



Simple Ukulele

Dear Customer,

Thank you for choosing
Simple Ukulele!

This manual explain how
to use our library.
Additional information is available
on our website.

Enjoy,

FluffyAudio Development Team

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*During this somewhat particular 2020 we tried to imagine ourselves on a Hawaiian beach.
The sound of the ocean, the sea breeze, surfers riding the waves of the ocean...
and of course the unmistakable sound of the ukulele!
So here it is an instrument that in its simplicity is able to evoke atmospheres full of colors and emotions.*

*Are you ready to feel the warmth of a bonfire on a stretch of sand?
Have fun with Simple Ukulele!*

1 - INSTRUMENTS LIST

Available in the main folder of Simple Ukulele, there are two different Kontakt instrument files:

- **Simple Ukulele - Notes.nki**
- **Simple Ukulele - Strum.nki**

To open Simple Ukulele into your DAW you can either use the files menu in Kontakt, the quickload function, drag and drop the .nki inside your Kontakt instance or just double click on it.

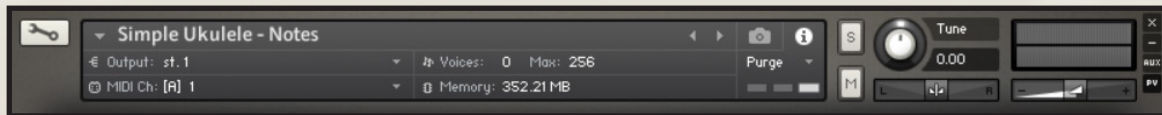
Please notice Simple Ukulele properly runs only on a full version of Kontakt by Native Instrument and that with Kontakt Player, by Native Instrument, you would get a timeout demo message after 15 minutes of use. Moreover, Simple Ukulele doesn't need a serial to be installed. You just need to be sure that you are running it in the full version of Kontakt.

2 - INTERFACE

In the following paragraph we'll take in consideration "Simple Ukulele - Notes.nki". For "Simple Ukulele - Strum" go to page 7.

KONTAKT INSTRUMENT SETTINGS

At the top of this screen you can find the Kontakt Instrument Settings stripe, with the instrument name which is currently loaded into your Kontakt instance.



INSTRUMENT SETTINGS - NOTES

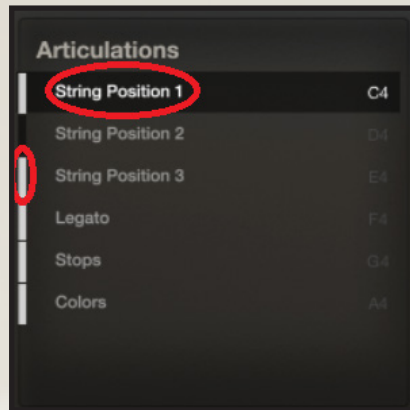
Right below the Kontakt Instrument Settings stripe, there are four panels which allow you to make changes and control many settings of Simple Ukulele. In particular:

- **ARTICULATIONS;**
- **MICROPHONES;**
- **REVERB SETTINGS;**
- **VELOCITY CONTROL.**



- **ARTICULATIONS**

Select an articulation by clicking on it. You can unload an articulation by clicking on the light grey rectangle on its left.



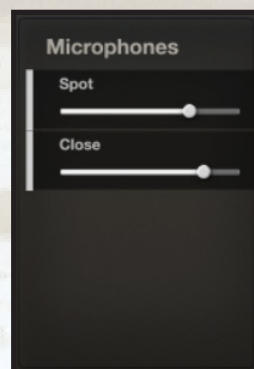
On the right, you can set a keyswitch for any articulation by clicking on the note label:



Press a MIDI note outside the range of the instrument to set the new keyswitch.

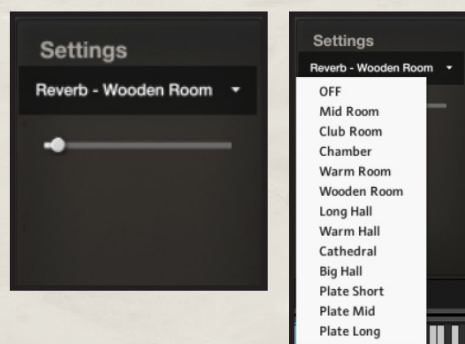
- **MICROPHONES**

Click on the little spot near the mic name to activate or disable a specific mic position. Drag the faders (little white dot) to change volume for each mic position.



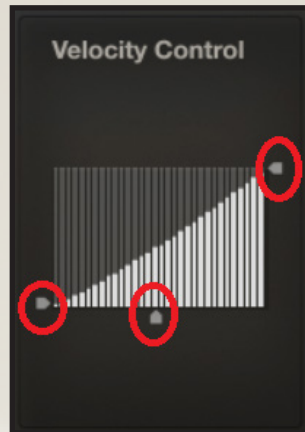
- **REVERB**

With this control it is possible to select a reverb from a list and set its value.



- **VELOCITY CONTROL**

Here you can change the velocity curve by moving the three arrows as shown in the figure below:



KEYBOARD

There is nothing particular about keyboard layout, it's standard with red keys for the keyswitches and blue for the notes.



INSTRUMENT SETTINGS - STRUM

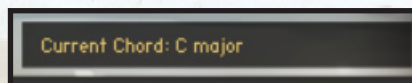
“Simple Ukulele - Strum.nki” is a patch for the strum with a dedicated interface.



Just below there are different panels that allow you to control some settings on the instrument:

- **STRUM** composed by PATTERN and CHUCKS;
- **INPUT QUANTIZE**
- **STRUM DESIGNER**;
- **MICROPHONES** (same as standard interface)
- **REVERB** (same as standard interface);
- **VELOCITY CONTROL** (same as standard interface).

To know what chord is currently being played, look at the panel right over the Strum button:

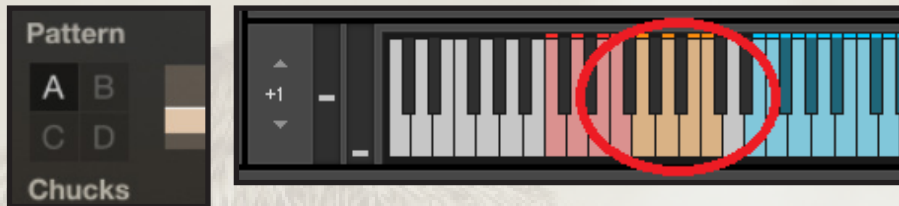


- **STRUM**

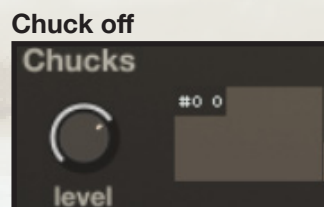
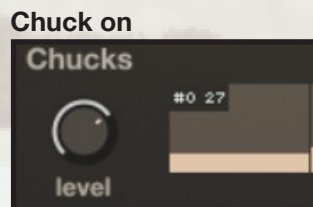
The Strum button enables and disables the automatic strumming. When enabled the Ukulele would strum the chords according to the voicings played on your keyboard. If disabled, use the 4 red keyswitches to manually strum the Ukulele. Please notice that these 4 keyswitches feature both up and down strumming motions.



» **PATTERN:** it is possible to create up to 4 different strumming patterns. Select them with the A, B, C, D buttons. To recall them, just press the associated keyswitches (4 orange keys in the keyboard);

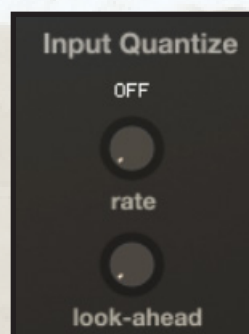


» **CHUCKS:** *chucks* are muted strumming, usually meant to give rhythm and groove. There are 4 different *chuck* sounds available, you can select them by activate the zone in the table. When a *chuck* is enabled in a zone (see pics below) the relative strum zone will not play, for example if you activate all the *chucks* zone you will hear only *chucks* sounds and not strumming chords. It is possible to manage *chucks* volume level with the “level” knob. To reset a step, click on it while pressing control (ctrl).



- **INPUT QUANTIZE**

Basically, the input quantize rate determines a kind of “grid” in time which according to your DAW, will set when the starting point for the strummer, or rather when should begin. Similarly, the “look-ahead” knob define how much before the beat the strum should begin. This is quite useful to avoids being “on late” on the down-beat when using this feature.



- **STRUM DESIGNER**

The strum designer allows you to craft the type of strum needed:

- » **RATE:** sets the duration of each step in musical timings;
- » **STEPS:** sets the number of steps in the strumming pattern;
- » **HUMANIZE:** creates a random variation in time and velocity for the current strumming, to imitate a real performer;
- » **SWING:** sets the swing of the current strumming pattern;
- » **POSITION:** sets the positions which will play the current chord (1-4);
- » **NOTES:** sets the amount of notes played in the current strum;
- » **SPEED:** sets how fast the strum is performed within the step. Slow values lead to arpeggio-like strums;
- » **SPACING:** unevenly space the notes in the strum to give a little more realistic feel;
- » **DECAY:** emphasize the first or the latest note in the strum.



3 - TIPS

A few more tips to improve working with Simple Ukulele:

- » In “Strum Designer” you can select up to 4 different positions. By the way, as you may know, Ukulele with traditional tuning cannot always play a different chord for all of these positions. Because of this, for different positions and especially in four-part chords, you could get the same chord output. In other words, when using four voices chords, due to the tuning of Simple Ukulele, it is not always possible to have all of them playing... Always try to find a position that fits your needs the best!
- » “Simple Ukulele - Notes.nki” patch features three different sustains. Even if they may sound similar, they use three different positions on the Ukulele fretboard to fill the range of the instrument. Lowest and highest notes are the same for these three articulations, but all the notes in the middle range are different. Accordingly, you can get a deeper or a more brightful sound by selecting one of the sustain featured in Simple Ukulele;
- » Even if we offer you the possibility to add a reverb chosen from many available in Kontakt (see page 5), for a more accurate result we recommend to use an external reverb;
- » The “Input Quantize” knob can be pretty sensitive, therefore the output could range between far values!
- » Don't be shy to open Kontakt settings and to customize your Simple Ukulele. If you feel uncomfortable with this or if something has to be changed to match the sound in your head, go ahead and try to get it... but remember not to overwrite the patch. Always keep distinct files!

CREDITS

fluffy
AUDIO



*FluffyAudio was founded by Paolo Ingraito and Olmo Chittò.
It was then joined by Matteo Melchiori,
Simone Mor and Gabriela Llerena.*

*As FluffyAudio Team, we would like to thank all our customers
for believing in us and making Simple Ukulele possible.*

*Many thanks goes to our collaborators, beta-tester
and to all the fellow composer which support us.*

*Last but not least, thank you, reader,
for creating awesome inspiring music with our libraries!*

All the best,

Paolo, Olmo, Matteo, Simone and Gabriela