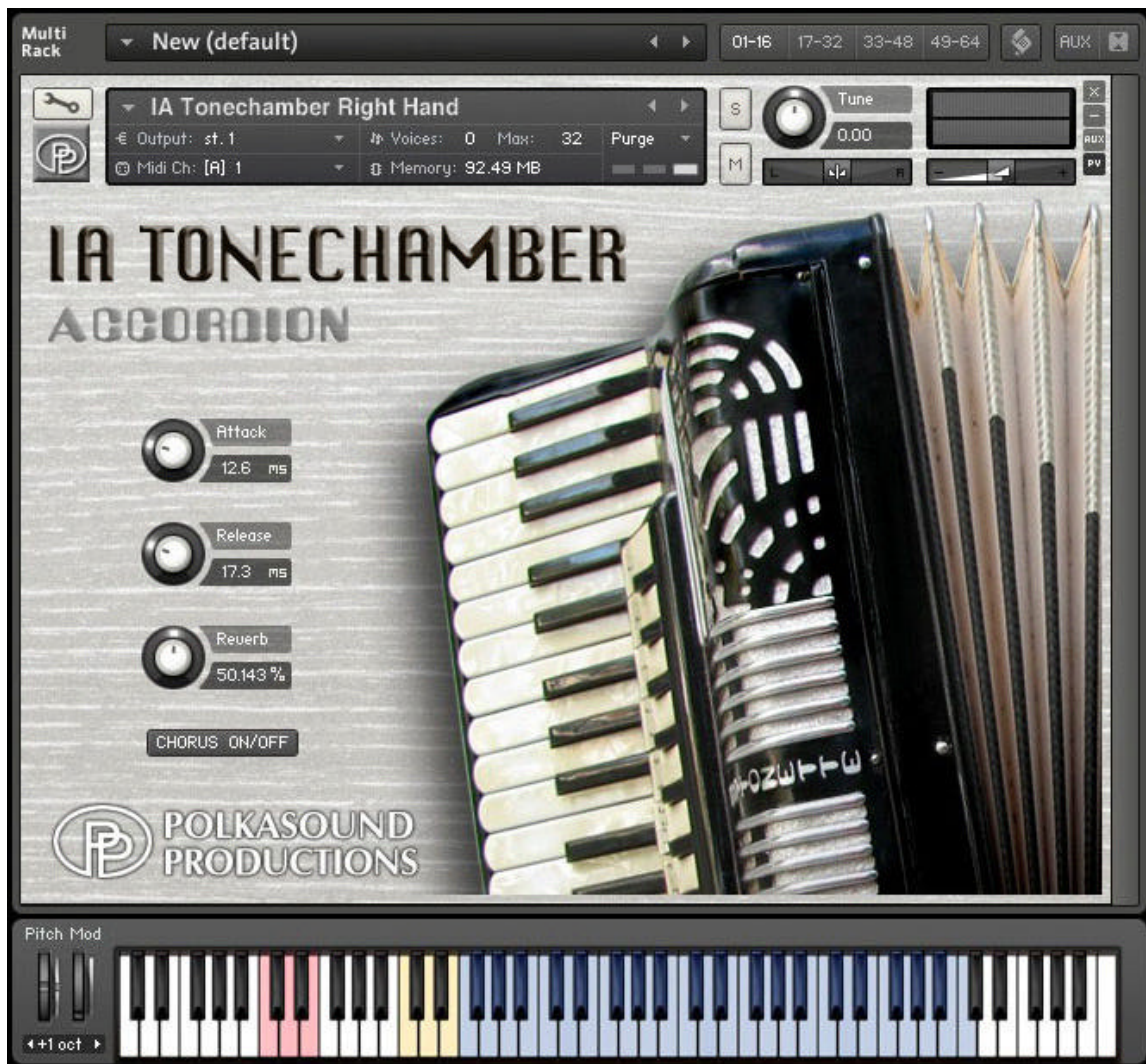


POLKASOUND PRODUCTIONS

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:

Although your virtual accordion is velocity sensitive, meaning that how hard you press a note on your keyboard determines how loud a note plays, a real accordion does not operate this way. 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 give your virtual accordion performance added realism, edit the velocities of all your recorded notes so that they are exactly the same, and then add dynamics to your performance by adjusting the instrument’s volume throughout the performance. You can do this in real time with an expression/volume pedal, or manually in your sequencer’s controller window with a mouse. I prefer to create swells and dips in volume with a mouse because of the fine level of control it provides.

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