

A misty forest scene with a bright sunburst in the center, casting light on a path. The sunburst is a bright, glowing orb with rays emanating from it, set against a backdrop of tall, dark trees and a thick layer of mist. The light from the sunburst illuminates a dirt path that leads from the foreground into the distance. The overall atmosphere is ethereal and mysterious.

USER MANUAL

LOUISA ARC

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# INTRODUCTION

**Louisa Arc** is a vocal sample library for **Kontakt Player**, offering a soft and cinematic sound. Featuring multiple syllables and expressive techniques, it allows the creation of natural and emotional vocal lines. The library also includes a selection of **ready-to-use** phrases to help develop ideas and bring movement to a track.

A lot of attention was given to consistency and timing. All samples, especially legato transitions and melismas, were carefully edited so the start timing stays stable. **We understand** how frustrating it is when notes have to be moved back and forth just to hit the **right timing** (especially legato and especially with multiple round robins). We worked day and night to keep everything stable and consistent.

The sound is carefully balanced with **brown noise** and is ready-to-mix. Alternative balances are also included. The original dynamics are preserved without heavy compression, keeping the performance alive and expressive.

A wide range of sound designs based on the power of the human voice is included in the large number of **snapshots**. The range of sounds that can be produced by the human voice is **surprising**. The library can produce everything from soft textures to entirely unexpected instruments and effects.

# MAIN

The main patch is designed to work with both the vocal section (left-side controls) and the synth (right-side controls) at the same time.



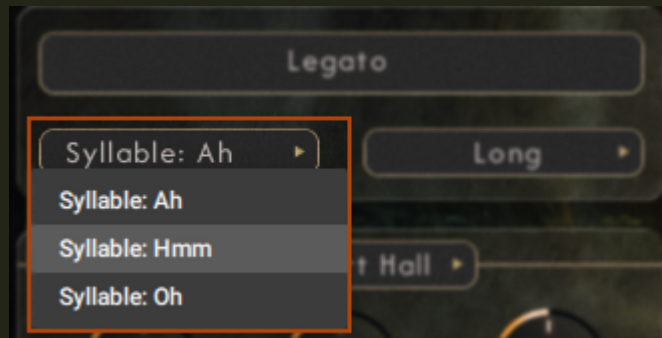
Let's start with an overview of the vocal section.

The first button is Legato, which allows you to play sounds that smoothly transition into each other without gaps.



*Legato button*

The user can choose between three syllables: Ah, Hmm, and Oh. These can be selected from the Syllable drop-down menu.



*Syllable menu*

You can also control the length of the syllable using the next drop-down menu:



*Syllable Length menu*

The next drop-down menu controls different space (reverb) types:

- Large Hall — simulates a large space with a more diffused, washed-out sound.
- Concert Hall — simulates a concert hall with a more natural and realistic sound.
- Plate — an artificial reverb with a smooth, bright tail and less sound diffusion.

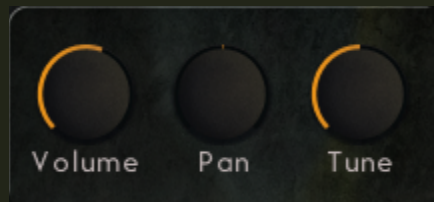


*Space menu*

- The Atmosphere knob controls a blend of reverb and delay, creating a distinctive ambient character.
- The Reverb knob controls the amount of reverb.
- The Vibrato knob controls the intensity of the vibrato. The Auto button enables vibrato automatically when a note is held.

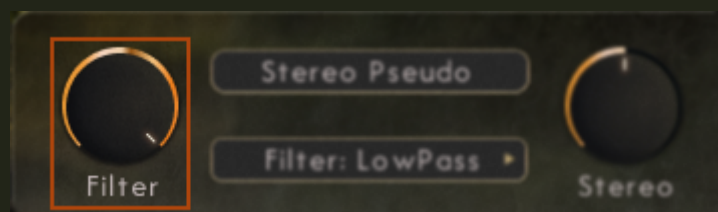


Now let's move on to the synth section. First, let's take a look at the knobs:



- Volume — controls the overall volume of the synth.
- Pan — positions the sound in the stereo field.
- Tune — allows for fine pitch adjustment of the instrument.

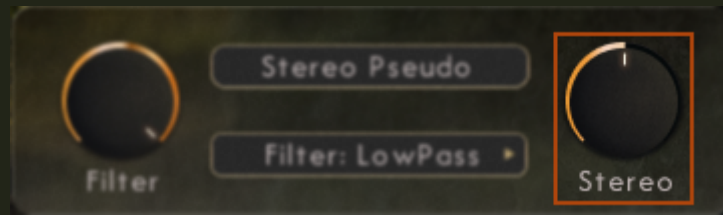
Next is the Filter knob, which controls the filter amount.



*Filter knob*

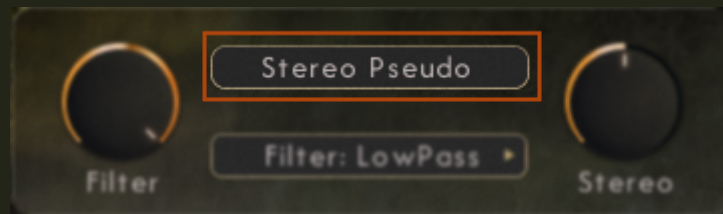
The Filter drop-down menu lets you choose between a low-pass and a high-pass filter.

The Stereo knob controls the stereo width from 0 to 100%.



*Stereo knob*

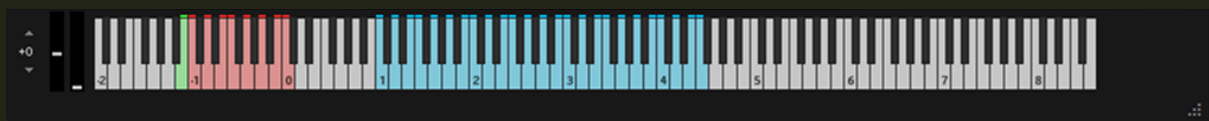
The Stereo Pseudo button artificially widens the stereo image using phase shifting.



*Stereo Pseudo*

And finally, the keys:

- Blue Keyswitches — phrases (available only on the white keys of the MIDI keyboard).
- Pink Keyswitches — tune selection.



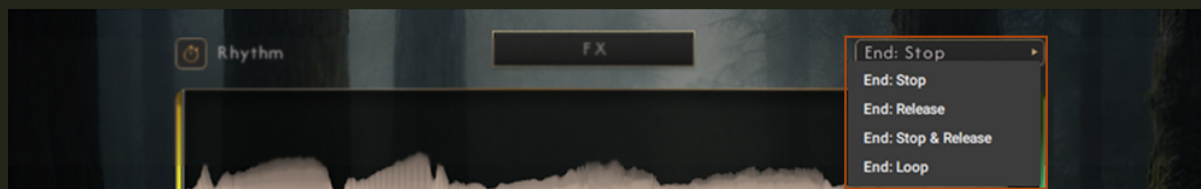
It is important to note that this instrument includes only minor keys, mapped to the white keys of the MIDI keyboard. The available keys range from B minor to A minor.

# PHRASES

The Phrases patch is designed for working with cinematic phrases.



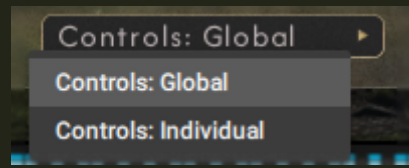
You can set the start and end points of the selected phrase and choose the action to take after playing this section from the highlighted dropdown menu.



*End menu*

- End: Stop — playback simply stops.
- End: Release — playback does not stop; when it reaches the end point, it behaves like a release.
- End: Stop & Release — playback stops and the release is triggered.

Controls: Global / Individual — allows you to adjust either a single sample or all samples at once.



After you have adjusted your phrase, you can add it to the Favorites category.



*Favorite button*

You can display only your favorite phrases using the Fav Only button.



*Fav only button*

You can reset all changes using the Reset button.



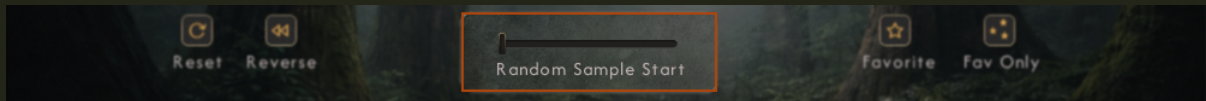
*Reset button*

Reverse Button allows to play the phrases in reversed direction.



*Reverse button*

Random Sample Start — determines the playback position within a sample. When the knob is at the far left (0%), the sample starts exactly at the sample start position. When the knob is at the far right (100%), playback begins at a random position between the sample start and sample end.



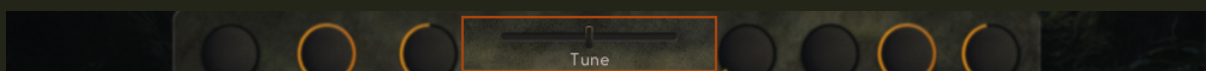
*Random Sample Start slider*

The Rhythm button opens the Whole menu when activated, allowing you to define the tempo range within which the rhythm will start and stop. If you set a range using the colored markers on the waveform (start and end points) and increase the Random Sample Start slider, you can achieve more varied and interesting results.



*Rhythm button*

The Tune slider allows for slight pitch adjustments of the instrument.



*Tune slider*

Now let's take a look at the knobs in this patch.



- Reverb — controls the amount of reverb.
- Dynamic Knob — controls the volume level.
- Stretch — stretches the sample from 1% to 800%.



- Attack — controls how fast or smooth the sound starts playing.
- Decay — controls how quickly the sound drops from its peak level to the sustain level.
- Sustain — controls the level that is maintained while the sound is held.
- Release — controls how quickly the sound fades out after the key is released.

# FX-Rack

This section is dedicated to working with effects, their detailed fine-tuning.



Each FX rack contains 8 effect slots:



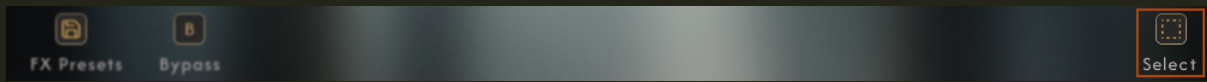
Effects are organized into six categories, making it easy to navigate and choose the right type:



You can use factory presets or save your own custom presets:



The Select button activates additional tools for working with effects, allowing you to copy, paste, and delete them.



Select button



Each selected effect can be bypassed or removed using the corresponding buttons:



When you click on an effect slot (the selected slot will be highlighted with a frame) and detailed control knobs for that effect will appear:



You can also drag and drop effects between slots to change their order.

# CREDITS

Concept & Product Design: **Evgeny Emelyanov**

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