



Sonica Instruments  
**SHAKUHACHI**  
Virtuoso Japanese Series  
**User's Manual**

この度は Sonica Instruments Virtuoso Japanese Series SHAKUHACHI を  
ご購入いただき、まことにありがとうございます。  
本物の日本の音を追求するこの製品を是非お楽しみください。

Sonica Instruments Team

## Introduction

### What is the Shakuhachi?

The shakuhachi is a very simple wind instrument created from a species of bamboo called madake [giant timber bamboo]. It is fashioned from the root of the bamboo and includes the first seven knots. Its blown timbre and deep profound tone color, which encompasses the sound of the performer's breath, are appreciated around their world.

The standard instrument is one shaku eight sun (~54.5 centimeters) long, from which the name shakuhachi is derived. There are many lengths, and shortening or lengthening the instrument by one sun (~3.03 centimeters) changes the fundamental tone by one semitone. Having no reed, sound is produced by blowing directly across the carved utaguchi blowing edge at the end of the instrument. Shakuhachi generally have four fingering holes on the top and one fingering hole on the bottom. The many tone colors are created not just by opening and closing holes but also by varying the strength and angle of the breath. Classical music, the pop world, and other forms of music often use the shakuhachi because of its compelling character.

### Virtuoso Japanese Series

#### About SHAKUHACHI

Sonica Instruments developed this library to reproduce, with as much realism as possible, the magic of the shakuhachi: Singing sonorous intonation, deep yet delicate breathing, and a Japanese sound aesthetic that spills over into the periphery.

This library flawlessly captures the scintillating sounds of a veteran shakuhachi player, covering every playing technique and recorded with exacting attention to detail at every musical interval. Through uncompromising recording and Kontakt programming of the common 1.8 "D" shakuhachi and the lower-pitched 2.3 "A" shakuha-chi, we have crafted SHAKUHACHI to be the closest software instrument ever to the real thing. That's why we encourage you to turn to SHAKUHACHI to add a distinctive and memorable voice and texture to all kinds of music.

Above all, it is our intention to respect Japanese instruments and performers. One of our hopes is that Shakuha-chi users will become better acquainted with the charm of the real shakuhachi.

## Product highlights

### Recreating the liveliness of the shakuhachi's singular playing techniques required the development of special articulation mechanisms and interfaces

#### Key Trigger Connection lets you string together playing techniques on the without ever interrupting the sound

Being a wind instrument, the shakuhachi is played by varying techniques from moment to moment while maintaining a single sound: for example, moving from a straight tone to yuri (vibrato) and then from yuri to a violent and loud burst of air. We designed the Key Trigger Connection mechanism from scratch to reproduce this quint-essential shakuhachi performing approach. Key Trigger Connection lets you string articulations together smoothly just by hitting the assigned keys while playing. Connectable articulations include various yuri tech-niques, sforzando, muraiki (breath) effects, uchi & oshi fingering, and tamae (tongue trill). You can connect as many articulations as you like while holding down the base note, for the feel of a live instrument.

#### Broad assortment of articulations, five phrase banks, and breath noises

The library contains 25 articulations — including vertical yuri, horizontal yuri, and other vibrato techniques, sforzando, multiple muraiki breath expressions, tamae, and korokoro, karakara, and other sound-effect tech-niques — as well as rich legato techniques, and short scale-based improvisations. All are key-switch controlled for highly expressive, real-time performances from your MIDI keyboard.



**24 bit, 96 kHz multi-microphone recordings for full-fidelity**

For the recording sessions, we used an array of microphones paired with colorless microphone preamps to capture every nuance of the instrument in 24 bit, 96 kHz fidelity. (The product itself contains 24 bit, 44.1 kHz samples.) The package comes with four microphone patterns — Direct Mic, Overhead Mic, Room Mic, and Stereo Mix — for mixing versatility.

**Blow control**

This mechanism lets you, using a controller or aftertouch, manipulate the duration from the initial breath noise before any sound is produced until the note's full power is reached. Blow control makes playing a keyboard feel like a wind controller, giving you access to smooth, dynamic breath expressions despite being sample based.

**Alternate legato**

When playing legato, this function automatically generates the alternating rising and falling legato that is essential to the shakuhachi.

**Atari legato**

This function recreates the unique atari legato, a fingering technique that causes the pitch to jump the instant a note change is made.

**Oshi and uchi fingering**

This function lets you add at will fast oshi and uchi fingering during a blown note for accents or tremolo effects.

**Scale Tuning**

Each chromatic pitch across the whole register can be individually fine-tuned. This lets you create traditional scale pitches from Japanese music and pitch "feels" unique to a particular performer. And of course, pitch settings can be saved and recalled.

**1.8 / 2.3 hybrid combination covers a wide register**

The library contains samples from the common 1.8 "D" shakuhachi (D3 to G6) as well as the 2.3 "A" shakuhachi (A2 to B4), which covers the low register. The top note of the "A" shakuhachi range is adjustable between G2 and B4, to find the perfect balance between the characters of the two instruments. (This applies to Straight, Tongu-ing, and Legato techniques only.)

**NKS ready**

SHAKUHACHI is NKS compatible so it can be used with Kontakt Player, Kontakt Full (Ver. 5.7.3 or newer), and Complete Kontrol.

When SHAKUHACHI is linked with a Complete 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 ~5.71 GB in NCW format (equivalent to ~11.4 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 5.71 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.

## Required MIDI Controllers

With a sustain pedal, you can access the full functionality of SHAKUHACHI for more lifelike performances.

### Sustain Pedal (CC #64)

The sustain pedal enables and disables the newly developed Key Trigger Connection function that provides a more realistic playing feel.

Key Trigger Connection lets you string together articulations from the initial articulation selected with a key switch to any of various yuri techniques, sforzando, muraiki (breath) effects, uchi & oshi fingering, and tamae (tongue trill), for more emotional nuances from the instrument.

### Make use of the convenient Quick Reference to SHAKUHACHI (PDF)

We recommend that you have a look at the included PDF file while you get acquainted with SHAKUHACHI. This file gives a quick overview of the distinctive playing techniques of the shakuhachi as well as some shakuha-chi-specific terms.

## Before Using This Product

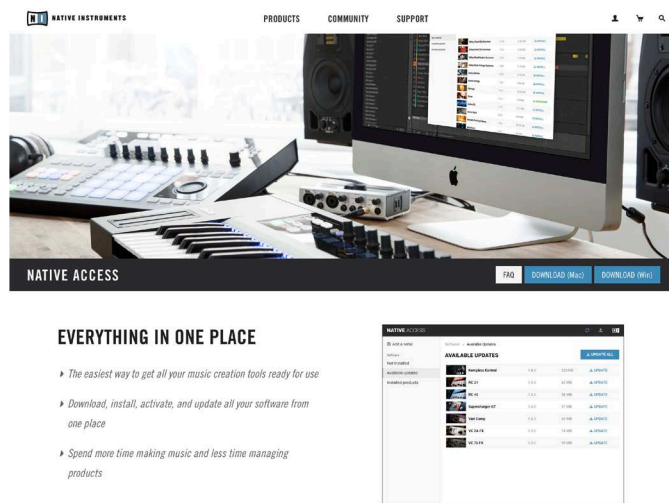


You need to **register your serial code** and **download the library data** with the Native Access tool in order to use this product. Check the Sonica Instruments website for a step-by-step installation guide and other information updates.

### 1.Install Native Access

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

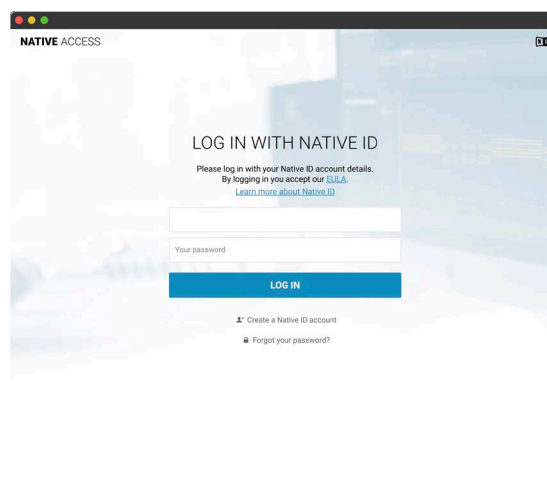
Download the Native Access Installer for your operating system from the Native Instruments website (<https://www.native-instruments.com/en/support/downloads/>) and follow the instructions on the screen to install the tool.



### 2.Log In with Your Native ID

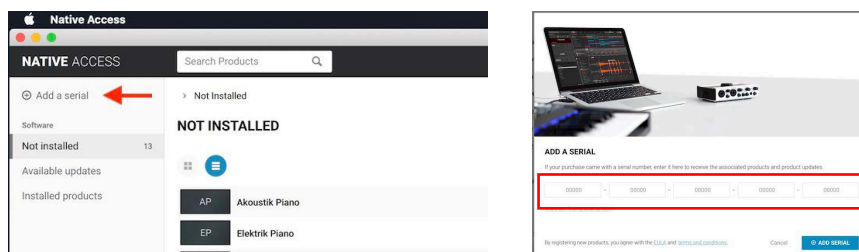
Launch the installed Native Access tool and log in.

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.

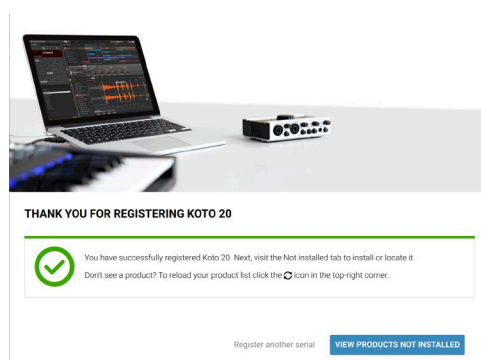


### 3.Register Your Serial Code

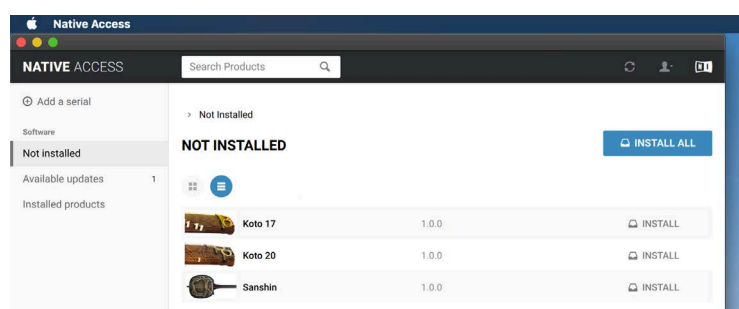
After Native Access launches, click Add a serial at the top left. Enter the serial code you received when you purchased the product in the red box shown below. (The serial code is sent you by email after your purchase.)



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 Complete Kontrol in the same way.



## Overview of SHAKUHACHI

SHAKUHACHI works with Kontakt, Kontakt Player, and Complete Kontrol.

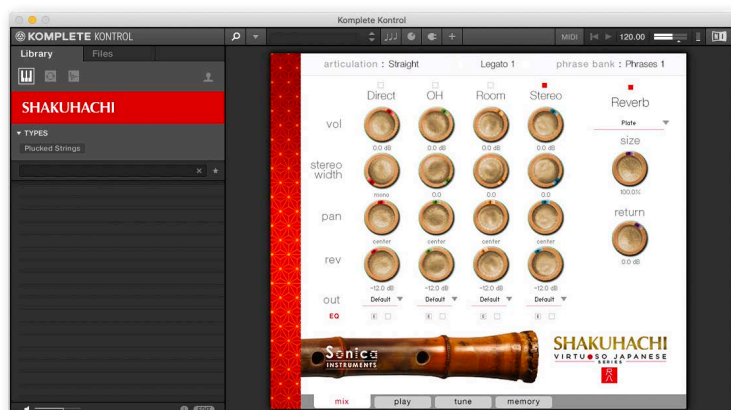
### The library works with Kontakt and Kontakt Player

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

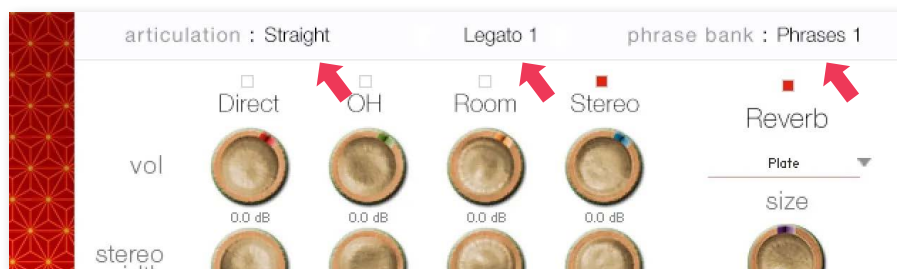


### The library works with Complete Kontrol

SHAKUHACHI is NKS ready, the library can be linked with **Complete Kontrol** or a **Complete Kontrol keyboard** to preview tones and save settings as presets. You can also make full use of the Complete Kontrol keyboard's knobs, controllers, and browser. See [Complete Series Controller Parameters on Page 18](#) for details.



## Three Monitor Fields



The articulation, legato, and phrase bank monitor fields are displayed on all four panes — mix, play, tune, and memory. This lets you see immediately the currently selected articulation, legato, and phrase bank at all times.

### articulation

This field shows the current articulation selected by key switch. You can also check the current key switch on the KONTAKT keyboard.

## Articulation List and Key Switch Parameters

Key Switch	Articulation Name	Key Trigger Connection
C0	Straight	n/a
C#0	Tonguing	n/a
D0	Grace Note	n/a
D#0	Portamento Up	n/a
E0	Straight and Atari	n/a
F0	Sforzando	○ On / Off with sustain pedal (CC #64)
F#0	Uchi and Oshi	○ On / Off with sustain pedal (CC #64)
G0	Yuri 1 (Vibrato Horizontal)	○ On / Off with sustain pedal (CC #64)
G#0	Yuri 2 (Vibrato Vertical)	○ On / Off with sustain pedal (CC #64)
A0	Yuri 3 (Vibrato Vertical Long)	○ On / Off with sustain pedal (CC #64)
A#0	Iki-Yuri 1 (Vibrato with Breath)	○ On / Off with sustain pedal (CC #64)
B0	Iki-Yuri 2 (Vibrato with Breath Fast)	○ On / Off with sustain pedal (CC #64)
C1	Muraiki 1 (Breath FX1)	○ On / Off with sustain pedal (CC #64)
C#1	Muraiki 2A (Breath FX2A)	○ On / Off with sustain pedal (CC #64)
D1	Muraiki 2B (Breath FX2B)	○ On / Off with sustain pedal (CC #64)
D#1	Muraiki 3 (Breath FX3)	○ On / Off with sustain pedal (CC #64)
E1	Tamane (FX with Tongue Trill)	○ On / Off with sustain pedal (CC #64)
F1	Karakara (FX with Finger)	n/a
G1	Korokoro (FX with Finger)	n/a
A1	Improvisation	n/a



## Legato

This field shows the current legato type selected by key switch. You can also check the current key switch on the KONTAKT keyboard.

### Legato List and Key Switch Parameters

KeySwitch	ArticulationName
F#1	Slow Legato
G#1	Fast Legato
A#1	Atari Legato

## phrase bank

This field shows the current phrase bank name selected by key switch. You can also check the current key switch on the KONTAKT keyboard.

### Phrase Bank List and Key Switch Parameters

Key Switch	Phrase Bank Name	Number of Phrase
C6	Short Phrase 1	8
C#6	Short Phrase 2	8
D6	Short Phrase 3	8
D#6	Short Phrase 4	6
E5	Short Phrase 5	5

## MIDI keyboard layout

**C0 ~ A1** : Articulation key switch zone

**F#1, G#1, A#1** : Legato key switches

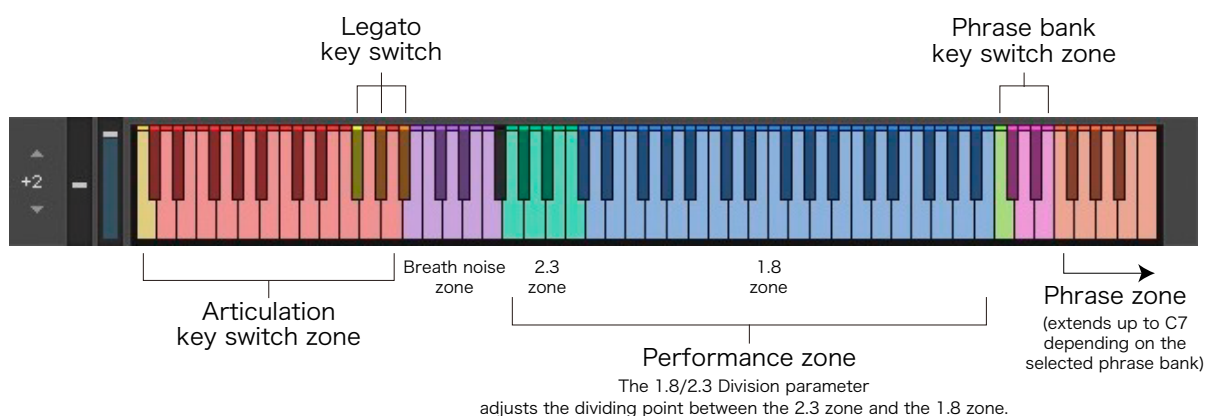
**B1 ~ F2** : Breath noise zone

**B1 ~ F2** : Performance zone

**B1 ~ F2** : Phrase bank key switch zone

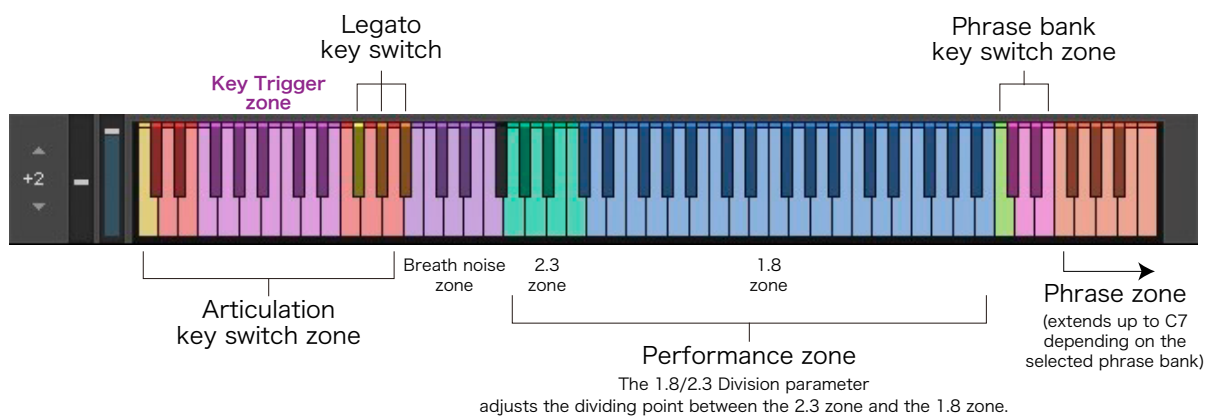
**B1 ~ F2** : Phrase zone

**B1 ~ F2** : Key trigger zone (when Key Trigger Connection is on)



## When Key Trigger Connection is on

See Page 14 for details about Key Trigger Connection.



## mix

This pane is used for basic sound production.



## AudioMixer

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.

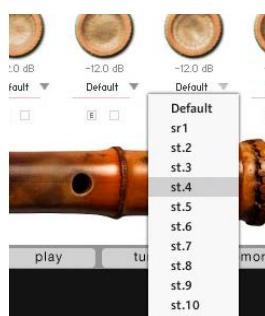
**vol** : Adjusts the volume of each channel.

**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.

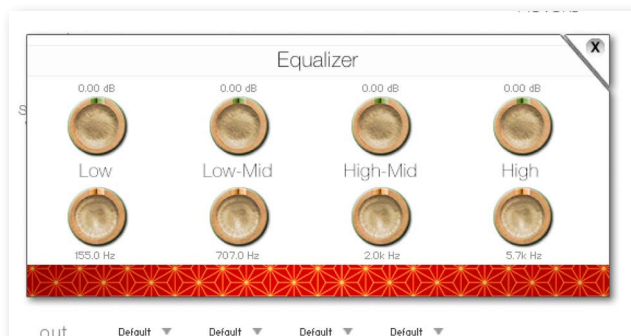


### Multiple channel outputs from each microphone sound

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 SHAKUHACHI's out control.

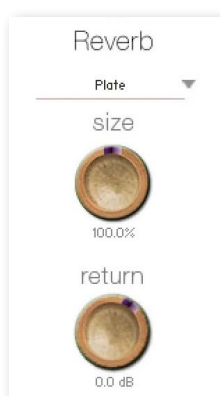
\*Please see the Kontakt manual for instructions on how to create outputs.

**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.

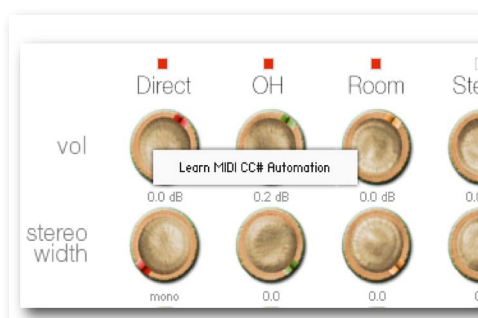


**size** : Adjusts the reverb time.

**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 performance and tonal nuances in Shakuhachi.



envelope



phrase control



## Envelope

These two knobs adjust the attack time and release time.

## Phrase Control

These two knobs adjust the speed and fine tuning (pitch) of phrases selected from the five phrase banks.

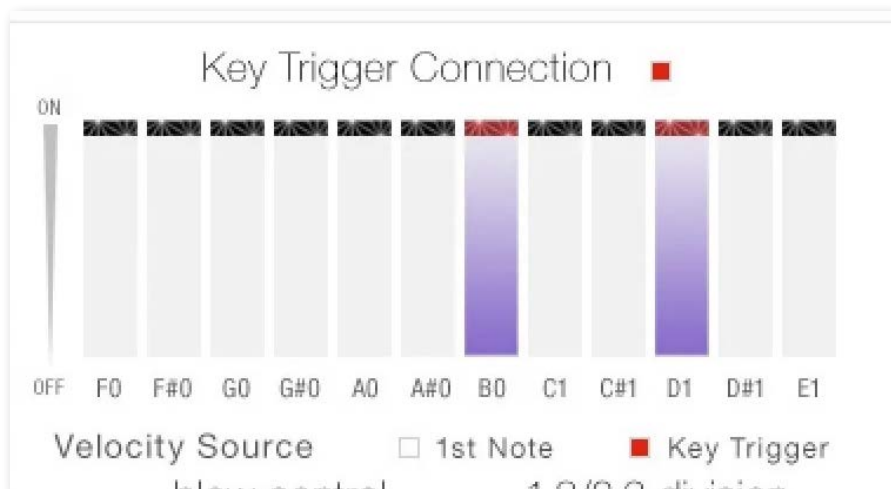
velocity control Linear



## VelocityControl

- **curve type** : Linear, S-Curve, Compound, Fixed, and User
- **curve** : Modifies the selected curve.
- **min** : Adjusts the minimum velocity of played notes.
- **max** : Adjusts the maximum velocity of played notes.

## Key Trigger Connection

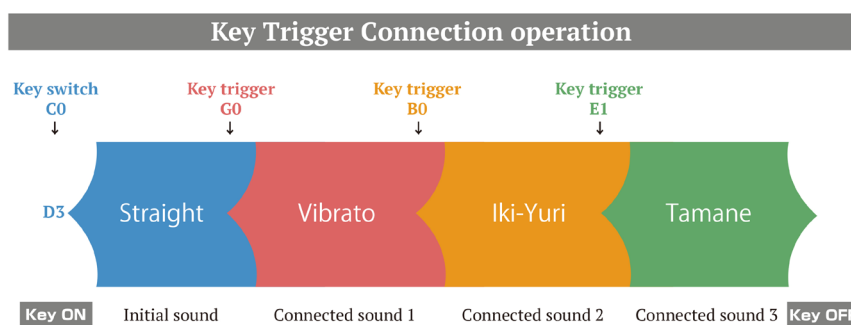


Key Trigger Connection is the instrument's most important mechanism.

Key Trigger Connection outperforms musical expressions created with ordinary key switches by providing much smoother control over articulation changes. This mechanism lets you glide between vibrato, muraiki, and many other colorful articulations without ever interrupting the note being played.

With Key Trigger Connection, you can string together as many articulations as you like while holding down the base note.

The sustain pedal (CC #64) toggles Key Trigger Connection on and off. This is helpful in attain-ing emotional nuances from the instrument because you can instantly activate the function as needed.



**Articulations are connected smoothly without interrupting the sound.**

## Velocity Source

This control selects the velocity source for articulations connected using Key Trigger Connection.

**1st Note** : Applies the velocity at the initial Key On event to all following articulations.

**Key Trigger** : Applies the Key Trigger event velocity to the corresponding connected articulation. Use this setting to add nuance at each articulation connection.



## Blow Control



This control adjusts the duration from the initial breath noise to the full power of the note. By default, these controls are assigned to Modulation Wheel (CC #1) and Breath Control (CC #2). Breath Control (CC #2) cannot be reassigned. Blow control makes playing a keyboard feel like a wind controller, giving you access to smooth, dynamic breath expressions despite being sample based.

**noise level** : Adjusts the breath noise level.

**balance** : Adjusts the balance between the actual note and the breath noise.

## 1.8/2.3 Division



Sets the crossover point between the 2.3 "A" shakuhachi, which covers the low register, and the 1.8 "D" shakuhachi. (Setting applies to Straight, Tongu-ing, and Legato techniques only.) The highest 2.3 shakuhachi note is shown.

## Pitch Bend



Provides individual adjustment of the up and down pitch bend ranges.

## Expression

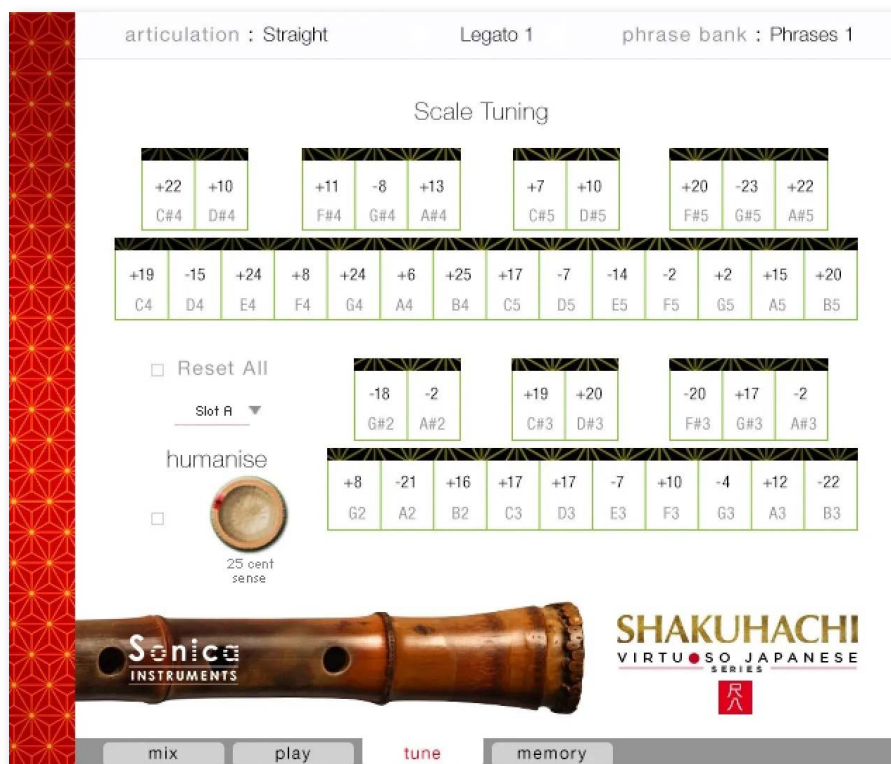


Adjusts how much the velocity affects the tone color.

## Tune

This pane is used to individually fine tune each chromatic pitch across the entire shakuhachi register. Pitch settings can be saved as preset tuning files.

You can load up to three presets in Slot A, B, and C.



**Reset All** : Resets all tuning settings to 0.

**Humanise** : Set the range with the knob and then click the button on the left. This instantly allocates random tuning values within the set range.

## memory

This pane is used to selectively load samples for all articulations and all phrase banks, allowing you to adjust the amount of memory used by Kontakt. Turning off a Load button in the list will disable the corresponding articulation or phrase bank and reduce the size of the library's memory footprint.

The bottom section displays frequently used MIDI Control Change numbers and the Legato Selector's key assignments.

articulation : Straight      Legato 1      phrase bank : Phrases 1

Load	ARTICULATION	Load	ARTICULATION	Load	PHRASE BANK
<input checked="" type="checkbox"/>	C0 Straight	<input checked="" type="checkbox"/>	A#0 Iki-Yuri 1 (Vibrato with Breath)	<input checked="" type="checkbox"/>	C7 Short Phrase 1
<input checked="" type="checkbox"/>	C#0 Tonguing	<input checked="" type="checkbox"/>	B0 Iki-Yuri 2 (Vibrato with Breath Fast)	<input checked="" type="checkbox"/>	C#7 Short Phrase 2
<input checked="" type="checkbox"/>	D0 Grace Note	<input checked="" type="checkbox"/>	C1 Muraiki 1 (Breath FX1)	<input checked="" type="checkbox"/>	D7 Short Phrase 3
<input checked="" type="checkbox"/>	D#0 Portamento up	<input checked="" type="checkbox"/>	C#1 Muraiki 2A (Breath FX2A)	<input checked="" type="checkbox"/>	D#7 Short Phrase 4
<input checked="" type="checkbox"/>	E0 Straight and Atari	<input checked="" type="checkbox"/>	D1 Muraiki 2B (Breath FX2B)	<input checked="" type="checkbox"/>	E7 Short Phrase 5
<input checked="" type="checkbox"/>	F0 Sforzando	<input checked="" type="checkbox"/>	D#1 Muraiki 3 (Breath FX3)		
<input checked="" type="checkbox"/>	F#0 Uchi & Oshi (Finger Effect)	<input checked="" type="checkbox"/>	E1 Tamane (FX with Tongue Trill)	<input checked="" type="checkbox"/>	NOISE FX
<input checked="" type="checkbox"/>	G0 Yuri 1 (Vibrato Horizontal)	<input checked="" type="checkbox"/>	F1 Karakara (FX with Finger)	<input checked="" type="checkbox"/>	B1-F2 Breath Noise
<input checked="" type="checkbox"/>	G#0 Yuri 2 (Vibrato Vertical)	<input checked="" type="checkbox"/>	G1 Korokoro (FX with Finger)		
<input checked="" type="checkbox"/>	A0 Yuri 3 (Vib. Vertical Long)	<input checked="" type="checkbox"/>	A1 Improvisation		

Blow Control — Mod Wheel (CC#1)  
Breath Controller (CC#2)

Legato Selector  
Slow Legato - F#1  
Fast Legato - G#1  
Atari Legato - A#1

**Sonica**  
INSTRUMENTS

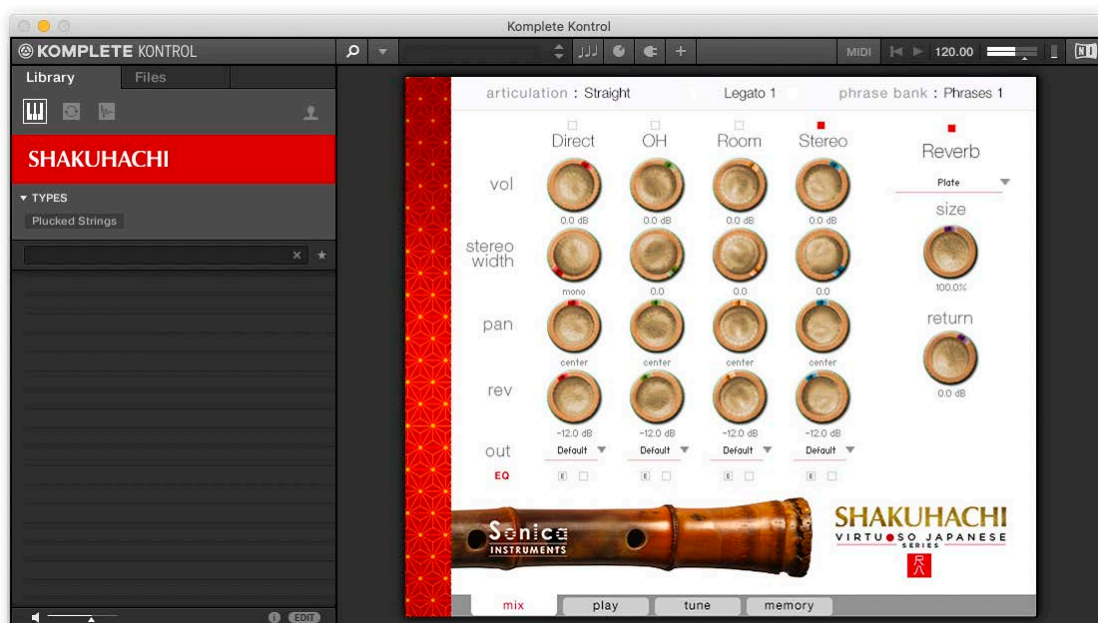
**SHAKUHACHI**  
VIRTUOSO JAPANESE  
SERIES

mix    play    tune    **memory**

## Kontrol Series Controller Parameters

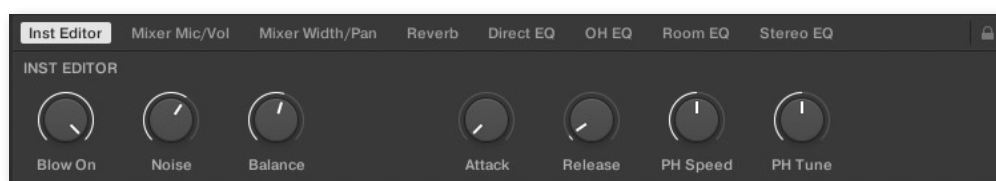
You can adjust controller parameters more intuitively on Complete Kontrol or Kontrol S Series (MIDI keyboards). (See the previous pages for details about each parameter.)

In Complete Kontrol, click the Control button to display parameters.



## Inst Editor

Inst Editor provides control over Instrument Editor parameters.



## Mixer Mic/Vol

Mixer Mic/Vol provides mic channel selection and volume adjustment for each channel from the Audio Mixer parameters.



## Mixer Width/Pan

Mixer Width/Pan provides width and panning adjustments for each channel from the Audio Mixer parameters.



## Reverb

Reverb provides adjustments for the reverb send volume from each channel as well as control over Reverb parameters.



## Direct EQ

Direct EQ provides adjustments for the gain and center frequency from Direct channel



## OH EQ

OH EQ provides adjustments for the gain and center frequency from Overhead channel



## Room EQ

Room EQ provides adjustments for the gain and center frequency from Room channel



## Stereo EQ

Stereo EQ provides adjustments for the gain and center frequency from Stereo channel







## Credits

Production, Recording, Editing and Kontakt Development: Sonica Instruments  
Shakuhachi Played by Ray Jin

Executive Producer: Tomohiro Harada  
Kontakt Programming: Rataro. M (Think Master Inc.) Marketing, Translation & Production Consulting:  
GUI Designer: Yujin Ono  
Craig Leonard Audio Editing: Yoshitaka Koyama

Recording Engineer: Keigo Sonoda (Pastoral Sound) Photography: Takashi Matsuda  
Music Video: Yasuhiro Nakashima  
User's Manual: Yoshifumi Yamaguchi (LRCOT)

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