

USER MANUAL



Dombra

FLOW & MOTION

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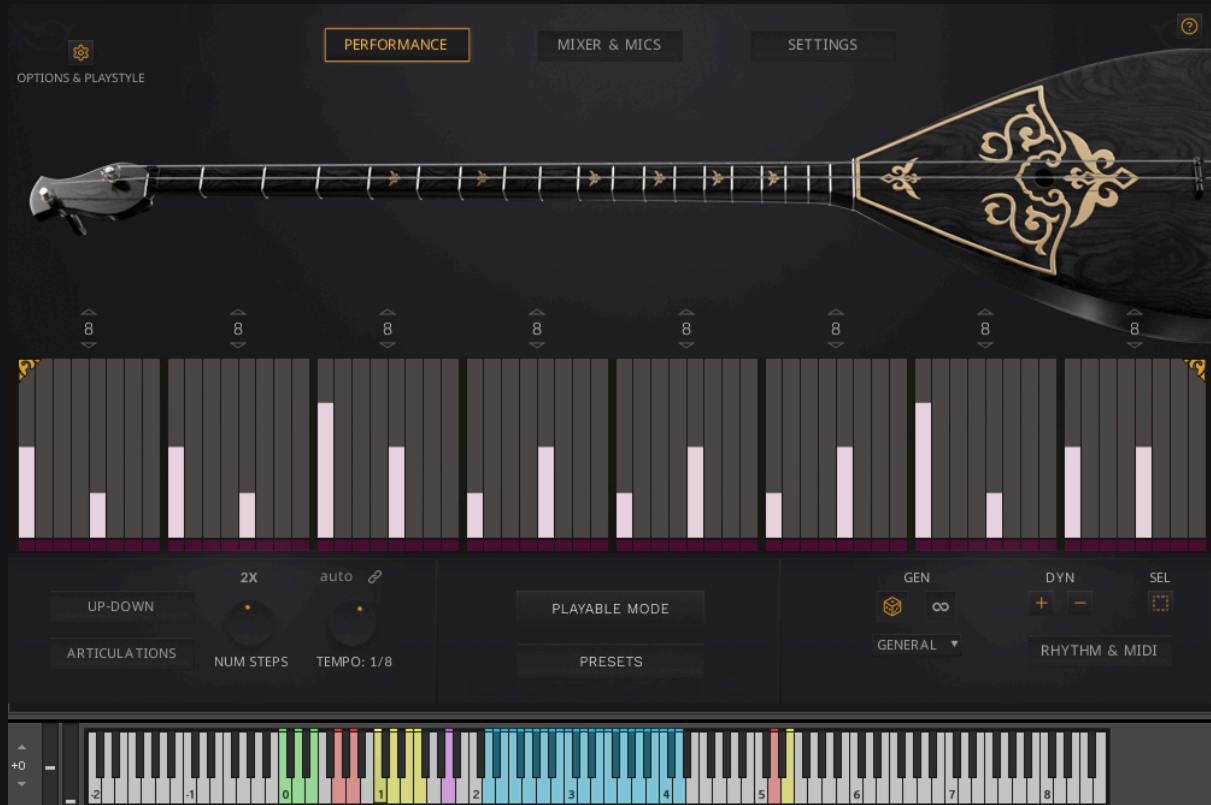
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Introduction

Flow & Motion - Dombra - is an instrument that blends authentic ethnic sound with modern sound-shaping flexibility. This library is a perfect fit for both traditional ethnic and contemporary music genres, and can be easily adapted to any other musical style. Thanks to a wide array of ready-to-use presets, a dedicated rhythm engine, and effects panels, you can craft truly unique soundscapes. While its core design is focused on rhythm creation, its capabilities are vast, and it remains incredibly intuitive and easy to use for building rhythms.

Explore and experiment with these features to unlock new realms of inspiration and musical ideas!

Performance



Each scene is built on a square grid. The vertical bars represent the steps in the rhythm, while their height controls the strength of each note. This lets you manually place accents and shape the dynamics, crafting expressive and nuanced grooves.

Peculiar properties:

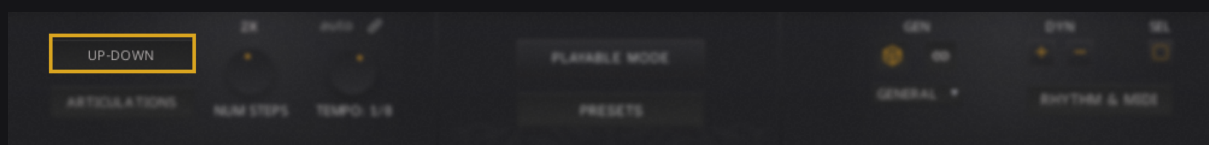
- ❖ Up to 8 steps per scene.
- ❖ Visual control and precise editing.
- ❖ Works perfectly for both traditional ethnic music and modern electronic productions.

Key switches:

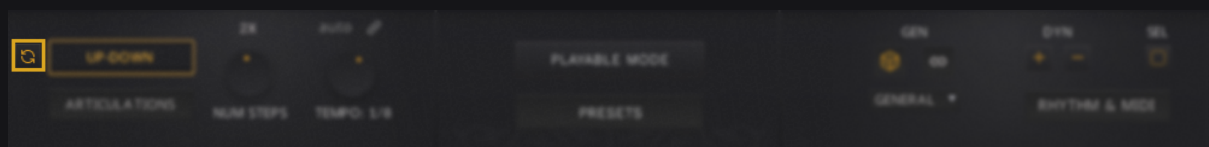


- ❖ Green – Up-Down.
- ❖ Pink – Articulations.
- ❖ Yellow – Rhythm.
- ❖ First Violet – Hammer On.
- ❖ Second Violet – Slide.
- ❖ Blue – Notes.
- ❖ Orange – Strum.
- ❖ Coral – Percussion.

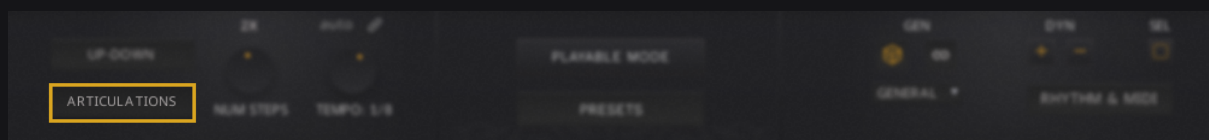
Articulations and stroke direction.



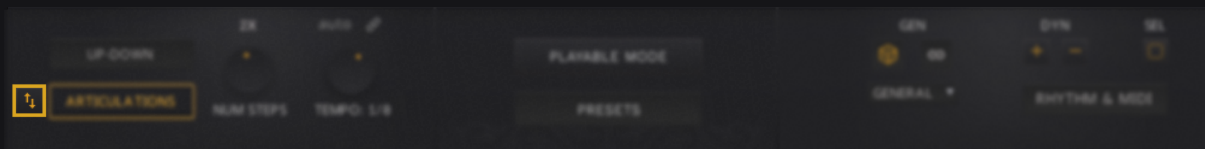
- **UP-DOWN** – selects the pick stroke direction (up or down).



- **Reset UP-DOWN** – resets the stroke direction to its default state.

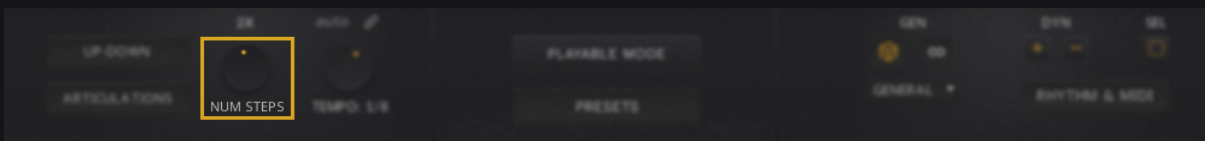


- **ARTICULATIONS** – selects the playing technique: palm mute or sustain, which defines the character of the sound.

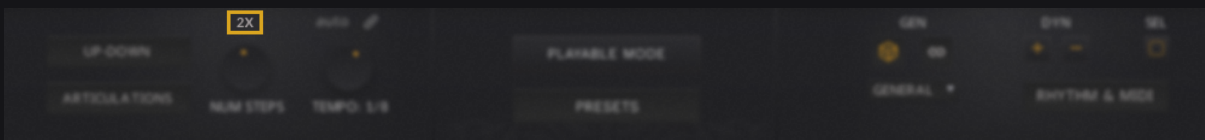


- ***Toggle Articulations*** – switches between the standard (Nail) and Palm Mute techniques.

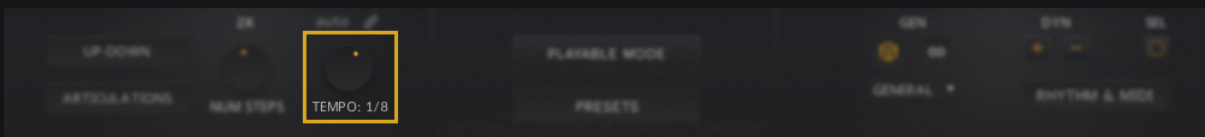
Rhythm Grid Settings.



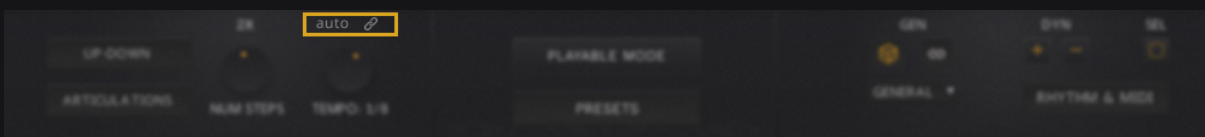
- ***NUM STEPS*** – sets the length of the scene (pattern) in steps.



- ***2X*** – doubles the length of the sequence from the current NUM STEPS position.



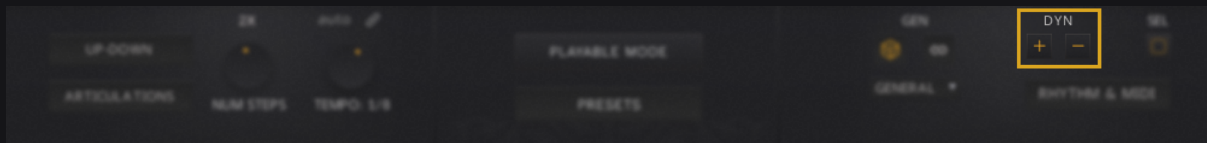
- ***TEMPO*** – sets the playback speed of the scene. This defines the note value for each step (e.g., 1/16 means each step is a sixteenth note).



- ***AUTO*** - automatically adapts the rhythm to the project's current BPM. If the pattern is too slow, the engine will speed it up; if it's too fast, it will slow it down..

- LINK - proportionally increases or decreases the playing tempo between all scenes

DYN – controls the overall scene dynamics.



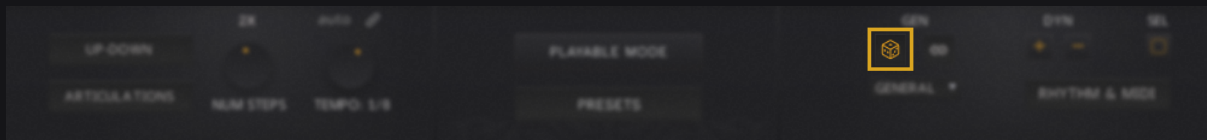
- Manages the general loudness and intensity of the performance. Adjusted using the + and - buttons.

SEL – selection tool.

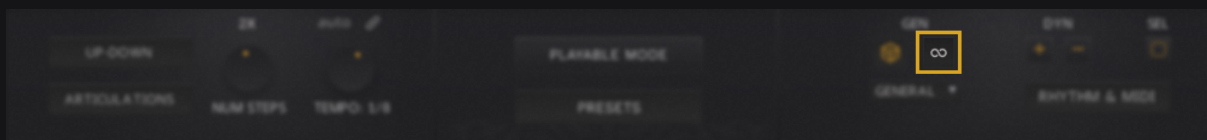


- Allows you to **highlight** a section of the scene to **copy** and **paste** content between slots. Speeds up the editing of rhythmic patterns.

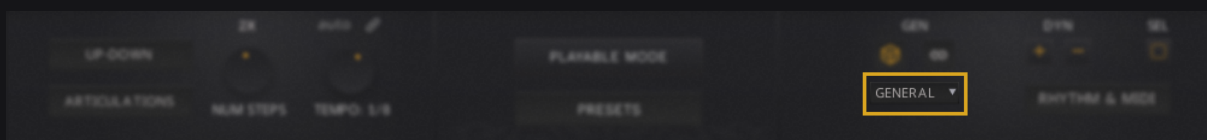
GEN – rhythm generation.



- **Dice** Icon – manually generates a new rhythm based on built-in algorithms.



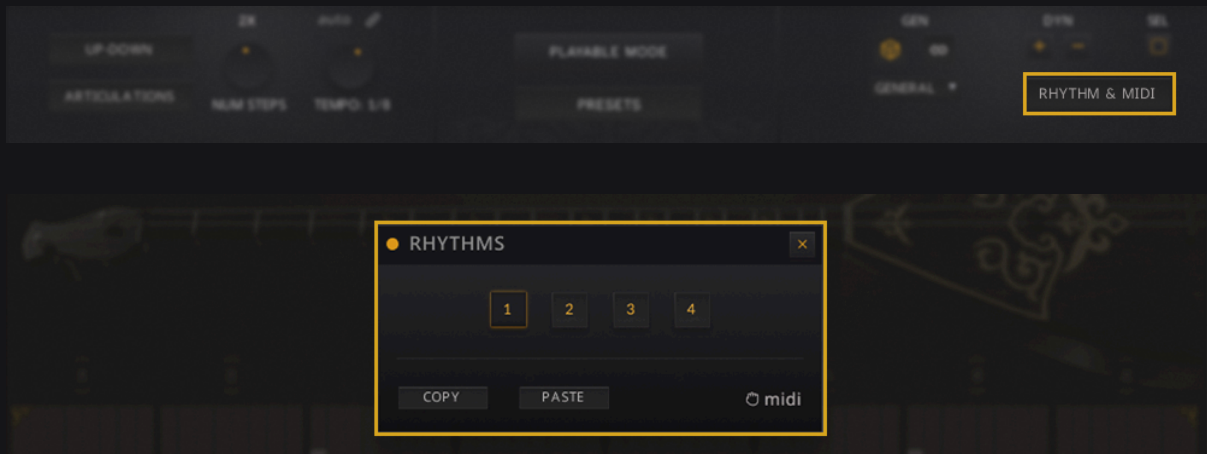
- **Infinity** button – automatically generates a new pattern after each time the scene finishes playing.



Randomization Algorithm

- ❖ **General:** Basic randomization.
- ❖ **Straight:** Randomization that creates only straight rhythm steps.
- ❖ **Triplets:** Randomization results in a triplet pattern only.

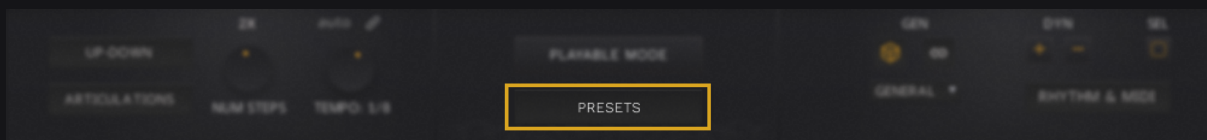
RHYTHM & MIDI.



Scene management section (4 Slots):

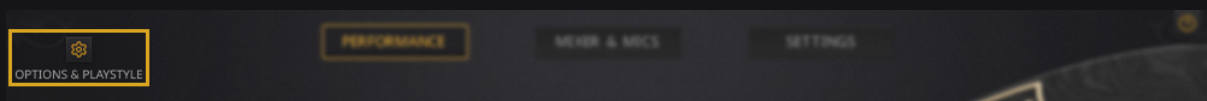
- Copy and paste scenes.
- Swap scenes between slots.
- Export scenes as MIDI files for use in your DAW.

PRESETS – rhythm browser.

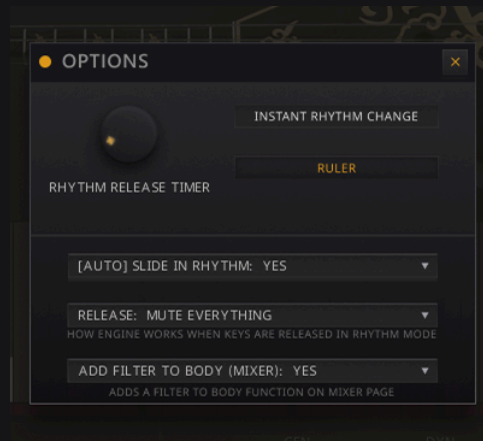


- Allows you to select and combine rhythmic scenes. You can use up to four active slots simultaneously to create your own custom patterns.

OPTIONS & PLAYSTYLE.



OPTIONS.



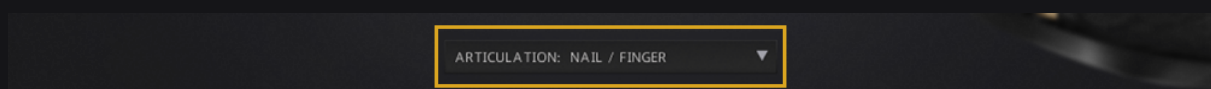
- **STRING BY** - this dropdown menu lets you choose which string in the mid range will be given priority, and how — either via the engine or velocity. It's an important setting if you want to personally control which of the two strings will play a note when both are available.
 1. **Engine Mode**: a horizontal slider lets you adjust the string priority.
Move the slider all the way to the right to give full priority to the first string, or all the way to the left for the second.
 2. **Velocity Mode**: the same slider now sets a velocity threshold between the first and second string.
- **Humanize**: adds slight, natural variations in timing for a more organic, human feel.
- **Swing**: shifts the timing of certain notes to create a groovy, rhythmic feel.
- **Chord Speed**: adjusts the speed at which chords are strummed or played.
- **Playable *Velocity Curve***: adjusts the sensitivity and response of the sound to your playing dynamics (works only in playable mode, depends on how hard you press the keys).

PLAYSTYLE.



- **RHYTHM RELEASE TIMER** - adjusts the sound behavior when the notes are released (can be quite handy for live playing).
- **INSTANT RHYTHM CHANGE** - when ON, rhythms switch immediately. When OFF, the current rhythm plays to the end before switching (when using key switches).
- Enable/Disable "**Roulette**" in the current rhythm.
- **SLIDE IN RHYTHM** - configures automatic slides between positions. When enabled, the engine will attempt to perform a slide when two notes on the same string are played consecutively
- **RELEASE** - controls the release behaviour in the instrument
- **ADD FILTER TO BODY** - adds a filter to the BODY algorithm (affects the core body sound of the instrument).

PLAYABLE MODE changes the way you play the instrument. When the mode is on you can play rhythms using the four yellow keyswitches, but it also adds the ability to play playable.

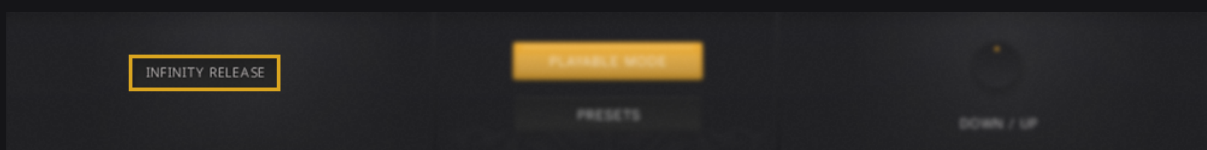


- It handles the switching between Nail/Finger and Palm Mute articulations.



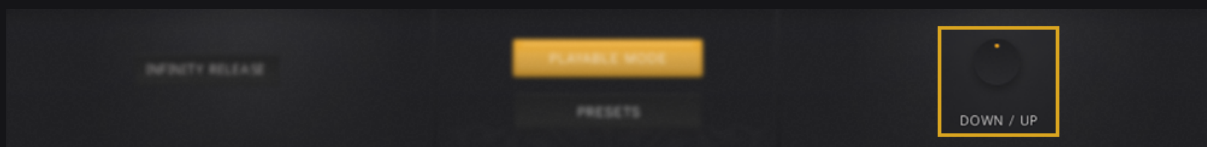
- You can select a single dynamic and play with it only, or you can select all dynamics. If all is selected, the dynamics are determined by the velocity.
- Volume is velocity sensitive and can be set on the “Play Style” page.

INFINITY RELEASE.



- When Infinity Mode is enabled, samples play all the way to the end, and note release does not work.

Playable Down/Up.



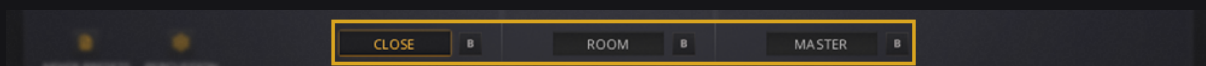
- Allows you to switch between pick stroke directions: Down Only, Down & Up, or Up Only.

Mixer and Mics

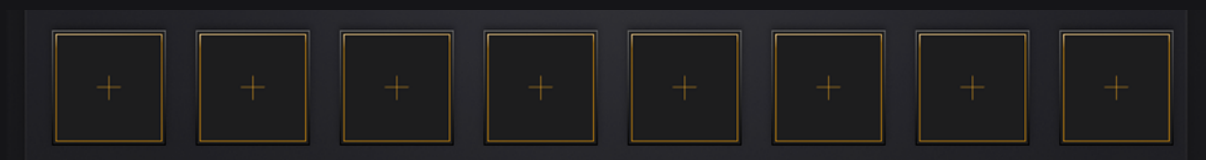
This section is dedicated to working with effects, their detailed fine-tuning, as well as to working with the two microphones used to record the instrument.



The instrument includes **three separate FX racks**: one for each microphone and a third for the master output.



- Each rack can be bypassed individually.



- Each FX rack contains **8 effect slots**.

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

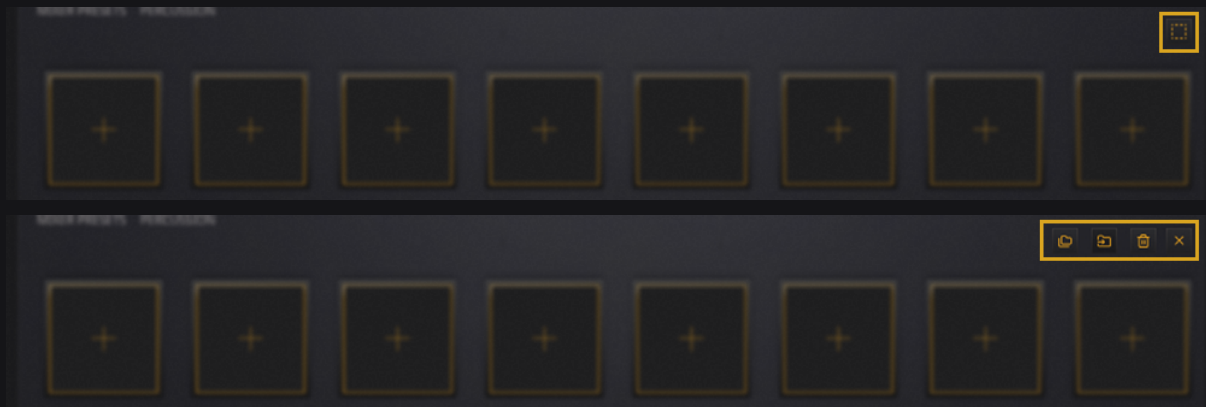


When you click on an effect slot (the selected slot will be highlighted) and detailed **control knobs** for that effect will appear:

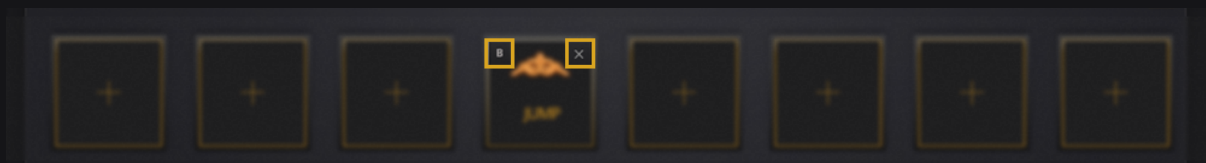


- You can also **drag and drop** effects between slots to change their order.

The Select button.



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

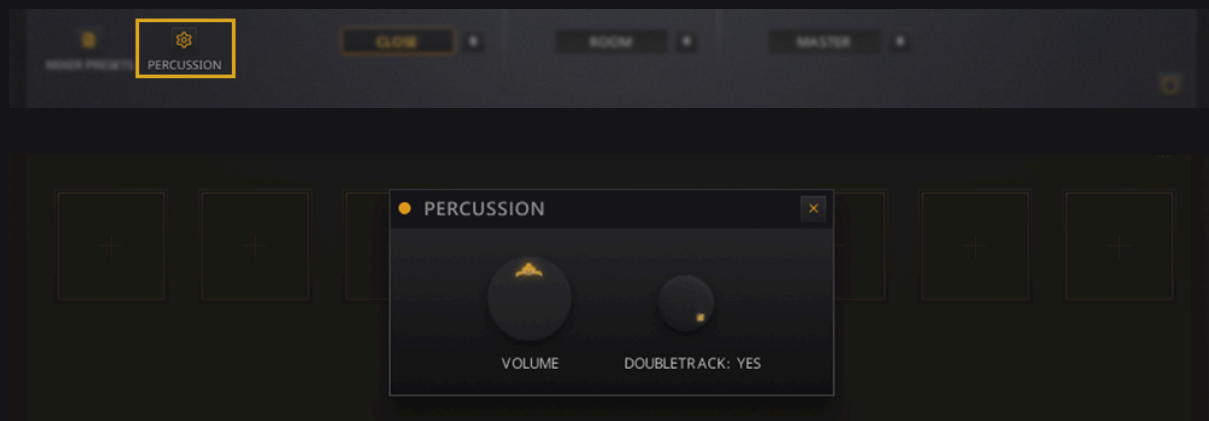


- Each selected effect can be **bypassed** or **removed** using the corresponding buttons.

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



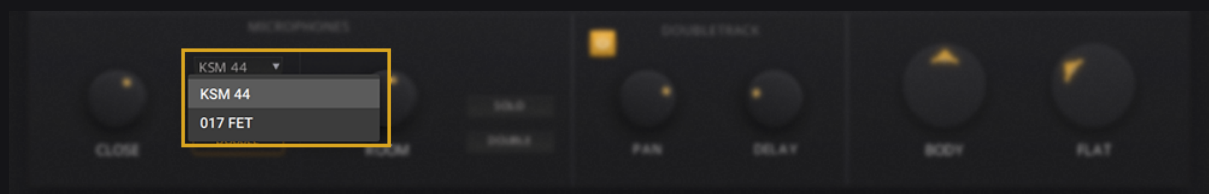
You can also control the percussion settings (adjust percussion volume and toggle the double track on/off).



Mic settings.



As mentioned earlier, the instrument was recorded using two close microphones:

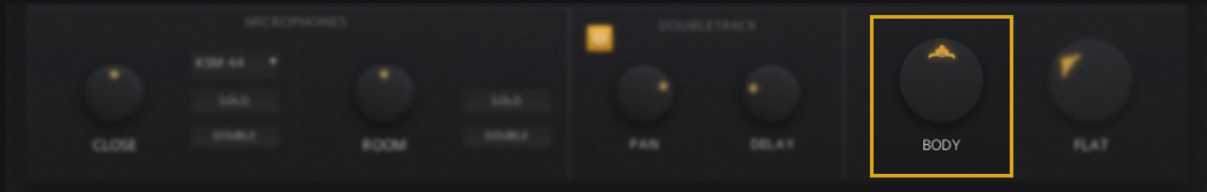


- Each microphone can be ***soloed*** or used in ***double-track mode***.

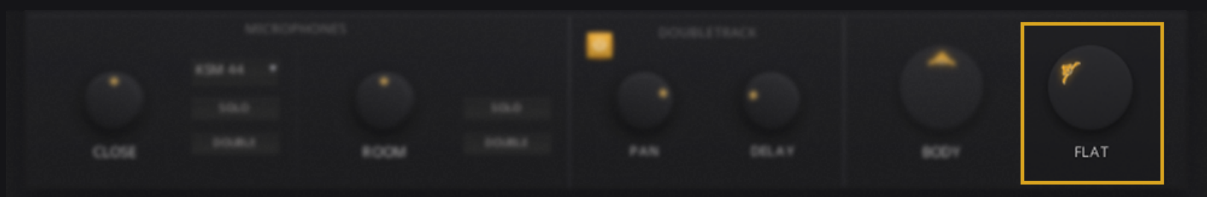
Please note: to enable double-tracking for a microphone, you must first activate the master double-track function in the dedicated section – Master Doubletrack Settings. There, you can also adjust the microphone panning and delay.



- **Doubletrack Settings:** this feature allows you to double the tracks to create a wide stereo image.

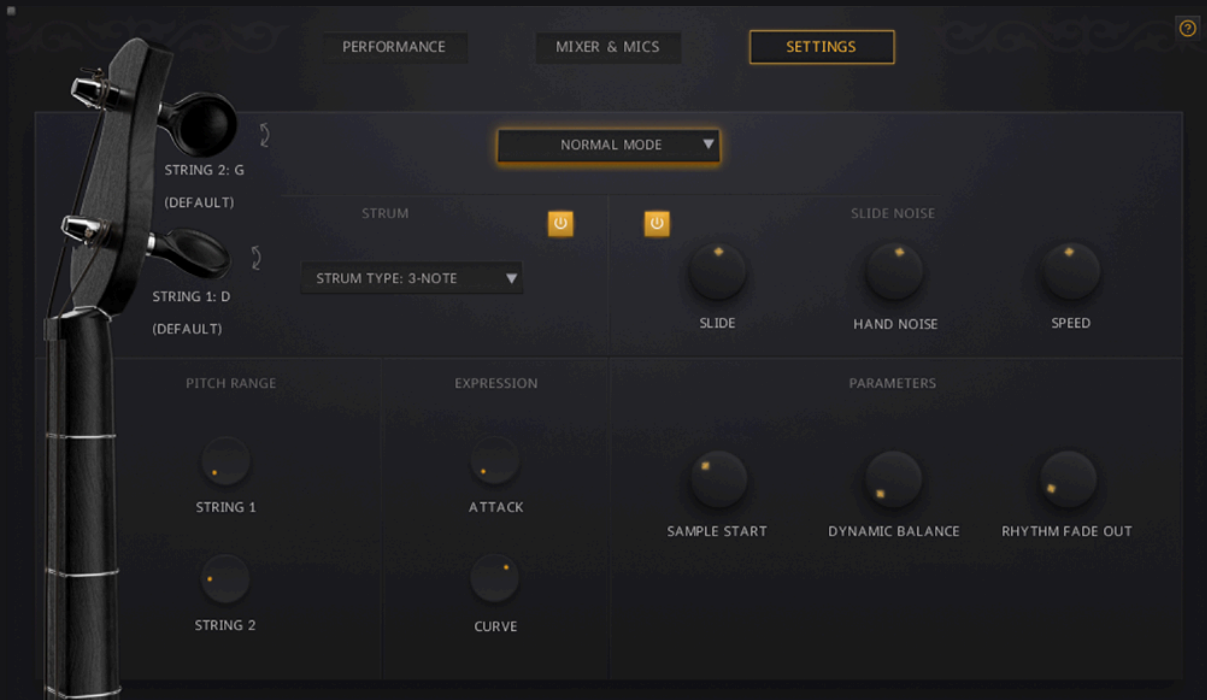


- Body - adds body layer

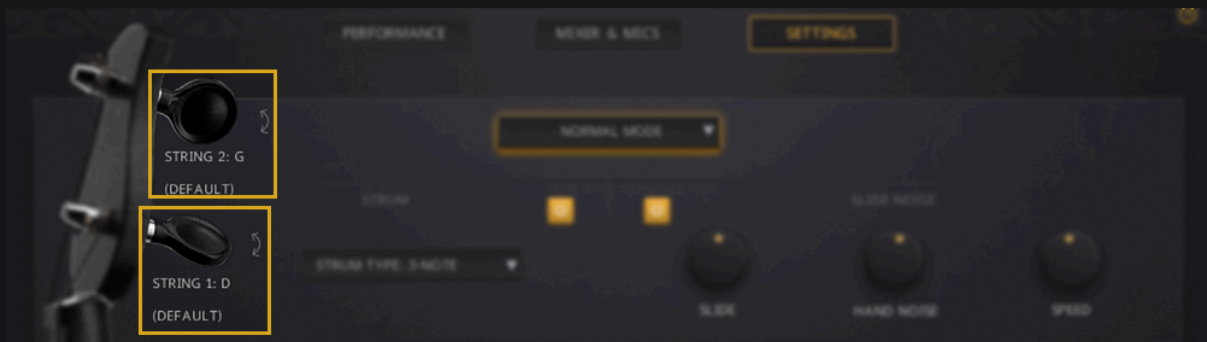


- Flat makes the instrument sound more percussive and less tonal.

Settings



You can adjust the instrument's tuning by interacting with the 3D dombra model:

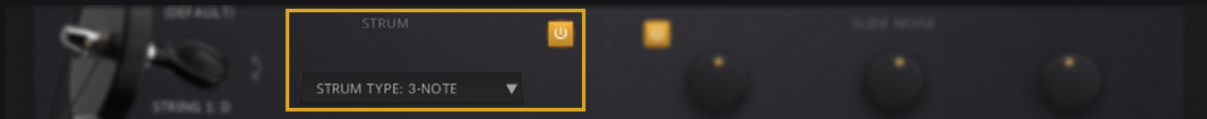


Poly Modes.



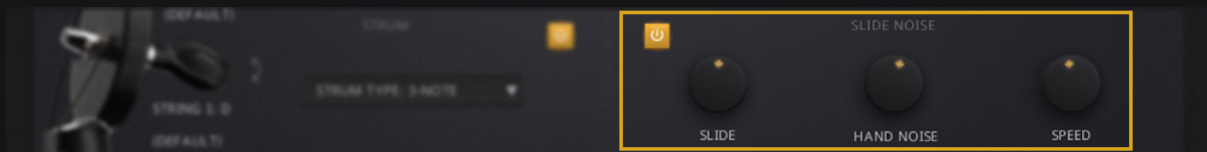
1. **Normal:** Only two strings can be played at a time. Realistic and standard mode for playing Dombra.
2. **Solo:** Only one note can be played at a time.
3. **Polyphonic:** Ten notes can be played at a time.

Strum settings.

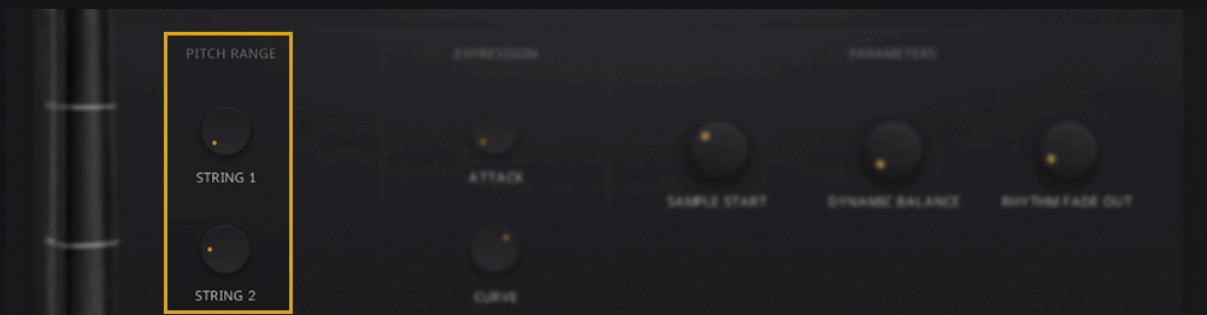


- It can be activated with keyswitch.

Slide noise.



- **Yellow button** – **On/Off** slide and hand noise.
- **SLIDE** knob – adjusts the volume of the slide sound, from -12 dB to +12 dB.
- **HAND NOISE** – controls the volume of the hand, from -24 dB to +12 dB.
- **SPEED** knob – adjusts the speed of the slide..



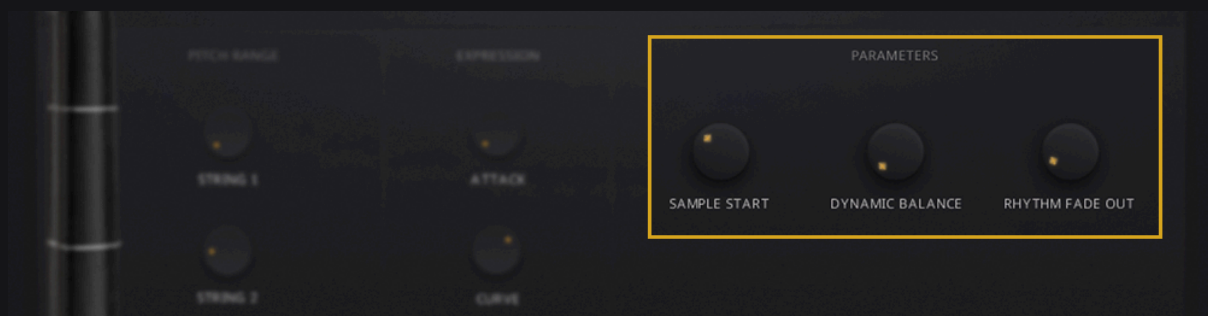
- Using the **PITCH RANGE** knobs, you can independently control the pitch range of each individual string.

Expression.



- **ATTACK** knob – controls the attack time, shaping how quickly the sound reaches its full volume after a note is played.
- **CURVE** – controls the curve of the attack

Parameters.



- Knob **SAMPLE START** – controls the sample start point (the initial point of the sample playback). Sample start parameter for rhythm and playable are set individually.
- **DYNAMIC BALANCE** – smooth makes volume between dynamics more equal.
- **RHYTHM FADE OUT** – determines how quickly the note decays in rhythm.

Credits

Concept & Product Design: Evgeny Emelyanov

Artist: Ksay Mentor

Kontakt Development: Evgeny Emelyanov

UI Design: Maryia Liantaushchyk

Sound Design, Sample Post Production: Ksay Mentor, Evgeny Emelyanov

Preset Design & Production: Ksay Mentor, Dima Koltsov, Pierre-Marie Bitot, Hleb Murauyou, Evgeny Emelyanov, Nick Froud, Maya Sopunova, Alexey Romanov, Murat Nagoev

Assistance: Maryia Liantaushchyk