



User Guide

Getting Started

Unzip the download file to the desired location. Be sure all four .nki files *and* the “K-Sounds Epic Grand Samples” folder are in the same directory. To load Epic Grand, double click one of the .nki files (see file descriptions below) or open a file from within Kontakt after launching the program.

Four instrument files are provided: two for Kontakt 2 and higher, two for Kontakt 5 and higher.

Epic Grand - Kontakt 2.nki is designed for Kontakt 2 and higher. EQ is used to provide a flattering studio tone, and you can make additional adjustments using the provided 3-band EQ.

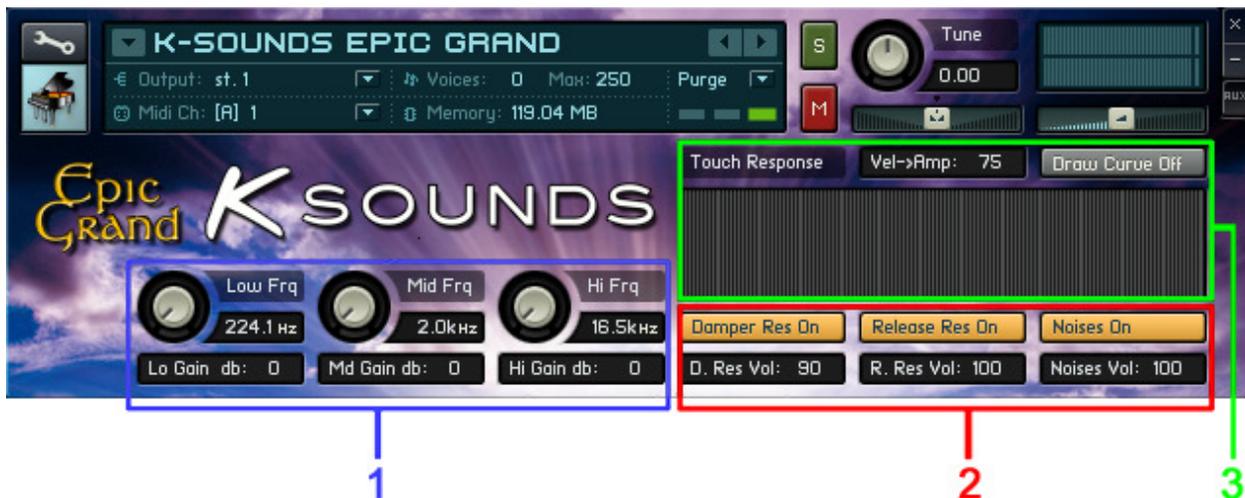
Epic Grand – Kontakt 2 – No Internal EQ.nki is designed for Kontakt 2 and higher. It contains no preset EQ, maintaining the original sound of the piano. This allows you to EQ the sound like you would a real piano.

Epic Grand - Kontakt 5.nki is designed for Kontakt 5 and higher. EQ is used to provide a flattering studio tone, and you can make additional adjustments using the provided 3-band EQ.

Epic Grand – Kontakt 5 – No Internal EQ.nki is designed for Kontakt 5 and higher. It contains no preset EQ, maintaining the original sound of the piano. This allows you to EQ the sound like you would a real piano.

Customizing Epic Grand

Epic Grand offers an array of controls for tailoring the sound to your playing style and musical needs. You can create your own presets by adjusting the controls and saving the instrument with unique names. Controls are arranged into three groups: EQ, Group Activation and Volumes, and Touch Response.



1. EQ



The 3-band EQ section may be used to adjust low, mid, and high frequency content. The default EQ settings in Figure 1 work well as a starting point for many applications.

Low Frq – Adjusts center frequency for low frequency EQ.
Default value: 224.1Hz. Range: 20Hz to 20kHz

Lo Gain db – Adjusts gain in decibels for low frequency EQ.
Default value: 0. Range: -12 to 12.

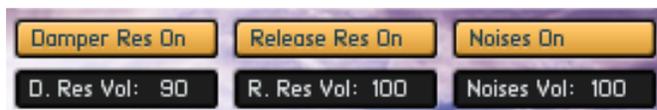
Mid Frq – Adjusts center frequency for mid frequency EQ.
Default value: 2.0kHz. Range: 20Hz to 20kHz

Md Gain db – Adjusts gain in decibels for mid frequency EQ.
Default value: 0. Range: -12 to 12.

Hi Frq – Adjusts center frequency for high frequency EQ.
Default value: 12.9kHz. Range: 20Hz to 20kHz

Hi Gain db – Adjusts gain in decibels for high frequency EQ.
Default value: 0. Range: -12 to 12.

2. Group Activation and Volumes



The core sound of Epic Grand is based on a group of samples recorded with the damper pedal up. This group is always active. Epic Grand allows you to enable / disable additional sample groups and set their volumes. Although using all groups will yield the most realistic piano simulation, deactivating one or more of them can decrease the demand on your computer.

Damper Res On / Off – Enables / disables “damper” resonance - sympathetic string resonance heard when the damper pedal is pressed.
Default setting is On.

D. Res Vol – Adjusts damper resonance volume.
Default value: 90. Range: 0 to 100.

At the default volume of 90, damper resonance is a prominent element of the sound, giving the piano a lush, reverberant quality. Although this reverberation sounds different from the reverberation of a natural or electronically simulated room, it can cause the listener to

perceive the piano as distant in the same way that adding a reverb effect can. To move the piano more to the front of a mix, try decreasing this value.

Release Res On / Off - Enables / disables the resonance heard when a note is released.
Default setting is On.

R. Res Vol – Adjusts release resonance volume.
Default value: 100. Range: 0 to 100.

Noises On / Off - Enables / disables all mechanical noise groups: dampers lifting when the sustain pedal is pressed, dampers dropping when the sustain pedal is released, and hammers dropping when keys are released (regardless of sustain pedal).
Default setting is On.

Noises Vol – Adjusts the volume of all noises.
Default value: 100. Range: 0 to 100.

3. Touch Response



This group of controls allows you to finely adjust the dynamic range and response of the piano.

Vel->Amp – Controls the degree to which note velocity (how forcefully you strike the key) controls the note's amplitude (volume).
Default value: 75. Range: 0 to 100.

The higher the value, the greater amplitude difference you will hear between notes played gently and notes played forcefully. Note that the dynamic range expands downward: Notes played as forcefully as possible will maintain their amplitude regardless of this parameter's value, but softly played notes will have increasingly lower amplitude as you increase the value for this parameter.

The ideal setting for this parameter depends on your application. For a natural response similar to a real piano, a value around 85 is recommended. To help the piano maintain an even volume in a mix, a value of 75 or lower is recommended. Although an audio compressor could be used to achieve a similar result, lowering this parameter's value avoids the potential audio anomalies inherent in compression.

This control does not adjust the timbre (tone quality) you hear at different played dynamics. That adjustment is made by the Graph control (see below).

Draw Curve On / Off – Enables / disables the Graph control. When this control is **Off**, the piano's touch response is linear. (In other words, the note velocity sent by the keyboard

controller is the velocity Epic Grand plays.) When this control is set to **On**, the Graph control determines Epic Grand's velocity response.

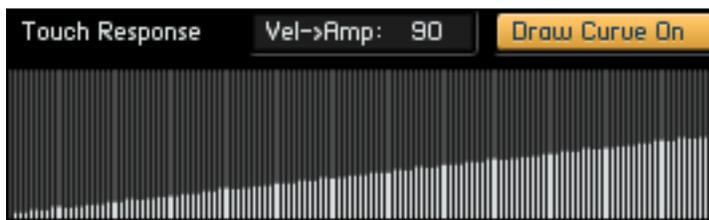
Default setting is Off.

Graph – This unique control allows you to match the touch response of Epic Grand to your controller keyboard and playing style by drawing a velocity response curve. The horizontal axis represents velocity values sent by your controller keyboard (1 through 127), and the vertical axis represents velocity values played by Epic Grand (1 through 127).

To draw freehand, simply left-click on the graph and drag the mouse. To draw straight lines (recommended), use the right mouse button when you click, then drag. For this control to produce the desired results, the response curve must span the entire horizontal length of the rectangle.

Note that the "Draw Curve" control must be **On** for the custom response curve to be active.

Example 1



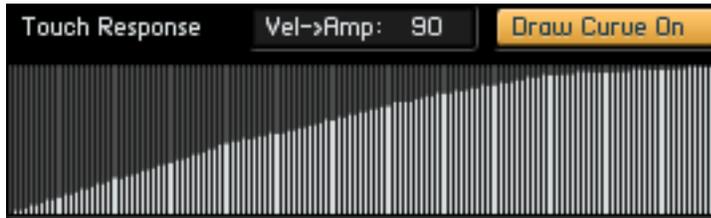
Drawing a velocity curve such as this will yield a very mellow piano sound. The tone will sound as if you are playing much more gently than you actually are. Even if you play as forcefully as possible, the tone will sound as if you are only playing at a medium dynamic level.

Example 2



Drawing a velocity curve such as this will provide greater control over soft and medium dynamics. Over most of the dynamic range, the tone will sound as if you are playing slightly more gently than you actually are. However, you can still achieve the loudest dynamics by playing forcefully.

Example 3



Drawing a velocity curve such as this will bias your playing toward loud dynamics. Over most of the dynamic range, the tone will sound as if you are playing more forcefully than you actually are. However, you can still achieve the softest dynamics by playing very gently.