

A close-up, artistic photograph of a guitar fretboard. A finger is shown pressing down on a string, creating a harmonic. The background is a textured, light-colored fabric. The text is overlaid on the left side of the image.

# GUITAR HARMONICS

MANUAL

CINEMATIQUE INSTRUMENTS

Thank you for downloading the FREE Guitar Harmonics Essentials

### **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](mailto:support@cinematique-instruments.com)

## The instrument

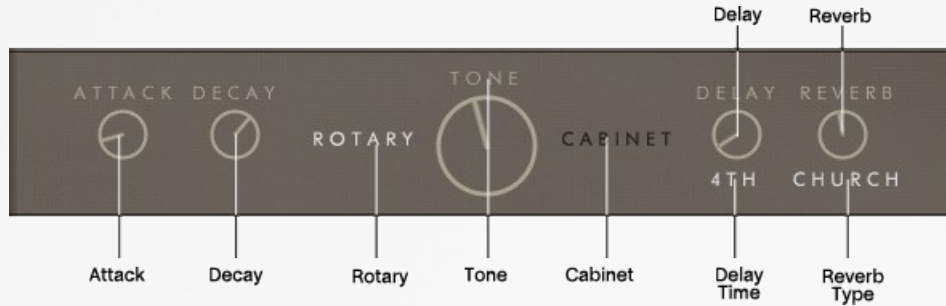
On string instruments, players can cause a string to vibrate only in sections by touching it lightly at the appropriate point. This can produce a pure and clear note of a cool, silvery quality. It is called 'flageolet notes' or 'harmonics'.

## What we did

The FREE 'Guitar Harmonics Essentials' consists of harmonic notes of an electrical Fender guitar. We spent a lot of time finding the perfect setup to achieve a warm and realistic sound. In the end we decided to record the guitars tuned in open E with 3 Round Robin variation and particularly several velocity layers – sufficient for our purposes. The instrument provides a lot of useful tools such as note length control (release and attack), EQ control, amp simulation, delay and reverb amount.

Summing up these tools enable each instrument to produce a wide spread of sounds such as organic reverse guitars, fragile string notes or warm e-piano tones.

## In Detail



- Attack** controls the overall attack time
- Decay** controls the overall decay/ release time
- Rotary** enables a rotary cabinet simulation
- Tone** controls the general sound. Turning counter clockwise you will feature the bass frequency and reduce the high frequencies. Turning clockwise you will achieve the opposite.
- Cabinet** enables a cabinet simulation

- Delay** controls the amount of delay
- Delay Time** By clicking on the name you can select from three different delay times: 4<sup>th</sup>, 8<sup>th</sup> and 16<sup>th</sup>
- Reverb** controls the amount of reverb
- Reverb Type** By clicking on the name you can select from four different types of reverb: Room, Hall, Special and Infinite







We wish you a great deal of fun and inspiration using our instruments.

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