suonopuro bansuri

virtual indian flute

for electronic wind instruments or keyboards

Created by Gino Chimenti

Manual

Virtual instrument for ⬡ KONTAKT

introduction

The **bansuri** is an **ancient transverse flute of India** made from a single hollow shaft of **bamboo**. References to the bansuri are found in the texts of the **3000-year-old** holy scriptures of the Hindus: **the Vedas**. It is mostly used in Indian classical music.

Suonopuro Bansuri is an electronic version of this ancient flute, working as a **sample library** for the sampler **Kontakt** by Native Instruments. It differs from the other sound libraries because it is **more realistic and responsive**. Indeed, it is designed especially for live performing, made by combining **the best coding and recording technologies** with the typical care and attention to detail of the high-end **handmade** instruments.

From version 2.3 Suonopuro Bansuri can be used both in **monophonic** (more realistic) or **polyphonic** mode. It can play in normal mode or in **sung style,** like the great flautist Ian Anderson of British rock band Jethro Tull. It can also perform **two configurable parallel voices** as used by great EWI player **Michael Brecker**. Thanks to the suggestions of an Indian bansurist, from version 3 Suonopuro Bansuri is more expressive, through a **more natural glissando** (adjustable by the Glide Sens. Knob). **Bass notes are more consistent**. It has **a more robust sound**. If you play very softly, you can hear the **breath noise**. Now you can do the **flutter effect,** just with tongue. There are **3 different reverbs**: normal, new and very long (called atmosfera).

It does not require complex configurations or problematic ways of playing: you just play your MIDI instrument and the virtual bansuri will do the legato and staccato, crescendo and diminuendo, piano and forte, vibrato, glissando, etc.

It can be used with any MIDI controller but it is **specifically designed for** two kinds of MIDI controllers: **electronic wind instruments** (like the Akai EWI or the Yamaha WX5) **and keyboards**.

features

Virtuoso bansuri player Hariprasad Chaurasia

- **2912 samples** at **24bit/48kHz** all working together as one.
- **Real time automatic recognizing of legato and staccato**.
- **Each legato interval,** until the major ninth, was **sampled twice**.
- **Innovative and flexible portamento** (glide) **system,** sample based.
- **3 different ways to vibrate,** all ultra-expressive and realistic.
- **Convolution reverb** specifically designed for the bansuri.
- **Sung style modality.**
- **4 round robin staccato attacks** with multiple and gradual gradients from soft to marcato.
- **2 parallel voices** at configurable intervals, **as used by Michael Brecker.**
- **4 and a half octaves range** instead of the 2 and a half of a real bansuri.
- **Polyphonic mode. (NEW FEATURE 2015)**

system requirements

NI Kontakt 4.1.1 or higher FULL retail version. It is NOT compatible with Kontakt Player. You can open and run Suonopuro Bansuri in Kontakt player just for 15 minutes. After that, the demo period of the player times out and you have to re-start and reload the library.

PC: Windows XP, 7 or 8, Intel Core 2 Duo or AMD Athlon 64 X2, 2 GB RAM, low latency audio driver.

Mac: OS X 10.7 or 10.8 (latest update), Intel Core 2 Duo, 2 GB RAM

300 Megabytes of free hard disk space

MIDI controller

license agreement

Thank you for purchasing Suonopuro Bansuri. By using this product, you must accept this license agreement:

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basic install

- Download and unzip the S_Bansuri.zip file into a folder of your hard-drive.

- Keep all data within said folder. Do not move the audio files to another folder, otherwise Kontakt will search for files.

- Launch Kontakt 4.2 or a higher version.

- Load the Suonopuro Bansuri file you want to use (for E.W.I. or for keyboard) from the file menu.

- Select the desired channel and options and play.

- If you are using the EWI version, make sure your instrument transmits the MIDI velocity and breath control data, both controlled by your breath strength.

- If you are experiencing latency issues or unexpected glitches, please adjust the buffer size from the driver configuration menu of your sound card.

P.S. *You CANNOT add any third party libraries to show up them in the Kontakt browser, like you do normally with NI libraries such as Akoustik Piano, but if you want you may create a quick-load patch list. Follow the Kontakt manual instruction.*

the electronic wind instrument version

Touch the **GLIDE SENSOR BAR** of your EWI to activate and control the glide. Release it to play legato or staccato. (MIDI-CC5)
You can adjust the glide sensibility with the **GLIDE SENS. KNOB** (default value = 10).

FILTRO BUTTON enables and disables a filter that reduces the sibilance to obtain a more classical sound. **F. LEVEL KNOB** sets the filter amount.

BRILLANTEZZA BUTTON makes the sound brighter.

AUTO VIBRATO BUTTON puts ON or OFF the automatic vibrato that vibrates the note you are playing in a stronger and more rapid way proportionally with the sound intensity. It is also possible to put it ON and OFF by playing note **C1**. N.B. You can vibrate even **by blowing,** like on a real flute, or **by gentle beating** your teeth **on the** electronic wind instrument **mouthpiece.** Anyway, you will always obtain a realistic vibrato.

VIBRATO ON by HB – FRULLATO ON by HB – ARMONIA1 ON by HB – ARMONIA2 ON by HB – S. FING. ON by HB allow you to turn ON and OFF their respective functions by double-clicking the HOLD BUTTON of the AKAI EWI. This EWI button sends a MIDI event cc66 (like a Sostenuto Pedal).

KEYSWITCHES ON/OFF BUTTON is useful to prevent accidental activation of some function by playing a keyswitch note.

CANTATO BUTTON enables and disables the sung style mode. It can be activated and deactivated via the note **D1**.

ARMONIA 1 and ARMONIA 2 BUTTONS activate, respectively, the second and the third parallel voice. Keyswitches = **E1** and **F1**.
NOTA1 and NOTA2 KNOBS indicate, respectively, the intervals in semitones between the note you are playing and the notes of the second and the third voices. You can set them from -24 (2 octaves lower) to 24 (2 octaves upper).
Setting **NOTA1 to zero** and **ARMONIA1 on** you will activate the **POLYPHONIC MODE** that sustains all the notes you play with a single breath.

RIVERBERO FX BUTTON enables a convolution reverb specifically designed for Suonopuro Bansuri**. FX LEVEL KNOB** controls the reverb amount.

DINAMICA controls the dynamic range. By blowing, you can control the volume, the **LEGATO** and **STACCATO,** the tone and slightly the pitch. (MIDI-CC2)

SLOW FINGERS BUTTON sets a minimum level of portamento between notes.

the keyboard version

AUTO VIBRATO BUTTON puts ON or OFF the automatic vibrato that vibrates the note you are playing in a stronger and more rapid way proportionally with the sound intensity. It is also possible to put it ON and OFF by playing note **C1**.
When this option is OFF, you can control the amount of vibrato through the channel **Aftertouch** that is the amount of force on held-down key.
You can also do the vibrato **by slightly swing the pitch bend lever**. The patch is programmed to always obtain a realistic vibrato effect.

CANTATO BUTTON enables and disables the sung style mode. It can be activated and deactivated via the note **D1**.

VELOCITY=ATTACK BUTTON allows you to control the attacks of the notes, from soft to marcato, by the speed of the key-press.

LEGATO SENSIBILITY KNOB is used to help you to play legato. To play legato you should always connect one note with the following one.
The higher is the setting of this knob, the less you will have to manually connect the notes.

ARMONIA 1 and ARMONIA 2 BUTTONS activate, respectively, the second and the third parallel voice. Keyswitches = **E1** and **F1**.
NOTA1 and NOTA2 KNOBS indicate, respectively, the intervals in semitones between the note you are playing and the notes of the second and the third voices. You can set them from -24 (2 octaves lower) to 24 (2 octaves upper).
Setting **NOTA1 to zero** and **ARMONIA1 on** you will activate the **POLYPHONIC MODE** that sustains all the notes you play with a single breath.

RIVERBERO FX BUTTON enables and disables a convolution reverb specifically designed for Suonopuro Bansuri.
N.B. If you use an external reverb, please disable this one to reduce system requirements.
FX LEVEL KNOB controls the reverb amount.

FILTRO BUTTON enables and disables a filter that reduces the sibilance (hissing sound) to obtain a more classical sound.
F. LEVEL KNOB sets the filter amount.

DYNAMIC CONTROL MENU allows you to select how to control the dynamic, from pp to ff using a MIDI Continuous Controller. It also affects the timbre and slightly the pitch of notes. <u>THIS IS THE MOST IMPORTANT SETTING</u>. **You can choose between:**
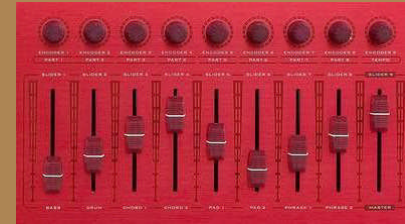

**cc1 Modulation Wheel**   **cc2 Breath Controller**   **cc11 Expression Pedal**   **Any configurable MIDIcc slider, knob or sensor**

If you choose "**0 Velocity**" the dynamic will be controlled by the speed of the key-press, as a common keyboard patch, but you can no longer do crescendos and diminuendos, and the bansuri will become less expressive.

GLIDE CONTROL MENU allows you to select how to control the **portamento ON/OFF and time**.
1) If you choose an item marked with "...**+Velocity**", <u>the first controller, when pressed, will activate the glissando</u> and <u>the velocity will control the glide time.</u> The stronger you press the key and the greater the duration of the glissando.
    You may choose between:
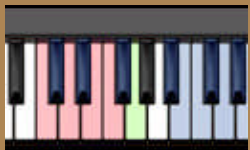
Note G1+Velocity **cc67Sostenuto** or **66Soft** or **64Sustain pedal** +Velocity   Any configurable **foot switch** set to **cc4** or **65** or **68** or **69** +Velocity.

2)   All the other **MIDI cc controllers** , set to the correct number, activate and control the glissando when transmitting values greater than 0 and turn it off when they return to 0.