



What's New in CineBrass Pro 1.5?

New Interface/Scripting

We've updated the interface on CineBrass to match the look of CineWinds and CinePerc. Along with this comes some exciting new functionality.

There are now three tabs on each patch that will help you mold the instrument to your preference. The Mapping tab, the Mixer tab, and the Settings tab.

The Mapping Tab allows you to choose between the same set of presets as version 1, but the way those settings are displayed is now much more explanatory. It's easier to understand what's going on by looking at what changes when you click through the presets. The ability to create your own Custom Map is much easier and more intuitive this time around. In addition, the newly controllable **Staccato Overlay** feature can layer eighth note shorts over your sustain samples when you play with high velocity - this is effective for simulating sforzando.

The Mixer Tab is where you can control the various mic positions. Turn the different mics on and off to create your own mix, or cycle through the new mix presets on the left. Remember that the full mix was made using the other mics, so you should mute it or disable it before using the other mic positions to avoid phasing.

In CineBrass Pro version 1, the reverb channel utilized actual audio samples that were run through the Bricasti M7 reverb. Now instead of using those and taking up extra RAM, you can use impulses from that same Bricasti unit with Kontakt's convolution reverb. Turn the reverb on in the bottom left, and then use the send levels on each channel to set the amount of reverb for each mic channel. Click "preset" to choose between the different impulses.



The **Settings Tab** has a series of tools to help you adjust the way the scripting behaves, as well as apply effects. The **Legato Speed knob** and **Legato Volume knob** are especially useful if you want to adjust the length of the legato transitions, or if you want to tweak the volume of the transitions in relation to the sustain samples. When playing a very fast passage for example, you might want to turn up the legato speed and/or turn down the legato volume. Both of these knobs can be mapped to a CC controller. Overall the legato scripting has been optimized for an even more realistic sound.

Polyphonic Legato is enabled by default, and lets you play multiple legato lines at once. The engine will figure out which transitions to play, allowing you to create realistic performances with incredible speed and ease.

The **Dynamics Slider** is a tool that will let you zoom in on a particular dynamic of the instrument. For example, if you want to play a very expressive line that never goes above mezzo forte, you could set the dynamic sliders upper range to 70. Now the range of your mod wheel (or whatever controller you use for dynamics) will only be from 0-70. You can create more subtle dynamic changes this way because each movement of the controller will affect the dynamics less than usual.



We've added the ability to choose between **Random** and **Cycled** round robins. The **RR reset** gives you more control over exactly which samples play every time you hit play. The **RR Reset Knob** controls how long you have to pause before the engine will reset and start with the same first RR sample again.

You now have more control over releases - **Release Delay** adjusts the time it takes for the release sample to trigger from the time that you release the note. This can make your phrases feel more natural and especially makes polyphonic legato easier to perform. The **Release Trigger** switch will turn releases off completely if you so desire.

Cut into the **Sample Start** to make your performances feel tighter. However, beware that this can cut off the attack of the note and sound less realistic.

Add any number of **Built-in Effects** to your instrument to make the sound more interesting and unique!

New Patches

- Trombones Ensemble Harmon Mute Articulations
- Trombones Ensemble Fluttered
- Monster Low Brass Articulations
- Monster Low Brass Scoops
- Monster Low Brass Clusters
- Monster Low Brass FX
- Horns Ensemble fff Sustains and Shorts
- Trumpets Ensemble Sustains and Tenuto

We went back to Sony and recorded even more material for this update: extra trombone articulations, the Monster Low Brass ensemble, and two bonus horn and trumpet patches. The huge Monster Low Brass patches were pervasively released as an add-on for the full version of Kontakt only, but now they are fully encoded and will load in the Free Kontakt Player. The fff Horns ensemble patch will really allow you to get that huge brassy sound, but with a normal sized ensemble of six players. The bonus trumpet patch is a two-player ensemble that is incredibly useful for chords and divisi writing.

We've also included old school **Short/Long Patches** for people who may want more of a traditional setup. These consist of long patches with no legato and short patches that are 8ths only with velocity sensitive dynamics. A lot of people still work this way so we decided to take the liberty of setting up these presets. They utilize the same samples as the articulations patches.

Improved Intonation

We went through the entire library note by note and grossly improved the intonation. This was the most work of all of the improvements and we are incredibly happy with the results.

Enjoy CineBrass 1.5!