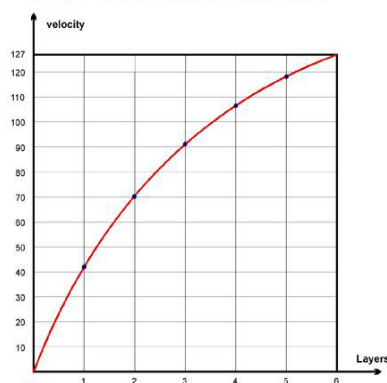
splitting points: 58, 92, 113

Velocity curve and splitting points in case of 5 layers



splitting points: 48, 79, 102, 116

Velocity curve and splitting points in case of 6 layers



splitting points: 42, 70, 91, 106, 118

Velocity curve and splitting points in case of 7 layers



splitting points: 37, 63, 83, 97, 111, 119

Velocity curve and splitting points in case of 8 layers



splitting points: 33, 57, 76, 92, 103, 113, 121

Velocity ranges in case of:

2 layers: 1-92, 93-127

3 layers: 1-71, 72-107, 108-127

4 layers: 1-58, 59-92, 93-113, 114-127

5 layers: 1-48, 49-79, 80-102, 103-116, 117-127

6 layers: 1-42, 43-70, 71-91, 92-106, 107-118, 119-127

7 layers: 1-37, 38-63, 64-83, 84-97, 98-111, 112-119, 120-127

Additional notes

About the instruments of ESSENCE

Most of the patches are velocity sensitive and they have been designed to live performers, so a good remote compatible midi keyboard is highly recommended. In general, the mod-wheel controls the filter modulations, and aftertouch adds vibrato effect.

Insert additional effects to Combinator instruments!

If you unfold the combinator (click on the *show devices* knob), you will see a bypassed DDL-1 module on the top.

It has no function other than being a placeholder: if you want to add an additional insert effect (like a distortion fx, amp simulator, chorus, etc.), just right-click on this placeholder, choose an effect from the drop-down list and it will be placed properly in the chain. Quite simple, isn't it?



Feel free to tweak the NN-XT patches!

Use the main encoders of NN-XT to modify its sound instantly! We paid close attention in order to make all rotary encoders usable. The sustain level of layers has been set to 0, so the main **Amp Env Decay** will work as well.



main rotary controls



layer's envelope

Credits

Andras Haasz: main idea, sample recording & editing, sound design, additional artwork

Viktor Haasz: sample editing

Kilfish: main graphic design, artwork

Patrick Maerker: sound design, redrum programming, additional artwork

Dr. Gabor Bardosi: consulting editor

All samples were recorded and processed by PinkNoise Studio in 2005 – 2016.

<http://www.reasonbanks.com>

