

KONTAKT

CONNECT TO SAMPLING

SAMPLING LINE

The Sampler

KONTAKT fuses an innovative design with an advanced sampling engine. The result is an inspiringly fast and intuitively flexible sampler with exceptional sound quality. In addition to supporting all the standard sample playback and manipulation abilities of its hardware and software predecessors, KONTAKT adds several technologies to give sampling a new dimension. KONTAKT supports nearly every professional hard- and software interface to fit seamlessly in every studio.

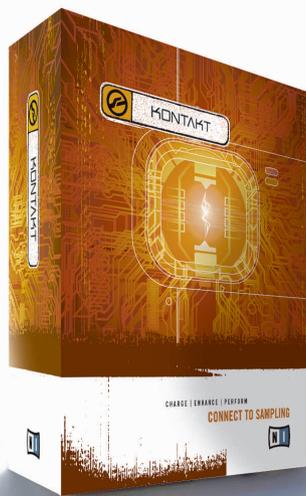
Architecture and Performance

KONTAKT's advanced design and dynamic resource allocation ensure that its audio engine is always running at optimal efficiency, for up to 256 stereo voices per instance on a standard computer. The semi-modular architecture of KONTAKT's audio engine corresponds exactly to its on-screen layout. Filters, effects, and modulations can easily be added with one click. If an audio-process is not active, it is neither displayed on the screen nor calculated by the CPU.

Sound Playback and Shaping

KONTAKT can play back samples like a normal sampler, but it also has two additional modes of playback: Time-Machine and Tone-Machine. The Time-Machine allows for independent manipulation of length, pitch, and formant of each sample in

realtime. The Tone-Machine imprints a playable pitch onto the sample, regardless of if the original sample is pitched. The comprehensive filter section offers 14 varieties from analog lowpass and highpass to exotic sound-design filters. A broad range of insert and send effects, including EQs, distortion, delays, and reverbs, become an inherent parts of each instrument, even in multitimbral operation.



Modulation

Even a noise sample in KONTAKT's hands is no static thing. Nearly all of KONTAKT's parameters can be dynamically modulated by LFOs, breakpoint envelopes, step-sequencers, or via MIDI velocity or controller. All time-based modulation can be synced to song tempo. Dynamic modulation means that each parameter displays both its moving current position and set position.

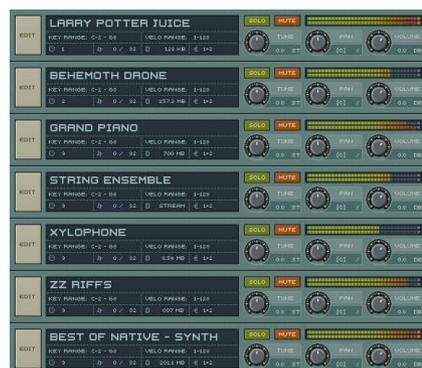
Efficient Workflow

KONTAKT's elegant user interface takes just seconds to learn, yet is exceptionally flexible during the creative process. An integrated file-browser supporting drag and drop makes it quick to set up multisamples. Samples can be trimmed and looped within the main sampler window. The built-in

graphical loop-editor features seamless looping with a sophisticated autocorrelation algorithm and supports up to eight loops per sample.

Sample Library

Five Sample-CDs with more than three GB of top-quality samples are included, ranging from acoustic pianos, drums and percussion, basses and guitars, to vintage instruments. The library, produced by YellowTools® and Native Instruments, makes extensive use of KONTAKT's dynamic modulation abilities for patches that are truly alive. KONTAKT can also import AKAI CDs and many other common formats for immediate access to an immense library.



▶ KONTAKT can contain up to 16 different instruments.

FEATURES
High performance audio engine with dynamic resource allocation
Realtime granular time-stretching and resynthesis
Adaptive GUI shows only the active parameters
Fourteen different filter types
Comprehensive modulation capabilities with graphical displays
Reads samples in the formats BATTERY™, AKAI™ S-1000/S-3000, Gigasampler™, SF2™, REAKTOR™ Map, LM4™, AIFF and WAV
Integrated loop editor with support for 8 loop points
Full Drag and Drop sample management
Up to 256 stereo voices, 16-part multitimbral, and 32 outputs per plug-in or standalone instance
Integrated EQ, delay, reverb, and waveshaper effects
SYSTEM REQUIREMENTS
Windows 98/2000/ME/XP, Pentium II 300 MHz, 128 MB RAM
Mac OS 8.6 or higher, G3 300 MHz, 128 MB RAM
INTERFACES
VST® 2.0, DXi™, DirectConnect™, MAST™, ASIO™, FreeMIDI™, OMS™

www.ni-kontakt.com

KONTAKT AT A GLANCE

KONTAKT's semi-modular architecture, ergonomic user interface, and advanced modulation capabilities give you unprecedented control over sound.

Resynthesis and Time Stretching

Samples can be played back normally or with an advanced granular resynthesis algorithm for independent control over length, pitch, and formant.

Integrated File Browser

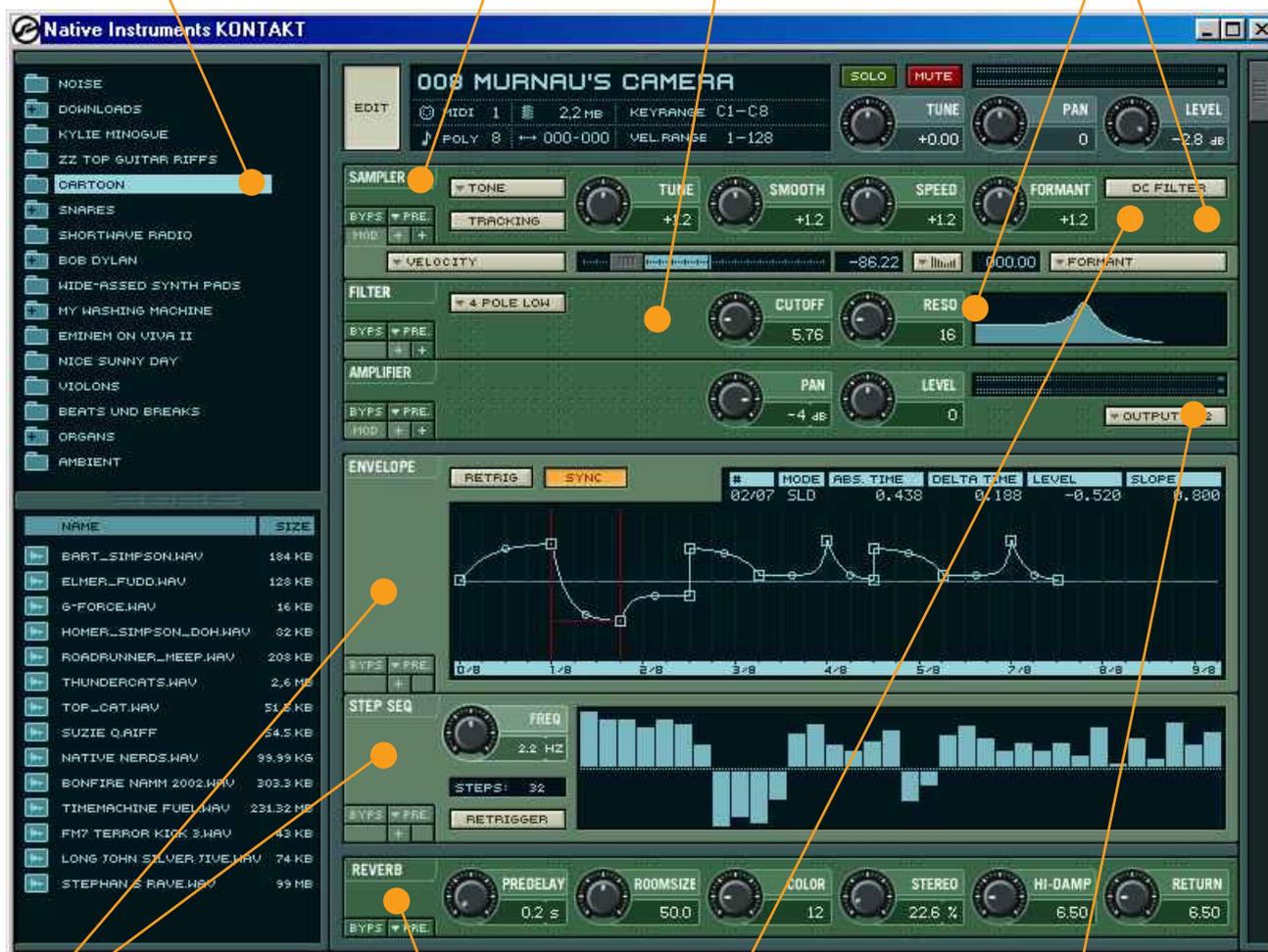
Supporting Drag and Drop of multiple samples, the built-in file browser includes a Favorites function for quick access to commonly used folders.

Fourteen filter types

Ranging from analog-modelled lowpass, bandpass, notch, and highpass filters to vocal and formant filters, KONTAKT contains a wide range of sound-shaping options.

Modular Rack Concept

Filters, effects, and modulation are added as needed. Never have to juggle windows again, as each new element appears in a scrolling "rack" display.



Modulation

Nearly all of KONTAKT's parameters can be modulated with LFOs, 32-stage breakpoint envelopes, step-sequencers, envelope followers, and more. All time-based modulators can be synced to tempo.

Effects

In addition to the filter section, each sound can have an insert effect, including EQ, waveshaper, lowfi, stereo enhancer, distortion, or any of KONTAKT's 14 filters. A variety of send effects are also available, including stereo chorus, delay, flanger, phaser, and reverb.

Built-in Loop Editor

Quickly and visually set sample start, end, and loop points with the integrated loop editor. The loop editor supports up to eight loop points for evolving sounds.

Single Outs

Each plug-in instance supports up to 32 outputs in supporting host applications, for a nearly limitless number of virtual outputs. The standalone version also supports up to 32 hardware outputs with an appropriate soundcard.

Design may differ from final version.