An **Impact Soundworks** Sample Library
Designed for Kontakt 5.4

Performed by Kalle Ricken
Produced by Richie Albert
Produced in Collaboration with Impact Soundworks

Introduction

The **Stroh Violin** is a fascinating acoustic instrument invented by electrical engineer John Matthias Augustus Stroh, who, of course, named it after himself. Stroh conceived of a violin constructed with a metal resonator and horn, producing a louder, brighter sound compared to a traditional wood violin. He patented his design in 1899.

While this curious modification of the violin never overtook the popularity of perhaps the most classic orchestral instrument, the stroh violin is played by musicians worldwide – particularly in Europe – for folk music. It is beloved for street performance, thanks to its powerful tone that requires no amplification to be heard even in a noisy area.

The Impact Soundworks **Stroh Violin** captures the titular instrument in a single, elegant, and lightweight Kontakt patch with modern trimmings like a sequencer and 'grit' effects. The result is a fun and surprisingly versatile virtual instrument, great for everything from rhythmic underscore ostinato to comical pizzicato, folk mockups and more.

Installation & Setup

1. Install the **Pulse** application if you don't already have it. **Pulse** is a cross-platformer desktop app that lets you download and install your libraries with blazing speed!

https://pulsedownloader.com/

2. Once **Pulse** is installed, open it and enter your **Stroh Violin** download code. Follow the instructions to download and install the library.

3. Finally, load the included **The Stroh Violin** NKI in Kontakt. No activation is needed, as this is not a Kontakt Player instrument.

Library Content

The sample library of **The Stroh Violin** consists of three core articulations: Sustain, Pizzicato, and Spiccato. These can be switched via velocity or keyswitch and layered (see more on the User Interface page). We've also included various release noises and 'dirt', for extra blending and realism. The **Legato** functionality is performed automatically using Kontakt scripting, as long as legato is enabled.

The **modwheel** is used to control **dynamics** for all articulations.

Additional **MIDI CCs** have been provided for finer mixing control:

>   MIDI CC 88 is used to control sustain volume.
>   MIDI CC 89 is used to control spiccato volume.
>   MIDI CC90 is used to control pizzicato volume.
>   MIDI CC91 is used to control release noise volume.

Lastly, a few keyswitches are enabled by default – **A0** toggles the sequencer on and off, and **B0** is used to reset the current active keyswitch.

User Interface

The two-page script for **The Stroh Violin** allows for easy adjustments to articulation mapping, timbre, and access to the unique and fun rhythmic sequencer.

Extras Page
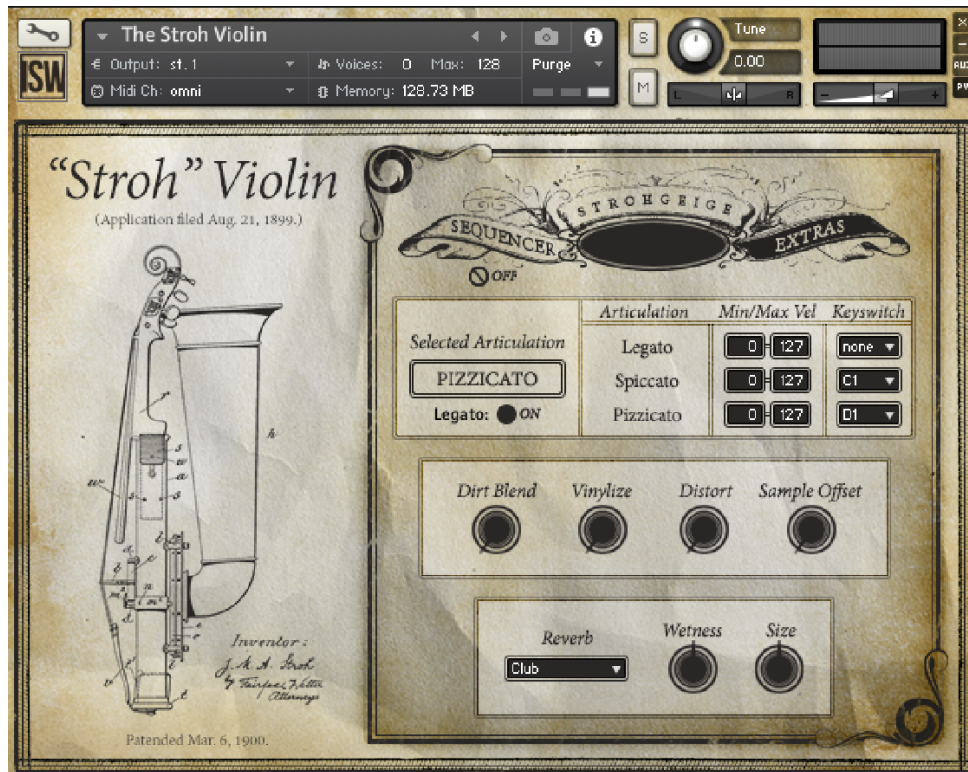
Articulations

Here you can specify a custom velocity range for each articulation. If multiple articulations have the same velocity range, then playing in that range will layer them together. Assigning an articulation to a keyswitch means it will only trigger when you play that keyswitch (you can reset the keyswitch with **B0**).

Enabling **Legato** will toggle monophonic playing for the sustain articulation and transitions from note to note.

Dirt Blend

Adds a mix of string noise that can dirty up any articulation quite quickly!

Vinylize

Controls the amount of 'vinyl' effect, a combination of EQ/filter that thins out the timbre.

Distort

Adds in waveshaping distortion for extra bite and treble.

Sample Offset

Controls the playback position of the samples. Higher values will trim the attack of each note.

Reverb Dropdown

Select from several included impulses responses for our convolution reverb.

Wetness

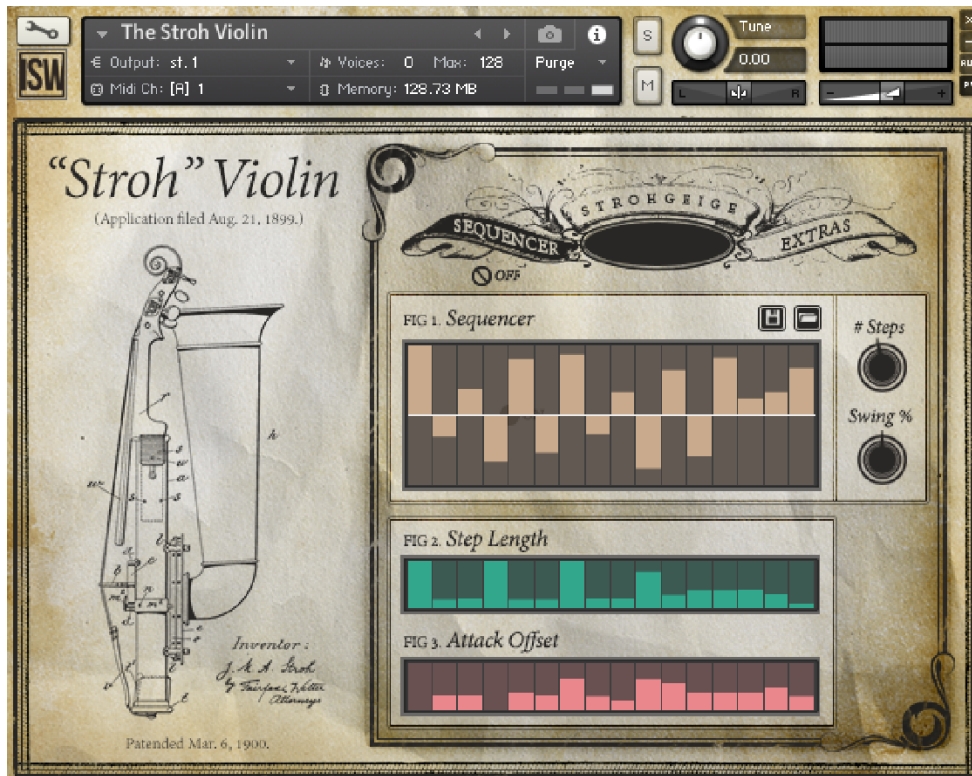Controls the amount of reverb added to the signal.

Size
Controls the size (length) of the impulse response.

Sequencer Toggle (On/Off button beneath the "Sequencer" text)
Toggles the sequencer on and off!

Sequencer Page

Step Table (Tan)
If the sequencer is enabled, this table allows you to draw in a pattern of velocity / dynamic steps. If the sustain articulation is being used, this table serves as a gater rather than retriggering each note.

Step Length Table (Green)
This controls the duration of each step in the sequencer.

Attack Offset table (Pink)
Controls the sample offset for each step in the sequencer.

 # Steps
Sets the number of steps in the sequencer, which also affects the tempo sync.

Swing %
Controls the swing % of each step in the sequencer.

Credits

Performance: Kalle Ricken
Recording, Scripting & Editing: Richie Albert
Instrument Design: Richie Albert & Andrew Aversa
Artwork: Dickie Chapin (Constructive Stumblings)

Troubleshooting & Feedback

Have you used **The Stroh Violin** in a project recently? Got an awesome track you'd like to share? Drop us a line (admin@impactsoundworks.com) and we might post it on our website! Or, tell the world at our Facebook page here: http://www.facebook.com/ImpactSoundworks

We encourage all our users to share and promote their work made using our samples. Word-of-mouth is the **#1 way people find our instruments**, so it also helps us to produce more great libraries for you!

 For any technical support issues regarding the library, don't hesitate to email support@impactsoundworks.com.

You can also visit our friendly user community and support forum on KVR Audio:

http://www.kvraudio.com/forum/viewforum.php?f=176

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