

Epic Grand



Virtual Piano
for Montage and MODX

K SOUNDS

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Montage / MODX

Getting Started

Thank you for purchasing K-Sounds Epic Grand for the Montage and MODX! We believe Epic Grand is one of the most beautiful, realistic, and playable sampled pianos available. It offers eight sampled dynamic levels, carefully mapped for consistent response across the keyboard. Epic Grand has a clear, close-miked sound and a wide stereo image, yet it is also mono compatible. Every note has a generous, natural sounding sustain. True sampled damper resonance responds to the sustain pedal in real time, adding breathtaking lushness to long notes. Release resonance and optional hammer noises create even more realism as keys are released.

Epic Grand includes two banks of sounds – 125Mb and 504Mb – allowing you to choose how much sample memory you want to use. Each bank provides 30 performances to cover a wide range of musical needs. You'll find dynamic natural tones, sentimental softness, punchy brightness, solo pianos, and layered combinations. The Super Knob adds musical variety to every performance.

The 125Mb bank (Epic Grand Small.X7L) is ideal for reserving memory for other libraries. It features four stereo velocity levels plus true sampled damper resonance, release resonance, and (when enabled) hammer noises.

The 504Mb bank (Epic Grand Large.X7L) provides additional velocities and longer samples, giving a more natural touch response and a more authentic decay. A single piano in this bank has up to eight stereo velocities plus true sampled damper resonance, release resonance, and (when enabled) hammer noise samples.

Loading:

After unzipping the product download file, use your computer to copy the entire unzipped contents to the root directory of your USB flash drive. Connect the flash drive to the Montage or MODX. In Utility mode, touch the Contents tab, touch the Load sub-tab, and set Content Type to Library File. If you see an icon for your flash drive, touch it to open it.

If you want to load the small bank, touch the file Epic Grand Small.X7L. Your keyboard needs 125Mb available sample memory to load this library.

If you want to load the large bank, touch the file Epic Grand Large.X7L. Your keyboard needs 504Mb available sample memory to load this library.

Browsing Sounds:

Press the Category Search button. On the screen, touch the Bank / Favorite parameter and choose the Epic Grand Small or Epic Grand Large bank. (You can also cycle through banks by repeatedly pressing the Category Search button.) Touch the All category. All 30 Epic Grand performances will appear in the search results.

Small Bank Performance List

Default order is shown. To see the performances in alphabetical order on your Montage, touch Name as the Sort method at the bottom of the Category Search screen.

1. **Mini Epic** – Dynamic piano with enhanced sustain. Super Knob (SK) adds distance with reverb and EQ. Assign 1 adds brightness.
2. **Mini Epic Up Front** – Dynamic piano with enhanced sustain. Restricted velocity-to-amplitude response helps this piano maintain consistent volume in a mix. SK adds distance with reverb and EQ. Assign 1 adds brightness.
3. **Mini Epic+** – Similar to Mini Epic but with a different, brighter tone.
4. **Mini Epic+ Up Front** – Similar to Mini Epic Up Front but with a different, brighter tone.
5. **EGm Long Resonance** – Similar to Mini Epic but with longer release resonance. (This consumes more polyphony than the note release programming of the other performances.)
6. **EGm Full** – Warm, dynamic piano with enhanced sustain. SK adds distance with reverb and EQ.
7. **EGm Full+** – Similar to EGm Full but with a different, brighter tone.
8. **EGm Natural** – Warm, dynamic piano *without* enhanced sustain. SK adds distance with reverb and EQ.
9. **EGm Just the Piano** – Warm, dynamic piano *without* enhanced sustain or any EQ treatment. This performance allows you to add your own processing from scratch just as you would process a real piano. SK adds distance with reverb and EQ.
10. **EGm Steinish** – Warm, dark piano suitable for classical styles. SK adds distance with reverb and EQ.
11. **EGm Soft** – Warm piano. SK adds long, airy reverb perfect for slow, reflective playing.
12. **EGm Worship Ballad** – Present, compressed piano. SK adds animated reverb.
13. **EGm Crisp** – Dynamic piano with enhanced sustain and a little bite at high velocities. SK adds distance with reverb and EQ.
14. **EGm Crisp Up Front** – Dynamic piano with enhanced sustain and a little bite at high velocities. Restricted velocity-to-amplitude response helps this piano maintain consistent volume in a mix. SK adds distance with reverb and EQ.
15. **EGm Brilliant** – Bright piano with boosted highs, cut lows, and moderate reverb. SK adds compression.
16. **EGm Bright** – Bright piano with boosted highs and cut mids. SK adds reverb.
17. **EGm Bright Up Front** – Bright piano with boosted highs and cut mids. Restricted velocity-to-amplitude response helps this piano maintain consistent volume in a mix. SK adds reverb.
18. **EGm Steel Menu** – A trio of bright very pianos, individually selectable with the Scene buttons. SK adds reverb and BPM delay.
19. **EGm Steel Stack** – Very bright piano layered with synth and FM electric piano. SK controls FM EP volume. Assign 1 activates a brighter synth layer.
20. **EGm Lead Piano** – Bright, aggressively compressed piano octaves. SK adds air. Assign 1 enables right-hand electric guitar. Assign 2 makes this guitar monophonic.
21. **EGm + Tine EP** – Piano layered with tine electric piano. SK morphs the performance into a dreamy sustained texture.
22. **EGm Ballad Scenes AF1** – Piano layered with FM electric piano and pads. SK controls the balance between piano and FM EP. Scenes add pad layers. Foot Controller 1 controls pad volume. Mod Wheel controls pad brightness. Assign 1 adds sparkles. Motion Seq Trigger begins 4-beat cymbal roll while keys are held. (Use tempo functions to set its speed.)
23. **EGm & DX7 AF's** – Piano and FM electric piano. SK adds reverb and BPM delay. Assign 1 mutes FM EP. Assign 2 mutes piano.

- 24. EGm & Strings SK** – Piano layered with orchestral strings. SK controls the balance between piano and strings. Foot Controller 2 controls strings volume.
- 25. EGm Movie Scenes** – Cinematic ensemble of piano, huge drums, strings, choir, horns and more. SK / Foot Controller 2 controls horn dynamics. Scenes activate strings and drum patterns. Assign 1 adds sparkles. Assign 2 adds left-hand chimes. Motion Seq Trigger begins 4-beat cymbal roll while keys are held.
- 26. EGm Orch Swell Scene** – Piano layered with orchestral instruments. SK / Foot Controller 2 controls brass / wind / string dynamics. Assign 1 adds left-hand timpani. Assign 2 adds left-hand bass drum and (at high velocities) cymbal crash. Motion Seq Trigger begins 4-beat cymbal roll while keys are held. (Use tempo functions to set its speed.)
Scenes activate orchestra layers. On the MODX, use the Scene Select button to alternate between scene buttons 1-4 and 5-8.
- Scene 1 – Piano only
 - Scene 2 – Piano + woodwinds
 - Scene 3 – Piano + strings
 - Scene 4 – Piano + woodwinds + strings
 - Scene 5 – Piano + brass + strings
 - Scene 6 – Piano + brass
 - Scene 7 – Brass only
 - Scene 8 – Woodwinds + strings only
- 27. EGm + A. Bass** – Split with left-hand acoustic bass and right-hand piano. SK adds reverb. Assign 1 subtly changes bass character. Assign 2 adds left-hand ride cymbal. Scenes add drum patterns. Foot Controller 1 controls drum pattern volume.
- 28. EGm + E. Bass** – Split with left-hand electric bass and right-hand piano. SK adds reverb. Scenes add drum patterns. Foot Controller 1 controls drum pattern volume.
- 29. KS Stereo FM EP** – Lush FM electric piano. SK adds detuning and chorus. Knob 1 changes attack harmonic. Knob 2 adds detuning. Knob 3 adds chorus.
- 30. Epic Pad** – Cinematic combination of choir and strings. SK / Foot Controller 2 controls layer volumes. Assign 1 adds sparkles. Assign 2 adds left-hand low rumble. Motion Seq Trigger begins 4-beat cymbal roll while keys are held. (Use tempo functions to set its speed.)

Large Bank Performance List

Default order is shown. To see the performances in alphabetical order on your keyboard, touch Name as the Sort method at the bottom of the Category Search screen.

- 1. Major Epic** – Dynamic piano with enhanced sustain. Super Knob (SK) adds distance with reverb and EQ. Assign 1 adds brightness.
- 2. Major Epic Up Front** – Dynamic piano with enhanced sustain. Restricted velocity-to-amplitude response helps this piano maintain consistent volume in a mix. SK adds distance with reverb and EQ. Assign 1 adds brightness.
- 3. Major Epic+** – Similar to Major Epic but with a different, brighter tone.
- 4. Major Epic+ Up Front** – Similar to Major Epic Up Front but with a different, brighter tone.
- 5. EG Long Resonance** – Similar to Major Epic but with longer release resonance. (This consumes more polyphony than the note release programming of the other performances.)
- 6. EG Full** – Warm, dynamic piano with enhanced sustain. SK adds distance with reverb and EQ.

7. **EG Full+** – Similar to EG Full but with a different, brighter tone.
8. **EG Natural** – Warm, dynamic piano *without* enhanced sustain. SK adds distance with reverb and EQ.
9. **EG Just the Piano** – Warm, dynamic piano *without* enhanced sustain or any EQ treatment. This performance allows you to add your own processing from scratch just as you would process a real piano. SK adds distance with reverb and EQ.
10. **EG Steinish** – Warm, dark piano suitable for classical styles. SK adds distance with reverb and EQ.
11. **EG Soft** – Warm piano. SK adds long, airy reverb perfect for slow, reflective playing.
12. **EG Worship Ballad** – Present, compressed piano. SK adds animated reverb.
13. **EG Crisp** – Dynamic piano with enhanced sustain and a little bite at high velocities. SK adds distance with reverb and EQ.
14. **EG Crisp Up Front** – Dynamic piano with enhanced sustain and a little bite at high velocities. Restricted velocity-to-amplitude response helps this piano maintain consistent volume in a mix. SK adds distance with reverb and EQ.
15. **EG Brilliant** – Bright piano with boosted highs, cut lows, and moderate reverb. SK adds compression.
16. **EG Bright** – Bright piano with boosted highs and cut mids. SK adds reverb.
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18. **EG Steel Menu** – A trio of bright very pianos, individually selectable with the Scene buttons. SK adds reverb and BPM delay.
19. **EG Steel Stack** – Very bright piano layered with synth and FM electric piano. SK controls FM EP volume. Assign 1 activates a brighter synth layer.
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25. **EG Movie Scenes** – Cinematic ensemble of piano, huge drums, strings, choir, horns and more. SK / Foot Controller 2 controls horn dynamics. Scenes activate strings and drum patterns. Assign 1 adds sparkles. Assign 2 adds left-hand chimes. Motion Seq Trigger begins 4-beat cymbal roll while keys are held.

- 26. EG Orch Swell Scene** – Piano layered with orchestral instruments. SK / Foot Controller 1 controls brass / wind / string dynamics. Assign 1 adds left-hand timpani. Assign 2 adds left-hand bass drum and (at high velocities) cymbal crash. Motion Seq Trigger begins 4-beat cymbal roll while keys are held. (Use tempo functions to set its speed.)
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Customizing Performances

By using separate parts for damper resonance, release resonance, and hammer noises, Epic Grand allows you to easily change each component's volume, enable / disable it, or remove it to make room for other parts to be added to the performance. The following tips apply to most of the solo piano sounds:

- On the Performance (Home) page, touch the Type / Name parameter so that the name of each part is displayed.
- The main sampled dynamic layers are found in the first one or two parts. Always keep them active.
- Damper Resonance is the next part. This resonance is heard when notes are played and the sustain pedal is pressed. Adjust its volume control if necessary. If you do not need damper resonance at all, disable Keyboard Control (Kbd Ctl) for this part *and* for the part named Global Mod 2. Alternatively, you may delete both of these parts.
- Release Resonance is the next part after Damper Resonance. This resonance is heard when notes are released. Adjust its volume control if necessary. The Mod Wheel may also be used to quickly reduce this part's volume. If you do not need release resonance at all, disable its Keyboard Control (Kbd Ctl) or delete the part.
- Hammers Release is the next part. It provides the mechanical noise heard when keys are released (even if the sustain pedal is pressed). To save polyphony, this part is not active by default. To activate it, enable Keyboard Control (Kbd Ctl) for this part. If you need to make room for another part, consider deleting this part before the others.