

ALTO
GLOCKENSPIEL

MANUAL

CINEMATIQUE INSTRUMENTS



Thank you for downloading the FREE Alto Glockenspiel Essentials

How to install?

In order to properly install your HALion library please follow the instructions given on the Steinberg website or watch the „How to install“ HALion instruments video.

For any kind of questions concerning the installation or registration of HALion instruments please contact Steinberg – in terms of the instrument please contact us at : support@cinematique-instruments.com

The instrument

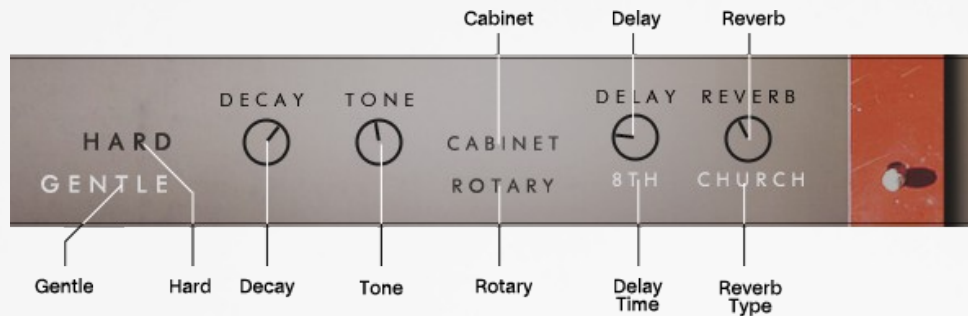
The Glockenspiel is a percussion instrument, composed of a set of tuned metal bars resting over a frame like a trough. The Alto Glockenspiel is a variation of it with an one octave lower range, which sounds more soft and mellow. The recorded Alto Glockenspiel was the legendary red model of Hohner™

What we did

The instrument was recorded by beating the metall bars of the glockenspiel with thin sticks (hard articulation) as well as soft mallets (gentle articulation) in 2 or 3 dynamic layers and three Round Robin variations.

Finally a lot of interesting and inspiring features were added giving you a wide range of tools to vary and change the sound at your own requirement such as an cabinet simulation, a rotary simulation, a tone control, a length control and reverb and delay amount. With these possibilities it is very easy to transform the normal glockenspiel sound into other worlds of sound.

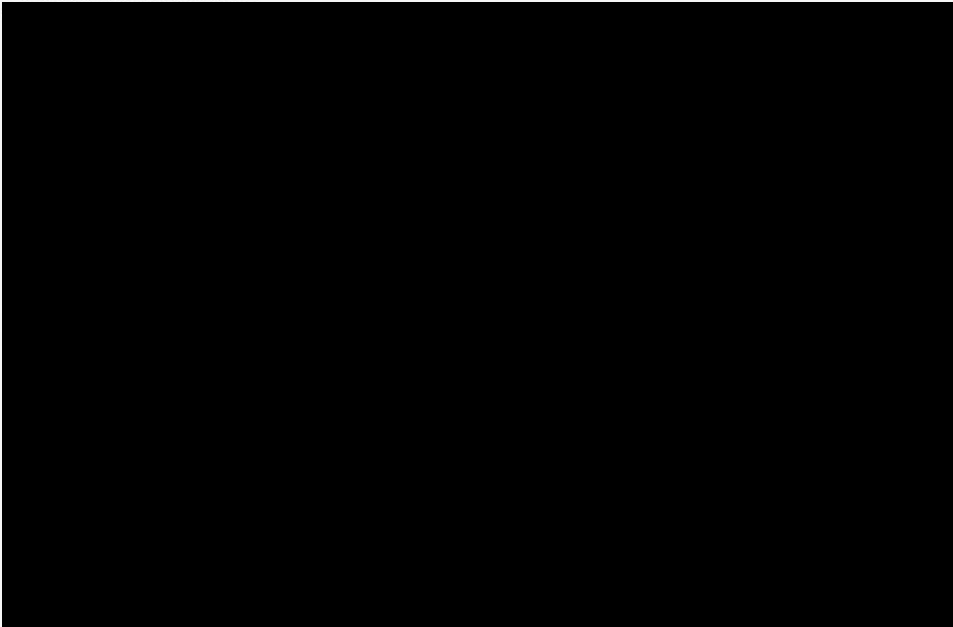
In Detail



There are 2 articulations available: Gentle and Hard

- | | |
|---------------|---|
| Gentle | The Glockenspiel was beaten with soft mallets |
| Hard | The Glockenspiel was beaten with the „normal“ tiny wooden mallets |
| Decay | controls the overall decay/ release time (= Length) |
| Tone | controls the general sound. Turning counter clockwise you will feature the bass frequency and reduce the high frequencies. Turning clockwise you will achieve the opposite. |

Rotary	enables a rotary cabinet simulation
Cabinet	enables a cabinet simulation
Delay	controls the amount of delay
Delay Time	By clicking on the name you can select from three different delay times: 4 th , 8 th and 16 th
Reverb	controls the amount of reverb
Reverb Type	By clicking on the name you can select from four different types of reverb: Room, Hall, Special and Infinite



We wish you a great deal of fun and inspiration using our instruments.

Thanks to René, Jumpel, Christian and Niklas at Cinematique Instruments
and Florian, Matthias, Michael and Frank at Steinberg.

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