

# POLKASOUND PRODUCTIONS

## IA TONECHAMBER ACCORDION VIRTUAL INSTRUMENT



**Installation:** Unzip the downloaded file and put the “IA Tonechamber Accordion” 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
      - 📁 IA Tonechamber Accordion

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

## Right Hand:

The Right Hand of the accordion offers three reed selections: basson, bassoon + piccolo, and bassoon + clarinet + piccolo. Use the red keyswitches to toggle among the sets of reeds. There are also three reed select sound effects an octave above the keywitches.

## Left Hand:

The Left Hand of the accordion is made up of six different zones on the keyboard: the low basses, basses, major chords, minor chords, dominant 7th chords, and diminished chords. Only one reed set is offered for the 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: 10ms    Release: 15ms  
Left Hand:     Attack: 35ms    Release: 60ms

## Reverb & Chorus:

The reverb adjustment lets you add some pleasing hall acoustics to your instrument. The chorus button can be used to create sort of a wet tuning effect. For example, the bassoon + clarinet + piccolo reed selection with the chorus enabled produces a pseudo-Zydeco sound.

## Getting The Most Realism Out Of Your Virtual Instrument:

A real accordion is a wind-driven instrument. All notes played at one time will have the same volume, and that volume is dependent on how much pressure is being exerted on the bellows. To make your accordion parts sound more realistic, make the velocities of all the notes the same, and add dynamics by continually adjusting the volume of the whole instrument.

The .nki files without the “MW” designation are velocity sensitive, meaning how hard you play determines how loud each note is. After you record your parts, you may want to edit the velocities of all the notes so that they are the same, and then open a controller lane in your DAW and edit the volume data to add dynamics to your performance.

The .nki files designated with “MW” use the mod wheel controller on your keyboard to control the instrument’s volume in real time.

## 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](mailto:tom@tombrusky.com)