

# Guzheng

## User's Guide



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# 1. Introduction

Thank you for purchasing 'Guzheng'. This library features 2.29GB of content (reduced to 1.85GB compressed) of 24 bit stereo samples.

The Guzheng is a Chinese plucked zither. It has 18 or more strings and movable bridges, and the modern guzheng usually has 21 strings and bridges. The picks (called "DaiMao") used by performers to play guzheng are often made out of the shells of Hawksbill.

The guzheng is the ancestor of several Asian zither instruments, such as the Japanese koto, the Mongolian yatga, the Korean gayageum, and the Vietnamese đàn tranh. The guzheng should not be confused with the guqin (another ancient Chinese zither with lesser bridges).

We recorded 5 articulations: fingers, pick, stick, bow and ebow. Pair or ribbon mics and a condenser one centered. You can see pictures of the recording session [here](#).

## 2. Installation

Since this library is not powered by Kontakt, you need the full version of Kontakt 3 (no GUI) or Kontakt 4.2.3 or superior in order to load it without restriction. Kontakt Player Free will load the library but you'll have to restart it every 15/30 minutes.

You'll find the .nki file inside the "Instruments" folder, along with 2 .nkc and .nkr files. There are two methods for loading the library. You can either drag and drop the .nki file into Kontakt's interface, or you can browse this same file using the Kontakt built-in browser.

The "Add library" function won't work because it's only for "powered by Kontakt" libraries, aka libraries that work with Kontakt Player Free.

## 3. Kontakt 3 vs Kontakt 4

There are two versions of Guzheng: one for Kontakt 3 and another for Kontakt 4.

Taking advantage of Kontakt 4 features, this version features custom UI graphics, all patches are loaded in the same instrument and you're able to load/purge them, change volume and pan of the different articulations separately.

Kontakt 3 is a multi instrument loading each articulation in different slots and midi channels. You can still control volume and pan of each instrument using Kontakt's built in controls.

The functionality is the same in both instruments. Same round robin (repetitions per note), same velocity layers and same script.

## 4. The mapping

The Guzheng's pentatonic scale is tuned to Do, Re, Mi, So, La, but Fa and Ti (and any other note) can be produced by pressing the strings to the left of the bridges.

The natural range goes from a E1 to a E5. We extended that range using pitchshifting from C1 to G5.

The green key (note #33 – A0) is a non latching switch for the tremolo script. We will explain this in the next chapter.

## 5. The Interface

### - Controls -

In the interface you can select the articulation or articulations that you want. There are 5 switches:

- Fingers.
- Pick.
- Stick.
- Bow.
- Ebow.

You can combine the articulations, so you can create sounds that normally wouldn't come from a traditional Guzheng playing.

When you deactivate one of the switches, the corresponding samples are purged so they are not loaded into RAM.

Below each label you can see a knob and a slider, with them you control volume and pan of each articulation.

Round Robin (repetitions per note) is optional, you can activate or deactivate it using the "Round Robin x4" switch in the top left of the GUI.

\* Command + Click on every knob and slider sets it up to the default value.

## **- Tremolo -**

There are many techniques used in the playing of the guzheng, including basic plucking actions (right or both hands) at the right portion and pressing actions at the left portion (by the left hand to produce pitch ornamentations and vibrato) as well as tremolo (right hand).

There's no simple way to produce an organic and natural tremolo using scripts. There's a switch called "Tremolo" in the top right of the GUI, when this switch is activated all notes are repeated when you release the key. This way you can create realistic tremolo that will follow the speed and intensity of your playing.

You can activate this switch using:

### **1. Switch**

Directly clicking on it in the interface.

### **2. Note #33 – A0**

While you hold this note, all notes that you play will be repeated and will produce the tremolo effect. This is a non-latching keyswitch. It's intended for composers with big keyboards where you have easy access to that note (#33 – A0).

### **3. Modulation**

If you have a smaller keyboard, you can use the modulation wheel. When it's turned to half up of the wheel it will activate the tremolo, when turned down it will deactivate the tremolo switch.



## - Pitch Wheel -

This is another important part of the instrument.

Guzheng players can produce vibrato and pitch shifting by pressing the string on the other side of the bridges. As we all know, you can do the same using the pitch wheel. The problem is that it will pitch up ALL notes, and that's not possible with the guzheng.

That's why we made a script that only changes the pitch on the last played note (once it's released).

Example:

If you play C, E, G, and then you turn the pitch wheel all the way up you will get: C, E, A.

## 6. Final words and Credits

Enjoy Guzheng as much as we did on the making.

If you want to get in contact, just drop us a line here:

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Enjoy Playing,  
Wavesfactory