

POLKASOUND PRODUCTIONS

AB WISCONSIN POLKA ACCORDION VIRTUAL INSTRUMENT



Installation: Unzip the downloaded file and put the AB Wisconsin Polka folder wherever you typically store your Kontakt instruments on your computer. If you plan on downloading more than one Polkasound Productions virtual instrument, I recommend making a “Polkasound Productions” folder exclusively for them. For example:

- 📁 Local Drive (C:)
 - 📁 My Kontakt Instruments
 - 📁 Polkasound Productions
 - 📁 AB Wisconsin Polka

To play the instrument in Kontakt, on the left side of the Kontakt window, select the Files tab. Navigate to the AB Wisconsin Polka folder on your computer and load the desired .nki file for either the right hand or the left hand.

Right Hand: The Right Hand of the AB Wisconsin Polka offers three reed selections: master, three middles, and bassoon. Use the red keyswitches to toggle among the sets of reeds. There are also three reed select sound effects an octave above the keywitches, and two sampled air button sound effects toward the top of the keyboard.

Left Hand: The Left Hand of the AB Wisconsin Polka is made up of five different zones on the keyboard: the basses, major chords, minor chords, dominant 7th chords, and diminished chords.

The Envelopes: Attack and Release: *Attack* adjusts how quickly a note will sound when you press a key, and *Release* adjusts how long a note “hangs on” after you let go of the key. For the most natural accordion sound, I recommend setting the envelopes to the approximate values below:

Right Hand: Attack: 15ms Release: 30ms
Left Hand: Attack: 35ms Release: 60ms

Reverb: The reverb adjustment lets you add some pleasing hall acoustics to your instrument.

Key Release Noise Volume: When an accordion key is released, there’s a little “thump” noise made as the pallet snaps back against the sound hole. The volume of this noise is adjustable.

Basses-Up Volume: When an accordion’s bass button is released, the reed and button mechanism continue to resonate. The volume of this resonance is adjustable.

Getting The Most Realism Out Of Your Virtual Instrument: A real accordion is a wind-driven instrument. All notes played at one time share the same volume, and that volume is dependent on how much pressure is being exerted on the bellows. To give your virtual accordion performance as much realism as possible, the velocities of all your recorded notes should be the same. Dynamics are then controlled by adjusting the instrument’s overall volume. This can be done two different ways using the various nki files:

The .nki instruments with “MW” play all notes at roughly the same velocity. The volume of the accordion is controlled by the modulation wheel of your keyboard controller.

The .nki instruments without MW operate as standard, velocity sensitive instruments. The harder you press, the louder the notes. If you record with these instruments, you’ll most likely want to later edit the velocities of your notes so that they’re all the same, and then open your DAW’s volume controller lane to edit the volume and give expression to the performance.

Technical Support: This manual will suffice for anyone using this instrument in Kontakt. *If you do not know how to use Kontakt, please do not contact me for assistance!* I do not provide technical support for Native Instruments Kontakt software. Consult your Kontakt users manual. I only provide customer service for the instruments I sell. Thank you.

Customer service: tom@tombrusky.com