

#16 - Using KONTAKT PLAYER 2 and GARRITAN INSTRUMENTS for FINALE

INTEGRATED KONTAKT PLAYER 2 and GARRITAN INSTRUMENTS for FINALE:

Finale 2008 comes with two sound fonts: the SmartMusic Softsynth Sound Font and 250 studio sampled Garritan Instruments for Finale. Garritan sounds include 100 Garritan Personal Orchestra (GPO) sounds with solo and section tone qualities. All Finale GPO sounds are also included in the new 2008 GARRITAN INSTRUMENTS FOR FINALE Library plus new Garritan sounds for saxophones, jazz instruments, choirs, guitar, marching percussion and world instruments. You can now combine Garritan sounds with other sound fonts (in Set-Up Wizard). Kontakt Player 2 is now native to Intel-based Macs. Libraries of additional instrument sounds are available from Garritan and Native Instruments.

PLEASE NOTE GARRITAN SYSTEM REQUIREMENTS:

- Mac:** G4 or higher recommended, OS 10.4 or higher. Mac PowerPC or Mac Intel.
325 MB hard drive space required for software and user manual.
- Win:** Win XP / Vista. 200 MB hard drive space required for software and user manual.
- Both:** 1GB RAM or more needed for use of Garritan sounds (more RAM equals more available sounds);
Additional 1.6GB hard drive space required for all Garritan sounds.

TO SET UP A NEW SCORE USING GARRITAN SOUNDS:

- Open Finale 2008 program. Using the LAUNCH WINDOW, click SET-UP WIZARD Button.
- SELECT AN EXISTING ENSEMBLE or CREATE A NEW ENSEMBLE. Select DOCUMENT STYLE. Click NEXT.
- At the top of Window 2, next to INSTRUMENT SET, click Pop-Up Menu and choose GARRITAN INSTRUMENTS FOR FINALE (note that Playback Engine is KONTAKT PLAYER 2 and not SmartMusic Softsynth).
 - A. Choose the FAMILY INSTRUMENT NAME in 1st column, choose INSTRUMENT in 2nd column and add it to 3rd column. (Note that there are several different player sound qualities for each instrument).
 - B. Make sure the instruments in the 3rd column are in the score order that you want. Click NEXT.
 - C. Type in TITLE, COMPOSER and other score information. Click NEXT.
 - D. Choose TIME and KEY SIGNATURE, # of MEASURES, TEMPO, M.M. Marking and PICKUP. Click FINISH. (Each Garritan sound that you have chosen will load in before your empty score appears on screen).
 - E. Enter notes, markings, etc. to complete your score as usual. (Kontakt Player 2 is automatically configured and loaded by choosing Garritan Instruments for Finale through the Set-Up Wizard. Your piece is now set up to use the Garritan sounds for playback).
- TO EDIT CONTROLS AS MUSIC IS PLAYING (volume, panning, reverb):
 - Go to **VIEW Menu / STUDIO VIEW** (to see controls for each staff)
 - Go to **WINDOW Menu / MIXER** (All mixer controls appear in one spot)
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TO LOAD IN GARRITAN SOUNDS TO AN EXISTING SCORE:

NOTE: Before loading Garritan Sounds into an existing Finale document, go to **WINDOW Menu / INSTRUMENT LIST** and make sure each staff is set to a separate channel number (channel numbers can exceed 16 in Garritan). Once you have a separate channel number assigned to each staff, you may want to save this as a new Finale document (to convert to Garritan sounds), and keep your original Finale document intact for Finale Softsynth playback.

- Open Finale score that you wish to convert to GPO sounds.
- Go to **MIDI-AUDIO Menu / PLAY FINALE THROUGH VST** for WIN (**AU** for MAC). Make sure it is checked.
- Go to **MIDI-AUDIO Menu/ VST SETUP** for WIN (**AUDIO UNITS SETUP** for MAC).
 - A. Starting with FINALE CHANNELS 1-16, click on Pop-Up Menu; choose **KONTAKT PLAYER 2**.
 - Click **EDIT** Button (Kontakt Player appears for Bank 1 – Channels 1-16). Under **LIBRARIES** Tab, you have **Finale GPO Sounds** and **Garritan Instruments for Finale**. Each sound will have to be loaded in (using separate slots).
 - B. TO LOAD THE FIRST GARRITAN SOUND INTO YOUR SCORE:
 - **CHOOSE LIBRARY:**
 - Garritan Personal Orchestra
 - **- OR -**
 - Garritan Instruments for Finale (contains 2008 new sounds)
 - Click on **INSTRUMENT** Arrow (Pop-Up Menu):
 - Arrow down to Family Name of your first instrument.
 - Choose instrument and specific sound (solo, player, etc.).
 - Sound loads in and instrument name appears on right side of window.
 - C. TO LOAD THE REMAINING SOUNDS INTO YOUR SCORE:
 - Repeat steps in Letter B for each staff until all sounds are loaded in.

NOTE: If you fill up the 16 channels in Bank 1, close Kontakt Player Window (upper right X), Next to FINALE CHANNELS 17-32, click on Pop-Up Menu and choose **KONTAKT PLAYER 2**. Click **EDIT** Button (Kontakt Player appears for Bank 2 – Channels 17-32. Continue filling slots and loading in instrument sounds.
 - Close **KONTAKT PLAYER** Window (upper right X).
 - D. TO ADJUST REVERB ON PLAYBACK:
 - At bottom of VST Setup Window on WIN (**AUDIO UNITS SETUP** for MAC), check **AMBIENCE REVERB** Box.
 - Click **EDIT** Button to adjust:
 - Move **DRY** slider almost all the way to the **RIGHT**.
 - Move **WET** slider almost all the way to the **LEFT**.
 - Close window.
 - E. Click **CLOSE** Button.
- TO EDIT CONTROLS AS MUSIC IS PLAYING (volume, panning, reverb):
 - Go to **VIEW Menu / STUDIO VIEW** (to see controls for each staff)
 - Go to **WINDOW Menu / MIXER** (All mixer controls appear in one spot)