REVELATION SCORING GRAND



Contents

System Requirements	
Installation & Activation	2
Batch Re-Save	3
Welcome to Revelation Scoring Grand	
Overview	
Global Controls	
Piano Settings	6
Sample Navigation	
Sample Browser	
Layer Channels A,B,C	
Layer ADSR	10
Layer EQ	
Layer LFO	12
FX	1.4
FX - Delay A, B, & Reverb	
Footer	1.5
Midi CC	
The Sounds of Revelation	
Loading Presets	
NKS Integration	
Light Guide	
Native Map	
Key Command Reference	19
Troubleshooting	~ ~
Credits	21

System Requirements

Minimum System Requirements

- KONTAKT Player Or KONTAKT 6 Full Version 6.5.3 or higher
- MacOS 10.12, 10.13, 10.14 or 10.15 (latest update), i5, 4 GB RAM
- Windows 7, Windows 8, or Windows 10 (latest Service Pack), Intel Core i5 or equivalent CPU, 2 GB RAM

Recommended System Requirements

- KONTAKT Player Or KONTAKT 6 Full Version 6.5.3 or higher
- Mac OS X 10.12 and higher (latest update), 8 GB RAM Intel Core i5 or i7, i9
- Windows 7, Windows 8, or Windows 10 (latest Service Pack), Intel Core i5 or equivalent CPU, 8 GB RAM

Installation & Activation

There are two main steps to getting started with Revelation Scoring Grand. Step 1 - Installation and Step 2 - Activation.

Step 1 - Installation

- Download Revelation's 2 Rar files from your account or email. Ensure the files are 100% downloaded before moving on to step 2 below. Very important - if you don't do this... it wont work.
- 2. **ONLY** Unpack the first RAR file. **Part 1**. This will build you a folder and will also unpack Part 2.
- 3. After successfully unpacking the RAR file you should now see a single folder named Revelation Scoring Grand, which should be around 7.28 GB (or slightly larger) in size. *Take note of where this folder is located because you will reference this location in the next step*. It is very important that the file structure is maintained within the Revelation folder.
- 4. Make sure you have the latest version of KONTAKT 6. If you do not own KONTAKT 6 no worries, you will need to install the free Native Instruments KONTAKT Player which you can download here <u>KONTAKT Player Download Link</u> You can also find further help in the Troubleshooting section at the end of this manual.

Step 2 - Activation

NOTE We recommend updating to the latest version of KONTAKT / KONTAKT Player from within Native Access **before** activating Revelation Scoring Grand.

- 1. Open KONTAKT or KONTAKT Free Player and navigate to the Libraries tab in the top left corner of KONTAKT. Now click the Manage Libraries button directly underneath this. Native Access will now automatically launch. You may need to click the Launch Native Access Button.
- 2. Once logged in to Native Access, click the Add a Serial header at the top left of the menu. You will now be prompted to enter your Revelation serial number. Copy and paste your Revelation serial into this box and then click the "+ Add Serial" button.
 - a. Typically the product serial number (product license key) is sent to your email address automatically after purchasing Revelation. It will also be available in your <u>account on our website</u> if you purchased directly from Sound Yeti. If you have issues or didn't receive the serial number with your purchase from Sound Yeti, contact us via email: <u>support@soundyeti.com</u>
 - b. If you purchased from an authorized Sound Yeti distributor, contact them directly if you cannot locate your product license key.
- 3. After activating your serial number in Native Access, you will now be prompted to browse to the Revelation folder. Simply click the Browse button on this page and navigate to the Revelation folder where you have previously unpacked the instrument (see Step 1 Installation above). It is important that you select the Revelation folder itself and not any of the folder's subfolders. Now click Open or Select Folder (if on PC).
- 4. Once you have followed these steps, Revelation should now be installed correctly in KONTAKT's "Libraries" tab. To make sure it appears as a pane in the libraries tab, you may need to refresh the tab in KONTAKT by clicking the refresh icon to the left of the "Manage Libraries" button.

Batch Re-Save (Optional)

Running a batch re-save after installing Revelation is highly recommended. This process helps speed up instrument load times.

- 1. With Revelation loaded into KONTAKT, click the "Disk / File" Icon at the top of KONTAKT itself.
- 2. Select "Batch re-save"
- 3. Confirm the warning message by pressing "Yes"

- 4. Navigate to and select the main Revelation folder. This is the same Revelation folder you referenced earlier when adding Revelation as a library within KONTAKT.
- 5. The process may take a few moments, then you're done. You'll have faster loading times and better application performance having performed a batch re-save.

Welcome to Revelation Scoring Grand

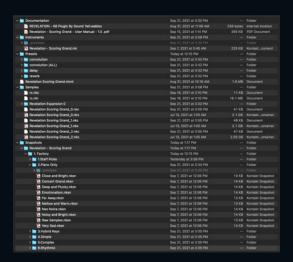
Made with love by the entire Sound Yeti squad. We thank you for purchasing Revelation Scoring Grand. This instrument sets the stage for a fresh and authentic voice for your musical declarations. Uncover truth telling musicality and unconventional storylines with ease. It's made for composers, musicians, songwriters and even sound designers at every level. Write your next chapter with sublime underscores, scintillating hybrid keys, complex and sophisticated rhythmics. All complimented with an ample medley of solo grands.

We are certain you will find new inspiration and we look forward to hearing your latest productions. Ready to play? Let's get this party started.



In this manual you'll find everything needed to learn about the features and capabilities of Revelation Scoring Grand.

Once you have installed, as per the instructions above in the Installation & Activation section, you will find I instrument in Revelation's Library Brower titled: "Revelation-Piano.nki" This instrument (.nki) hosts all the versions of Revelation's expansive sound libraries, features and functionality.



Overview

Revelation Scoring Grand features 6 sections; Global Controls, Piano Settings, Layer Controls, Browser, FX and Footer. These pages present the core of Revelation's functions and will give you access to modify samples, select snapshots, change sample groups, assign channel effects, modulation of effects and more.



Revelation: Sample Browser

Revelation is super "playable" because all the essential controls to rapidly shape your sound are instantly accessible. We have designed the user interface to allow you to edit, sculpt and mix each of Revelation's sounds and presets rapidly and creatively. Let's review each section:



- Global Controls
- Piano Settings
- Layer Controls
- Sample Browser
- FX
- Footer

Global Controls



The Global Controls section houses the controls for the overall parameters to shape and create a perfect mix of sounds

Revelation Scoring Grand: Global Controls

Master Vol - Raises and Lowers the Gain of the entire instrument. 0% - 100%

Piano Vol - Raises and Lowers the Gain of the Piano only. 0% - 100%

Layers Vol - Raises and Lowers the Gain of Channel Layers A,B,C. 0% - 100%

Layers Chance - This control is connected to three other knobs - Layer A, B, C Chance knobs. Layers Chance sets a layer's likelihood of being triggered. Probability of being triggered is determined by the chance knob's position on the specific layer plus this global control. Think of this control as adding more or less randomness to when and if a sample is triggered with any keystroke. Use this to create subtle variations in your performance. CTRL-click (PC) or Cmd-click key (Mac) to reset the global layer chance knob to its default position without changing independent layer chance controls.

Piano Settings



Revelation: Piano Settings

The Piano section houses the controls for shaping and mixing the perfect piano sound for your mix. By the way, Steinway piano samples were recorded with high quality mics running through Neve 1084 Preamps into a custom Studer console. Sweet sounds!

The Mics section on the top left represents the perspectives/positioning used in recording of the piano samples. They include four perspectives:

Near: Vintage Neumann KM84 Pair.

Mid: Neumann U48 Pair.
Far: RCA Blumlein Ribbon Mic.

Sub: NS10 Driver



Sub - Sampled NS10 Sub to give the lower registers more body.

Near - Mics positioned close to the strings and hammers of the piano.

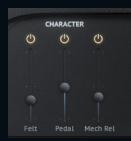
Mid - Traditional Grand Piano recording arrangement.

Far - Room mics to capture decays and space.

(note* "Far" when you hover over the name it can be clicked)



Decay - Modifies the Decay time of the far microphone position.



Felt - Isolated recordings of the piano mechanisms felt hitting the piano strings

Pedal - Isolated recording of a piano pedal mech noise

Release Triggers - Isolated recording of notes being released (keys releasing and hammers rising off the strings)

The upper middle portion of the Piano section offers further controls:



Sensitivity - Alters velocity midi information translated from the user's midi keyboard to the instrument. For example, all the way to the left gives users a softer tone while to the right prefers higher velocity samples, resulting in a louder and more aggressive playstyle. (The Math: it changes the velocity sensitivity input from a linear curve towards the left to a logarithmic curve towards the right) See pics below

Sensitivity Knob to the Left

Sensitivity Knob to the Right







Tone - Sound Yeti's custom EQ and compression chain that gives the user "broad strokes" control over the sound of the piano. All the way to the left cuts the high frequencies while boosting the lows for a rounded, muted and warm tone. To the right does the opposite, boosting high frequencies for a bright piano to cut through the mix. -100% to 100%



FX Sends - Users can send the Piano through one of 2 Delay busses and a Reverb. Brackets indicate to hover over the Delay title to toggle between **Delay A** and **Delay B.**



Sample Navigation



Revelation: Sample Navigation



Each layer channel, A,B,C, provides an easy way to cycle through Revelation Scoring Grand's sound banks. Navigate to different sample sources with the arrows to the left and right of the sample name. Or you can explore the entire list of factory

samples when you hover click on the sample name to open the Sample Browser window. Note that these are the core sounds on which presets are built. Snapshots/presets are unique designs using these samples as their basis.

Hidden feature: For the more adventurous, You can drag and drop a sample of your own into a layer. Revelation auto detects the tuning and pitch and stretches it A -1 - C7. No options for adding more than one sample on a layer.

Sample Browser



Revelation: Browser Navigation

When you get to this page that means you clicked the sample name on a specific layer channel. You can cycle through the layers via layer navigation toggles. Layer A, Layer B, or Layer C.



Expansion Packs - We designed Revelation Scoring Grand with the door open to adding sound expansions, so the far left column of the browser will display your expansion packs and factory sample groups when installed.



The built-in scroll bars cycle through the samples or category names.

To see the sample you have selected on a channel, the sample name will be highlighted in gold under the corresponding layer. *Note* You CAN select the same sample on each channel.*



Close Browser - To close the Browser click the "X" icon on the top right of the Browser and it will take you to the Advanced view.

Layer Channels A,B,C



Revelation Scoring Grand: Layer Channel A B and C

The Layers section displays all the Layer specific controls. Each layer has the same access to the sample browser by clicking on the group name as stated above.



Mute/Solo - Mutes the layer = RED - Solos the layer = GREEN



Tune - transposes the layer up or down by I octave.



Volume - Volume for the layer. 0% - 100%.



Chance - Controls the probability of the layer being triggered when a note is pressed. 0% - 100%.



Delay A/B - Controls the amount of signal sent to the delay bus. Each layer can be sent to either Delay A or Delay B. 0% - 100%.



Reverb - Amount of signal sent to the Reverb Bus 0% - 100%.

Each layer has 3 sub sections, each with their own tabbed style controls: ADSR, EQ, LFO



Layer ADSR

Amplitude Envelope (aka ADSR) - Layer A, B, and C have independent ADSR controls. Gain full control over the Amplitude Envelope. *Example: Revelation can make a slow sweeping pad on channel A with a long attack while on layer B you have Attack turned down making your sound into a "plucky key" with a short attack.*



Attack - Adjusts the initial time it will take the envelope to reach its maximum level after it has been triggered. Ranges from 0 ms to 15 seconds.

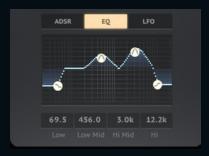
Decay - Adjusts the time it will take the envelope to fall from its maximum value to the level set by the sustain control. Ranges from Oms to 25 seconds.

Sustain - Adjusts the level the envelope will stay at for as long as a key is being held (measured in decibels), after the attack, and decay phases. Ranges from -∞ dB to 0 dB. **Release -** The time it will take the envelope to fall from its sustain level back to zero after the key has been released. Ranges from Oms to 25 seconds.

Note* Attack levels of 0 ms may make a subtle clicking sound depending on the sample instrument selected. Tweak it to fix it.

Layer EQ

Each layer comes with 4 band Graphic EQ that will help you craft a custom frequency profile for the layer. Good for tweaking how the layers fit together and highlighting or diminishing the prominence of the layer in your mix.



EQ - Control the 4 band EQs - LF (low shelf), LMF, HMF, HF (high shelf) and LMF, HMF, the 2 bell curves can be "ALT key (PC) or OPT key (Mac)" to change their shape. Command + Click (Mac) | Ctrl + Click (PC) = Returns a control to default value. Tip: Use these quick keys for maximum control over the bandwidth.

Layer LFO



LFO - modulation capabilities Craft dynamic and evolving sounds and visualize them with the custom LFO visualizer. Revelation has 3 LFOs 1 per layer channel. We built this to be simple to operate, but still have great flexible features to craft your sound.

Turning on the LFO is simple. Either turn the knobs of the LFO or Click on the power button. Glowing Gold is ON and faded out is OFF,





LFO Visualizer - Sound Yeti's proprietary way of displaying what is actually happening on the backend to the sounds while visualizing the wave shape. Nice!

Shapes - to activate a different wave shape simply click on the icon of the shape you wish to use. The shape will be highlighted blue. The available shapes are:

- Sine
- Triangle
- Square
- Saw



Speed / Sync - the speed knob [Speed] controls the rate/speed of the LFO modulation and is preset with a wide selection of time dimensions. If you want to tempo sync the LFO to your DAW, you need to have it set in the "T" to enable Sync. When sync is disabled this control sets the time between 0.01 Hz and 213.1 Hz and will display "Hz".

Sync - when activated this button toggle sets the sync time between 1/32 and 1/1, 1/32 D and 1/1 D, 1/32 T and 1/1 T.



Note * you will see a tooltip to show you the time selected.

- NOTE sync to the note subdivision listed
- T Triplet note sync
- D Dotted note sync

Note * To use the LFO in free form mode requires you to toggle the speed to Hz.

Base - Sets the center point for the LFO's amplitude. The parameters of this knob will be determined based on destination selection. But let's say you have a filter as a destination, then Base would control the filter cutoff frequency.

Retrigger - Retriggering the LFO means that every time a key is pressed the LFO will be retriggered. By toggling Retrigger you will see a control called Fade In.

Fade In - Sets the LFO modulation fade time. A horizontal slider on the top left of the LFO window, sets how long it takes for the LFO to get to its full intensity. Think of it as an Attack knob for the LFO from 0.00ms - 10.0 Sec.



Intensity - Bi polar knob that controls the amplitude of the LFO. Basically how much the LFO affects the selected destinations. Turning the knob to the left of 12 o'clock inverts the wave.

LFO Destinations - Revelation offers you 11 destinations. Perfect for shaping and bringing a unique character to your sounds. Simply click the dropdown arrow and select from the list:

- Volume
- Pan
- Width
- Pitch
- LPF
- HPF
- Peak
- Phaser
- Drive
- Sample Rate
- Bits



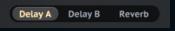
FX



Revelation: Effects

The FX Page is a key component of sound design with Revelation Scoring Grand and offers a wide variety of tools for shaping and creating cinematic sounds, ambient spaces,

overtone FX and more. By hovering over an effect name you will notice that the name button is slightly darkened. If clicked, the box is highlighted white to indicate that you are viewing that specific effect.



To close the FX Browser click on the "X" button.

While the Piano and Layers can be routed to different tracks in your daw (via the Busses control in the backend of Kontakt) the Delay and Reverb do not come out individual busses. So users can set up their own multitrack recording session and use their own FX on each channel if desired.

FX - Delay A, B, Reverb

Delay A/B are 2 separate (not running in series) but identical Delays. The type of delay is set by the drop down on the left. The Types are Modern, Analog, Tape, Vintage, and Diffusion. Knobs are standard Kontakt delay fare.





The Sound Yeti custom Delay preset browser is on the right, and it allows users to quickly cycle through the various delay styles.

There is one Reverb send shared by all the Layers and Piano. With standard controls, with the preset browser. Presets for the Reverbs



Footer



Revelation: Revelations Footer

The last section of Revelation is the Footer and its macro settings. Remember the footer is always visible in any view of Revelation. Functions in the Footer are:

Reset Functionality

- Reset Piano Resets all the Piano settings back to default
- Reset Layers Resets all the layers parameters, IE: ADSR, LFO, and Effects settings etc to default.

Randomize Samples Functionality

- Randomize Channel A's Randomize the samples in layer A
- Randomize Channel B's Randomize the samples in layer B
- Randomize Channel C's Randomize the samples in layer C
- Randomize All Channel Layers Randomize samples for all three Channel Layers

Midi CC

A few more things we should mention... 98% of all knobs/controls are mapped for MIDI CC via the frontend. Simply right click on any control in order to "learn" the Midi CC.

Also we exposed almost every control in Revelation for easy automation in your DAW. We exposed pretty much the kitchen sink - every parameter. Enjoy exploring all these options in your spare time!

About the Sounds of Revelation Scoring Grand

The Grand Piano was captured by meticulous multi-sampling of an 1893 Steinway Model O Grand Piano. Samples were generated from four mic perspectives; Near, Mid, and Far mic positions plus a sampled driver for added low end (Sub). Piano key mechanism samples were also captured for mixing in your preferred amount of Felt, Pedal, or Mechanism.

Revelation's Layers sample collection includes a set of 50 sound sources. Think of them as discretely sampled instruments. We curated a unique mix of sounds for Revelation Scoring Grand in order to make the instrument truly dynamic, flexible and ultra playable.

Our goal with Revelation Scoring Grand is to challenge the stereotypes and traditional orthodoxy associated with blending the acoustic with the synthetic. We think you will agree that the result set is impressive. With a single preset you'll find sounds so expressive by themselves, it's the only instrument you need to create fully realized inspirational cues and compositions.

There may be expansion packs in the future for Revelation Scoring Grand, If you have thoughts or ideas for expansion sounds, let us know. Drop us a line at info@soundyeti.com. We are always glad to hear your thoughts.

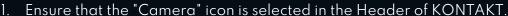
Loading Presets

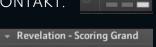


Revelation: Loading Presets

Revelation includes 100 presets/snapshots designed by the team at Sound Yeti. Loading and saving your home made presets in Revelation is done via KONTAKT's snapshot system.

Load a Preset in Revelation:

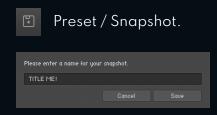




2. Click the downward arrow at the left of KONTAKT's Header, and simply select a Preset from the drop-down menu.

Save a (user) Preset in Revelation:

1. Click the "Save" icon, and enter a name for your



2. All your User Presets can be recalled and loaded at any time from the drop-down Snapshot menu. If you've spent time tweaking some sounds and you find that you like what's happening, be sure to save your work. (you can save an unlimited number of user presets)

Once you save a Snapshot, it will be saved to the following location on your computer.

On Mac OSX:

 Macintosh HD/Users/Your Name/Documents/Native Instruments/UserContent/Revelation

On Windows:

• C:\Users/Your Name/My Documents/Native Instruments/User Content/Revelation

Note You can also create a folder and subfolders to group your User Presets for easier navigation.

NKS Integration



Revelation: NKS Integration

Native Kontrol Standard (NKS) is Native Instruments' extended plug-in format for virtual instrument developers. NKS allows for intuitive and seamless interaction between plug-in instruments and KOMPLETE KONTROL and MASCHINE hardware. Revelation features a thorough and complete integration for the NKS plug-in format, including Native Map, Light Guide, Integrated Browser and Snapshot Previews.

Light Guide



A -1 - C7

Native Map

The Native Map integration for Revelation features 5 pages of powerful mapping layouts. We exposed these controls because they are the most relevant controls of the instrument and will help you tweak your sounds quickly. Also remember if you need more, all controls are available to you via Midi CC for your own custom mappings.

GLOBAL / PIANO - Page 1 - Control the Globals 4 Knobs and Pianos Settings



PIANO MICS / CHARACTER - Page 2 - Pianos settings are



LAYER A - Page 3 - Volume, Chance, Delay, Reverb, and ADSR



LAYER B - Page 4 - Volume, Chance, Delay, Reverb, and ADSR



LAYER C - Page 5 - Volume, Chance, Delay, Reverb, and ADSR



Key Command Reference

These can be helpful, pay attention...!

Command + Click (Mac) | Ctrl + Click (PC) = Returns a control to default value

Shift + Click (Mac) | Shift + Click (PC) = Gain more granular control of knob movement (smaller increments)

Troubleshooting

Below you will find answers to frequently asked questions regarding the installation process and troubleshooting:

Having trouble extracting the RAR Files.

Please follow Step 1 - Installation: above and ensure all RAR files are the correct sizes and downloaded to the same location on your computer / hard drive.

If using a Windows system, we recommend using "WinRAR" to extract the RAR files. WinRAR can be downloaded for free.

If using a Mac, we recommend using "The Unarchiver" to extract the RAR files. The Unarchiver can be downloaded for free.

After extraction, the final "Revelation" folder should be around 7.28 GB (or slightly larger) in size.

Upon loading Revelation, KONTAKT displays a message that files are missing.

This suggests that the RAR files did not extract properly or the files did not 100% download / complete before extracting.

Please ensure that all 2 RAR files are fully downloaded to the same location on your computer before extracting them. Please ensure that each RAR file is the following size:

- Part 1 should be: 3.7 GB (or slightly larger)
- Part 2 should be: 3.47 GB (or slightly smaller/larger) (Depending on OS)

Revelation disappears from KONTAKT's Library Tab?

- Download and install the latest version of KONTAKT, which is available via Native Access.
- Close Native Access, open it again and log in. During the launch process Native Access will update the database of your products automatically in the background.
- Start KONTAKT standalone. Revelation should be available again.

I have activated Revelation, but I'm not seeing it in KONTAKT.

- In KONTAKT click the cog icon to go to the Settings menu
- Navigate to the "Libraries" tab
- Click the box next to Revelation

Credits

We are grateful for all the efforts and contributions of those that supported the making of Revelation Scoring Grand. Thanks for your encouragement!

Executive Producers: Andrew Scudder, Collin Scudder, John Scudder,

Product Development: Sound Yeti Team - Martin Meinerz, Owen Bolig, Andrew

Scudder, Collin Scudder, John Scudder Developers / Programming: Owen Bolig GUI & Graphic Design: Voger Design Executive Sound Design: Martin Meinerz

Audio Recording: James Kedwards, Martin Meinerz

Snapshot Sound Design: Collin Scudder, Martin Meinerz, John Scudder

Product Documentation: Andrew Scudder and the editorial staff of Sound Yeti

With special thanks to:

God
The Art of Music
The Beta Testers
The Product Audio Demo Makers
The Music Creatives
and You!

Made with love, just for you by the Sound Yeti squad in Franklin TN USA.







