

STRING CONTOURS

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 products' first users – we are composers and arrangers working around the world. Our headquarters are based in Sofia, Bulgaria where we record the fantastic musicians and singers who breathe life into those tiny .wav files which we later on port 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.

ABOUT STRING CONTOURS

"String Contours" was created together with composers Henri Vartio and Robin Birner, with the main idea of creating a collection, which allows you to add the contextuality and phrasing of live performances to MIDI mockups, otherwise impossible to achieve with a traditional multi sample approach..
The farthest we have been able to push the concept of "intelligent scaling", both dynamics- and tempo-wise. Elevate the sound of your tracks seamlessly and save time tweaking CC data - let our intuitive String Contours do the work for you and focus on the music itself!



General Overview

String Contours was recorded in Sofia Session Studio A with multiple microphones which later we summed up into 4 microphone positions - Close, Decca, AB and Full Mix, the fourth representing a pre-made combination of the other three. The concept behind the library is pretty simple and straightforward - trigger a live performance with a fixed length and phrasing, but change the tonality within the duration of it. You basically write as if it was a traditional sample library, but get the live feeling and sound without any CC tweaking. To achieve the maximum amount of versatility we recorded multiple lengths of different contours as well as bowings for each section of the string orchestra with solo violin and cello.

- 1 bar crescendo and 1 bar decrescendo (the default articulation in each instrument, designated as 1-1)
- 2 bar crescendo and 2 bar decrescendo (2-2)
- 2 bar crescendo and 1 bar decrescendo (2-1)
- 1 bar crescendo and 2 bar decrescendo (1-2)

In the pursuit of the mentioned versatility, each of the instruments/instrument sections has been recorded in various playing styles:

- Normale
- Tremolo
- Sul Pont To Normale
- Sul Pont Tremolo
- Sul Tasto
- Normale Espressivo
- Loure (playing rebowed quarter notes within the swell)

Each of those was recorded in three different tempi (70 bpm, 100 bpm and 130 bpm), as the library was created so that it detects your DAW's host tempo and automatically selects the one closest tempo to yours. That way, everything you play with the library is **synced** to the tempo of your project. One exception are the "Normale Espressivo" patches within the library, which were recorded only in tempo 140 bpm, but still - those are also synced to the DAW host tempo.

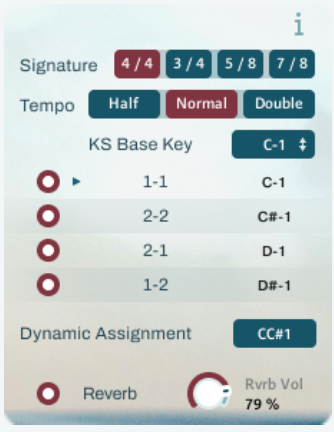
GUI and Options

The main panel contains a familiar microphone control section, akin to what you'd find in many of our other libraries: with Close, Decca, AB and Full Mix mic positions.

For any of the microphones, you have the option to Purge, adjust the Volume, Solo, Mute, select different stereo output for each mic, adjust the panning and tweak the Stereo field width.

By default, the selected mic is the Full Mix and the other 3 mics are purged in order to save RAM on your machine. However if you'd like to do a mix of your own, you could do that, clicking "On" on any of the microphones will automatically turn off and purge the "Full Mix" mic and you could proceed from there with your own mix.

On the right side of the GUI, there are a few additional controls:



- Signature - you have the option to shape the contour as per 4 different signatures: 4/4 ; 3/4; 5/8 ; 7/8. Selecting that to match your DAW's signature, will make the contour perfect per the number of bars you've selected below (Added with Update 1.10).

- Tempo - selecting between normal, half or double tempo allows you to control the speed at which the contour is played. This function is suitable for when you're working at a higher (or lower) DAW tempo, but you could actually make the swell half-time or double-time (Added with Update 1.10).

- KS Base Key - allows you to "move" the Keyswitches for the 4 different articulations to a spot which is more suitable for you. The default position starts from C-1 and the four keyswitches are placed / mapped chromatically.

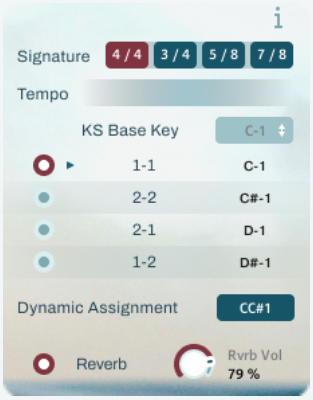
- Select the desired articulation for your swell: 1-1; 2-2; 2-1 or 1-2 bars. Those 4 buttons do the exact same thing as the keyswitches on the shown positions.

- The buttons on the left of the articulations allow you to "Purge On/Off" any of the 4 articulations, which will decrease the instrument's RAM usage.

- Dynamic Assignment - you can re-assign the CC#1 (modwheel) to another CC# of your choosing. After left-clicking the button, the system will recognize the first received CC# number and re-assign the control to it.

- Turn the Reverb On/Off and adjust its volume.

The one and only exception regarding the options will be the "Normale Espressivo" patches. All of those have only 1 articulation (1-1 bar), so those patches don't have keyswitches and selectable buttons for other articulations. Also the Tempo buttons are n/a in these patches since there is only one tempo recorded for this articulation.



If any of those controls is not clear enough, you can always access the help page, by clicking the "i" icon in the top right corner of any instrument.

Patch List

- Solo Cello - Sul Tasto - Freebie

Outro

Our sampling philosophy for the past over ten years has always revolved around performance. Capturing the illusive human spirit in tiny .wav files, and manually sculpting them in the digital realm. We just love to empower and inspire composers to create the music they love, and this library embodies that very purpose.

We're always listening to user feedback and developing sampling and scripting techniques that work for you.

UNLOCKING THE LIBRARY

This library has another layer of security that prevents you from playing the library before you register it using a challenge and response code on our website. Once you load up any of the instruments for the first time you will see a window showing you a random challenge number.

In order for you to play the instruments you'll need to do the following:

- Go to https://www.strezov-sampling.com/users/login/
- Log-in using your Strezov Sampling account credentials
- Go to this link -> https://www.strezov-sampling.com/users/challenge/ (or once you're logged into the user account area click on the "Unlock Product Tab").
- From the drop-down menu "Select a product to unlock" please select "String Contours"
- Write down the challenge code that you see on the Kontakt UI (every time you open the library before unlocking Kontakt will show you a random number).
- You'll receive two 6-digit numbers that you have to input in the Kontakt window, otherwise you won't have any sound on the instrument. The numbers you can input manually OR copy-paste number by number and box by box.
- The product is unlocked! You can open all patches without any problems now.
- Every user has 5 unlocks per product. If you ran out of unlocks by mistake please contact support.

INSTALLATION / SYSTEM REQUIREMENTS

Powered by Native Instruments' free Kontakt Player v8.12.0+ ; full/retail/paid Kontakt supported, but not required!

Approx. 2.70 GB Hard drive space (~1.35 GB for the archived files and ~1.35 GB for the unzipped library). Archive files can be removed upon successful installation!

Internet access

Min. of 8 GB RAM

HOW TO INSTALL STRING CONTOURS

LICENSE AGREEMENT

When you purchase a product from "Strezov Sampling", you obtain a unique download link for sound samples, loops and/or software from www.strezov-sampling.com. However, we should point out that you ARE NOT obtaining ownership of the sound samples—you are purchasing only a valid license to use our products in your musical compositions—whether or not they are released commercially. You agree to the full *Terms and Conditions* on our site.

Credits

Produced by
Henri Vartio, Robin Birner, George Strezov

Conducted by
George Strezov

Instrument Programming & Scripting
Alex Koev • Iavor Pachovski

Sample editing
Henri Vartio • Robin Birner • Azad Agassian
Iavor Pachovski • Alexander Kostov

Art & Brand Direction
Boyan Yordanov “Bosilek”

UI Design
Boyan Yordanov “Bosilek”

Engineering
Plamen Penchev • Angelia Vihrova

Post-production
Robin Birner • Henri Vartio

Performed by
Four For Music Ltd.

QA & Support
Tsvetan Topalov

Strezov
SAMPLING