

SENFINE v 1.0.

USER MANUAL

Wavelet Audio



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1. Short description

Senfine is extensive soundtool aimed primarily for writing tracks in the styles of cinematic ambient and post-rock, but at the same time, it perfectly fits any kind of deep emotional atmospheric projects in wide variety genres. There is everything you might need for making atmospheric and deep sound inside Senfine library: from guitars and orchestral ambient instruments to drums and synths.

2. License

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3. Overview

Generally speaking, there are three types of Senfine library engines: **Piano & Synth** engines, **Guitar** type of engines and **Drums** engine. At first, let's take a look at the first two engine types.

Senfine user interface is divided into zones with the interface controls of the same class.



1.Default button. Sets the whole engine in the default settings. All the instruments in Senfine library are preconfigured and pre-mixed using engine effects, macroses, LFO's and other settings. You have a possibility to set the instrument in default settings. It turns off all effects, LFOs, macroses, etc. It allows you to start from scratch using your own plugins instead of using our settings.

2.Special controls. These controls depend on what instrument you use. There are the following controls:

- a.Glide (Synths & Guitars). It controls the speed amount of glide function. Also, there is a small switch near to the knob which turns on/off the glide function for an instrument.
- b.Pitch Bend (Synths & Guitars). This knob controls the amount of Pitch Bend modulation. From 0 to 12 half tones.
- c.Soft (Scoring piano). It controls the softness of scoring piano.
- d.Hammers (Scoring piano). It controls the chance with which the hammer noise will sound in the moments of notes attack and notes release.
- e.Noise (Scoring piano). This knob controls the volume of scoring piano noise in db.
- f.Polyphony (Tremolo guitars). This button activates/deactivates polyphony function.
- g.Tail (Tremolo guitars). The volume of guitar "Tail" which replaces natural instrument release.
- h.Slide (Guitars). This controls works similar to Glide function but using real samples instead of scripting and only for guitar patches.

3.Global ADSR controls.

4.LFO zone (see below).

5.Macro XY Pad zone (see below).

6. Central controls. It includes:

- a. Two big macro knobs with additional controls (see below).
- b. This knob controls the gain amount of the effect. The limiter is placed at the very end of the FX chain.
- c. Stereo. This knob controls a stereo image of the entire instrument but for each channel separately. Long story short, it's not possible to transform mono sound into pseudo-stereo sound. The stereo effect is placed at the beginning of FX chain right after EQ.

7. Atmosphere designer zone (see below).

8. and 10. FX Rack and Space effects zone (see below).

9. Global filter with the following functions:

- a. Lag. This knob controls the speed of filter applying. Especially useful for pads/drones/swell guitars playing with BP filter and key link.
- b. Two drop-down lists of filter type (or bypass) and filter mode.
- c. Velocity link. After clicking this switch frequency cutoff will depend on velocity values. Especially useful for arpeggios.
- d. Key link. After clicking this switch frequency cutoff will depend on key position. Especially useful for pads/drones/swell guitars playing with BP filter and small lag.

4. LFO

Senfine engine contains one of the most flexible LFO systems.



First step in activating is clicking on button (1). This control activates/deactivates whole LFO system.



LFO ASSIGNATION FOR ADSR CONTROLS

After clicking on the switch (2) you should choose which control should be assigned to one of the four LFOs.

Click on a plus icon to link this particular control to chosen LFO. Note, it's not possible to link one control to several modulators at the same time. If there is a knob assigned to LFO and you want to unlink the control from it you need to click on the cross icon.

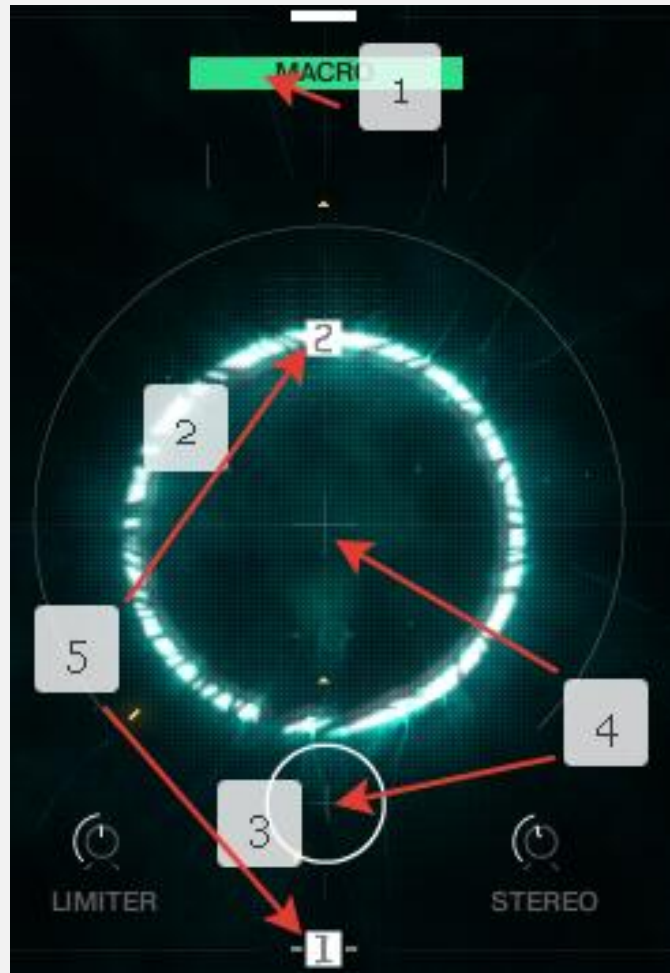
The green light at the top of knob indicates whether this control is linked to the selected LFO or not. Green light means that this control is linked to the selected LFO. Yellow light - this control is linked to another LFO or macro. Red light - this control is "clear" and not used by any modulators.

After assigning control to any modulator you can see two red and green small sliders above the assigned knob. These two sliders are used to set the edges of the LFO. Finally, you can use (3) knobs to set the frequency amount of LFOs.

You can link almost any control to LFO or macro. There are some controls like reverb knobs that cannot be assigned because of Kontakt limitations. For instance, it's impossible to change convolution values if CPU performance should be high at the same time.

5. Macro

Let's take a look at two macros inside Senfine engine.



1. This button turns on/off both two macro functions.
2. This BIG knob in the center controls the amount of the first macro.
3. This SMALL knob controls the amount of the second macro.
4. These two plus icons in the centers of the macro knobs are needed when you need to begin the process of assigning engine controls to the macroses.
5. Finally, these tiny monitors show us how many controls are assigned to the macroses.

Assignment process is 100% similar to the LFO assignment. Read the previous chapter to see how it works. To start the assignment process you need to click on the plus icon (4). To finish this process you need to click on the same switch but it should be a cross icon instead of the plus icon.

Unlike the LFO system, here you can assign one control to two macroses at the same time. But it's not possible to link one control to both LFO and Macro. They work separately.

6. Macro XY Pad

You can manipulate both macroses with Macro XY Pad.



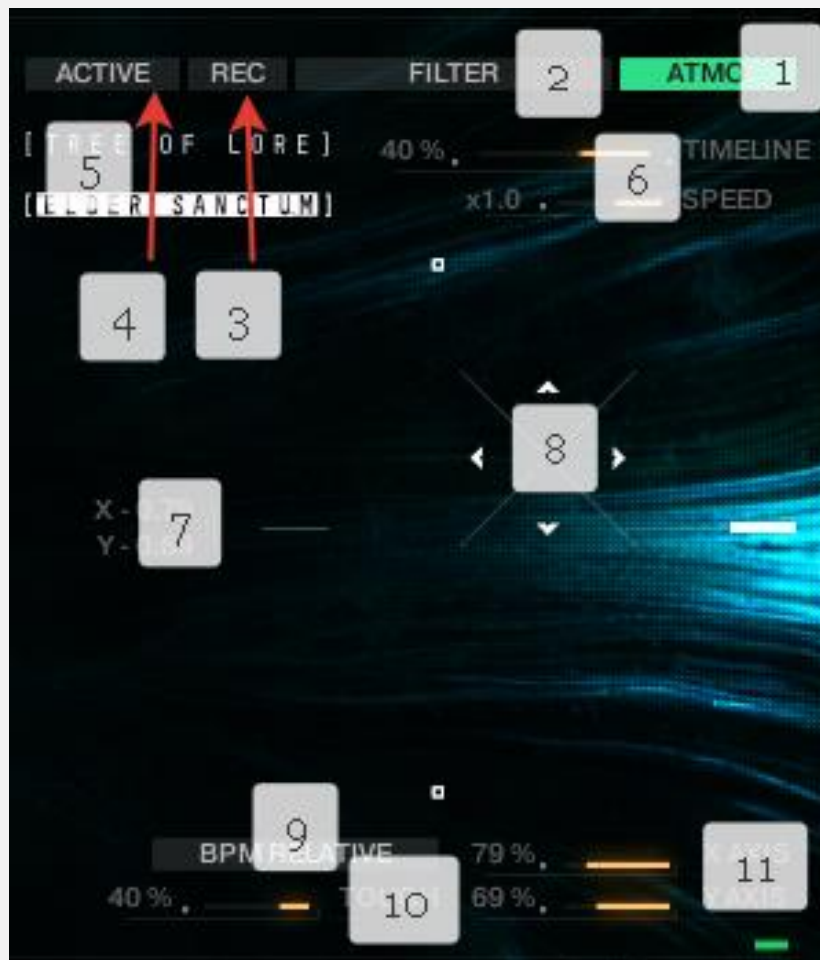
- 1.This button activates the Macro XY Pad panel.
- 2.Rec button. Click it to start (or finish) XY Pad movements recording.
- 3.Activate XY Pad recorded movements (if something was recorded).
- 4.Recording timeline and speed sliders.
- 5.XY Pad coordinates.
- 6.Current point position.
- 7.It sets whether movement recording depends on BPM or not.
- 8.X Axis and Y Axis are needed to give you a possibility to automate these two sliders inside your DAW.
- 9.The toughness slider is responsible for XY Pad mouse sensitivity.

7. Atmosphere designer

Atmosphere designer (AD) is an original function developed by Wavelet Audio special for Senfine library. It blurs the incoming sound transforming it into pure ambience.

Tip: Better, try it yourself! We can highly recommend using pluck types of sounds (Pianos, Guitars, Plucks, etc.) to feel the greatest strength of this feature.

Follow these simple steps to start to use AD. At first, activate the AD panel by clicking on the button (1). Then, chose which AD mode you would like to use (5). There is some difference between them in sound color, shape, and some details.



1. This button activates the Atmosphere Designer panel.
2. Filter button is responsible for special bypass filter activation. Also, it allows using two filters in AD mode at the same time.
3. Rec button. Click it to start (or finish) AD XY Pad movements recording.
4. Activate AD XY Pad recorded movements (if something was recorded).
5. There are two Atmosphere Designer modes (algorithms). You should choose which one you follow.
6. Recording timeline and speed sliders.
7. AD XY Pad coordinates.
8. Current point position.
9. It sets whether movement recording depends on BPM or not.
10. X Axis and Y Axis are needed to give you a possibility to automate these two sliders in your DAW.
11. Toughness slider is responsible for AD XY Pad mouse sensitivity.

8. Master Filter

Master filter (1) is located almost at the very end of the effects chain but before limiter and (sometimes) space / send effects (see details below). There are three filter modes (2): lowpass, bandpass, and highpass. You can control filter type by choosing from a menu (3).

Lag knob (4) controls the speed of filter applying. When the lag value is zero, the filter is applied instantly. It comes in handy to have non-zero lag when your filter knob changes too fast. And you wish to avoid clicks or pops. Especially useful with Key. link or Vel. Link.

When Vel. (Velocity) link (5) is activated, the filter knob depends on note velocity values. Especially useful function for fast arpeggios parts.

When Key. (Keyboard) link (6) is activated, the filter knob depends on the key position of the note that was played. Especially useful function for playing drones or pads with a bandpass filter.



9. FX Rack and Space FXs

Senfine engine contains six FX Rack effects plus two Space (send) effects.

FX Rack:

- ❖ Guitar Cabinet
- ❖ Screamer
- ❖ Saturator
- ❖ Compressor
- ❖ Distortion
- ❖ Chorus

Space effects:

- ❖ Convolution Reverb
- ❖ Delay



1. Click this button to see entire FX Rack panel.
2. Effect name, its position in FX Rack chain on/off switch.

3.FX controls.

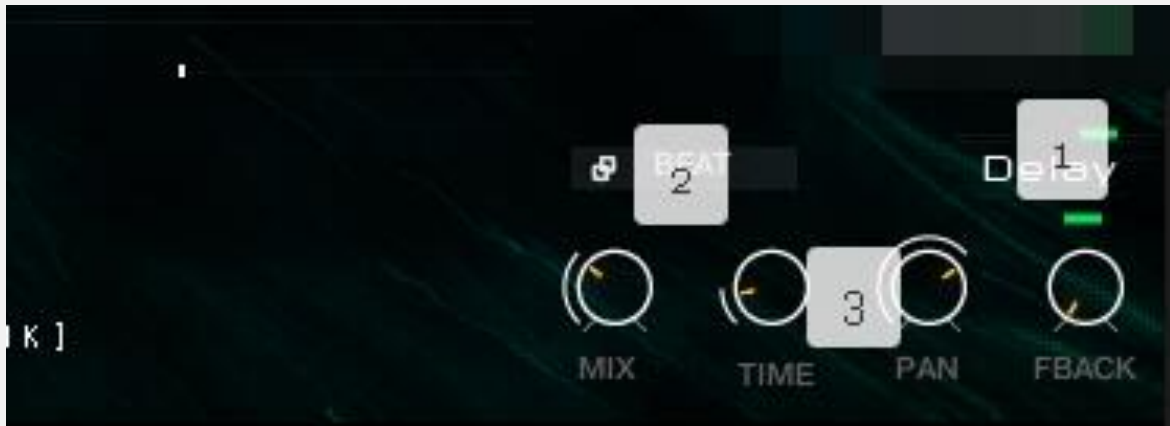
4.These arrows are needed to swap two effects in the FX Rack chain.

You are able to place Space (send) effects:

- ❖ **Before** FX Rack chain.
- ❖ **Instead of** one of the effects. In this case, send effects replace one effect in FX Rack chain.
- ❖ **In the end of** FX Rack chain but **before** a filter. Send effects replace the last effect in FX Rack chain.
- ❖ **In the end of** FX Rack chain but **after** a filter. Send effects replace the last effect in FX Rack chain.
- ❖ **Nowhere** (bypass entire Space effects section).



- 1.Click this button to see the Space (send) effects section.
- 2.You can control Space effects position using these two buttons: UP and DOWN. There are following send effects positions: NONE, 1, 2, 3, 4, 5, 6, a.f. (still 6 but after filter), NONE.
- 3.Effect name and on/off switch.
- 4.A menu where you can pick one of the convolution impulses.
- 5.Reverberation controls.



1. Effect name and on/off switch.
2. You have to choose which type of delay time you need.
BEAT (tied to bpm) or MS.
3. Delay controls.

10. EQUALIZER (EQ)

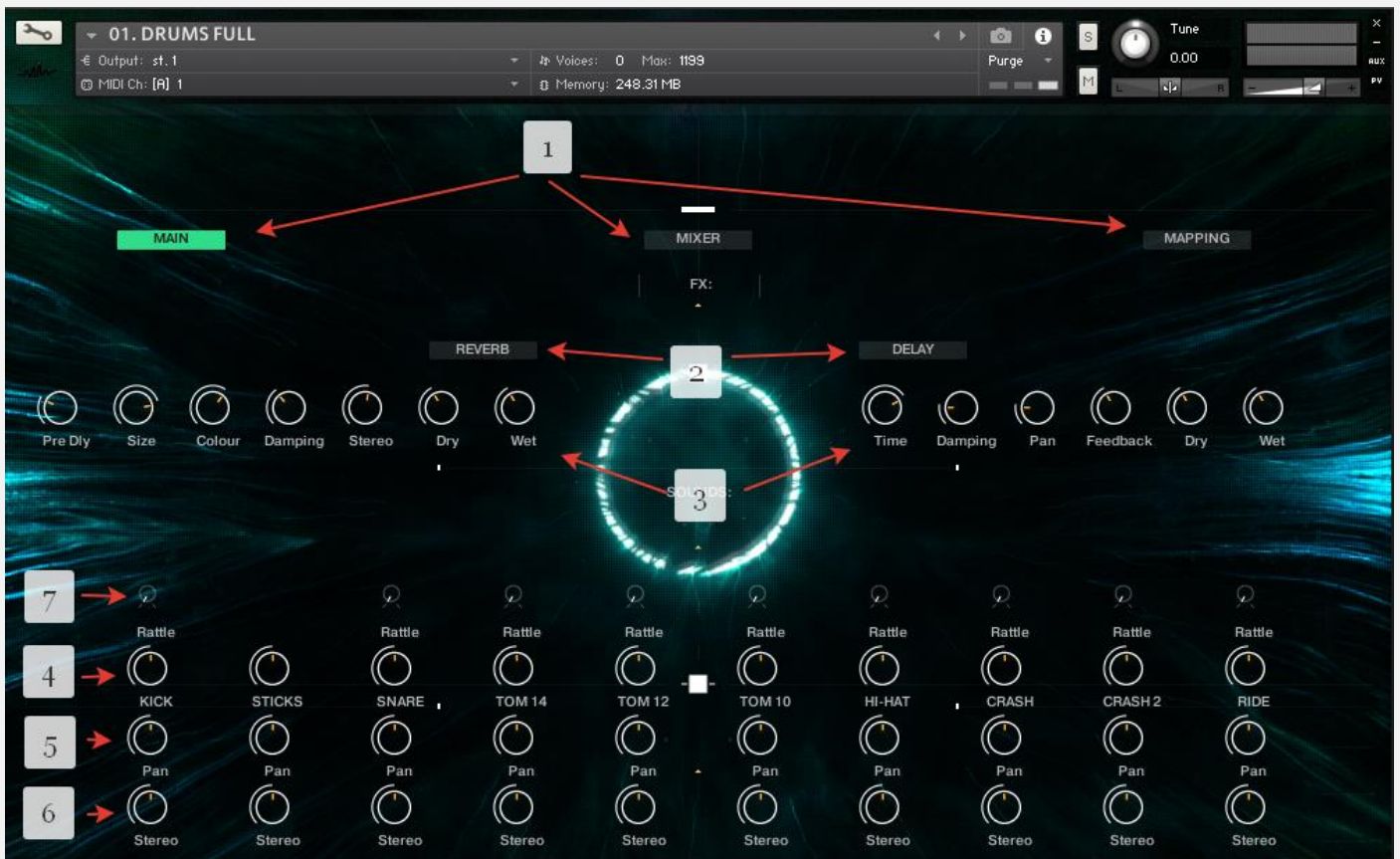


1. Equalizer window header. Left click and pull this area to move EQ window.
2. Click this button to close EQ window.
3. There are three bands maximum. These points are bands indicators controlling band gain, band frequency and band width.
4. You can activate/deactivate EQ using this button.
5. Choose how many bands you need from 1 to 3.
6. You can control bands gain using these knobs.
7. You can control bands freq using these knobs.
8. You can control bands width using these knobs.
9. Resize EQ window using this control.
10. Open/close EQ window using "EQ SETTINGS" button.
Activate/deactivate EQ using the light switch above.

11. DRUMS

Senfine contains fully recorded and edited drums. They were processed and mixed in such a way as to fully comply with the library tools. Let's take a look at the drums in details.

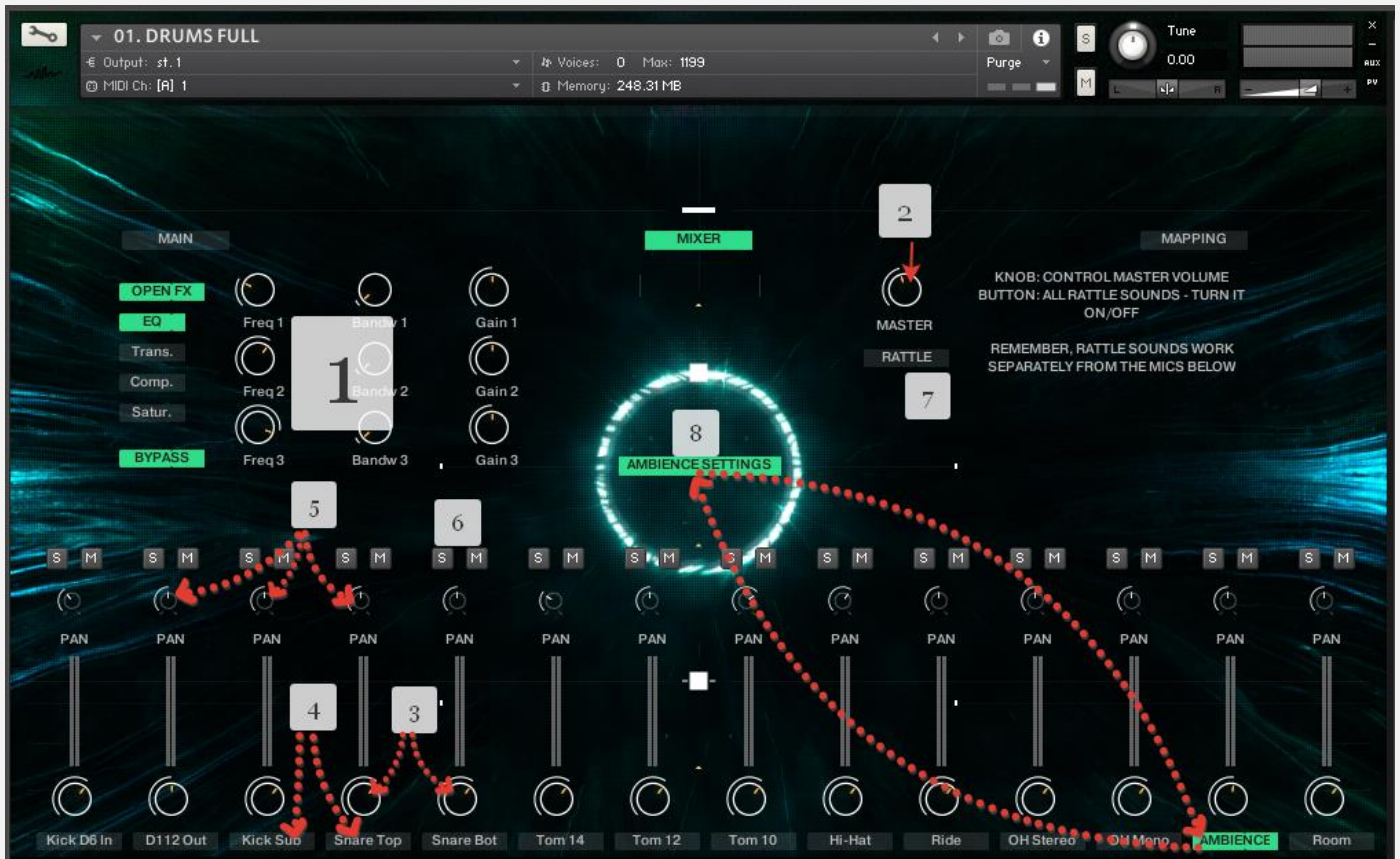
11.1.MAIN



1. These switches help us to navigate through drums engine tabs: MAIN, MIXER, and MAPPING.
2. Activate additional master reverb and delay effects if needed.
3. The controls for additional reverb and delay effects.
4. Use these knobs to control articulations volume.
5. You can control articulations pan with these knobs.
6. You can control articulations stereo image using these knobs.
7. Rattle volume controls allow us to add rattle real recorded noises to needed articulations. In short, the drums will sound more “clean” without rattle. And they will sound more “noisy” if you use rattle samples. Use the ALT button (in WIN) if you wish to control all rattle sounds for all articulations at the same time.

11.2.MIXER

The drums were recorded with 14 mics which we can control and use.



1. You have 4 effects with the independent settings for all mics.
2. It's possible to control Master volume using this knob (2).
3. You can control mics volume with these 14 volume faders.
4. To be able to control FX settings (1), at first, you have to choose which mic channel you need with these buttons.
5. You can control mics pan settings using these little knobs.

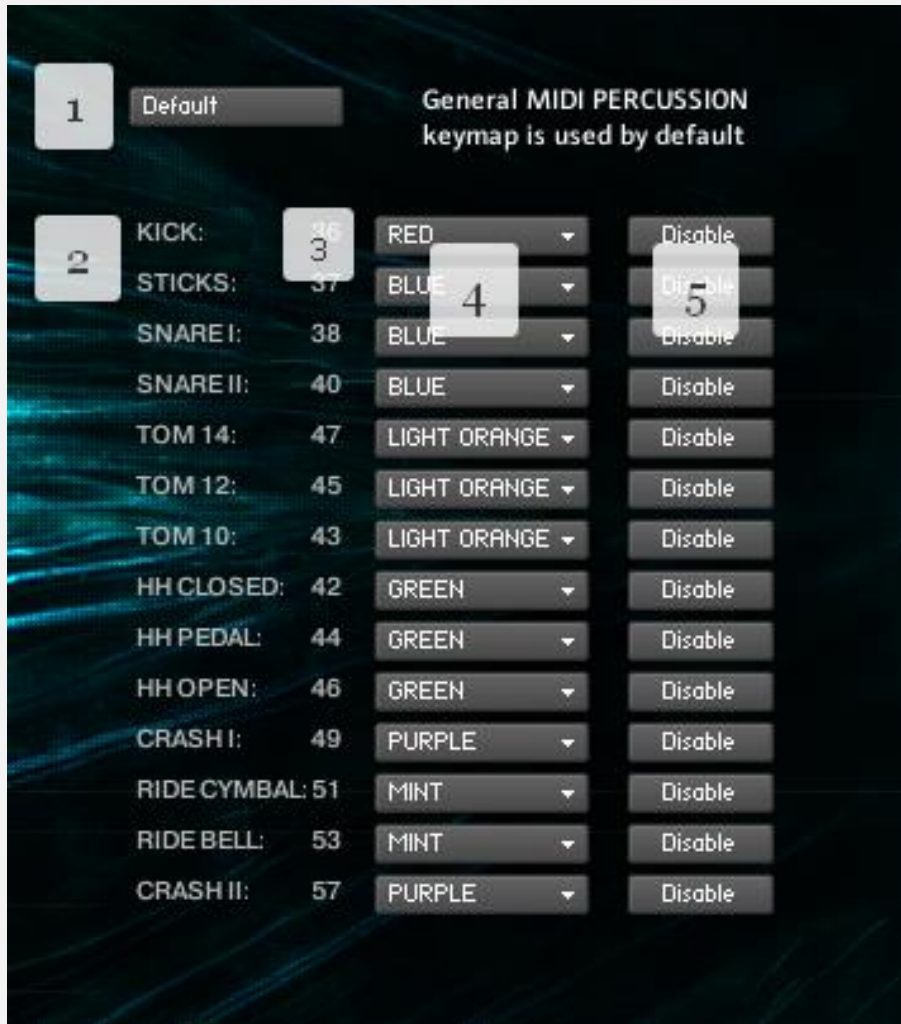
6. Solo or mute any microphone using these “solo” and “mute” buttons. **Remember!!** Volume (3), pan (5) knobs do not change Rattle sounds setting. Also soloing (!) or muting (!) the microphone does not work with rattle sounds. For example, if you activate rattle samples on the Main tab and mute Ride mic it does not mean Rattle sound will be muted. That’s why we have a button (7).
7. This button allows you to activate/deactivate all Rattle sounds quickly. Also, this button works automatically when you work with solo/mute buttons.
8. Ambience settings. “AMBIENCE” is a special mic because it has unique additional settings. In short, this mic adds space/reverberation to the instrument. Click button (8) to see ambience channel settings (see details below).



1. You can control dry/wet signals using these two knobs.
2. Lowpass & Highpass for the wet reverberation signal.
3. It’s possible to change an amplitude of the impulse used in the reverberation.
4. Select one of the 10 impulses from this list.
5. Click the button to close this window.

11.3.MAPPING

We have the following controls on Mapping tab:



1. We have used General MIDI Percussion keymap by default. It means after clicking the button (1) all the drums will be mapped using this keymap.
2. Articulations list.
3. Articulation mapping value. For example, value 36 for kick means that kick articulation is located on 36th key.
It's possible to set it up so that keymap matches any other drums midi configuration. After setting the midi keymap, you can save the nki patch to be able to use this keymap settings in another projects.

4.Key's color.

5.It's possible to disable some articulation. These buttons deactivate particular keys from the instrument. Also, the samples will be unloaded from RAM.

Default key mapping:



1.Red: KICK.

2.BLUE:

a.STICKS

b.SNARE I

c.SNARE II

3.ORANGE:

a.TOM 10

b.TOM 12

c.TOM 14

4.GREEN:

a.HI-HAT CLOSE

b.HI-HAT PEDAL

c.HI-HAT OPENED

5.PURPLE:

a.CRASH I

b.CRASH II

6.MINT:

a.RIDE CYMBAL

b.RIDE BELL

12. CREDITS

Wavelet Audio, 2019

Samples recording: Evgeny Emelyanov, Dmitry Tretiakov, Ksay Mentor.

Samples editing: Evgeny Emelyanov, Ksay Mentor, Maria Rubel, Dmitry Tretiakov.

Presets: Evgeny Emelyanov, Ksay Mentor, Maria Rubel.

Scripting: Evgeny Emelyanov

We would like to express our gratitude to ALL musicians who worked on Senfine and all beta-testers. Thanks a million!