



Found in a flea market, buried inside a box full of dust and cutlery, this balloon wine Glass has a bright and crystalline tone and long sustain. Hits were sampled with fingers, a piano hammers, a metal stick, and palm of the hand. Additional sounds produced with wet fingers on the border, small screws thrown inside the goblet, and processed slowed down hits for the atmospheric pads.

## Specifications

- 10 Kontakt Instruments (.nki)
- 7 Kontakt Multis (.nkm)
- Up to 10 Round Robin samples
- Up to 3 Velocity layers
- 114 Samples (44.1kHz / 24Bit)
- 7 Custom Reverb IRs
- Formats: Kontakt and WAV
- Sample sets including:  
finger hits, metal hits, piano hammer hits, palm hits, screws hits, wet fingers

## Installation

Once the *AudioThing\_Glass.rar* file is downloaded, unzip it using WinRar or UnRarX or a similar type of software. It is recommended that you preserve the internal folder structure, but you can also place the instruments and samples into separate folders. Kontakt will ask for the new path the first time you run the instrument. Kontakt 4 or higher is required to run the instrument. For a limited period of time, Kontakt Player will run a limited demo version of this library.



## Overview

### EQ

*Bass* – EQ Bass Gain

*Treble* – EQ Treble Gain

### Reverb

*IR menu* – Choose the impulse response type

*Wet* – Amount of Reverb

### Envelope

*Attack* – Attack time of the Volume envelope

*Release* – Release time of the Volume envelope

### Arpeggiator

*Switch* – Off (arpeggiator off)

On (enables the normal arpeggiator mode)

Latch (will hold all played keys)

*Presets buttons* – Load arpeggiator presets

*Save button* – Save a preset by clicking on a preset button while Save button is active

? – Randomize all steps

C – Clear all steps

*Steps* – Sets the number of steps of the rhythmic pattern

*Octave* – Sets the octave displacement range

*Rate* – Sets the rhythmic grid from 128th notes to 1bar



*Order* – Defines the pattern for the order in which notes are arpeggiated

### **Doubler**

*Off* – no effect

*Detune* – plays two detuned voices

*-12* – plays two voices, one at lower octave



### **Credits**

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GUI Design by *John Gordon (MaxStyles.com)*

Produced by *AudioThing*

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## Thank You

Thank you for buying Glass! We hope you will have as much fun using this product as we had making it.

For help or any question, feel free to mail us: [info@audiothing.net](mailto:info@audiothing.net)

