ŚAMBHALA

TEXTURAL ORCHESTRA

Strezov

SAMPLING

ABOUT STREZOV SAMPLING

STREZOV SAMPLING © is a division of STREZOV MUSIC PRODUCTIONS LTD – a company created by George Strezov – orchestrator, composer and orchestra/choir contractor in Sofia, Bulgaria.

We have been sampling since December 2012 when we started out with Storm Choir 1 and throughout that time we learned and incorporated a lot into our products.

Our team is passionate about sample libraries because at the end we are the first customers of the products – we are composers and arrangers working around the world.

Our headquarters are based in Sofia, Bulgaria where we record the fantastic musicians and singers that breathe life into the tiny .wav samples that we later include into Kontakt.

DISCLAIMER / PHILOSOPHY

We would like to note that, in our pursuit for more lively and natural samples, we tend to avoid a few things that are considered commonplace.

We used some normalization on the samples, but tried to keep the depth of the instrument dynamics.

We embrace candid, lively samples that include some natural imperfections.

ABOUT SAMBHALA
TEXTURAL ORCHESTRA

In today's stressed and overwhelming environment, more and more of us find ourselves in dire need of tranquility, clarity, and a general state of "flow".

This not so recent observation of ours led us to create something that aims at helping more people in their pursuits. Sambhala Textural Orchestra draws from all 5 elements of life – earth, fire, water, air, and ether – thus getting you as close to the ancients' wisdom as possible.

Now, close your eyes, take a deep breath, and let us take you on a journey of discovery and inspiration!

PATCHES & UI

"Sambhala Textural Orchestra" contains 34 Patches, all split into six different categories/ folders within the main "Instruments" folder:
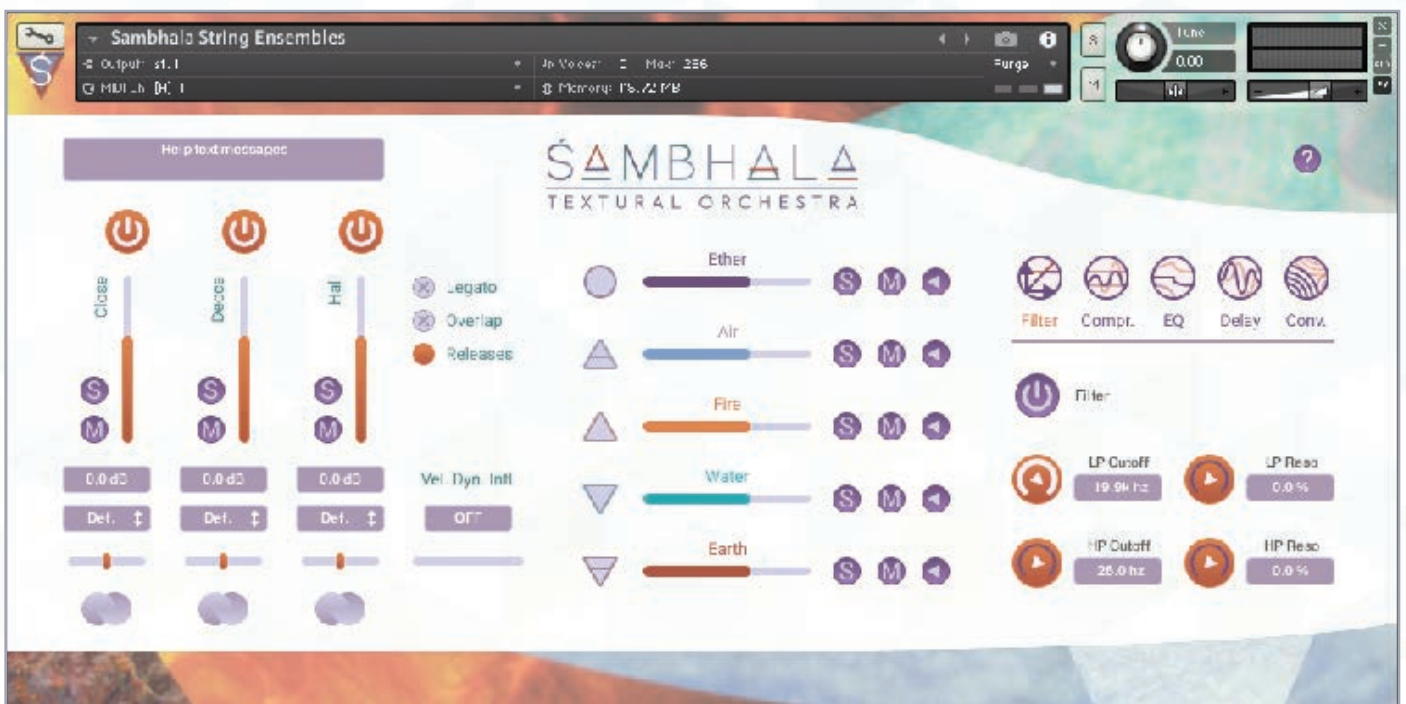
Bowed Strings

Percussion

Plucked Strings

Sparks

Voices

Woodwinds

All the content for "Sambhala Textural Orchestra" was recorded in the Sofia Session Studio with multiple microphones which were later summed into a total of three microphone positions – Close, Decca and Hall.

You have the option to Solo, Mute and Purge (button ON/OFF on top of the volume slider) each of the microphone positions, along with adjusting the volume, adjusting the stereo width and designating different output for each microphone position if you need this option.

Some of the patches will have the following controls available:

LEGATO – turns legato transitions on/off

OVERLAP – immediately cuts off the previous note/chord.

**RELEASES** – determines whether releases should play on "Note-off".

VELOCITY DYNAMIC INFLUENCER

Can be set from 0 dB to +/-6 dB. If the Velocity dynamic influencer is activated, all notes played with velocity higher than 64 will be amplified and all notes below 64 velocity will be reduced in volume gradually, depending on the amount you've set. Example: if you set the Vel.Dyn.Influencer to +/-5 dB, the notes played with velocity 64 won't be affected, the higher velocities will be amplified gradually as velocity 127 will be +5 dB. Same goes for the velocities below 64, they will be gradually reduced to -5 dB on the lowest velocity values.
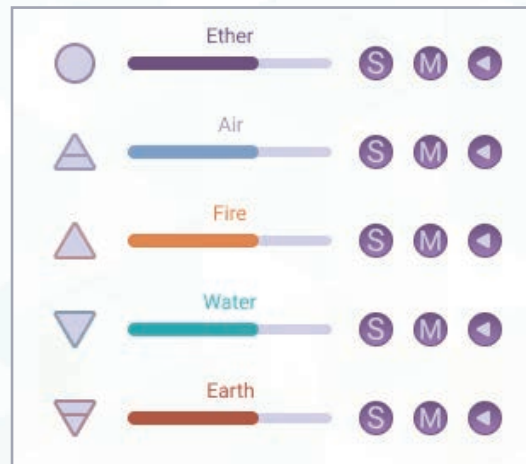
One interesting new feature in "Sambhala Textural Orchestra" is the new "Elements" section. We've added a couple of ambient sound effects which you can blend within any sound from the library, giving you the opportunity to truly create amazing and unique sounds. The sounds or "elements" at your disposal are "Ether", "Air", "Fire", "Water" and "Earth". You can switch any of those on or off by clicking the symbol on the left of each element; you can adjust the volume of each, solo or mute them, respectively. You are also able to reverse the ambience effect by clicking the circular "reverse" button, right next to the "mute" button.

Lastly, on the right of the browser there are few FX available to you (Filter, Compressor, EQ, Delay, Convolution Reverb), allowing you to modify the selected instrument even further and to create a unique sound in accordance with your own taste. In order for any of the FX to be activated, you have to click the "on-off" button of the selected FX. Modifying the parameters of the selected effect is easy - just tweak any of the parameters shown on the FX section.
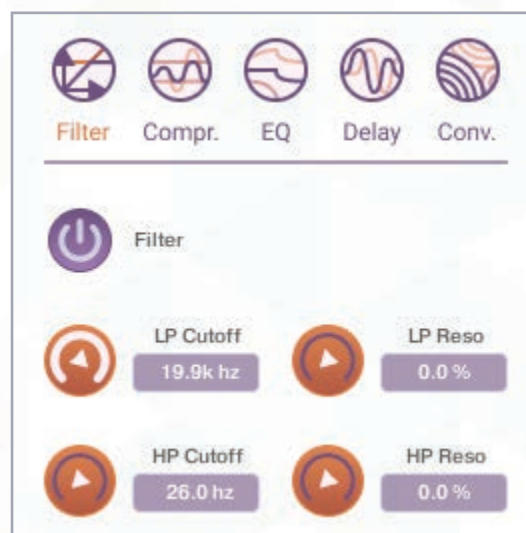
ARTICULATION, MAPPING & BEHAVIOUR SPECIFICS

The patches from the Percussion, Plucked Strings and Voices categories contain different articulations (regular one note, fast/slow strums, etc.), which can be found within the patches available as keyswitches and/or mapped separately on the keyboard for your convenience.

In Śambhala Textural Orchestra there are a number of "textural" patches, which contain pre-recorded phrases/improvisations, tonal or timbral movements on the named instruments, giving you the option to ascend to the spiritual kingdom, just by clicking one single key. All of these can be easily combined with all the other instruments, making fast and easy use of all the content in the library. These are signified by the word "Textural" in the name of each patch of this kind.

The textural patches are different from the others also because the modwheel is programmed to act like a bit of a cutoff filter for the selected instrument.

However, the filtering done with the modwheel doesn't affect the ambience sound from the "Elements" section. You can add filtering to the ambiences only via cc2 (breath controller). This allows you to automate different movements and shape the sound differently for the ambiences (cc2) and for the main instrument (modwheel).

As any other of our libraries you have the opportunity to reset the round-robins of any instrument using the RESET RR with the keyswitch located on C0.

INSTRUMENT PATCHES

In your "Instruments" directory you will find the following folder and patches:

BOWED INSTRUMENTS
Sambhala Cello
Sambhala String Ensembles
Sambhala Viola
Sambhala Violin

PERCUSSION
Drumkit
Gongs
Mouth Harps
Temple Bowls
Textural Crotales
Textural Percussion
Textural Tuned Metals
Textural Tuned Small Metals
Tibetian Bells

PLUCKED STRINGS
Dulcimer
Koto
Lyra 1
Lyra 2
Lyra 3
Monochord
Monolini
Psaltery
Sitar
Textural Guitars

SPARKS
Sparks

VOICES
Female Solo Voice
Textural Voices
Textural Male Vocal

WOODWINDS
Bansuri
Irish Whistle
Kaval
Low Irish Flute
Native American Flute
Textural Bass Duduk
Textural Irish Low Flute

SPARKS LIST:
Sci-fi:
A new planet
Ancient power runes
Chariots
Civilization unfolds
Concept of time
Connecting souls
Cyber droplets
Cyber rods
Cyber temple
Departure
Distant Future
Embedded souls
Encryption
Flying sabers
Forest ghosts
Galactic zen
Invisibility unlocked
Nothingness
Pantheon
Primordial
Red dragon
Remembering trees
Revelation
Rewarding truth
Seeing ghosts
Signals
Sonic flares
The foundation

Triumph
Vast wasteland
Visions

Fantasy:
Bewitched
Dark Tower
Dwarven temple
Eagle eye
Eerie forest
Eternal wind
Ethereal chimes
Far-away chant
Haunted castle
Howling dragons
Into the cave
Into thyself
Last samurai
Lonely monk
Long lost
Magic birds
Meditate
Mystique
Overcoming fear
Rattle hot
Reflections
Sandworms
Scorpions
Slow river
Spectral bell
Spell orbs
Temple in the woods
The Historian
The Magician
The reckoning
The saga begins
The sand tomb
The wind of change
Unchained
Wake up

INSTALLATION / SYSTEM REQUIREMENTS

Powered by Native Instruments free Kontakt Player v5.7.1+
or full Native Instruments Kontakt v5.7.1 or higher.

Approx. 40 GB Hard drive space
(~20 GB for the archived files and ~**20 GB for the unzipped library**)

Internet access

Min. of 4GB RAM

For detailed setup instructions, please follow the link below:

https://www.strezov-sampling.com/article/Setting-up-libraries-powered-by-Native-
Instruments-Kontakt-Player.html

LICENSE AGREEMENT

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FOUR FOR MUSIC LTD.

Produced by
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