



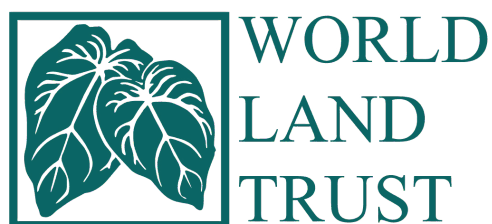
SAND SONGS

VIRTUAL INSTRUMENT MANUAL

V 1.0

Your purchase of *Sand Songs* funds the preservation of half an acre of land. You are directly responsible for saving forests in vulnerable parts of the world.

The World Land Trust specialises in acquiring and holding in trust land that is at risk of deforestation. By doing this, it takes the land off the market and into the private domain, making it far harder to illegally clear. Alongside tree planting, this is a key part of the process of preserving the Earth's ecosystem. Learn more about The World Land Trust at www.worldlandtrust.org



CREDITS

Lead Scientist / Field Recordist: Stephane Douady

Composer / Patch & Sound Design: Denis Kilty (denis.)

UI Design: Resonant Design - Hauke Sholtz, Fabian Ruf, Simon Martin,
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Kontakt Scripting: Frank Elting

GUI Photography: Frederic Kolkott

Web Design: Volker Andres

PR / Marketing Agency: Boys + Girls

Creative Direction: Jake O'Driscoll, Kris Klarkin, Laurence O'Byrne

QA & Encoding: Native Instruments

www.sandsongs.earth

Foreward

Sand Songs was created by a collective of artists and creatives who came together to use creativity to fight climate change. *Sand Songs* exists to help the planet look after itself, and so we release this to the world in the hope that you will join us through your creativity to help make the world a better place by protecting the forests of the world.

100% of all proceeds from *Sand Songs* goes to the World Land Trust to aid in their exceptional work in preserving habitats across the planet - keeping the Earth green. Every instrument sold will fund the preservation of half an acre of forest.

To the *Sand Songs* team, thank you. You have selflessly given your invaluable time to make something truly special. I am forever in debt to all of you for your craft and unrelenting motivation to use art and creativity for good.

Denis Kilty,
Composer / Sound Designer

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1. INTRODUCTION

Sand Songs is an experimental virtual instrument developed using the source material of French Physicist Stephane Douady - a pioneer in the study of 'Singing Sand'.

Singing Sand is a natural acoustic phenomenon native to deserts around the world, wherein dunes vibrate and hum under certain geological and atmospheric conditions. Through a process called 'shearing' (avalanching), grains of sand rub together and release a deep, sonorous vibration, often up to volumes of 100db. It is truly awesome to experience.

This incredible phenomenon was captured over ten years of Stephane's scientific research, leading to a fascinating collection of over 80 never-before-heard recordings spanning the deserts of the world - from China to Morocco, from Death Valley USA to Oman, all the way to Chile.

Each desert has its own distinct 'voice' - the byproduct of varying material compositions in the sand. Some are more melodic than others, but each has a truly unique character. *Sand Songs* was developed to showcase in its purest form the beauty of singing sand and in turn to use it to help preserve the Earth's ecosystem and to fight Climate Change.

2. THE PROCESS

Through the process of *analog granular synthesis*, the source recordings were meticulously granulated using high-end granular synthesis hardware. We sliced, blended and reassembled grains of sand, teasing out the musicality inside each humming dune. The results were then deep-sampled chromatically, resulting in an entirely new set of playable sounds (almost 1,000 audio files). Grains making grains! No digital processing was used to develop the new source material.



We developed 70 unique Kontakt patches, each with its own character and style. We then designed FX processing chains for each patch that can be tweaked at your leisure in the instrument UI.

3. INSTALLATION

Sand Songs is encoded for the free Kontakt Player, meaning you do not need to own a full copy of Kontakt to use it. *Sand Songs* is fully compatible with the NKS standard and can be downloaded from inside Native Instruments *Native Access* plugin manager. Just add your serial number inside *Native Access*, install the free Kontakt Player and download your library.

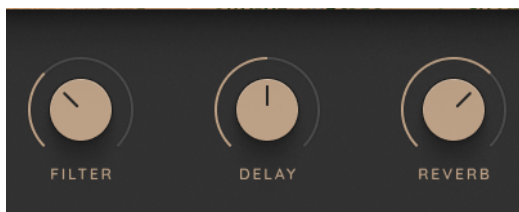
4. THE INTERFACE

The FX chains are bespoke to each patch, and are intended to allow you to get creative with each sound source, while preserving the raw granulated sounds created from the source material.



The Intensity wheel generally lives at the end of the FX chain. The *Sand Songs* UI is comprised of 3 main elements:

FX Chain



Intensity (Mod Wheel, Filter)



ADSR (Attack, Decay, Sustain, Release)



5. SOUNDS BY ORIGIN

The instruments come from **five** different deserts. The UI design is inspired by the topography and natural colour palette of the sand at each location.

