SANSHIN

VIRTU●SO JAPANESE
SERIES

三線

Sonica Instruments

SANSHIN

Virtuoso Japanese Series

User's Manual

Thank you for purchasing Sanshin, part of Sonica Instruments' Virtuoso Japanese Series. We hope you fully enjoy Sanshin, which has been designed to achieve the ultimate in authentic Japanese sound.

Sonica Instruments Team

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Introduction

What is the sanshin?

The sanshin is the quintessential Okinawan instrument. It first appeared in around the 15th century in accompaniments to music performed in the royal court of Ryukyu, as Okinawa was called then. The instrument quickly spread among ordinary inhabitants of Okinawa, becoming a central presence in many folk songs and accompanying various folk dances and entertainment. The sanshin was also a precursor to mainland Japan's shamisen. Compared to the shamisen, the sanshin is smaller, and its roundish body and neck, as well as its thick strings, produce a distinctive, warm rustic tone. The sound of the sanshin is heard today in many kinds of music, not just traditional Okinawan folk songs and folk dances but also modern pop, rock, and dance music.

Virtuoso Japanese Series
About Sanshin

Sonica Instruments developed this library to reproduce the sanshin with as much realism as possible.

Atsushi Kajiku played the sanshin for the recording sessions, bringing out every nuance and expression the instrument is capable of.Through uncompromising recording and Kontakt programming, we successfully crafted Sanshin to be the closest software instrument ever to the sanshin, as if it were being performed right in front of your eyes. We encourage you to use Sanshin to add an Okinawan and Yaeyama spice to your music.

Above all, it is our intention to respect Japanese instruments and performers. One of our hopes is that Sanshin users will become better acquainted with the charms of the real sanshin.

Product Highlights

Features samples from two sanshin models, modern and vintage, as well as a large collection of finger-whistling sounds

Sanshin contains samples from two sanshin models with different sound tendencies and a large collection of finger-whistling sounds (yubi-bue), an essential element of Okinawan music and often appearing in eisa and kachashi folk dances. The combination of these sounds lets you create lively and diverse musical performances.

Contains a rich assortment of articulations and finger-slide noises

The library includes nine articulations, finger-slide noises, and string-muting noises to recreate the sanshin's vast sonic palette. These articulations allow for elaborate and expressive real-time performances on a MIDI keyboard.

String mode mechanism

Although the instrument has three strings, sanshin performances generally consist of single-note phrases and rarely feature chords like a guitar. To recreate this playing style, Sanshin has a string mode mechanism that lets you select and play a specific string. In this mode, each string behaves like an independent instrument. While performing, the string mode can be selected instantly with key switches. The mechanism allows you to move precisely between the three strings, just as you would on the real instrument.

Three preset tunings and key transpositions

Sanshin comes with three common sanshin tunings: standard tuning (hon choshi), second-string raised tuning (ni-age choshi), and third-string lowered tuning (san-sage choshi). After changing the tuning, the pitches remain arranged chromatically on the keyboard, but the open-string pitches change, thereby recreating the distinct sound of each tuning.

Instrument Editor controls the character of the instrument's sound

In addition to relative volume and fine-tuning adjustments for each string, the Instrument Editor gives you a choice of plectrums and string gauges to find the ideal sound for your song or musical style.

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Alternate picking function recreates continuous picking

The library's alternate picking function lets you perform alternate strokes, with key-on for downstrokes and key-off for upstrokes. This function is active as long as the sustain pedal is held down and works with all articulations. You can insert alternate picking at any moment without a key-switch change.

Keyboard legato function provides instant execution of articulations specific to stringed instruments

Sanshin gives you access to hammer-ons and pull-offs, articulations specific to stringed instruments, as well as hajiki trills, a type of tapping unique to the sanshin. With the keyboard legato function on, the library will automatically switch articulations only when playing legato on a MIDI keyboard. The legato mode can be enabled or disabled in real time with a key switch.

257 MIDI grooves based on traditional songs and folk tunes from Okinawa and Yaeyama

The library contains 257 sanshin accompaniment patterns recorded as MIDI grooves, taken from 72 melodies based on well-known traditional songs and folk tunes from Okinawa and Yaeyama. The grooves can be dragged and dropped directly from the Kontakt browser window into a DAW and used as MIDI data, or they can be assigned to a MIDI keyboard for performing.

Multi-microphone sampling in 24-bit / 96 kHz high definition

More than eight microphones of various types together with colorless mic preamps were used in the recording sessions, which captured the samples in 24-bit / 96 kHz high-resolution. The library offers mixing with four easy-to-use microphone choices: Direct, Overhead, Room, and Stereo Mix.

NKS ready

anshin is NKS compatible, so it can be used in Kontakt Player, Kontakt Full (Ver. 5.7.3 or newer), and Komplete Kontrol. When the library is linked with a Komplete Kontrol keyboard or other NKS-compatible hardware, you can quickly preview tones and make full use of the hardware's knobs and controllers.

Product Specifications

Native Instruments Kontakt 5.7.3 or newer
Kontakt Player compatible
NKS ready

System Requirements

Mac OS X 10.10 or newer
Windows 7, Windows 8, or Windows 10
Intel Core 2 Duo or AMD Athlon 64 X2
A minimum of 4 GB of RAM (16 GB is recommended) is needed on both Mac and Windows systems.
Data size　~29 GB in NCW format (equivalent to ~57 GB in wav format)

・Native Instruments Kontakt or Kontakt Player 5.7.3 or newer is required to use the library.
・Installing the product requires a minimum of 29 GB of free disk space.
・Use the recommended Native Instruments Kontakt or Kontakt Player system requirements at a minimum.
・Installing the product on a computer with a faster CPU and ample RAM is recommended for optimal library performance.

Important: Online user registration is required in order to use the library.

Before Using This Product

You need to **register your serial code** and **download the library data** with the Native Access tool in order to use this product. Check the Sonica Instruments website for a step-by-step installation guide and other information updates.

1.Install Native Access

Note: You can skip this step if you already have Native Access on your computer.

Download the Native Access Installer for your operating system from the Native Instruments website (https://www.native-instruments.com/en/support/downloads/) and follow the instructions on the screen to install the tool.
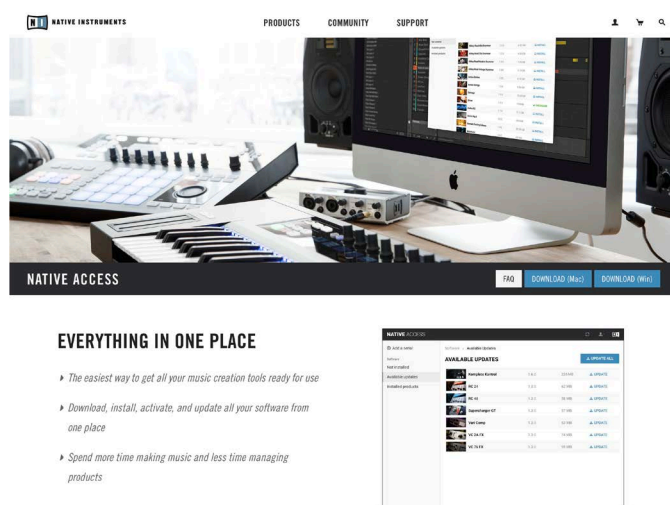
2.Log In with Your Native ID

Launch the installed Native Access tool and log in.

If you do not have a Native Instruments account, click Create a Native ID account. On the Create a New Native ID window, enter the required information and create a free account.
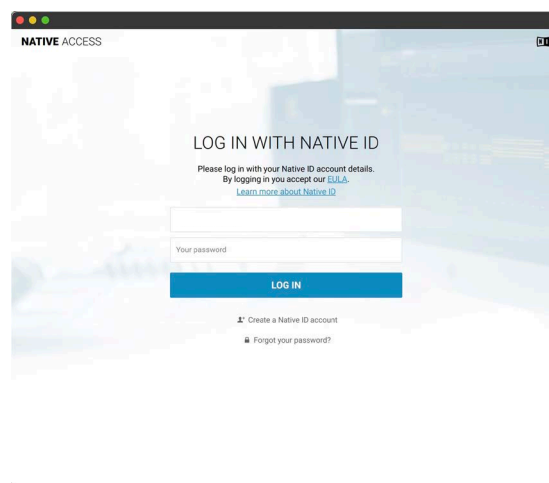
3.Register Your Serial Code

After Native Access launches, click Add a serial at the top left. Enter the serial code you received when you purchased the product in the red box shown below. (The serial code is sent you by email after your purchase.)
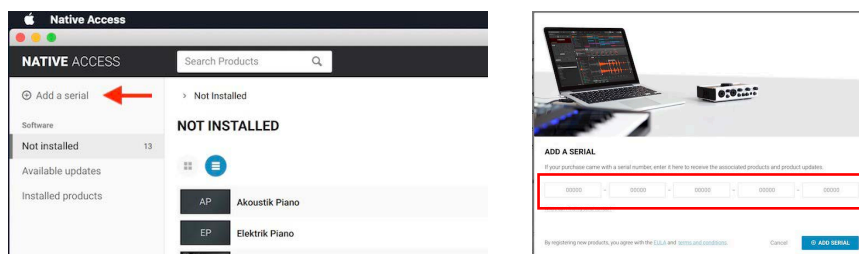
Click the ADD SERIAL button to register your product serial code. Next, click the VIEW PRODUCTS NOT INSTALLED button to open the installation window.
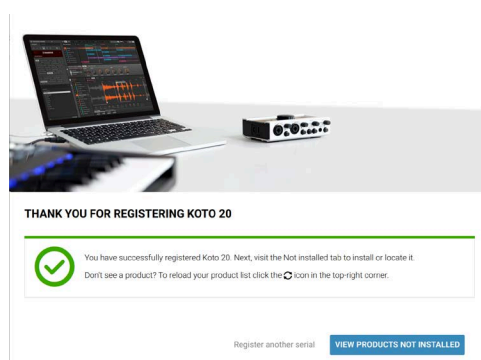
The product you registered will appear in the Not Installed list. Click the INSTALL button to the right of the product you wish to install. The download and installation process will now start.
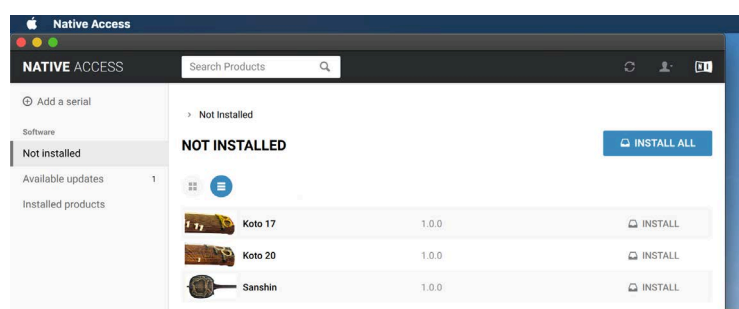
This completes the installation of the library.

After the download finishes, launch Kontakt or Kontakt Player. The product will be added automatically under the Libraries tab on the left side of the screen. You can access the library in Komplete Kontrol in the same way.

3.Activation (Native Access registration)

3-1.Launch Native Access and click Add a serial on the left side. Enter your serial number (the 24-digit code you entered to download the library) in the red box indicated on the right.

> **Important! If you do not have Native Access**
>
> If you do not have Native Access, download Native Access from the Native Instruments website (https://www.native-instruments.com/en/support/downloads/) and follow the instructions on the screen to install the app.
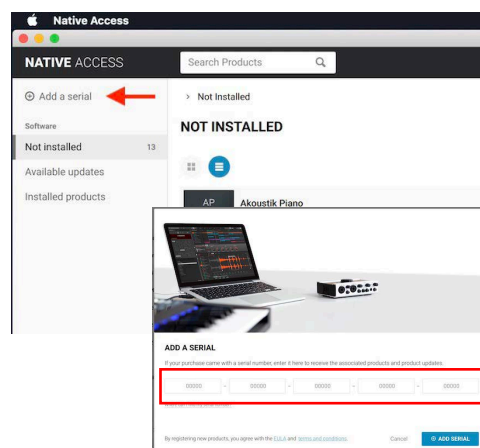
3-2.Next, select the folder containing the library. Click Not Installed on the left side, and click the **ADD LIBRARY** button beside the product you wish to activate.
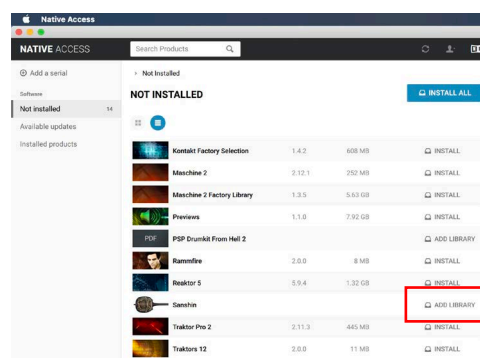
3-3.Click the BROWSE button, select the folder containing the downloaded library, and click the **INSTALL** button.
Note: Be sure you select the folder with the product name (i.e., Sonica SANSHIN).
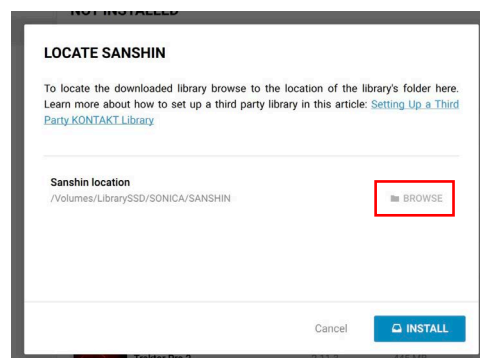
This completes the library's installation and activation. Launch Kontakt, Kontakt Player, or Komplete Kontrol and check that Sanshin is listed under Libraries. The library is now ready for use.

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Overview of Sanshin

Sanshin contains two sanshin models with different sound tendencies along with finger whistles that are an essential part of Okinawan music. Select the model you want to use from Kontakt's Library Browser.

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01 Sanshin Modern : The modern model is a recently produced specimen with bright, versatile tones suitable for many music styles.

02 Sanshin Vintage : The vintage model is over 50 years old and features deep, mellow tones.

03 Finger Whistles : The library includes many variations of finger-whistling sounds of various lengths.

Selecting the Tone Model
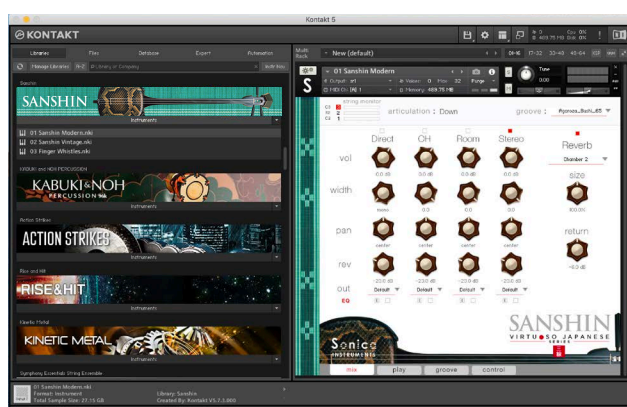
Once the library is activated, the **Sanshin** library panel will be added to **Kontakt's Library Browser**. Please load and use the tone model you want from the Library Browser.

The library works with Komplete Kontrol and Kontakt Player
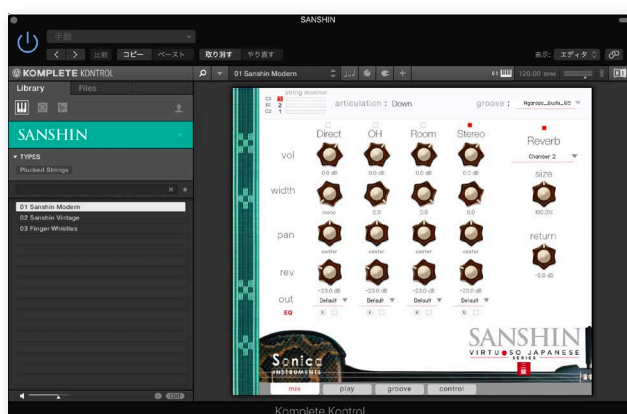
Sanshin is compatible with **Kontakt Player**. And because it is NKS ready, the library can be linked with **Komplete Kontrol** or a **Komplete Kontrol keyboard** to preview tones and save settings as presets. You can also make full use of the Komplete Kontrol keyboard's knobs, controllers, and browser. See Komplete Series Controller Parameters on Page 22 for details.

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Optimizing Load Times

Tones may take several minutes to load depending on your system configuration.

If you are experiencing long loading times, the following steps can shorten load times.

These steps are needed only once. You do not need to perform them each time.

1.Launch Kontakt or Kontakt Player and load the desired tone.

2.Select Batch re-save under Files in Kontakt or Kontakt Player.

3. Select Yes on the confirmation dialog box.

4. Select the library folder (the folder with the product name).

This completes the steps. Once the program finishes its processing, load the tones again.
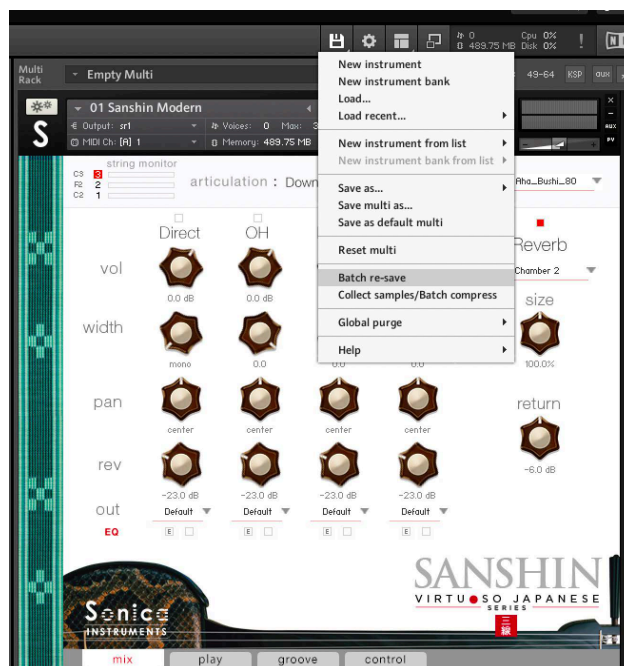
■ 01 Sanshin Modern and 02 Sanshin Vintage

Three Monitor Fields

string monitor   articulation   groove
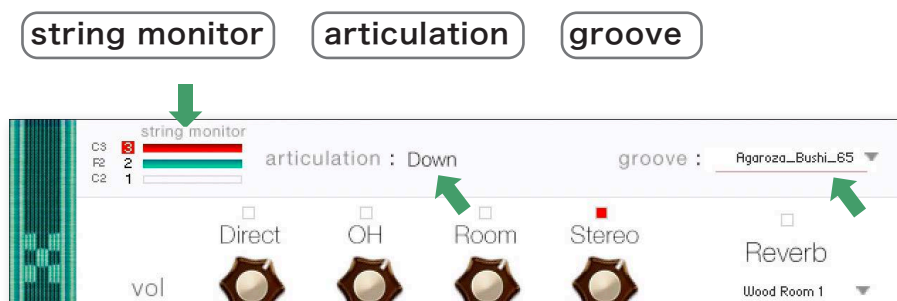
The three monitor fields are displayed at the top of all four panes — mix, play, groove, and control. The monitor fields let you see your key-switch selections at any time.

string monitor

Although the instrument has three strings, sanshin performances generally consist of single-note phrases and rarely feature chords like a guitar. To recreate this playing style, Sanshin has a string mode mechanism that lets you select and play a specific string. In this mode, each string behaves like an independent instrument.

While performing, the string mode can be selected instantly with key switches. The mechanism allows you to move precisely between the three strings, just as you would on the real instrument.

The screenshots below illustrate how the string monitor field works. It displays in real time what string is currently selected and being played.

This indicates the pitch of the open strings. The displayed pitches track key transposition changes.

The red highlight shows the currently selected string.

The currently played string or strings light up. Red indicates the open string is played, and green indicates the note is fingered on the neck.

> The sanshin is strung with three strings, called chiru. Each string has its own name. When the sanshin is held in its playing position, the string closest to the player is called the uujiru (literally the "male" string), followed by the nakajiru (the middle string) and the miijiru (literally the "female" string). In Sanshin, the strings are referred to as 1st string, 2nd string, and 3rd string.

String Modes and Key Switch Parameters

Key Switch	String Mode	Traditional Name
F#1	1st String Mode	Uujiru
G#1	2nd String Mode	Nakajiru
A#1	3rd String Mode	Miijiru

SANSHIN
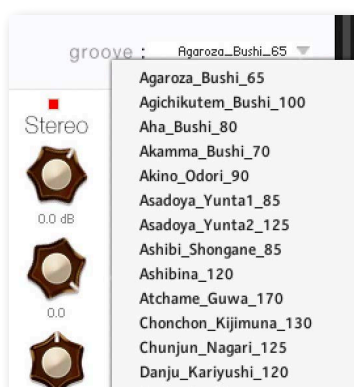VIRTU●SO JAPANESE
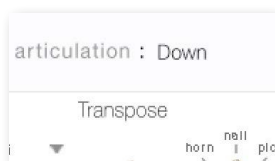
articulation

This monitor field shows the articulation currently selected with a key switch.

Articulation List and Key Switch Parameters

Key Switch	Articulation Name
C0	Down
C#0	Up
D0	Vibrato
D#0	Staccato
E0	Mute
F0	Hajiki
F#0	Hammering On
G0	Pulling Off
G#0	Tap

groove

You can assign any of the library's 257 MIDI grooves to a MIDI keyboard and play them. The menu displays melodies matching the currently selected tuning (see Page 14). The MIDI grooves have multiple patterns for each melody. After selecting a melody, the patterns will be mapped along the MIDI keyboard starting from C#7. (The number of patterns depends on the selected melody.)

Press C7 to stop the playback of a pattern.

MIDI keyboard layout

C0 – G#0 : Articulation key switch zone

A0 : Legato Mode switch

F1, G1, and A1: Mute / Touch noise switches

F#1, G#1, A#1: String Mode switches

B1 – E2 : Finger-slide noise switches

F2 – G6 : Performance zone (Yellow indicates open strings; Red indicates notes on the first string; Green indicates notes on the second string; and Purple indicates notes on the third string)
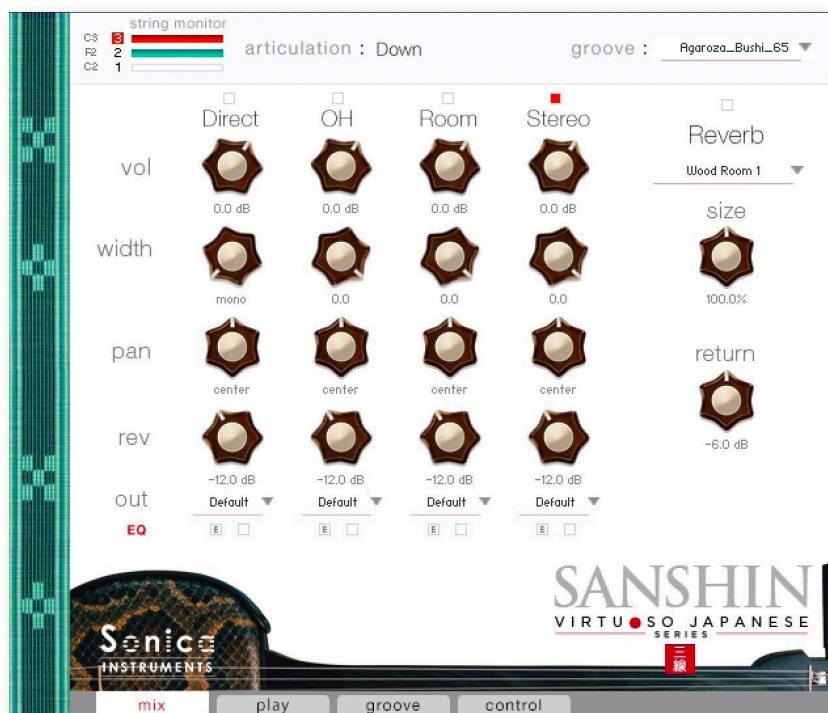
C7: Stop key

C#7: MIDI patterns

Depending on the key transposition, the performance zone will extend up to F2.
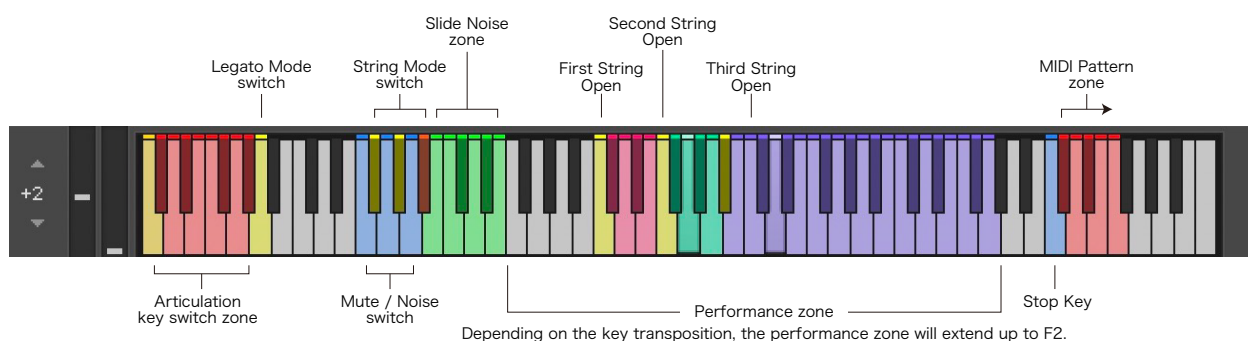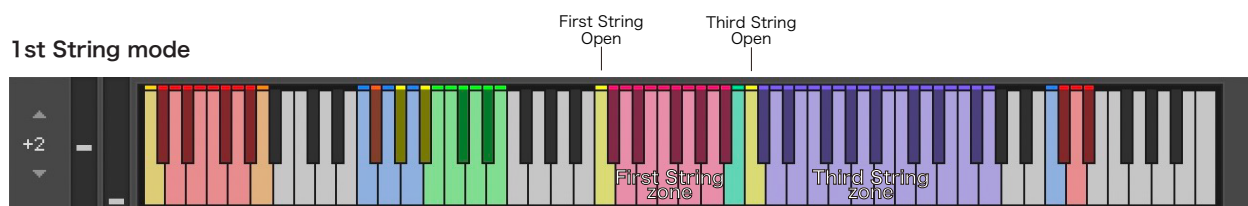
1st String mode

2nd String mode

3rd String mode

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mix
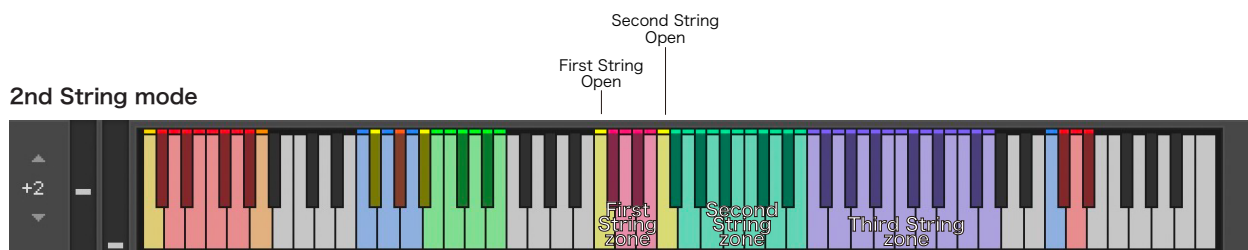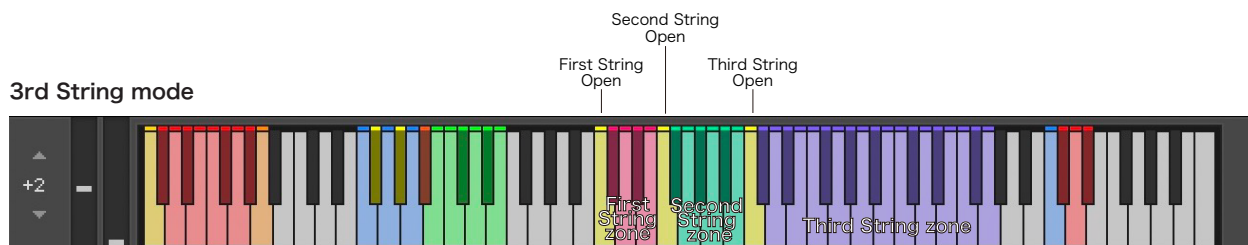
This pane is used for basic sound production.

Audio Mixer

The audio mixer lets you mix the three stereo microphone positions —

Direct, OH (overhead), and Room — and the Stereo Mix channel, which is a balanced mix of the three microphone sources. Note that turning on any of the microphone channels disables the Stereo channel, and turning on the Stereo channel disables all the microphone channels.

vol : Adjusts the volume of each channel.

width : Adjusts the stereo microphone width of each channel: 100% gives the original stereo width; 0% reduces the width to monaural.

pan : Adjusts the left-right panning of each channel.

rev : Adjusts the send volume of each channel to the built-in convolution reverb.

out : Selects the audio output of each channel. This is useful when sending multiple channels to your DAW.
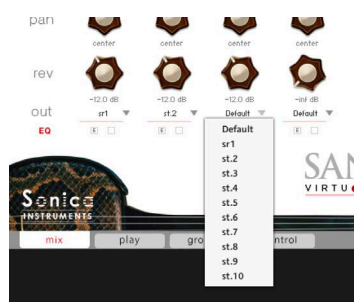
○ **Multiple channel outputs from each microphone sound**

After creating outputs,* clicking the Restart Engine button (marked with an exclamation mark) at the top right of the Kontakt interface will update the output list under Sanshin's out control.

*Please see the Kontakt manual for instructions on how to create outputs.

EQ : Provides a four-band equalizer for each channel. Clicking the left [E] button opens the Equalizer window. Clicking the right button enables or disables the equalizer settings for the corresponding channel.
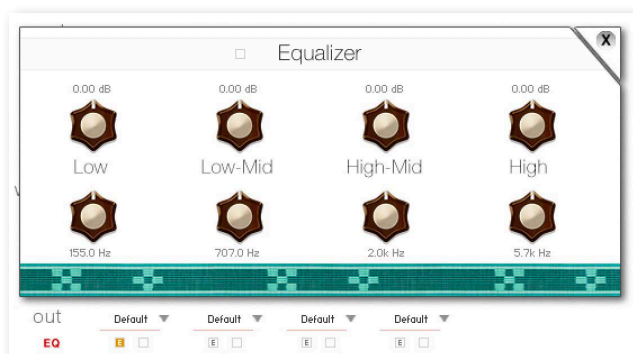
Reverb
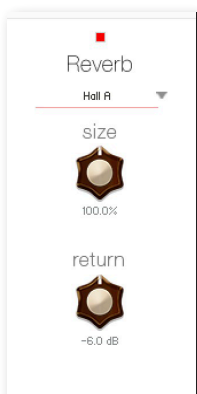
The library contains 30 convolution reverbs, including two impulse responses from a Noh theater, available from the pull-down list.

size : Adjusts the reverb time.
return : Adjusts the volume of the reverb component.

MIDI CC# Learn function

All control knobs can be controlled individually with MIDI Control Change (CC) messages.

How to set Learn MIDI CC#

1. Right-click on the control knob and select Learn MIDI CC# Automation.
2. Turn the corresponding knob or move the slider on your MIDI controller.
3. The assignment is complete.

Removing MIDI CC# Automation

To remove an assignment, right-click on the control knob and select Remove MIDI Automation: CC# nn.

play

This pane is used to set sanshin tunings and tonal nuances.
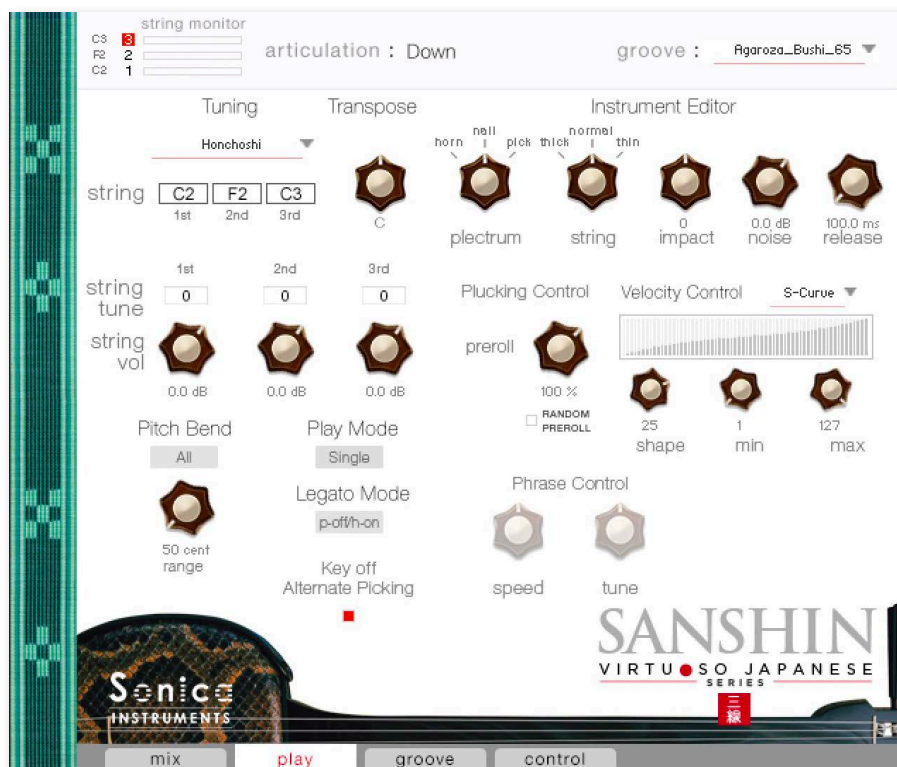
Tuning : Selects the tuning from Honchoshi (standard tuning), Ni-age (second-string raised tuning), or San-sage (third-string lowered tuning). The pitches of the open strings are displayed below the control.

Transpose : Changes the instrument's key in semitone increments. The setting range is F(-7) to E(+4). The displayed open-string pitches track key transposition changes.

string tune : Fine-tunes the pitch of each string in one-cent increments over a range of ±100 cents.

string vol : Adjusts the relative volume of each string.
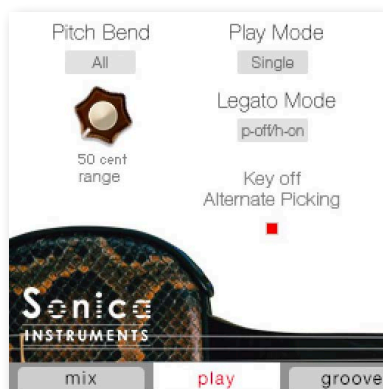
Pitch Bend : Sets the pitch bend behavior.

· Mode: Toggles between Solo, which applies pitch bends to just the string being played (set with the string mode), and All, which applies pitch bends to all strings. Note that pitch bends do not affect open strings in either mode.

· range: Adjusts the range of pitch bends.

Play Mode : Toggles between Single, which gives more realism, and Poly, which lets you play chords.

Legato Mode : Selects the type of articulations that sound when playing legato on one string. The mode is toggled with A0 on a MIDI keyboard.

· p-off/h-on: Plays hammer-ons during ascending legatos and pull-offs during descending legatos.

· Hajiki: Plays the string with left-hand fingers (creating a trill effect) during both ascending and descending legatos.
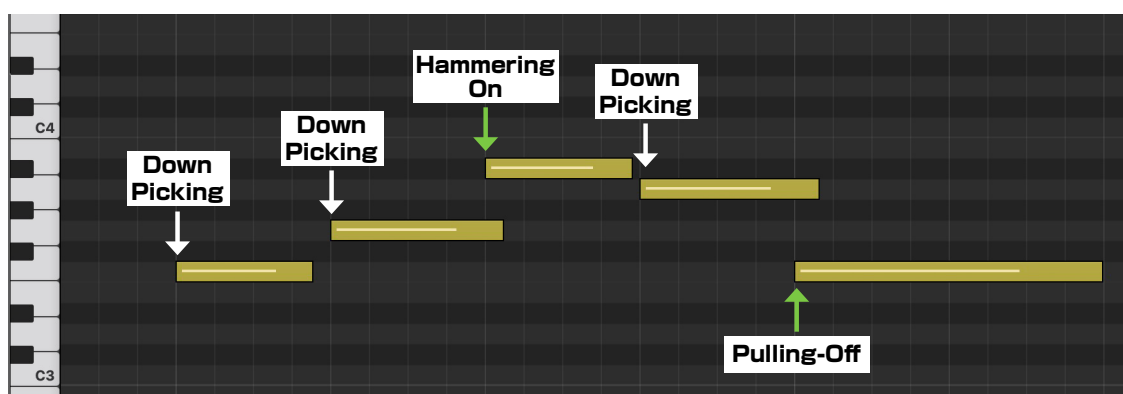
Behavior in the p-off/h-on mode. The basic behavior is the same as the Hajiki mode except when articulations change.

Key off Altanate Picking : Enables or disables alternate picking when the sustain pedal is held down.
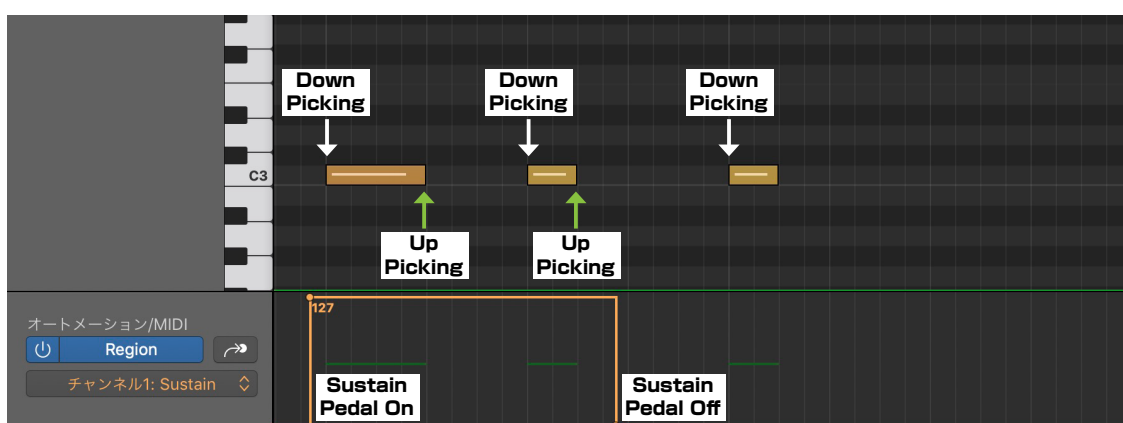
Behavior when Key-off Alternate Picking is enabled. When CC# 64 is on, note-off events will play an upstroke.

Instrument Editor

plectrum : Selects the type of plectrum.
- ・horn : Water buffalo plectrum
- ・nail : Fingernail of the index finger
- ・pick : Guitar pick

string : Selects the string character.
- ・thick
- ・normal
- ・thin

impact : Adjusts the volume of the attack component of the played string.

**noise** : Adjusts the volume of various noise components.

release : Adjusts the release time of the played string.

Plucking Control : Controls the behavior from the moment the plectrum strikes the string until the string sounds.

The Plucking Control parameters are available only with Down or Up or Vibrato or Staccato or Mute.

• **preroll** : Adjusts the maximum time from the instant the plectrum makes contact with the string until the plectrum clears the string.

• **RANDOM PREROLL** : When enabled, this randomizes the preroll secng for each Key On event.
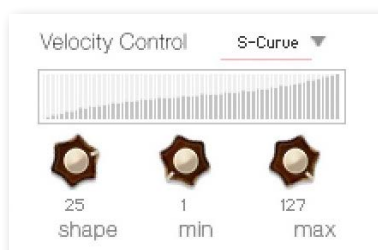
Velocity Control

• **curve type** : Sets the velocity curve to Linear, S-Curve, Compound, or Fixed.

• **curve** : Modifies the selected curve.

• **min** : Adjusts the minimum velocity of played notes.

• **max** : Adjusts the maximum velocity of played notes.

Phrase Control

The Phrase Control parameters are available only with 03 Finger Whistles. They do not function with 01 Sanshin Modern or 02 Sanshin Vintage.

groove

This pane lets you search for and preview the included MIDI grooves and export them into your DAW.
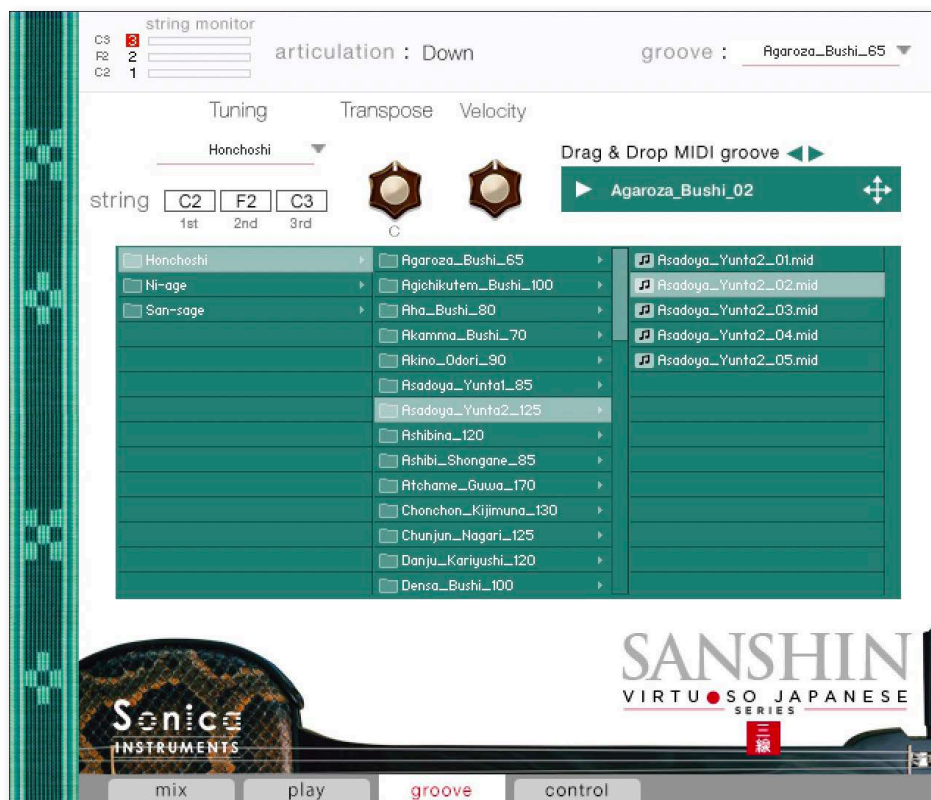
Tuning : Selects the tuning. This control is linked to the Tuning control on the play pane.

Transpose : Changes the instrument's key in semitone increments. This control is linked to the Transpose control on the play pane.

Velocity : Adjusts the playback velocity of MIDI grooves.

Sanshin contains 257 sanshin accompaniment patterns recorded as MIDI grooves, taken from 72 melodies based on well-known traditional songs and folk tunes from Okinawa and Yaeyama. The patterns are contained in folders for each tuning (chindami). The numbers in the melody folder names indicate the approximate tempo. Note that the playback tempo will follow the tempo set in the host DAW. Furthermore, all grooves have been created to match Transpose C. If necessary, you can edit the key before using a pattern.

Using MIDI Grooves

After selecting the pattern you want to use from the pane's browser, double-click on the pattern (1) to load it into the Player. Click the ▶ (2) to hear a preview. Double-clicking on another pattern while a groove is playing lets you switch patterns without stopping the playback. You can move to the previous or next pattern with the ◀▶ (3) in the Player.
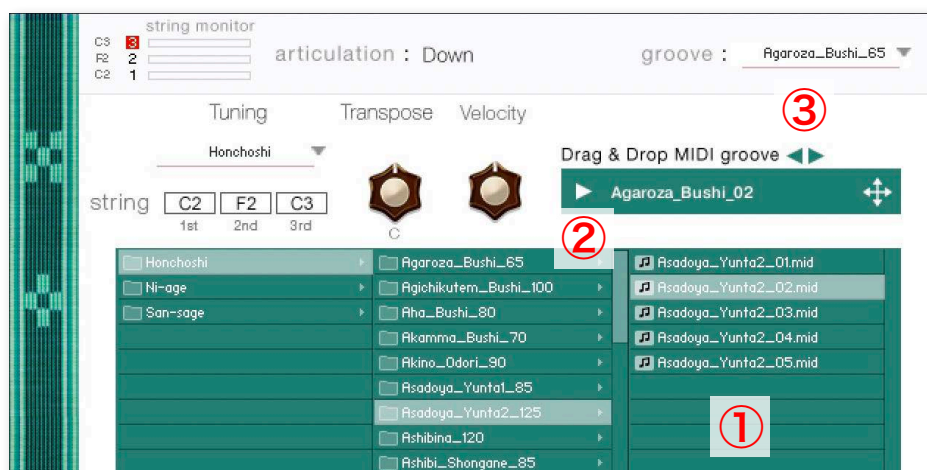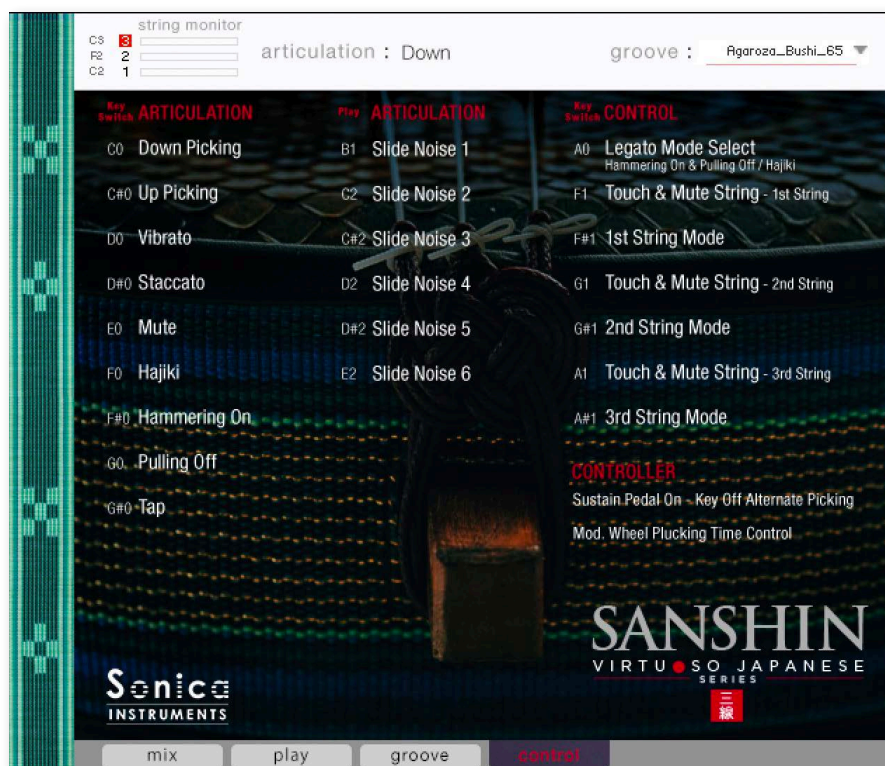

Exporting MIDI Grooves to Your DAW

You can load MIDI grooves as MIDI data into your DAW. Simply drag and drop the ✛ into your DAW.
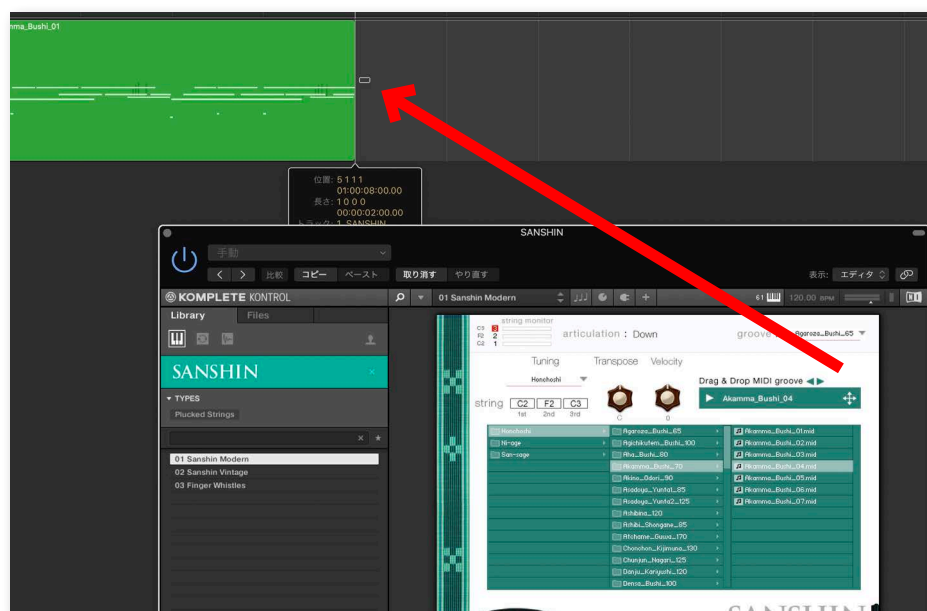
control

This pane displays the key switch numbers for all articulations, the string mode selectors, and other controls.

Sanshin Groove List

Honchoshi (Standard tuning)

- **Agaroza_Bushi_65**
  Agaroza_Bushi_01
  Agaroza_Bushi_02
  Agaroza_Bushi_03

- **Agichikutem_Bushi_100**
  Agichikutem_Bushi_01
  Agichikutem_Bushi_02
  Agichikutem_Bushi_03
  Agichikutem_Bushi_04

- **Aha_Bushi_80**
  Aha_Bushi_01
  Aha_Bushi_02
  Aha_Bushi_03

- **Akamma_Bushi_70**
  Akamma_Bushi_01
  Akamma_Bushi_02
  Akamma_Bushi_03
  Akamma_Bushi_04
  Akamma_Bushi_05
  Akamma_Bushi_06
  Akamma_Bushi_07

- **Akino_Odori_90**
  Akino_Odori_01
  Akino_Odori_02
  Akino_Odori_03

- **Asadoya_Yunta1_85**
  Asadoya_Yunta1_01
  Asadoya_Yunta1_02

- **Asadoya_Yunta2_125**
  Asadoya_Yunta2_01
  Asadoya_Yunta2_02
  Asadoya_Yunta2_03
  Asadoya_Yunta2_04
  Asadoya_Yunta2_05

- **Ashibi_Shongane_85**
  Ashibi_Shongane_01
  Ashibi_Shongane_02
  Ashibi_Shongane_03
  Ashibi_Shongane_04

- **Ashibina_120**
  Ashibina_01
  Ashibina_02
  Ashibina_03

- **Atchame_Guwa_170**
  Atchame_Guwa_01
  Atchame_Guwa_02
  Atchame_Guwa_03

- **Chonchon_Kijimuna_130**
  Chonchon_Kijimuna_01
  Chonchon_Kijimuna_02
  Chonchon_Kijimuna_03

- **Chunjun_Nagari_125**
  Chunjun_Nagari_01
  Chunjun_Nagari_02
  Chunjun_Nagari_03

- **Danju_Kariyushi_120**
  Danju_Kariyushi_01
  Danju_Kariyushi_02
  Danju_Kariyushi_03
  Danju_Kariyushi_04

- **Densa_Bushi_100**
  Densa_Bushi_01
  Densa_Bushi_02

- **Esa_Bushi_110**
  Esa_Bushi_01
  Esa_Bushi_02
  Esa_Bushi_03
  Esa_Bushi_04

- **Hanjo_Bushi_105**
  Hanjo_Bushi_01
  Hanjo_Bushi_02
  Hanjo_Bushi_03

- **Hatoma_Bushi_115**
  Hatoma_Bushi_01
  Hatoma_Bushi_02
  Hatoma_Bushi_03

- **Honen_Ondo_120**
  Honen_Ondo_01
  Honen_Ondo_02
  Honen_Ondo_03
  Honen_Ondo_04
  Honen_Ondo_05

- **Ichihanari_Bushi_110**
  Ichihanari_Bushi_01
  Ichihanari_Bushi_02
  Ichihanari_Bushi_03
  Ichihanari_Bushi_04

- **Ichubiguwa_Bushi_110**
  Ichubiguwa_Bushi_01
  Ichubiguwa_Bushi_02
  Ichubiguwa_Bushi_03

- **Isa_Heiyo_100**
  Isa_Heiyo_01
  Isa_Heiyo_02
  Isa_Heiyo_03
  Isa_Heiyo_04

- **Itta_Ammama_Kaiga_75**
  Itta_Ammama_Kaiga_01
  Itta_Ammama_Kaiga_02
  Itta_Ammama_Kaiga_03

- **Iwai_Bushi_110**
  Iwai_Bushi_01
  Iwai_Bushi_02
  Iwai_Bushi_03
  Iwai_Bushi_04

- **Kadeiku_145**
  Kadeiku_01
  Kadeiku_02
  Kadeiku_03
  Kadeiku_04
  Kadeiku_05

- **Kagiyadefu_Bushi_65**
  EKagiyadefu_Bushi_01
  EKagiyadefu_Bushi_02
  EKagiyadefu_Bushi_03
  EKagiyadefu_Bushi_04
  EKagiyadefu_Bushi_05
  EKagiyadefu_Bushi_06
  EKagiyadefu_Bushi_07

- **Kaisho_Bushi_85**
  Kaisho_Bushi_01
  Kaisho_Bushi_02
  Kaisho_Bushi_03

- **Kanzeku_130**
  Kanzeku_01
  Kanzeku_02
  Kanzeku_03

- **Katami_Bushi_100**
  Katami_Bushi_01
  Katami_Bushi_02
  Katami_Bushi_03
  Katami_Bushi_04

- **Kayoi_Bune_100**
  Kayoi_Bune_01
  Kayoi_Bune_02
  Kayoi_Bune_03
  Kayoi_Bune_04

- **Kuinupana_Bushi_90**
  Kuinupana_Bushi_01
  Kuinupana_Bushi_02
  Kuinupana_Bushi_03
  Kuinupana_Bushi_04

- **Kumoma_Bushi_100**
  Kumoma_Bushi_01
  Kumoma_Bushi_02
  Kumoma_Bushi_03
  Kumoma_Bushi_04
  Kumoma_Bushi_05

- **Marumabunsan_Bushi_100**
  Marumabunsan_Bushi_01
  Marumabunsan_Bushi_02
  Marumabunsan_Bushi_03
  Marumabunsan_Bushi_04

- **Medetai_Bushi_90**
  Medetai_Bushi_01
  Medetai_Bushi_02
  Medetai_Bushi_03

- **Menta_Bushi_130**
  Menta_Bushi_01
  Menta_Bushi_02
  Menta_Bushi_03
  Menta_Bushi_04

- **Mimura_Odori_100**
  Mimura_Odori_01
  Mimura_Odori_02
  Mimura_Odori_03

- **Minatokuri_Bushi_105**
  Minatokuri_Bushi_01
  Minatokuri_Bushi_02
  Minatokuri_Bushi_03
  Minatokuri_Bushi_04

- **Musume_Jintoyo_90**
  Musume_Jintoyo_01
  Musume_Jintoyo_02

- **Nanyou_Hamachidori_120**
  Nanyou_Hamachidori_01
  Nanyou_Hamachidori_02
  Nanyou_Hamachidori_03
  Nanyou_Hamachidori_04
  Nanyou_Hamachidori_05

- **Nishinjo_Bushi_100**
  Nishinjo_Bushi_01
  Nishinjo_Bushi_02
  Nishinjo_Bushi_03
  Nishinjo_Bushi_04

- **Nubuikudouchi_100**
  Nubuikudouchi_01
  Nubuikudouchi_02
  Nubuikudouchi_03

- **Shinabinu_Hama_85**
  Shinabinu_Hama_01
  Shinabinu_Hama_02
  Shinabinu_Hama_03
  Shinabinu_Hama_04

- **Sunsami_120**
  Sunsami_01
  Sunsami_02
  Sunsami_03

- **Suriagari_Bushi_110**
  Suriagari_Bushi_01
  Suriagari_Bushi_02
  Suriagari_Bushi_03

- **Toshin_Doi_130**
  Toshin_Doi_01
  Toshin_Doi_02
  Toshin_Doi_03

- **Tsuindara_Bushi_60**
  Tsuindara_Bushi_01
  Tsuindara_Bushi_02
  Tsuindara_Bushi_03
  Tsuindara_Bushi_04

- **Tsukinukaisha1_65**
  Tsukinukaisha1_01
  Tsukinukaisha1_02
  Tsukinukaisha1_03

- **Umiyakara_115**
  Umiyakara_01
  Umiyakara_02
  Umiyakara_03

- **Watarizau_90**
  Watarizau_01
  Watarizau_02

- **Yakina_Kuwadeisa_115**
  Yakina_Kuwadeisa_01
  Yakina_Kuwadeisa_02
  Yakina_Kuwadeisa_03
  Yakina_Kuwadeisa_04

- **Yamasakinu_Abujama_105**
  Yamasakinu_Abujama_01
  Yamasakinu_Abujama_02
  Yamasakinu_Abujama_03

- **Yonaguni_Numayaguwa_90**
  Yonaguni_Numayaguwa_01
  Yonaguni_Numayaguwa_02
  Yonaguni_Numayaguwa_03

SANSHIN VIRTUOSO JAPANESE SERIES

Ni-age (Second-string raised tuning)

- Mamitoma_Bushi_100
  Mamitoma_Bushi_01
  Mamitoma_Bushi_02
  Mamitoma_Bushi_03
  Mamitoma_Bushi_04

- Rokucho_Bushi_140
  Rokucho_Bushi_01
  Rokucho_Bushi_02
  Rokucho_Bushi_03

- Tobarama_75
  Tobarama_01
  Tobarama_02
  Tobarama_03

- Tsukinukaisha2_50
  Tsukinukaisha2_01
  Tsukinukaisha2_02
  Tsukinukaisha2_03

- Ukishima_Bushi_100
  Ukishima_Bushi_01
  Ukishima_Bushi_02
  Ukishima_Bushi_03
  Ukishima_Bushi_04
  Ukishima_Bushi_05
  Ukishima_Bushi_06
  Ukishima_Bushi_07

- Yagujama_Bushi_95
  Yagujama_Bushi_01
  Yagujama_Bushi_02
  Yagujama_Bushi_03

- Yoshiyainau_Bushi_110
  Yoshiyainau_Bushi_01
  Yoshiyainau_Bushi_02
  Yoshiyainau_Bushi_03
  Yoshiyainau_Bushi_04
  Yoshiyainau_Bushi_05

San-sage (Third-string lowered tuning)

- Akata_Shundounchi_80
  Akata_Shundounchi_01
  Akata_Shundounchi_02
  Akata_Shundounchi_03

- Asadoya_Bushi_60
  Asadoya_Bushi_01
  Asadoya_Bushi_02
  Asadoya_Bushi_03
  Asadoya_Bushi_04

- Ashimiji_Bushi_110
  Ashimiji_Bushi_01
  Ashimiji_Bushi_02

- Ayagu_Bushi_110
  Ayagu_Bushi_01
  Ayagu_Bushi_02
  Ayagu_Bushi_03
  Ayagu_Bushi_04
  Ayagu_Bushi_05

- Chichinuyu_Bushi_120
  Chichinuyu_Bushi_01
  Chichinuyu_Bushi_02
  Chichinuyu_Bushi_03

- Hantabaru_85
  Hantabaru_01
  Hantabaru_02

- Kaisare_115
  Kaisare_01
  Kaisare_02
  Kaisare_03

- Kanayo_125
  Kanayo_01
  Kanayo_02
  Kanayo_03

- Kunjan_Sabakui_130
  Kunjan_Sabakui_01
  Kunjan_Sabakui_02
  Kunjan_Sabakui_03
  Kunjan_Sabakui_04
  Kunjan_Sabakui_05

- Mashunku_Bushi_105
  Mashunku_Bushi_01
  Mashunku_Bushi_02
  Mashunku_Bushi_03

- Mimichiri_Bozi_80
  Mimichiri_Bozi_01
  Mimichiri_Bozi_02

- Tanchame_Bushi_120
  Tanchame_Bushi_01
  Tanchame_Bushi_02
  Tanchame_Bushi_03
  Tanchame_Bushi_04

- Teinsagunu_Hana_80
  Teinsagunu_Hana_01
  Teinsagunu_Hana_02
  Teinsagunu_Hana_03

- Uminu_Chimbora_105
  Uminu_Chimbora_01
  Uminu_Chimbora_02
  Uminu_Chimbora_03

■ 03 Finger Whistles

MIDI Keyboard Layout

C2 ～ A6 : Performance zone

mix

This pane is used for basic sound production. The parameters function in the same way as Sanshin. See Page 11 for details.

Play

In Finger Whistles, only the Velocity Control and Phrase Control parameters are active on the play pane.


Phrase Control

- **speed** : Adjusts the speed of finger-whistle phrases.
- **tune** : Fine-tunes the pitch of finger-whistle phrases.

SANSHIN
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SERIES

Kontrol Series Controller Parameters

You can adjust controller parameters more intuitively on Komplete Kontrol or Kontrol S Series (MIDI keyboards). (See the previous pages for details about each parameter.)
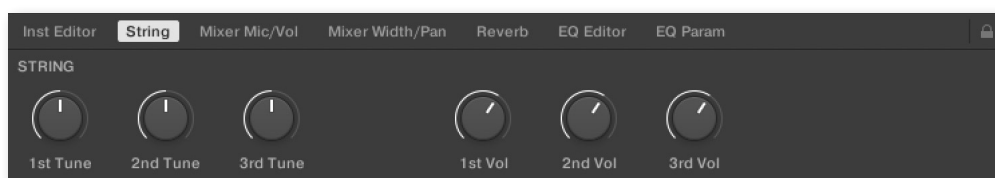In Komplete Kontrol, click the Control button to display parameters.

Komplete Kontrol
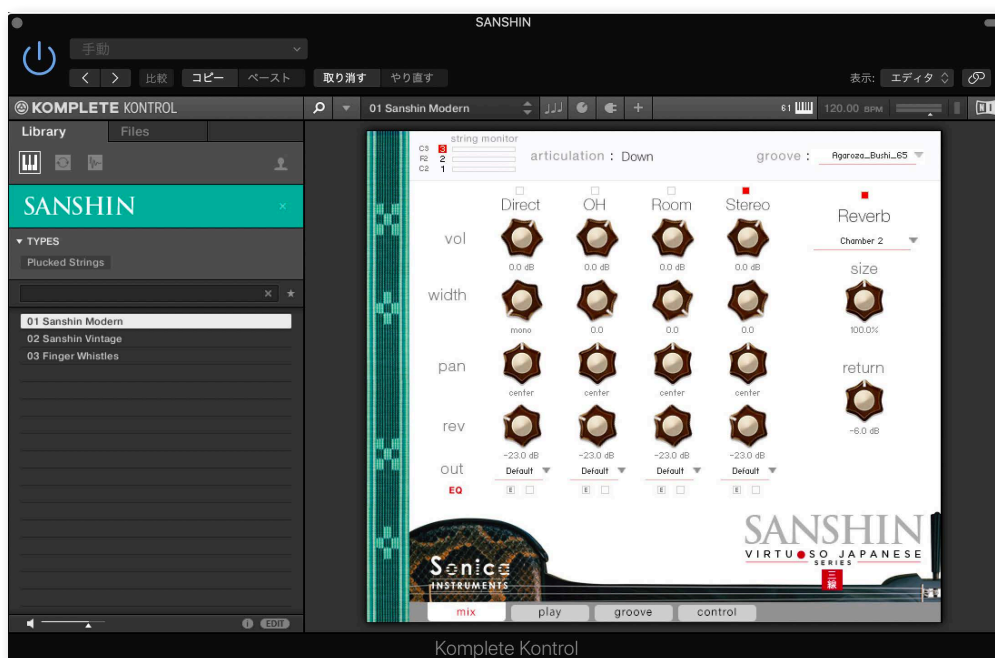
Inst Editor

Inst Editor provides control over Instrument Editor parameters (see). See the previous pages for details about each parameter.
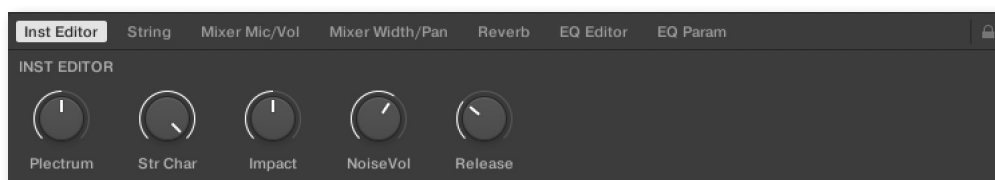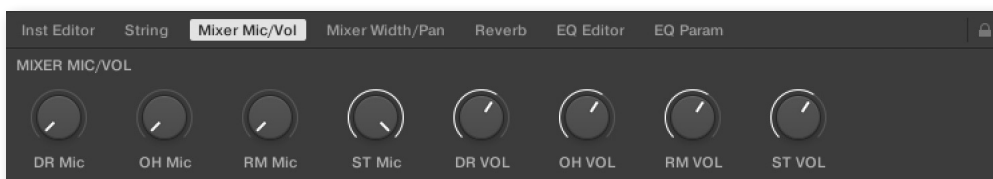

String

String provides fine-tuning and volume controls for each string.

Mixer Mic/Vol

Mixer Mic/Vol provides mic channel selection and volume adjustment for each channel from the Audio Mixer parameters (see page 12).

Mixer Width/Pan

Mixer Width/Pan provides width and panning adjustments for each channel from the Audio Mixer parameters (see page 12).
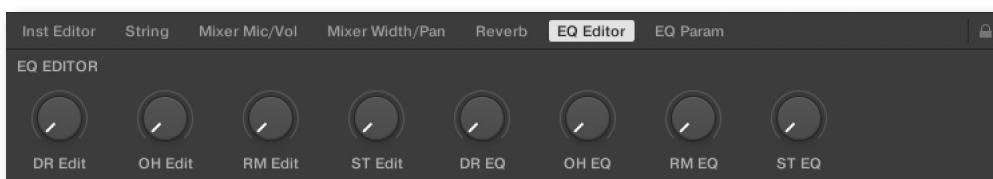

Reverb

Reverb provides adjustments for the reverb send volume from each channel as well as control over Reverb parameters (see page 13).
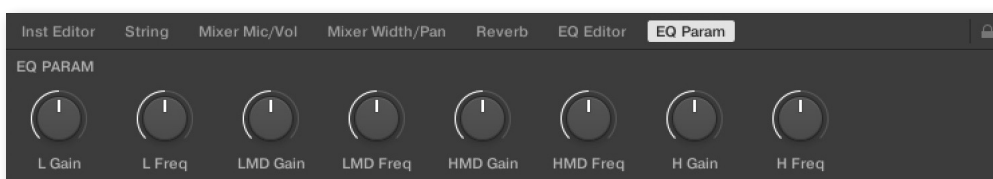

EQ Editor

EQ Editor provides control over EQ parameters (see page 13). The XX Edit controls open the EQ popup window for the corresponding channel, and the XX EQ controls turn the corresponding channel's EQ settings on or off.

EQ Param

EQ Param provides adjustments for the gain and center frequency of each EQ band (see page 13).

Credits

Executive Producer: Tomohiro Harada
Production, Kontakt Development and Recording : Sonica Instruments
Instrument Played by Atsushi Kajiku
GUI Designer: Yujin Ono

Kontakt Programming: Rataro. M (Think Master Inc.)
Marketing & Translation: Craig Leonard
Photography : Kaito Sonoda
Music Video : Yoshitaka Koayama
Audio Editing & Kontakt Mapping : Hiromi Toriyama
MIDI Groove Programming & User's Manual : Yuhei Suzuki

Sanshin music supervision & appearing in trailer movie : Tetsuhiro Daiku
Appearing in trailer movie : Naeko Daiku

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