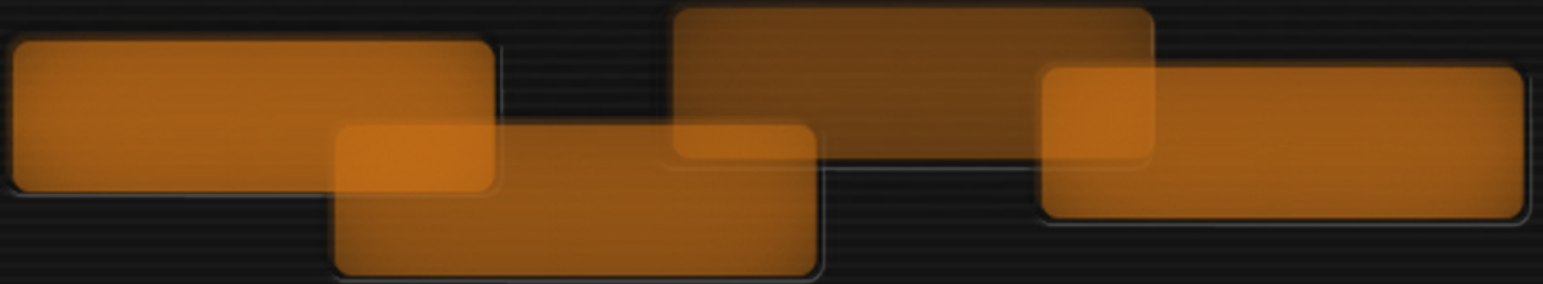
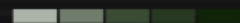


COLOURS



MANUAL



CINEMATIQUE INSTRUMENTS

Thanks for buying COLORS!

How to install?

In order to properly install your HALion library please follow the instructions given on the Steinberg website or watch the „How to install“ HALion instruments video.

For any kind of questions concerning the installation or registration of HALion instruments please contact Steinberg – in terms of the instrument please contact us at : support@cinematique-instruments.com

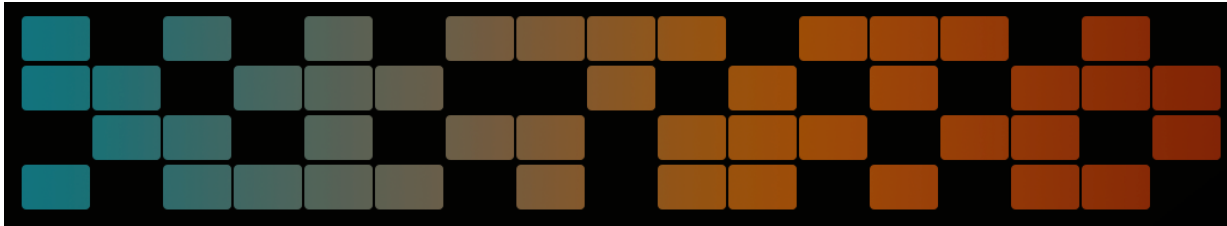
COLORS

Colors is a box full of ambiences, pads and textures. You can create your own sound from a beautiful set full of characterful and lovingly selected source sounds in no time at all - as easy as mixing colors together in a paint box, simple and ingenious at the same time. The included modulation section adds subtle life or extreme weirdness, depending on what you need. So, you are able to paint your own sound!



With the exquisite preset color box offering presets sorted by color only, you'll have a huge selection of timbres in no time.

OVERVIEW & CONCEPT



COLORS is a unique tool that opens the way for you to create modern pads and textures with lots of movement and variations. With the exquisite preset color box offering around 100 presets sorted by color only, you'll have a huge selection of timbres in no time. But of course you can also build your own sound from scratch. Four layers with useful sound shaping tools in combination with a clever modification engine offer you almost infinite possibilities to create beautiful, atmospheric, deep and even abstract sound-sculptures that will help you to add more color to your music. And if you seek even more inspiration, just let COLORS create a sound randomly for you.

THE MAIN FEATURES

Uniqueness

The way the sound sources work in conjunction with the modulation and movement possibilities is absolutely unique and results in beautiful, inspiring and - most importantly - very usable sounds that can be adapted to one's needs in no time.

Easel Section

This section is the core of Colors. There are 4 sound layers, all of which can be equipped with different sound sources and provide many edit options such as equalizers or modulation sources. Each unit contains carefully and lovingly selected sound sources, which all fit very well with each other and achieve an optimal result.

Modulations of the Colors

The Master Section contains all global setting options. Decay of the sounds, reverb, delay (with different types), a modifiable chorus effect, 2 different filters and distortion types.

Live Modulation by ModWheel

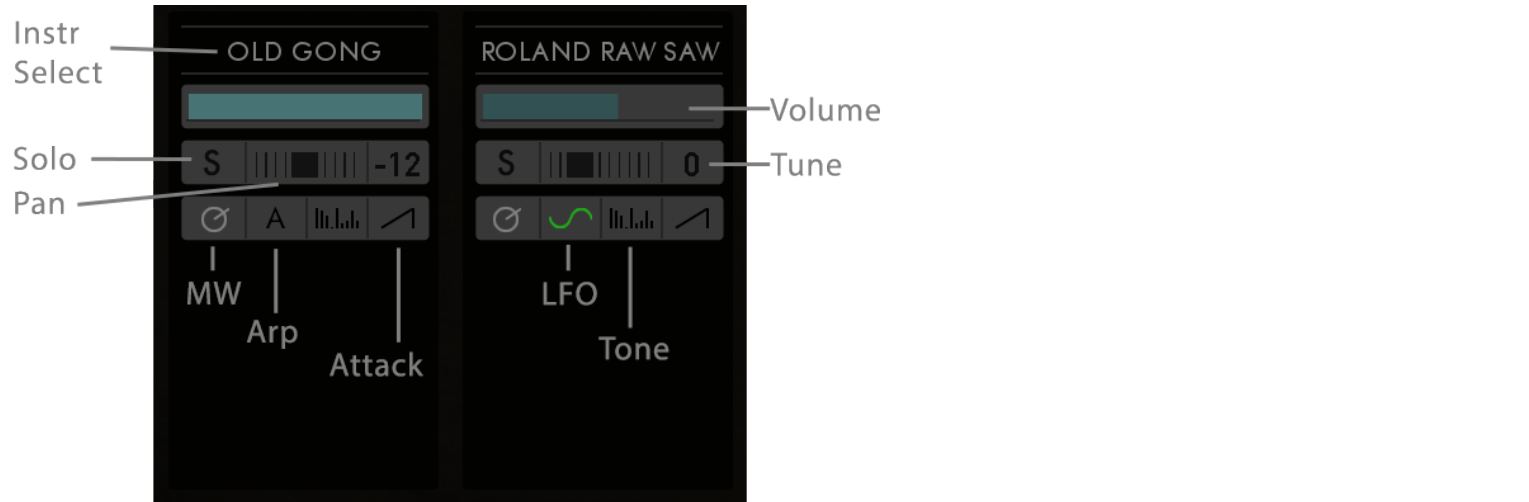
Almost all parameters of the Master Section - as well as Layer 2+3 - are connected with a 100 step long programmable table so that you can dynamically set and run your own parameters via the Mod Wheel. So you can change the complete sound in no time.

Automatic Movements

As a small special feature we have added a few automatic movement tools to the master section. These are Auto Filter, Filter Sweep, Main Volume Chop. All these tools can be played simultaneously in many tempos and are synced to the host.

Random Sounds

With the random function, you can fully randomize all sounds and parameters. This randomization occurs both at the easel and in the master section.



Volume sets the volume of the slot instrument

Solo mutes the instruments of the other slots

Pan positions the sound of the slot in the stereo panorama

Tune offsets the tuning of the slot from -12 to 12 semitones corresponding to

lune offsets the tuning of the slot from -12 to 12 semitones corresponding to the notes you are playing

Mod Wheel assigns the volume of the slot to the Mod Wheel (MIDI CC1)

Attack controls the attack of the slots instrument



Tone turning the knob left will boost the low and reduce the high frequencies
and vice versa.

Cut enables a Low Cut Filter, removing low frequencies

Play

Tempo

Mode

Amount

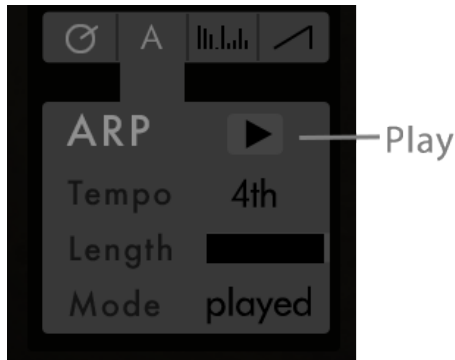
Shape

Mode switches the triggering behavior between free running and restarting with each new note getting pressed

Amount sets the range of the volume modulation of the slot

Shape sets the waveform and phase of the LFO

ARP automatically steps through notes



Play enables or bypasses the Arp

Length controls the decay and release of the instrument and deactivates the sustain. Only at 100% the sound behaves in usual manner with full sustain and length controlled by the master decay

Mode switches the behavior of the arp between using the held note(s), adding intervals of the note(s) played or adding completely random notes

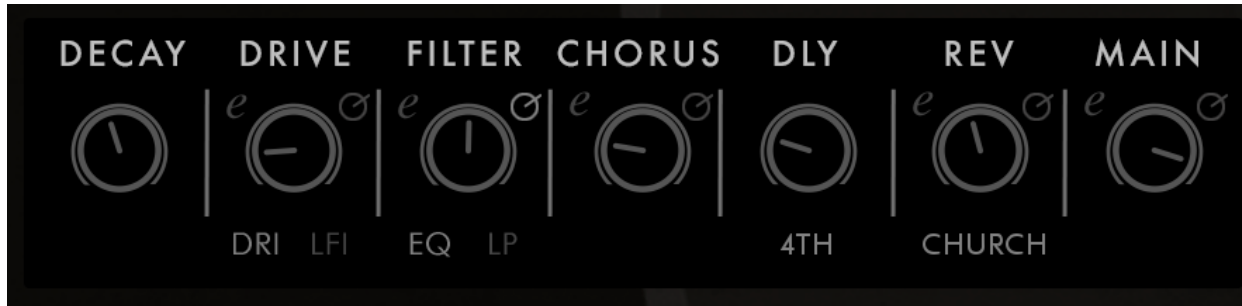
Tempo changes the speed of the Arp from whole bar to 64th

Reset sets all(!) parameters to their default position

Random sets all(!) parameters randomly

RESET RANDOM

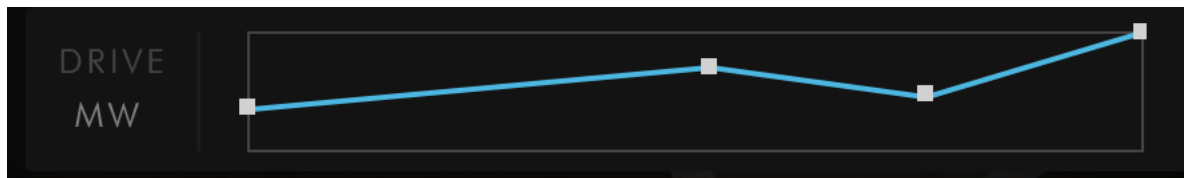
THE MASTER TAB



opens an edit section with further parameters to tweak the corresponding effect



assigns the parameter to the mod wheel (MIDI CC1) depending on the table within the MW tab of the corresponding edit section



Decay controls the release of all instruments



Drive underneath the drive knob you can set the mode
Drive mode: controls the amount of the drive effect
LoFi mode: reduces the sample rate of the signal

Warmth controls the warmth of the overdrive effect

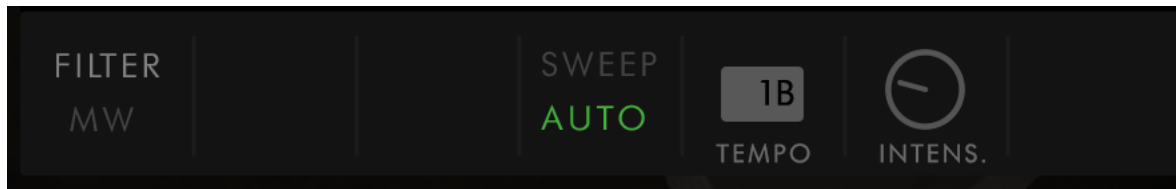
Bits reduces the bit resolution of the signal



Chorus controls the amount of a chorus effect

Tempo controls the frequency of the LFO of the chorus effect

Phase controls the stereo width of the chorus effect



Filter	below the knob you can set the mode EQ: behaves like a tone knob Filter: controls the cutoff frequency of a high cut filter
Resona	controls the resonance of the filter
Auto	assigns a random LFO to the filter cutoff frequency
A. Tempo	controls the speed of the modulation
Intens	controls the intensity of the modulation
Sweep	opens and the closes the filter with every note getting triggered
S. Tempo	controls the speed of the sweep
Delay	controls the amount of delay below the knob you can set the delay time

Reverb

controls the amount of reverb

below the knob you can set the reverb type

in the edit window you can set the table for the mod wheel behavior



Main

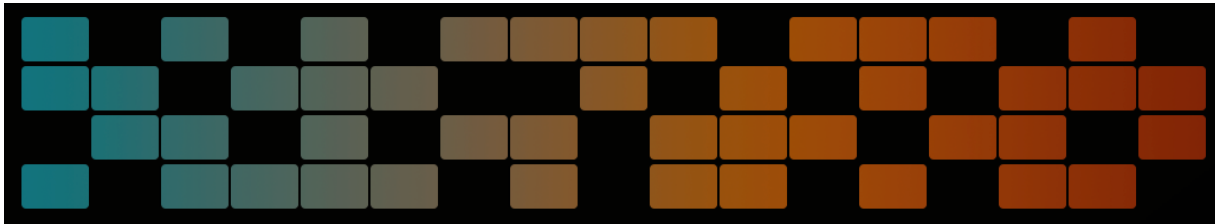
controls the output volume of colors

Chop

enables a step sequencer modulating the main volume

Tempo

controls the speed of the step sequencer



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