

## Sonica Instruments TSUGARU SHAMISEN Virtuoso Japanese Series User's Manual

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

Sonica Instruments Team





### Introduction

### What is the tsugaru shamisen?

The *shamisen*, together with the *koto* and the *shakuhachi*, is an essential instrument for making Japanese music. The *tsugaru shamisen* [also written as *tsugaru jamisen*] originates from the Tsugaru region of Aomori prefecture and has evolved quite independently of other types of *shamisen*. Of the three basic categories of *shamisen* – *futozao*, *chuzao*, and *hosozao* – the *tsugaru shamisen* falls into the *futozao* camp. Larger overall than other shamisen, it offers a more powerful sound with a weightier tone and greater volume. The instrument is usually used to accompany *minyo* folk songs or to play solo pieces, and in these solo pieces its unique style shines, especially the slap-like picking techniques with the *bachi* plectrum, inspired improvisations, and speed picking. Because of its unmistakable tone and compelling power, the *tsugaru shamisen* is now often adapted into pop music, rock, and dance music.

# Virtuoso Japanese Series **TSUGARU SHAMISEN**

This product was developed to reproduce the *tsugaru shamisen* with as much realism as possible. This is why we recruited Nobuto Yamanaka to play the *tsugaru shamisen* for our sampling sessions, who put tremendous energy into each note with his unerring skill and superb concentration. And through uncompromising recording and KONTAKT programming, we crafted **TSUGARU SHAMISEN** to be the closest software instrument ever to the real thing. That's why we encourage you to turn to **TSUGARU SHAMISEN** to add a distinctive and memorable voice and texture to all kinds of music.

It is also our intention with the **Virtuoso Japanese Series** to always respect Japanese instruments and performers. One of our hopes is that **TSUGARU SHAMISEN** users will become better acquainted with the enchantment of the real *tsugaru shamisen*.

### **Product highlights**

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

For the recording sessions, we used an assortment of more than 10 microphones with colorless microphone preamps and captured every nuance of the instrument in 24-bit 96 kHz fidelity. (The product 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.

#### Filled with an array of articulations, five phrase banks, kakegoe voices, and slide noises

More than 20 articulations, slide noises, *kakegoe* voices, and phrase banks are key-switch controlled, for highly expressive and realistic performances from your MIDI keyboard.

#### Unique articulation mechanisms and interfaces to recreate natural tsugaru shamisen playing techniques

#### **String Mode Mechanism**

Although the *tsugaru shamisen* has three strings, unlike the guitar, chords are rarely played. Instead, a *tsugaru shamisen* performance usually consists of single-note phrases played mainly on the first or third string. To recreate this performance style, we developed the String Mode Mechanism, which operates **TSUGARU SHAM-ISEN** like an instrument with three independent strings so that you can select and play a specific string. When performing, the String Mode can be instantly selected with key switches. This lets you go back and forth between the three strings to play phrases just like on the real instrument.



### Hajiki-Legato function recreates hajiki pull-offs

*Hajiki* is a left-hand pull-off technique fundamental to the *tsugaru shamisen*. When playing a MIDI keyboard with Legato, you can instantly access the *hajiki* sound without a key-switch control from any articulation.





#### Alternate picking function reproduces continuous bachi plectrum attacks

**TSUGARU SHAMISEN** includes a function to recreate alternate picking, with *Key On* events triggering downstrokes and *Key Off* events triggering upstrokes. This function is active only while the sustain pedal is held down and inserts alternate picking instantly into any articulation. You can easily perform tremolo picking patterns by repeatedly hitting a key with the sustain pedal held down.



#### Resonance mechanism for sawari and resonant tone effects

**TSUGARU SHAMISEN** provides separate sound sources for the *azuma sawari* and resonant tones that are crucial to create the *tsugaru shamisen* sound. And just like the real instrument, the resonant tones respond to the specific interval being played. Furthermore, they are adjusted automatically to match different tunings and key transpositions to ensure an accurate recreation of the instrument's sound. The volume of each resonance component is adjustable.

#### Three tunings as well as key transpositions

The library comes with three standard *shamisen* tunings: *Ni-agari*, *honchoshi*, and *San-sagari*. Changing the tuning changes the pitches of the open strings, although the keyboard's chromatic notes do not change. The *sawari* and resonance effects track the tuning changes to recreate the inherent sound of each tuning.

#### Instrument Editor permits fine adjustments to the instrument

The built-in Instrument Editor lets you adjust the volume and fine tuning of each string and the noise mixer lets you set the *sawari* volume, the resonance volume, and the release noise volume. This gives you the ability to precisely tailor the instrument's sound to your liking.

#### Two play modes and two pitch bend modes

There are two play modes to suit your musical ideas. The Single mode provides the most realistic feel, while the Poly mode lets you play chords. There are also two pitch bend modes: Solo, which affects only the string being played, and All, which affects all three strings.





### Notes on Using This Product

### Installation

Please download and install the library following the instructions in the email you received after purchase.

### **Product Specification**

Format: Native Instruments KONTAKT 5.4 Full or newer (KONTAKT PLAYER is not supported)

### **System Requirements**

Mac OS X 10.10 or newer recommended Intel Core 2 Duo or better Windows 7, Windows 8, or Windows 10 Intel Core 2 Duo or AMD Athlon 64 X2 A minimum of 4 GB of RAM (6 GB is recommended) is needed on both Mac and Windows systems.

•Native Instruments Kontakt 5.4 or newer (Full version) is required to use this library. (KONTAKT PLAYER is not supported)

•Installing the product requires a minimum of 7GB of free disk space.

•Use the Native Instruments KONTAKAT recommended system requirements at a minimum. Installing the product on a computer with a faster CPU and ample RAM is recommended for optimal library performance. \*Registration is required in order to use the library.

To safeguard this product from illegal copying and sharing, each purchase is embedded with a unique, non-removable watermark used to track piracy. Please read and consent to the License Agreement before using this product.

### **Required MIDI Controllers**

With a number of MIDI controllers, you can access the full functionality of **TSUGARU SHAMISEN** for more lifelike performances. (CC: Control Change)

### Sustain Pedal (CC #64)

With the sustain pedal held down, releasing your finger from the keyboard will play an upstroke. In this way, you can recreate alternate picking with *Key On* events triggering downstrokes and *Key Off* events triggering upstrokes. This function is active only while the sustain pedal is held down and inserts alternate picking instantly into any articulation. You can easily perform tremolo picking patterns by repeatedly hitting a key with the sustain pedal held down.

### Modulation Wheel (CC #1)

Plucking control – Controls the nuance of the attack when the string is struck by the bachi plectrum.

### Key switch F1 and Control Change (CC #11)

This controller controls certain articulation variations. Note that the MIDI CC number is fixed.

Note: **TSUGARU SHAMISEN** always uses MIDI CC #11 (Expression) to control certain articulation variations. Therefore, when using the MIDI Learn function, please avoid assigning CC #11 to a knob.

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

We recommend that you have a look at the included PDF file while you get acquainted with **TSUGARU SHAM-ISEN**. This file gives a quick overview of the distinctive playing techniques and scale tunings of the *tsugaru shamisen* as well as some *tsugaru shamisen*-specific terms.





### **MIDI keyboard layout**

- CO D1: Articulation key switch zone
- **D**#1: Touch noise key switch

E1: Mute

- F1: Variation Control key switch
- F#1 G1: Slide noise zone
- **G#1 A#1:** *Kakegoe* voice zone
- C#2 F#2: String mode key switches (Light Blue) and open strings (Yellow) zone
- G2 G6: Performance zone

(Yellow: open strings, Pink: first string, Green: second string, Blue: third string)

- C7 E7: Phrase bank key switch zone
- F7 G9: Phrase zone



Ist String mode

T S U G A R U SHAMISEN

### Loading TSUGARU SHAMISEN

To load **TSUGARU SHAMISEN**, drag the file *Sonica Tsugaru Shamisen.nki* from the Instruments folder to the main KONTAKT window.



### **Three Monitor Fields**



The string monitor, articulation, and phrase bank monitor fields are displayed on all three panes - mix, play, and memory. This lets you see immediately the currently selected string mode, articulation and phrase bank at all times.

### string monitor

Although the *tsugaru shamisen* has three strings, unlike the guitar, chords are rarely played. Instead, a *tsugaru shamisen* performance usually consists of single-note phrases played mainly on the first string (the thickest string) or third string (the thinnest string). To recreate this performance style, we developed the String Mode Mechanism, which operates **TSUGARU SHAMISEN** like an instrument with three independent strings so that you can select and play a specific string. When performing, the String Mode can be instantly selected with key switches. This lets you go back and forth between the three strings to play phrases just like on the real instrument.

The screenshots below show the string monitor field indicating in real time which string is currently selected and being played.

Śź	4	string monitor	
	CS	3	
S	G2	2	
X	C2	1	
${}^{\prime\prime}$	C2	1	

This indicates the open string notes. The open string notes change according to the key transposition.

8	string r	nonitor
CS	3	
G2	2	
C2	1	

The selected string is highlighted in red.



The string being played is highlighted: Red indicates the open note; Green indicates a note played on the neck.



### articulation

This field shows the current articulation selected by key switches. You can confirm the current key switch setting on the KONTAKT keyboard. Some articulations have variations, which can be switched with MIDI CC #11 or by clicking and selecting the variation.

G#0: Slide Up – variation: Whole Tone / Minor 3 – first string only A0: Slide Up 2x times – variation: Whole Tone / Minor 3 – first string only A#0: Slide Down – variation: Whole Tone / Minor 3 – first string only B0: Slide Up & Down – variation: Half Tone / Major 3

phrase bank

This field shows the current phrase bank name selected by key switch.



strina	selector
Sumg	30100101

### String Mode List and Key Switch Parameters

Key Switch	String Mode
C#2	1st string mode
D#2	2nd string mode
F#2 3rd string mode	

<b>open string</b> Key Switch Parameters			
Key	Open String Sound		
D2	1st open string sound		
E2	2nd open string sound		
F2	3rd open string sound		

### articulation

### Articulation List and Key Switch Parameters

Key Switch	Articulation Name	Control 1	Control 2	
CO	Mute(front)3rd string only	CC#1 Mod.Wheel = Plucking Control		
C#0	Up(front)3rd string only	CC#1 Mod.Wheel = Plucking Control		
DO	Mute 3rd string only	CC#1 Mod.Wheel = Plucking Control		
D#0	Up Picking	CC#1 Mod.Wheel = Plucking Control		
EO	Down Picking	CC#1 Mod.Wheel = Plucking Control		
FO	Staccato	CC#1 Mod.Wheel = Plucking Control		
F#O	Hajiki (Pulling off / Hammering on)			
GO	Vibrato 1st String Only	CC#1 Mod.Wheel = Plucking Control		
G#0	Slide Up (1st Only Whole / minor3)	CC#1 Mod.Wheel = Plucking Control	F1 or CC#11= W / m3	
AO	Slide Up 2x times (1st Only Whole / minor3)	CC#1 Mod.Wheel = Plucking Control	F1 or CC#11= W / m3	
A#0	Slide Down (1st Only Whole / minor3)	CC#1 Mod.Wheel = Plucking Control	Fl or CC#11= W / m3	
во	Slide Up & Down (Half Tone / Major3)	CC#1 Mod.Wheel = Plucking Control	F1 or CC#11= H / M3	
C1	Slide Up & Down(series)			
C#1	Slide Up - Down - Up - Down	CC#1 Mod.Wheel = Plucking Control		
D1	Portament Up			
D#1	Touch Noise	Can be turned on / off for each Key On event	Enabled for all articulations	
El	Mute			
Fl	Variation Switch	Enables G#0, A0, A#0, and B0 articulations	F1 or CC#11= W / m3	
F#1	Slide Noise 1			
G1	Slide Noise 2			
G#1	Slide Noise 3			
A1	Voice 1			
A#1	Voice 2			
B1	Voice 3			

### phrase bank

### Phrase Bank List and Key Switch Parameters

key switch	Phrase Bank Name	Number of Phrases
C7	Oneshot Phrase	9
C#7	8bars Phrase	9
D7	Longl Phrase	15
D#7	Long2 Phrase	15
E7	Long3 Phrase	8







#### 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.

**stereo 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.

Note: Please see the KONTAKT manual for how to create multiple outputs. 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 **TSUGARU SHAMISEN**'s out control.





### EQ

Adjusts 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.





### **MIDI Learn function**

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

- To assign a **TSUGARU SHAMISEN** knob to a certain MIDI controller:
- 1. Right-click the knob and select Learn MIDI CC# Automation.
- 2. Turn the knob or move the slider on your MIDI hardware controller.
- 3. The assignment is complete.



### **Removing MIDI controller assignments**

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



play

This pane is used to set the *tsugaru shamisen*'s tuning and tonal nuances.



### **Instrument Editor**

### - What is sawari? -

sawari is the term for the shamisen's intrinsic resonant sound. The tsugaru shamisen uses an azuma sawari near the nut on the first string to produce this sound. The second and third strings also cause the sawari sound due to vibrations in the instrument, but the Ni-agari tuning lets the sawari ring out the best for a bright, showy tone, whereas the San-sagari tuning dampens the sawari sound and the honchoshi tuning lies in between the other two tunings.

#### noise

![](_page_10_Figure_8.jpeg)

sawari: Adjusts the sawari volume.

resonance: Adjusts the resonance volume.

**release noise:** Adjusts the volume of the noise when the finger is released from the string.

*Note:* The best way to check the sawari sound is to select the 3rd String mode and then hold down F4 on a MIDI keyboard while adjusting these parameters.

### string vol and string tune

![](_page_10_Figure_14.jpeg)

string vol: Adjusts the volume of each string.
string tune: Fine tunes each string in increments of one cent between
+100 and -100 cents.

![](_page_10_Picture_16.jpeg)

![](_page_11_Picture_0.jpeg)

![](_page_11_Picture_1.jpeg)

Envelope: Adjusts the release time of the string being played.

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

**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, randomizes the preroll setting for each *Key On* event.

**Pitch Bend:** Switches between Solo mode, in which pitch bends affect only the string being played, and All mode, in which pitch bends affect all three strings.

**Phrase Control:** These two knobs adjust the speed and fine tuning of phrases selected from the five phrase banks. You can also adjust the speed with the key switch articulations between G#0 and D1, since the speed is linked to the articulation.

**Tuning:** Lets you select from the *Ni-agari, honchoshi*, and *San-sagari* tunings, and displays the resulting open string notes. The *sawari* effect and resonance tone adjust to match the selected tuning.

**Transpose:** Lets you change the key, and displays the resulting open string notes. The *sawari* effect and resonance tone adjust to match the selected key.

**Play Mode:** Switches between Single mode, which provides the most realistic feel, and Poly mode, which lets you play chords.

Key off Alternate Picking: Enables or disables alternate picking while the sustain pedal is held down.

![](_page_11_Figure_12.jpeg)

#### Velocity Control

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.

When the User curve is selected, the RESET CURVE button resets the curve.

![](_page_11_Picture_18.jpeg)

### 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 the MIDI Control Change controls assigned to frequently used controls, the keys to select string modes, and the keys to play open strings.

	mix play	memory	
cs e articul c2 2 articul	lation : Down Picki	ng	phrase bank : Oneshot
Load ARTICULATION	Load ARTICULATIO	N	Load PHRASE BANK
CO Mute (front) 3rd string onl	y 📕 AO Slide Up x 2 1	limes	C7 Oneshot Phrase
C#0 Up (front) 3rd string only	A#0 Slide Down (	Whole)	C#7 8 bars Phrase
D0 Mute 3rd string only	📕 во Slide Up & De	DWN (Half / Maj 3rd)	D7 Long Phrase 1
D#0 Up Picking	📕 C1 Slide Up & De	OWIT (Series)	D#7 Long Phrase 2
E0 Down Picking	C#1 Slide Up-dow	n-up-down (Whole)	E7 Long Phrase 3
F0 Staccato open string only	D1 Portamento l	Jp	VOICE & NOISE FX
📕 F#0 Hajiki (hammering/Tappin	9) SPECIAL KEN	10	E1 Release Noise
G0 Vibrato 1st string only	D#1 Add Touch N	oise	F#1/G1/G#1 Slide Noise
G#0 Slide Up	//		A1/A#1/B1 Voice
Plucking Control —— Mod Key off Up Picking —— Sus F Hajiki (tapping) —— Lega	Wheel (CC#1 ) Pedal (CC#64 ) to	String Mode Selector 1st string - C#2 2nd string - D#2 3rd string - F#2	Open String Sound 1st string - D2 2nd string - E2 3rd string - F2
Sonica Instruments Capyright © 2017 Sonice Inc. All Ri	ghts Reserved.	T S]	SUGARU HAMISEN RTUSSO, JAPANESE

![](_page_12_Picture_5.jpeg)

![](_page_13_Picture_0.jpeg)

![](_page_13_Picture_1.jpeg)

#### Credits

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Executive Producer: Tomohiro Harada Kontakt Programming: Rataro. M (Think Master Inc.) Marketing, Translation & Production Consulting: Craig Leonard Audio Editing: Yoshitaka Koyama Sample Mapping: Rataro. M (Think Master Inc.), Yuki Kuromitsu Recording Engineer: Keigo Sonoda (Pastoral Sound)

Photography: Takashi Matsuda, Keita Ikeda Music Video: Yasuhiro Nakashima Web Design: Masayo Sasaki User's Manual: Yoshifumi Yamaguchi (LRCOT) Project Cordination: Daichi Yoshida Production

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![](_page_13_Picture_8.jpeg)

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![](_page_13_Picture_11.jpeg)