

MAGNETAR SERIES
Cello



OWNER'S MANUAL

M A G N E T A R S E R I E S

Cello

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Product Specs

- 4982 samples
- Samples at 96k
- 2.5GB of lossless .ncw audio files
- 15 GB disk space required during install
- NKS Ready
- Compatible with Native Instruments hardware
- Free Kontakt Player Included
- Easy to Play Loops Audio Engine

WELCOME TO MAGNETAR CELLO

Welcome to Magnetar Cello, a solo cello library featuring traditional samples, audio effects, and audio loops. Our four-stem approach to loops enables you to quickly create ensemble loops. Easily change the

pitch, speed, and starting point of each stem to find ideal motifs. All of the samples in this library have been recorded dry, which will enable you to create both intimate and epic sounding music pieces.

ABOUT POLARIS AUDIO

Polaris Audio, LLC was established in 2020. We are committed to giving composers, producers, and songwriters a more varied pallet of sounds to utilize when composing music. Our sample libraries range from traditional orchestral instrument samples to samples that incorporate the latest audio processing technologies.

Our goal is to revolutionize the way artists and producers engineers use sample libraries. We incorporate new formats and technologies to enhance your experience while performing and programming samples.

Polaris Audio is based in Los Angeles, California.

2. Installation Instructions

2.1 Required Software

To install and run our library, you will need Native Access and Kontakt 6. In any case you do not own a copy of Kontakt, you will need to download and install the free Kontakt *6 player*.

2.2 Install Kontakt Player and Native Access

1. Open Kontakt and click "Manage Libraries" while you are in the library browser tab.
2. Once Native Access is opened, log in with your account (if you do not have an account, create a new Native Access ID).
3. Click "Add a serial" and enter the license key you received in the email address that was used during the checkout process.
4. You will be asked to locate the folder containing the library. Please browse and locate the "Magnetar Cello" folder.
5. Click "Install". Magnetar Cello is now authorized.

2.3 NKS Integration

Our library is fully compatible with the NKS ecosystem, an intuitive workflow created by Native Instruments which connects the NKS libraries and plugins with the Komplete Kontrol keyboards and software, MASCHINE and third-party controllers. More information about NKS and its features can be found here: [What is NKS?](#)

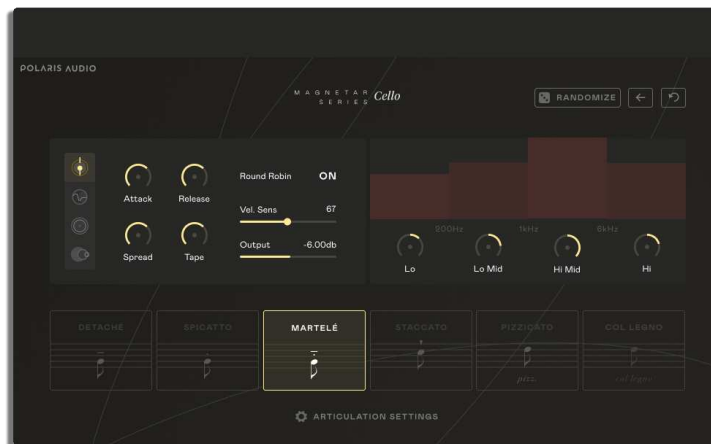
To take advantage of the NKS integration, we strongly recommend you to own a Komplete [Kontrol midi keyboard](#).

3. User Interfaces

3.1 Magnetar Cello

After loading Magnetar Cello (Magnetar Cello.nki), you will see the front panel of our engine which is divided into 3 sections:

1. Settings Panel
2. EQ Panel
3. Articulations Buttons



3.1.1 Articulations Buttons

Magnetar includes 6 cello articulations/techniques each with 6 Round Robins (repetitions per note) and 4 velocity layers. The velocity layers range from pianissimo to forte.

Detaché: notes are played in a separate bow stroke without the bow leaving the string.

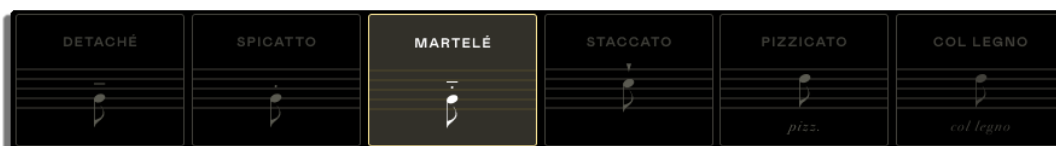
Spiccato: notes are played while the bow comes off the strings.

Martelé: comes from the italian word martellato which means hammered. The bow strikes end unexpectedly while the bow remains on the string.

Staccato: a percussive technique of playing short notes while the bow stays on the string.

Pizzicato: notes are being plucked by using the fingers.

Col Legno: it literally means "with the wood". The notes are played by using the wood part of the bow instead of the hair.



3. User Interfaces

3.1.2 Articulation Settings

By clicking on the articulation settings button, you will be able to adjust the panning and volume levels per technique. These settings are quite useful when you are using the "Perform" mode, part of the dual "Combine/Perform" mode, which lets you choose whether you can play multiple or one technique at a time. (see 3.1.1)

3.1.3 Combine/Perform articulation mode

This mode allows you to combine multiple articulations at the same time or perform one single technique only. Sometimes, it is preferable to have only one technique available, which can be switchable by using your mouse or the key switches available on the keyboard or combine multiple techniques at once, so you can blend different timbres, enhance the cello sound and create special sound designing results.

3.1.4 Purge/Unpurge buttons

Each articulation tile includes one button which purges/unpurges the samples from the RAM. By purging the samples, you are unloading unused samples; this increases the CPU performance usage up and unpurging them means that reloads all samples of each articulation.

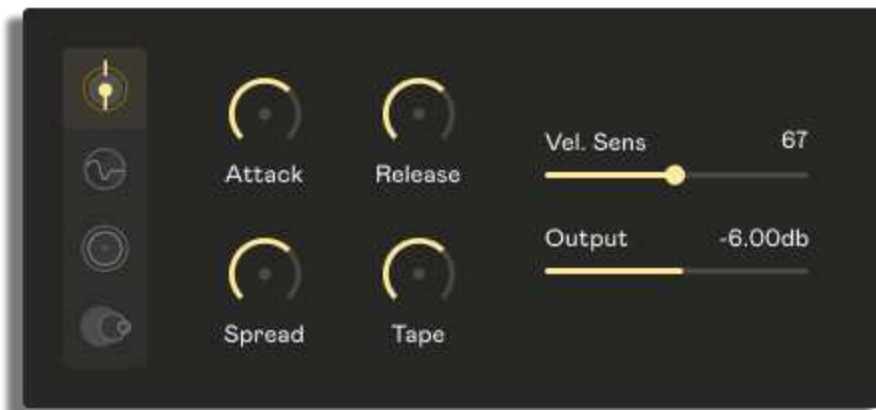


3. User Interfaces

3.1.5 Settings Panel

The settings panel is designed in a plain and minimalistic manner. This design was created to make every effect and tool accessible and customizable, giving you total control over the sound of the cello. The settings panel has 4 tabs in total which can be accessed by the 4 icons in the left side of the settings.

1. Main Panel



Attack: Controls the time it takes for the note to reach the maximum volume level.

Release: Controls the time it takes for the note to fall from the maximum volume level to silent. By using short release values, you will adjust the tail of the played notes, making the instrument flexible for fast performances.

Spread: This control adjusts the stereo image of the sound. When the knob is set full left, you have a mono signal, when is at the center, you get the raw stereo spectrum of the samples and when is at full right, a hyper-stereo image is produced.

Saturation: Modifies the levels of the stereo saturation and tape compressor. Adds clarity and detail to the sound.

Velocity: Controls the intensity of the velocity response (velocity curve). At lower levels, you get a tighter velocity response and at higher levels, you get the full range of the different recorded velocity levels.

Output: Adjusts the master volume of the instrument.

3. User Interfaces

2. Enhance Panel



The second page of the settings panel includes 4 effects in total and a blend control. We took advantage of the best and most revolutionary effects that Native Instruments ever built: Choral, Flair and Phasis. The philosophy behind the enhance panel is to give full control of the displayed effects by having only one knob available for each effect, meaning that you adjust numerous parameters simultaneously; when a knob is set at a low level, the outcome is subtle but when a knob is set at a high level, the result becomes more intense.

Choral: Choral is a unique recreation of the well-known chorus effect. By turning the choral knob, you control multiple parameters such as the amount of the chorus intensity, wideness, feedback, voices, overtones and rate.

Flair: A flanger but re-imagined. Flair knob controls multiple parameters and depending on the movement you add or remove parameters. By a single turn you adjust rate, amount, width, feedback and detune and when you set the knob at higher levels, you add a modulator on top of the flanger effect. Flair knob has an Easter Egg hidden in the code. By using the Alt or Option + click on the knob shortcut, you activate a dedicated randomizer and additional parameters built specifically for this effect. This shortcut enables additional chord overtones, waveforms for the modulation and overall, it changes the above mentioned parameters.

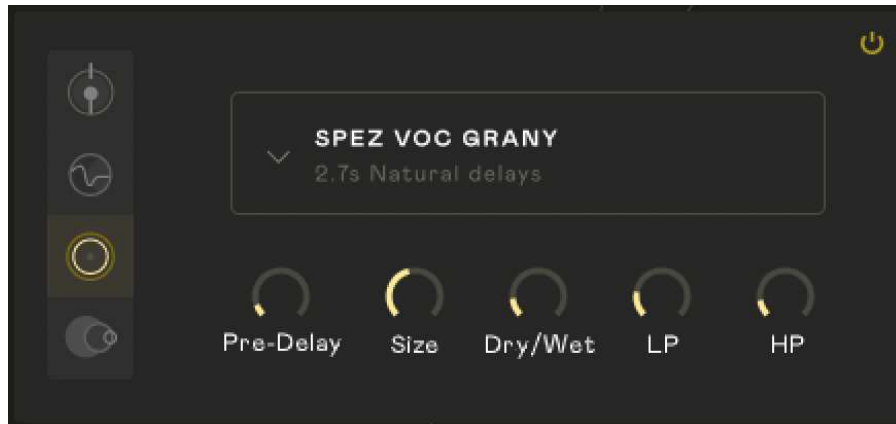
Phasis: This modulation effect is a modified version of the famous phaser effect designed by Native Instruments. A single turn adjusts rate, amount and feedback simultaneously. Higher values enable extreme modulations which make the effect stronger more audible.

Distortion: Distorts the signal of the master sound.

Blend: Blend knob adjusts the mix signal of the three main effects together, Choral, Flair and Phasis.

3. User Interfaces

3. Reverb Panel



The Reverb Panel consists of a reverb panel which displays the selected preset and several reverb parameters.

Reverb menu: Select among 20 hand-picked convolution reverb presets to bring a different character to the magnetar cello sound. There is a huge variety of presets, from real short or long rooms and plates to weird spaces and peculiar reflections.

Pre-delay: Controls the amount of time between the original dry sound, and the audible onset of early reflections and reverb tail.

Size: Adjusts the length of the impulse response sample (convolution reverb preset).

Dry/Wet: Sets the perfect balance between the dry and wet signals.

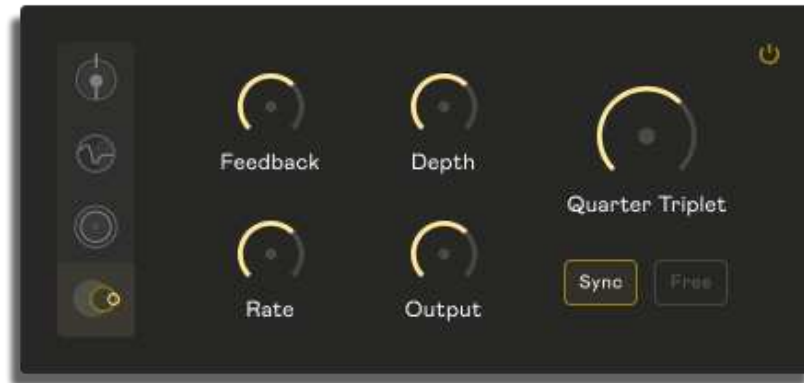
LP (Low Pass): Reduces the frequencies below the chosen low pass frequency.

HP (High Pass): Reduces the frequencies above the chosen low pass frequency.

Note: due to a known bug of the convolution reverb effect, the values may not appear in real-time.

3. User Interfaces

4. Replika Delay Panel



Magnetar Cello takes advantage of the powerful Replika delay effect which belongs to the Native Instruments effects family. The Replika delay effect has sound designing properties. The modulated parameters (depth and rate) combine with filtered delay tails which gives a new character to the sound. Once again, to control the essential parameters with simple, on-screen knobs while using multiple under-the-hood parameters of the Replika effect.

Feedback: Adjusts the delay signal that is sent to the master bus. The more feedback, the more delay repetitions that are audible.

Depth: Controls the depth of each modulation.

Rate: Adjusts the speed of the modulation.

Dry/Wet: Sets the balance between the dry and wet signals.

Time Knob: Adjusts the delay time. Delay note values range from whole notes to 256th notes.

Sync & Free buttons: Enable the synced or free delay time by clicking on the relevant button.

The Enhance, Reverb, and Replika panels have power buttons which enables users to bypass the entire panel/knob; located next to the effect or in the top-right corner of the panel.

3. User Interfaces

3.1.6 EQ Panel



Our 4-band eq panel gives you control of the low, low-mid, high-mid and high frequencies. The eq knobs are linked to the dedicated frequency bars which display in real-time which frequencies are cut or boosted.

3.1.7 Randomize



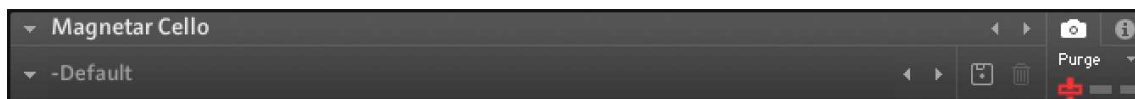
Randomize is our noteworthy feature which shuffles the values of every effect available in our engine along with a plethora of hidden parameters. In case you would like to discover a new sound or you simply feel uninspired, randomize will take care of every parameter by scaling the shuffled values and setting them to the engine's effects.

The dice icon indicates that randomizer is active when it is yellow.

What happens if you click the randomize button by mistake while having a result that you really like? You can click on the previous button, next to the randomize button, to retrieve the previous randomized settings.

The reset button, next to the previous button, sets the whole engine to the default settings and turns randomizer function off.

If the randomize feature gives you a result that you might like, we suggest you store the settings by creating a snapshot (Kontakt preset). All you need to do is to click on the camera icon, then on the disk icon and give a name to your new preset.



3. User Interfaces

3.1.6 EQ Panel

The Randomizer controls the following parameters:

- Bypass/Engage
- Spread
- Saturation
- Choral
- Phasis
- Flair
- Distortion
- Blend
- Reverb
- Replika delay

Most of the parameters are not controllable by moving the effect knobs.

3.1.8 Key switches & on-screen keyboard

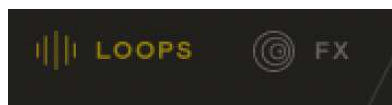
The on-screen Kontakt's keyboard shows you the range of the articulations (blue and purple colors) and the key-switches (red and green colors) which can switch on and off the techniques and the randomize feature. Note that depending on the articulation mode enabled (Combine or Perform), the red key-switches behave differently. On combine, the key-switches behave as latching switches by maintaining their position, meaning that you will need to press the key-switch to enable an articulation and then press again the same key to turn the articulation off. On perform, the key-switches behave as momentary switches, meaning that if you press a new key, while having an articulation enabled, the new articulation is turned on and the previous one gets bypassed.

3.2 Magnetar Cello Loops

Magnetar Cello Loops is our custom cello sampler which comes with 12 pre-recorded cello loops and each loop contains 4 stems. After loading the instrument, you will see our loop engine which is divided into 2 pages:

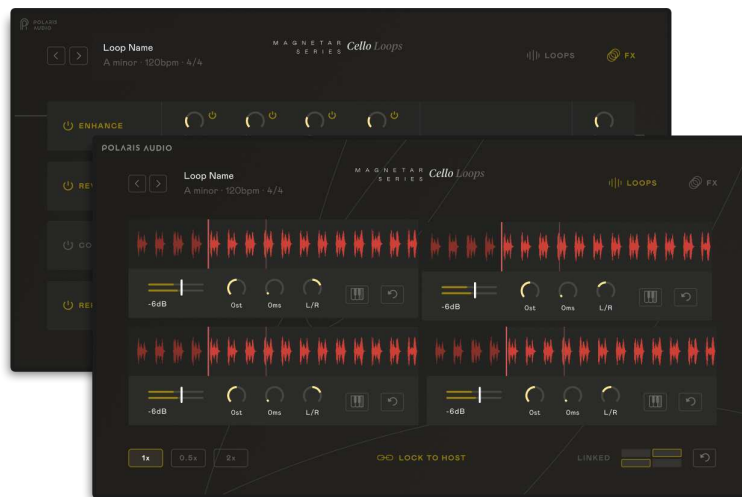
Loops page

FX page



3. User Interfaces—Cello Loops

3.2.1 Loops: Cello phrases panel



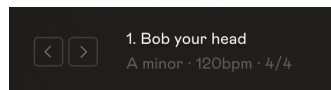
This panel displays some necessary information about the selected loops:

The title of the cello loop (e.g. Bob your head)

Key

Tempo

Time signature



Users can navigate through the available cello phrases by using the navigation arrows in the top-left of the interface.

3.2.2 Loops: Stem panels

Each loop comes with 4 individual stems which are fully controllable through the dedicated stem panels available on the loops page. After loading a loop, you will notice that each stem panel shows the waveform of the stem along with a cursor, which displays the playback of the stem in real time.

Every stem panel shares the same controllers, so you can edit the volume and panning levels, pitch and starting point of each stem. By moving the starting point controller, you will be able to alter the starting point of the selected stem. The on-screen cursor will help you to set the new starting point accurately.

3. User Interfaces—Cello Loops

3.2.2 Loops: Stem panels (cont.)

The stems are pre-mapped by default to these positions:

First stem: C3

Second stem: E3

Third stem: G3

Fourth stem: C4

Remapping the stems

Remap any stem by clicking on the midi/keyboard icon next to the stem controllers. While the remapping icon stays gold, press a new note on your keyboard to change the mapping position of the selected stem.

Next to the remapping icon, there is a reset icon which returns the controllers along with the re-mapped note to their default settings.

3.2.3 Loops: Tempo buttons & Lock to host

Control the tempo of the loops by clicking on the dedicated tempo buttons which can be found in the left side on the bottom of the layout.

1x: Sets the playback to the original tempo.

0.5x: Sets the playback to the half tempo.

2x: Sets the playback to the double tempo.

The lock to host button has 2 features built-in depending on the button state. When the lock to host text is highlighted, it means that the loops are always locked to the tempo of your DAW. When the text goes grey, you bring a speed controller up which controls the playback speed of the loops. Note that the speed controller is the only control which is not re-mappable to avoid speed and playback issues.

3. User Interfaces—Cello Loops

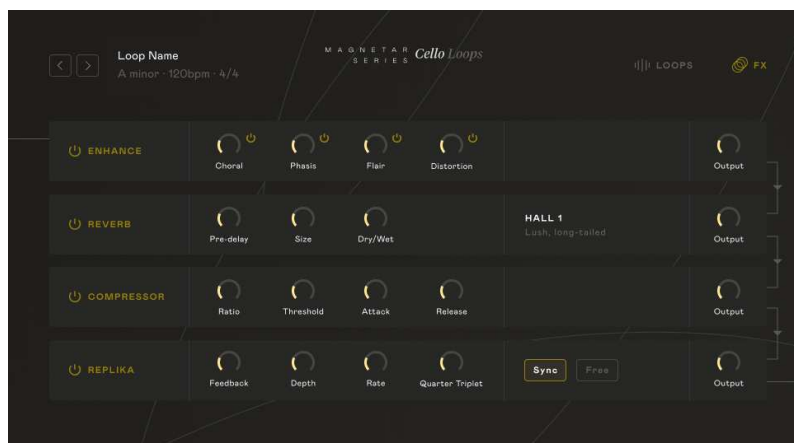
3.2.4 Loops: Link grid

The link grid is a dedicated area in which you can link the stems together. Each box represents the available stems. By linking two or more stems together, you are able to control simultaneously the volume and panning levels, pitch and starting points. You can unlink the stems any time by clicking on the reset button, next to the small boxes. Note that you can reset multiple stem controllers to their default states by linking the desired stems together and using the Ctrl/Cmd + click on the knob shortcut.

3.2.5 FX

The FX page includes all the main effects of our engine. In addition to them, we have added a compressor rack to narrow the dynamic range of the loops.

You can check more details on the effects in [section 3.1.5](#).



Threshold: Sets the signal level of the Compressor. Any signal above that dB threshold will be compressed.

Ratio: Adjusts the gain reduction the compressor applies when the signal passes the dB threshold level. 1:1 means that no compression will be applied while a ratio of 2:1 means that for every 2 dB the signal passes the threshold level, the compressor will increase the output by 1 dB.

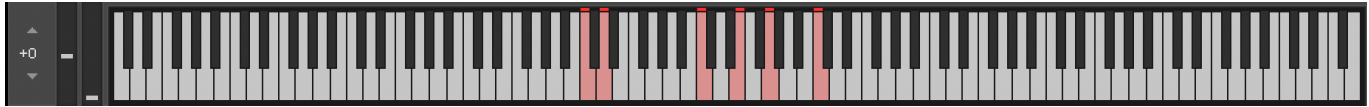
Attack: Sets the reaction speed of the compressor.

Release: Controls the amount of the time that compressor needs to let go of the signal.

Output: Sets the output level of the compressor.

3. User Interfaces—Cello Loops

3.2.6 Key switches & on-screen keyboard



Each stem is mapped by default to these notes:

First stem: C3

Second stem: E3

Third stem: G3

Fourth stem: C4

Note: The default stem notes can be customized by clicking on the midi/keyboard icon which can be found in the stem panels.

Additionally, you can switch between the available loops by clicking on the red key switches:

Next loop: D3

Previous loop: C3

These key switches are not re-mappable.

3. User Interfaces—Cello Loops SFX

3.3 Magnetar Cello SFX



Magnetar Cello SFX is an instrument which includes several special effects by using the following extended and modern cello techniques:

Tremolo: rapid movements of the bow which creates a continuous thread of sound.

Glissando: the movement of the finger from one pitch to another on the same string or strings.

Speciale: this articulation includes several effects which were recreated on the cello (seahawk, horror fx and tremble).

Ricochet: a series of rapid notes created by throwing the bow on the strings and causing the bow to bounce.

3.3.1 Main GUI Key switches & on-screen keyboard

Magnetar Cello SFX shares the same controls, features and effects as the Magnetar Cello instrument, except from the additional speed controller (see next section). For more information regarding the functionality of the layout, please view instructions for Magnetar Cello ([Chapter 3.1](#))

3.3.2 Speed Control

Speed control is an additional feature which is always available in the front page of the Settings panel. The speed control slider adjusts the playback speed of the samples, giving you the full control of how fast or how slow the SFX articulations should be played. This feature is useful not only for modifying the time speed of the samples depending on your music project but also for creating stretched and slowed down sounds which could be used in hybrid music context.

4. Troubleshooting

4.1 Compatibility

Magnetar Cello library is compatible with both the full version of Kontakt and the free Kontakt Player. Please note that in any case you would like to use our library with the full version of Kontakt, make sure you own version 6.4.2 and above.

4.2 Recommended Specs

Windows 7 (latest Service pack installed) or later (32/64 bit)

Mac Os 10.12 or later

Intel i5 or AMD Ryzen 5

8 GB RAM

At least 6 GB disk space during installation

We suggest storing and loading our library using an SSD (external memory) for the best performance and loading speed.

Magnetar Cello could run in lower specs than written as well. However, some features, such as Randomizer and Replika Delay effect require a great CPU power and at least 8 GB of RAM. Note that you can optimize the performance of our library by unloading the unused articulations by purging or unpurging the available techniques through the articulations settings (Magnetar Cello.nki only) or bypass the non-used effects from our settings panel.

5. FAQs

Frequently Asked Questions

Q. Is it possible to install Magnetar Cello on more than one system?

Yes, you can login using your Native ID through Native Access and re-download and install your library on up to 2 systems.

Q. I lost my activation key - how can I retrieve it?

Firstly, try to find the order email message you received from us after the checkout process. In any case you have lost that email message which includes your activation key, please contact us using our contact form. Remember to mention the necessary order details such as the order number and your full name.

Q. How can I keep Magnetar Cello up-to-date?

Magnetar Cello is available through Native Access platform. Once you get notified from us for a potential update of our library, you will be able to receive it through the Native Access application.

Q. I accidentally lost/removed the Magnetar Cello library files - how can I get them back?

You can re-download the library files up to 3 times in total. However, please, be always careful with where you store the files of the library. Whenever possible, keep a back-up copy of our library in a spare hard disk drive.

Q. "Missing Samples" error dialogue popped up - what should I do?

Under special circumstances, the library files might get lost when you transfer the folder between different folder paths, after a recent update or even due to an error during the downloading process. In any case you get that error message, please locate the library folder by resolving the issue while you are in the error dialogue window. Then, you should batch re-save the library by following these steps: a) click on the disk icon in Kontakt, b) select batch re-save, c) click on the yes button, d) locate the library folder and select open. In case the batch

5. FAQs

Frequently Asked Questions (cont.)

Q. What is your refund policy?

We will be more than willing to refund your order only if you have not downloaded the library files at all. Please note that due to the nature of our products (digital goods) our refund policy is strict and we make no exceptions. In any case you would like to return your product and receive a full refund, please contact us using our contact form as soon as possible.

If you have any additional questions, please feel free to contact us via **[our contact form](https://www.polaris-audio.com/contact.php)** (<https://www.polaris-audio.com/contact.php>).

6. Credits & Acknowledgements

CREDITS

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Sample Editor: Kiril Georgiev of Strezov Sampling

Sound Designer: Caleb Vaughn-Jones

Additional Artwork: Jessica Benda

Source Material performed by: Caleb Vaughn-Jones

Session Producer: Caleb Vaughn-Jones

Thank you

In addition to everyone credited above, we would also like to thank the following people/companies/organizations for their support in the creation of this sample library: Karl Jones, Ellis Gordon, Jay Tsao, Andrew Aversa (Impact Soundworks), George Strezov (Strezov Sampling), Erin Logan, Zach Dellinger, and the Pacific Coast Regional Small Business Development Agency.

Special thanks:

We greatly appreciate the composers who spent valuable time testing, evaluating, and offering feedback to our team during the beta testing stages. Thank you Geoff Knorr, Michael Roth, Michael Curran, Andreas Arianto, and Hannah Parrott for your insight and overall generosity.

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