

ARTISTRYAUDIO

MONOLITH

INFINITE BASS ENGINE



OWNER'S MANUAL

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Overview

Monolith is a versatile and expansive sample instrument for Kontakt, containing over 80 high quality source samples, over 200 processing presets, plus upwards of 300 pre-designed master presets. Monolith is split into two layers which can be independently processed using the instrument's 16 inbuilt layer-FX. You can also process your sounds globally using the six designated master FX.

For even deeper control, Monolith's integrated Sequencer, Arpeggiator and Motion functionality enables you to quickly create dynamic and exciting patterns. For when you're on the hunt for inspiration, the instrument's customisable randomisation options let you lock in the layers or settings you like before rolling the dice on the rest of the parameters.

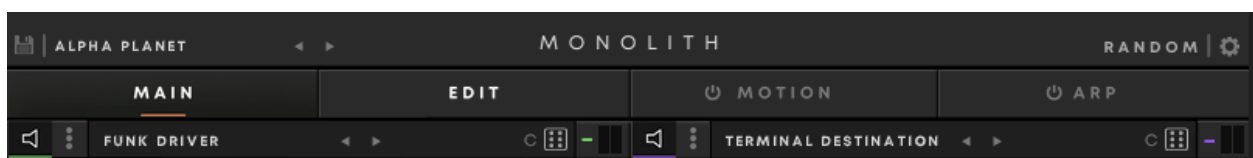
This manual will walk you through Monolith's key features, but you also can find out what a setting or parameter does by hovering your mouse over it and looking at the help window at the bottom of Kontakt.

Preset Browser

In terms of the basic sound selection, Monolith can be divided into three levels:

- 300+ Master Presets – Combined processed samples (both layers)
- 200+ Core Presets – Individual processed samples (one per layer)
- 80+ Sources – Individual original samples

You can change the Master Preset by clicking the arrows at the top left of Monolith. Selecting a new Master Preset will change both layers' Core Presets. Or, change an individual layers' Core Preset by clicking the arrows below the Main, Edit, Motion and Arp tabs.



Alternatively, you can click on a Core Preset's name to access the list view.



Here, you can select a Master Preset in the right hand column, or refine your search using the Preset Tags column.

You can also select a Core Preset for the corresponding layer in the Core A and B columns. Selecting a new Core Preset will change the source sample, edit settings and layer-FX for that layer. Filter Core Presets by clicking on the filter icon next to the corresponding layer. You can filter Core Presets by:

- Basic - Presets which contain a source sample played as a one shot
- Looped - Presets which contain a looped source sample
- Motion - Presets which contain some pre-programmed Motion information
- Arp - Presets which contain a pre-programmed Arpeggio

You can also select and access your favorite Core Presets using the star icons. Click on the star to the left of the Source or Preset name to add it to your favorites, or click on the star to the left of the Source or Preset style column heading to view your favorites.



From the list view, you can select a layer's Source sample by selecting the Sources column. Selecting a new Source sample only changes a layers' audio file, and doesn't change the edit settings or Layer-FX. Filter Source samples Presets by clicking on the filter icon next to the corresponding source. You can filter Source samples by:

- Subs - Sub basses
- Bass - Low to mid frequency basses
- Plucks - Transient sounds with fast attacks and short decays
- Orchestral - Sounds which resemble orchestral instruments, such as brass and strings
- Keys - Sounds which resemble piano and keyboard instruments
- Synths - Mid to upper frequency synthesized sounds



Main Page

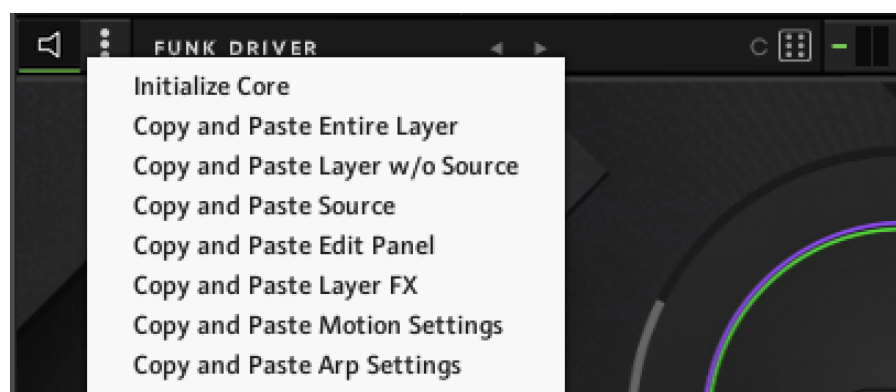
The main page contains a selection of Monolith's most important controls so you can quickly and easily access key patch parameters.



Sub-Tab Selection

The Main, Edit, Motion and Arp tabs let you view and/or engage related settings. Click on the speaker icon to the left of a layer's Core Preset title to mute it.

Clicking on the three dots to the right of each layers' speaker icon allows you to initialize the layer, or copy and paste a variety of settings to the other layer.



Clicking on the dice icon to the right of the Core Preset title will randomize the Core Preset for that layer. You can change the randomize settings by clicking on the C to the left of the dice, you can switch between:

- Core Only - Randomizes the Core Preset for that layer
- Source Only - Randomizes the Source sample for that layer
- Core and Source - Randomizes the Core Preset and Source sample for that layer
- Random Page Settings - Randomizes the Edit and Layer-FX settings for that layer

Mixer Tab

The main page's Mixer tab contains basic mixing controls for both layers. From here, you can select monophonic or polyphonic mode, change the Source sample using the left and right arrows, and select the key range mapping (both layers are set as C1 to C6 as default). You can adjust each layer's velocity sensitivity, pan, transposition and volume, and see how each layer is mapped on the keyboard at the bottom of the Kontakt window.



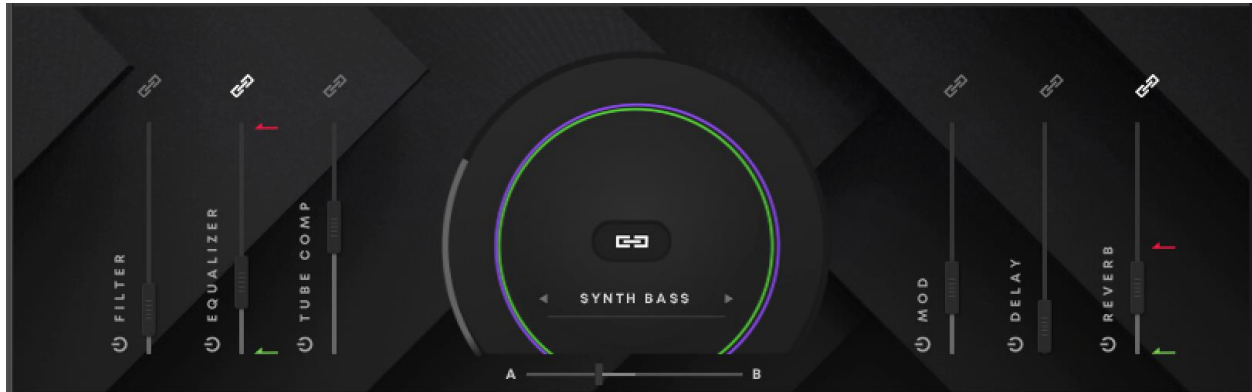
The macro section allows you to assign the six designated Master FX to the Big Knob macro control, which is mapped to your mod wheel by default. The six Master FX are:

- Filter (Low Pass and High pass)
- EQ (Four Band)
- Tube (Mild, Mid or Hot Saturation Types)
- Mod (Chorus, Flanger, Phaser)
- Delay (Modern, Analogue, Tape, Vintage, Diffusion)
- Reverb (Room or Hall)



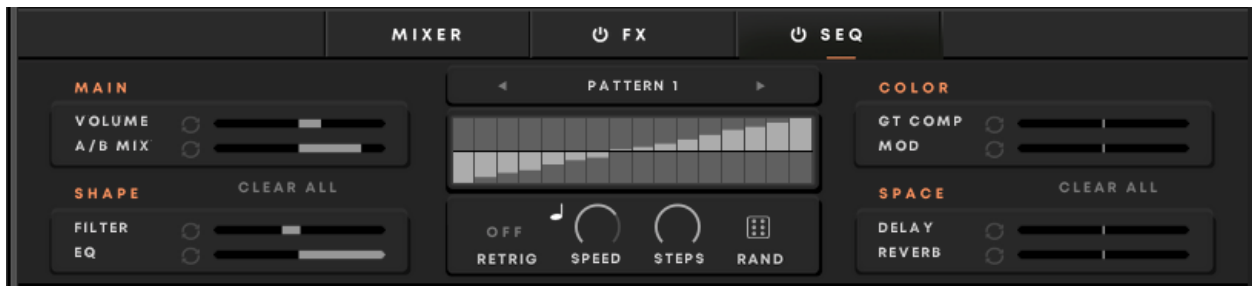
Toggle each FX using the on/off button, and click on the FX name to access their settings. Click the three bars next to an FX parameter's name to assign it to the macro (selected parameters only), and adjust each parameter's macro ranges with the red sliders.

You can also toggle whether each FX is assigned to the macro, and adjust overall macro ranges by clicking on the link button in the middle of the Big Knob and adjusting the red sliders next to the FX level sliders. There are 20 FX setting presets for quickly transforming and manipulating your sounds.



Seq Tab

The Seq tab allows you to choose from 10 sequencer patterns, or draw in your own. The pattern can then be sent to a variety of parameters such as volume and A/B mix, as well as filter, color and space settings.



To set positive values, drag the gray slider for the corresponding value to the right. For negative values, drag it to the left. You can reset individual values by clicking on the relevant circular arrows icons, or reset all values on each side by clicking Clear All.

You can also adjust the sequence pattern with the following parameters:

- Retrig on/off - When on, the pattern restarts with each new note press. When off, the pattern is synced to your DAW's clock.
- Speed - How fast the sequencer cycles through the pattern's shape. This can either be in sync with your DAW's clock (note icon white) or running freely (note icon gray).
- Steps - The length of the pattern, measured in steps.

- Rand - Randomizes the sequence's pattern. All other settings remain the same.

Edit Page

The Edit page in the top tab bar is where you can really get under Monolith's hood.



Amp and Filter Settings

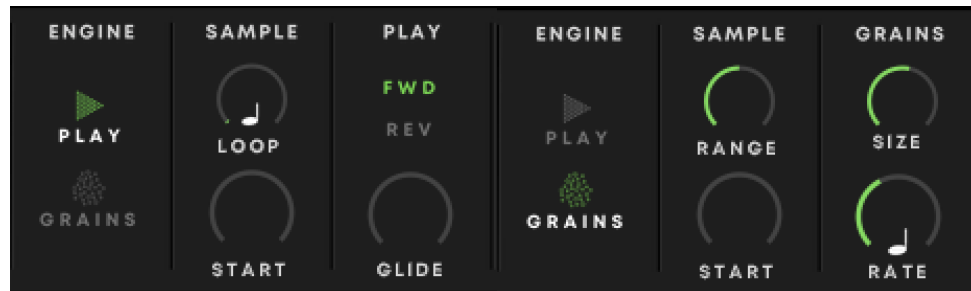
Here, you can view your Source sound's waveform and access basic controls including the amp envelope as well as the filter settings and envelope.

- Stereo - Adjusts the stereo width for that layer. Minimum values put the layer in mono, in the centre plays the sample as it was recorded, and maximum values simulate width.
- Pan - Adjusts the panning for that layer.
- Sens - Adjusts velocity sensitivity for that layer.
- Transp - Transpose the layer's tuning by +/- 36 semitones.
- Amp - Adjust the Attack, Decay, Sustain and Release properties for that layer.
- Filter Env - Adjust the envelope amount as well as the Attack, Decay, Sustain and Release properties for that layer.
- Filter Reso - Adjust the filter's resonance.
- Filter Frequency - Adjust the filter's cutoff frequency.
- Filter Sens - Adjust the filter's velocity sensitivity +/-100%
- Filter Type - Choose between 12 distinctive filter types:
 - AR LP 2
 - Daft LP
 - AR HP 2
 - Daft HP
 - LP 4
 - LDR BP 4
 - SV BP 4
 - Notch
 - Pro 53

- Phaser
- Vow A
- Vow B

Playback Engine

You can also change Monolith's playback engine between Play and Grains modes.



In Play mode, you can enter loop mode, adjust loop start point and length, select forward or reverse playback and adjust glide time. Click the note icon on the sample loop knob to choose between Free, Straight, Dotted and Triplet timings.

In Grains mode, Monolith takes on the behavior of a granular synthesizer. You can adjust the Sample Range and Start point, as well as the Grain Size and Rate. Click the note icon on the Grains Rate knob to switch between free and quantized timings.



User Sample Import

As well as the huge selection of audio samples included in Monolith, you can also load your own samples by dragging them onto the waveform on the Edit page.



Monolith auto-detects the root note of the loaded sample. If necessary, you can also redefine the root note by clicking on the arrows to the right of it, or by clicking and dragging on the note. User samples can be removed by clicking on the trash can icon.

Layer-FX

In both Play and Grains mode, you can assign up to four layer-FX to each individual layer. There are 16 FX to choose from, and a number of presets for each type of FX to get you started. Each layer's FX are independent from one another and from the Master FX on the Main Tab. The 16 available FX are:

- Filter
- Super GT
- S Comp
- Limiter
- Equalizer
- Tape Sat
- Drive
- Cat
- Dirt
- Cabinet
- Cry Wah
- Lo Fi
- Delay
- Replika
- Reverb
- Reverb 2



Motion Page

Motion Section

Monolith's Motion page works similarly to the Seq section on the main page, but allows you to modulate up to eight selectable parameters on a per-layer basis, as opposed to modulating eight pre-determined parameters globally.



Select and modulate parameters by clicking on the green text at the top of each of the Motion Sends, then adjust the modulation amounts by dragging the green fader to your liking. You can also select a Motion Preset by selecting a Preset Category, then a Motion Preset at the top of the Motion tab.

LFO Section

Monolith's Motion page also contains an advanced LFO section where you can assign further modulation to Volume, Pan, Filter and Pitch parameters.



Other controls include:

- Shape - Select the shape of the LFO from Sine, Triangle, Square or Saw.
- Speed - Sets the speed of the LFO in set beat divisions (when in beat sync mode) or by milliseconds when in free mode.
- Amount - Sets the modulation depth of the LFO.
- Retrig on/off - When on, the LFO restarts with each new note press. When off, the LFO moves freely.

You can also select from a number of LFO presets on an individual basis by clicking on the titles above each LFO's settings, or on an overall basis by clicking on the title at the top of the LFO section.

Arp Page

Once you've found a preset you're happy with, or developed one of your own, you can use Monolith's flexible arpeggiator to create unique and evolving patterns. The 16-step arpeggiator contains six parameters that are adjustable on a per-step basis, they are:

- Velocity
- Octave
- Gate
- Probability
- Stutter
- Transpose



To adjust a step's parameter value, slide the green line up or down in the corresponding step's box. You can also:

- Click on the arrows in a parameter title box to select a preset.
- Click on the Reset button in the parameter title box to reset a parameter lane.
- Adjust the steps dial to adjust the number of steps in each lane.
- Click on the dice icon to randomize the settings in each lane.
- Click on the padlock icon to lock a lane's parameter values.

Above the arpeggiator lanes, you can set the:

- Arp Type - The order in which notes are played.
- Swing - Adds groove by increasing this value adds a slight delay to the every second beat.
- Speed - The speed at which the arpeggiator plays through the sequence.
- Division - Selects a beat division from Straight, Dotted or Triplets.

As with most of Monolith's adjustable parameters, you can also randomize the arpeggiator's values by clicking the dice in the top right of the Arp tab. Click the dice's drop down arrow to select which lanes to randomize, and even select a beat frequency for Monolith to automatically randomize the arpeggiator values for unpredictable generative patterns. You can regenerate the arpeggio at the following beat intervals:

- 4/1
- 2/1
- 1/1
- 1/2
- 1/4
- 1/8

Randomize Page

As well as being able to independently randomize parameters as you craft your own sounds, Monolith's customizable global randomize section is a hugely effective tool for searching for inspiration.

Click on the cog next to the Random button at the top right hand corner of Monolith to access the Randomize settings. From here, you can select the elements you want to include in the randomization, or leave them to chance by clicking on the small dice button underneath the large dice. When white, settings will be randomized. When gray, settings will remain the same. Then, click on the large dice to randomize to generate exciting new sounds.

