EDUARDO TARILONTE

II

FOREST KINGDOM

best service

FOREST KINGDOM II

Welcome to Forest Kingdom II, the sequel to the award winning Forest Kingdom.

Ancient sounds from ancient civilizations

WHAT IS NEW?

- 100 new patches. Now more than 300 patches.
- 7 new amazing wind instruments. Some of them never sampled before.
- 20 new percussion instruments.
- 300 inspiring and editable performance midi grooves giving you more than three hours of complete musical inspiration.
- 130 midi files for percussion instruments.
- 70 new soundscapes.
- New designed GUI.

IMPROVEMENTS:

- Forest Kingdom II includes all the great instruments from Forest Kingdom (I).
- Forest Kingdom (I) patches were revised and updated to match the new standard.
- Improved legato.
- Much faster loading times.
- RAM friendly.

Bigger and better than ever, Forest Kingdom II includes more than 700 elements (300 patches and 430 unique midi files) 11 GB and 12.665 individual samples.

Forest Kingdom II. Pure inspiration.

1. INSTRUMENTS

PLUCKED:

ELECTRIC & ACOUSTIC CELTIC HARPS:

Two harps were sampled in Forest Kingdom.

An acoustic celtic harp with a great sounding box. Clean and magic sound.

The electric harp has a magic sound as well. The advantage of this instrument is that you can get the most out of it with eq. Inside Engine there is an equalizer inserted to add trebles and bright to it. The low frequencies use to sound boomy, so it is recommended to cut them. You can use the same Engine equalizer or your favorite one. Due to some electric noises, there is included another patch with Noise Reduction. Anyway, I recommend using the original one. That small electric noise is part of the instrument.

KALIMBA & MUSIC BOX.

WIND:

Flutes are a one of the strongest points of this library. They have been recorded with a lot of ornaments and, when the instrument's characteristics allowed, with real legato and portamento.

You will be able to play realistic tunes in real time and play ornaments just with real legato.

Flutes weren't recorded in a traditional ethnic way, they were recorded in an ambient, deep emotional and cinematic way.

IMPORTANT: True legato articulation is set by default. That means that if you don't press any key switch, legato will sound. In order to use any other articulation you must hold the desired key switch while playing.

1.-PANPIPES FULL SET:

A full set of bolivian panpipes have been recorded.

This includes four different panpipes from high register to low:: Chuli, Malta, Zanka and the huge Toyo.

Toyo is a panpipe of about 1.50 meters height with an ultra deep sound. This instrument is the sound of the jungle.

All these flutes have been mapped in one patch, which goes from B0 to C6.

Key switches:

C0:   Staccato + Vibrato (default key switch)
C#0: Staccato +Non Vibrato
D0:   Staccato
D#0: Staccato + Flutter Tongue 1
E0:   Staccato + Flutter Tongue 2
F0:   Flutter Tongue 2
F#0: Overblow

Mixer:

Knobs:

01: Expression (controlled by CC 11)
02: Breath volume

2.-LOW PANPIPE BREATHING:

The breathing of the player has been recorded (short and long) with 16 different alternations each.

Short: C1-D2
Long: C3-D4

3.-LOW PANPIPE SHORT STACCATO:

Low panpipe short staccato notes.

Key Switches:

C0:   Short breathing
C#0: Long breathing

Mixer:
Knobs:

01: Expression (controlled by CC 11)
02: Breath volume

4.-LOW PANPIPE WHISPERS:

Whisper sounds recorded through Toyo instrument.

5.-LOW PANPIPE SPOKEN PHRASES:

Different spoken rhythmic phrases have been recorded with Toyo.

Key Switches:

B0-B2: Every key switch is the key tune of the phrases

Mixer:

Knobs:

01: Expression (controlled by CC 11)

6.-LOW PANPIPE SPOKEN STACCATO:

Low panpipe spoken words staccato notes.

Key Switches:

C0:   Short breathing

C#0: Long breathing

Mixer:

Knobs:

01: Expression (controlled by CC 11)

02: Breath volume

IMPORTANT: Both patches, Panpipes Words Phrases and Panpipes Words Staccato, work very well together. You can build rhythms with the spoken staccato and improve it with the spoken phrases over.

7.-BULGARIAN PICCOLO FLUTE:

The bulgarian piccolo flute has a really nice and sweet timbre. Perfect for slow and fast beautiful tunes.

IMPORTANT: Originally, this flute is not chromatic, so it's been stretched in order to covert it. Due to the sonic features of this instrument, you could hear some "artifacts" in the highest range and wide legatos or portamentos.

Key switches:

C2:   Sustained vibrato (default keyswitch)
      Legato and Portamento
      Real Legato: Vel 36 to 127
      Real Portamento: Vel 1 to 35

C#2: Sustained non vibrato.
      Scripted legato.
      Custom button 01 adds vibrato

D2:   Ornament 01 (long roll)

D#2: Ornament 02 (short trill)

E2:   Ornament 03 (medium trill)

F2:   Ornament 04 (long trill)

F#2: Ornament 05 (mordent down)

G2:   Ornament 06 (mordent up)

G#2: Ornament 07 (short glissando up)

A2:   Staccato

Mixer:

Knobs:

01: Expression (controlled by CC 11)

02: Release volume

03: Fingers volume (noise produced by closing the flute holes). Only downwards playing

Buttons:

01: Release 1 on/off (controlled by CC 2)

02: Release 2 on/off (controlled by CC 3)

8.-DOUBLE FLUTE:

This flute produces a mystical sound. It has 2 tubes, one with holes to play and another one which acts as a drone. Note that due to this characteristic, the notes couldn't be stretched, so it has the original instrument range.

Key switches:

C1: Sustained vibrato medium attack (default key switch)

Legato

Real Legato

C#1: Sustained vibrato soft attack
      Scripted legato.

D1:   Sustained vibrato medium attack
      Scripted legato.

D#1: Sustained vibrato strong attack
      Scripted legato.

E1:   Ornament 02 (roll)

F1:   Ornament 03 (overblow)

F#1: Ornament 05 (flutter tongue fast)

G1:   Ornament 06 (flutter tongue slow)

G#1: Ornament 07 (short glissando up)

A1:   Ornament 08 (mordent up)

A#1: Ornament 09 (trill)

Mixer:

Knobs:

01: Expression (controlled by CC 11)

02: Release volume

Buttons:

01: Release 1 on/off (controlled by CC 2)

02: Release 2 on/off (controlled by CC 3)

9. KIOWA NATIVE AMERICAN FLUTE:

The kiowa flute is one of the most spiritual and nicest flutes ever. Its soft but deep sound, evocates the native american indian landscapes. As all flutes in this library (except double flute) are chromatic, so you can use it to play any melody from any part of the world.

Key switches:

C1: Sustained vibrato (default key switch)
    Soft attack from vel: 1 to 65
    Hard attack: Vel 66 to 127

Legato and Portamento (target note vibrato)

Real Legato: Vel 36 to 127
Real Portamento: Vel 0 to 35
C#1: Sustained non vibrato (default key switch)
Soft attack from vel: 1 to 65
Hard attack: Vel 66 to 127
Legato and Portamento (target note non vibrato)
Real Legato: Vel 36 to 127
Real Portamento: Vel 0 to 35

D1: Ornament 01 (short ornament)
D#1: Ornament 02 (short ornament overblow)
E1: Ornament 03 (short ornament)
F1: Ornament 04 (mordent up)
F#1: Ornament 05 (mordent down)
G1: Ornament 06 (flutter tongue)
G#1: Ornament 07 (overblow)
A1: Ornament 08 (triplet)
A#1: Ornament 09 (short trill)
B1: Ornament 10 (medium trill)
C2: Ornament 11 (long trill)
C#2: Vibrato fast to slow
D2: Vibrato slow to fast

Mixer:
Knobs:
01: Expression (controlled by CC 11)
02: Release volume
Buttons:
01: Release 1 on/off (controlled by CC 2)
02: Release 2 on/off (controlled by CC 3)
03: Release 3 on/off (controlled by CC 4)

10. XIAO FLUTE:

The traditional Chinese flute, but played in a different way.

Key switches:

C1: Sustained non vibrato (default key switch)
Soft attack from vel: 1 to 84
Hard attack: Vel 85 to 127
Legato (target note vibrato)
C#1: Sustained vibrato (default key switch)
Soft attack from vel: 1 to 84
Hard attack: Vel 85 to 127
Legato (target note vibrato)
D1: Vibrato 2
Legato
Scripted Legato
D#1: Ornament 01 (mordent down)
E1: Ornament 02 (mordent up)
F1: Ornament 03 (glissando down)
F#1: Ornament 04 (glissando up)
G1: Ornament 05 (repeated staccato)
G#1: Ornament 06 (flutter tongue)

A1: Ornament 07 (short trill)
A#1: Ornament 09(long trill)
B1: Staccato

Mixer:
Sliders:
01: Expression (controlled by CC11)
02: Hard attack volume
03: Release volume
Buttons:
01: Release 1 on/off (controlled by CC 2)

11. FULA FLUTE:

Fula Flute is an African flute. More than for playing legato tunes is for playing strong and rhythmic ones. One of its main features is the sing playing, which consists of singing while through the mouth of the flute while playing.

Key switches:

C1: Sustained vibrato/non vibrato (CC1)
C#1: Hard attack sustained vibrato/non vibrato (CC1)
D1: Sung attack sustained vibrato/non vibrato (CC1)
D#1: Staccato
E1: Sung Staccato
F1: Trills
F#1: Sung trills (high register)
G1: Sung trills (low register)

12. AZTEC CLAY FLUTE I:

Clay flutes or ocarinas are very ancestral flutes. They are resonant chambers activated by a simple whistle.

Key switches:

C1: Sustained vibrato (default key switch)

Soft attack: Vel 1 to 60

Hard attack: Vel 61 to 127

Legato, portamento and ornamented legato (target note vibrato)

Ornamented Legato: Vel 101 to 127

Real Legato: Vel 31 to 100

Real Portamento: Vel 1 to 30

C#1: Sustained non vibrato

Soft attack Vel: 1 to 60

Hard attack: Vel 61 to 127

Legato, portamento and ornamented legato (target note vibrato)

Ornamented Legato: Vel 101 to 127

Real Legato: Vel 31 to 100

Real Portamento: Vel 0 to 35

D1:   Ornament 01 (short staccato)

D#1: Ornament 02 (spoken staccato)

E1:   Ornament 03 (flutter tongue)

F1:   Ornament 04 (short trill 1)

F#1: Ornament 05 (short trill 2)

G1:   Ornament 06 (medium trill)

G#1: Ornament 07 (long trill)

A1:   Ornament 08(expressive mordent)

A#1: Ornament 09 (sharp mordent up)

B1:   Ornament 10 (mordent up)

C2:   Ornament 11 (flutter tongue call)

C#2: Ornament 12 (fast staccatos call)

D2:   Ornament 13 (expressive call)

D#2: Ornament 14 (short glissed call)

E2:   Ornament 15 (long glissed call)

F2:   Ornament 16 (trill call)

F#2: Ornament 17 (bird call 1)

G2:   Ornament 18 (bird call 2)

G#2: Ornament 19 (short call)

A2:   Ornament 20 (sharp call)

Mixer:

Sliders:

01: Expression (controlled by CC11)

02: Release volume

Buttons:

01: Release 1 on/off (controlled by CC 1)

02: Release 2 on/off (controlled by CC 2)

03: Release 3 on/off (controlled by CC 3)

04: Release 4 on/off (controlled by CC 4)

13. AZTEC CLAY FLUTE II:

Clay flutes or ocarinas are very ancestral flutes.

They are resonant chambers activated by a simple whistle.

Key switches:

C1: Sustained vibrato (default key switch)

Soft attack: Vel 1 to 60

Hard attack: Vel 61 to 127

Legato, portamento and ornamented legato (target note vibrato)

Ornamented Legato: Vel 101 to 127

Real Legato: Vel 31 to 100

Real Portamento: Vel 1 to 30

C#1: Sustained non vibrato

Soft attack: Vel 1 to 60

Hard attack: Vel 61 to 127

Legato, portamento and ornamented legato (target note vibrato)

Ornamented Legato: Vel 101 to 127

Real Legato: Vel 31 to 100

Real Portamento: Vel 1 to 30

D1:   Ornament 01 (short staccato)

D#1: Ornament 02 (flutter tongue)

E1:   Ornament 04 (medium expressive trill)

F#1: Ornament 05 (short expressive trill 1)

G1:   Ornament 06 (short expressive trill 2)

G#1:   Ornament 07 (staccatos call 1)

A1:   Ornament 08 (staccatos call 2)

A#1: Ornament 09 (short gliss up)

B1:   Ornament 10 (mordent up)

C2:   Ornament 11 (bird call 1)

C#2: Ornament 12 (glissed call)

D2:   Ornament 13 (long trill call)

D#2: Ornament 14 (short bird call up)

E2:   Ornament 15 (short bird call down)

F2:   Ornament 16 (short staccatos calll)

F#2: Ornament 17 (mordent call)

Mixer:

Sliders:

01: Expression (controlled by CC11)

02: Release volume

Buttons:

01: Release 1 on/off (controlled by CC 1)

02: Release 2 on/off (controlled by CC 2)

03: Release 3 on/off (controlled by CC 3)

04: Release 4 on/off (controlled by CC 4)

14. DIDGERIDOO :

The didgeridoo is a wind instrument developed by Indigenous Australians of northern Australia around 1,500 years ago and still in widespread use today both in Australia and around the world. It is

sometimes described as a natural wooden trumpet or „drone pipe". Musicologists classify it as a brass aerophone.

The left side of the keyboard is mapped with drones and the right side with fx. You can play a drone and add different fx at the same time to build your own sound.

Mixer:

Sliders:

01: Expression (controlled by CC11)

02: Drones vol (controlled by CC1)

03: Fx vol (controlled by CC2)

15. DIDGERIDOO GROOVES (120 BPM):

These phrases original tempo is 120BPM.

Mixer:

Sliders:

01: Expression (controlled by CC11)

16.-MAYAN SEASHELL HORN:

A Sea Shell Horn is a wind instrument that is made from a seashell, the shell of one of several different kinds of very large sea snail. These instruments are sometimes referred to as „shell trumpets".

They are prepared by cutting a hole in the spire of the shell near the apex, and then blowing into the shell as if it were a trumpet, as in blowing horn.

Key switches:

From C1 to F3 you will find 30 different calls mapped in all tones.

Mixer:

Sliders:
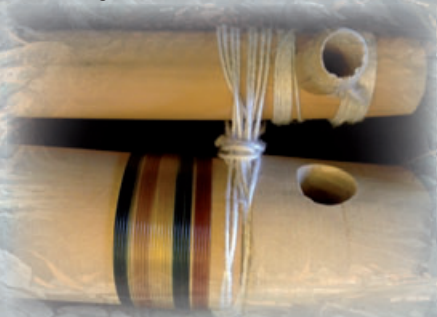
01: Expression (controlled by CC11)

02: Drones vol (controlled by CC1)

03: Fx vol (controlled by CC2)

17. MOSEÑO FLUTE:

Moseños are musical instruments originating from the Aymara zone of Bolivia. They are originally played as harmonic flutes, but they were adapted as low flutes many years ago.

It has a deep and bass sound.

Key switches:

A#0: Sustained vibrato (default key switch)

Legato and ornamented legato (target note vibrato)

Ornamented Legato: Vel 96 to 127

Real Legato: Vel 1 to 95

B0: Ornament 01 (staccato)

C1: Ornament 02 (gliss down)

C#1: Ornament 02 (gliss up)

D1: Ornament 03 (appoggiatura up)

D#1: Ornament 04 (long expressive trill)

E1: Ornament 05 (short trill)

F1: Ornament 06 (flutter tongue fast)

F#1: Ornament 07 (flutter tongue slow)

G1: Ornament 08(slow overblow)

G#1: Ornament 09 (fast overblow)

A1: Ornament 10 (overblow expressive)

A#1: Ornament 11 (triplet)

B1: Ornament 12 (mordent)

Mixer:

Sliders:

01: Expression (controlled by CC11)

02: Release volume

Buttons:

01: Release 1 on/off (controlled by CC 1)

02: Release 2 on/off (controlled by CC 2)

03: Release 3 on/off (controlled by CC 3)

18. PVC OVERTONE FLUTE PHRASES:

Overtone flute is a type of a flute that is designed to play in the upper harmonics, typically well above the two or three harmonics that are the practical limit for most woodwind instruments. Overtone flutes either lack tone holes or have significantly fewer tone holes that most woodwind instruments. They rely on their ability to play high into the harmonic overtone series in order to play melodies. This means that most overtone flutes are limited to producing only those notes from a natural scale.

Key switches:

From C1 to A2 you will find 22 different calls mapped in all tones.

Mixer:

Sliders:

01: Expression (controlled by CC11)

19. RAJ NPLAIM FLUTE:

Raj nplaim is a free-reed pipe.It uses a small reed to create a buzzing tone quality. It is made in many different sizes and can have from five to seven holes. It is played by sealing one's lips around the reed or by putting the top of the instrument in one's mouth and blowing to make the different pitches.

Key switches:

C2: Sustained vibrato (default key switch)

Legato, portamento and ornamented legato (target note vibrato)

Ornamented Legato: Vel 101 to 127

Real Legato: Vel 31 to 100

Real Portamento: Vel 1 to 30

C#2 Ornament 01 (downwards ornament)

D2: Ornament 02 (appoggiatura up)

D#2: Ornament 02 (appoggiatura down)

E2: Ornament 03 (gliss)

F2: Ornament 04 (short trill)

F#2: Ornament 05 (long trill)

G2: Ornament 06 (mordent)

G#2: Ornament 07 (expressive ornament)

Mixer:

Sliders:

01: Expression (controlled by CC11)

20. WOODEN OVERTONE FLUTE:

Overtone flute is a type of a flute that is designed to play in the upper harmonics, typically well above the two or three harmonics that are the practical limit for most woodwind instruments. Overtone flutes either lack tone holes or have significantly fewer tone holes that most woodwind instruments. They rely on their ability to play high into the harmonic overtone series in order to play melodies. This means that most overtone flutes are limited to producing only those notes from a natural scale.

Key switches:

C3: Legato (default key switch)

C#3: Ornament 01 (staccato)

D3: Ornament 02 (triplet)

D#3: Ornament 02 (flutter tongue)

E3: Ornament 03 (gliss)

F3: Ornament 04 (expressive vibrato ornament)

F#3: Ornament 05 (expressive gliss)

G3: Ornament 06 (overblown)

G#3: Ornament 07 (mordent)

Mixer:

Sliders:

01: Expression (controlled by CC11)

02: Hole Noises (controlled by CC2)

Buttons:

01: Random hole noise on/off (controlled by CC 3)

PERCUSSION:

Important: In some cases, samples have been mapped along the whole keyboard range. This was done for sound design purposes, so you have different sounds and textures coming from the same sample. In most of them the root key is C3, upper or lower notes can sometimes have some artifacts or undesired noises due to the stretching.

Repetition note C1 (red key): The last played note gets repeated automatically.

Most of percussion instruments have some midi files mapped in the green keys. You could also find all of them in the library folder.

All percussion has been deeply sampled. Most of the patches have up to 14 velocities and 4 round robins each.

Bata Drums (3 drums)

Berimbau

Claves

Culo e Puya Drums (3 drums)

Cumacos: Tradicional trunk made drums from Venezuela

Djembe

Duff Frame Drum

Frame Drum

Jawbone

Marimbola: A huge kalimba built in a flamenco cajón

Quitiplá

Rain Stick

Rattle

Shekere Set (3)

Slic Drum Chromatic

Slic Drum

Taiko

Talking Drum Big

Talking Drum Small

Tribal Maracas I

Tribal Maracas II

Udu

Water Pumpkin: A hollow half pumpkin played over water.

METAL:

Big Metal Sheet

Chinese Cymbal

Cow Bells (tuned)

Deep Metallic Ambience 01

Deep Metallic Ambience 02

Deep Metallic Ambience 03

Deep Metallic Ambience 04

Deep Metallic Ambience 05

Deep Metallic Ambience 06

Deep Metallic Ambience 07

Deep Metallic Ambience 08

Deep Metallic Ambience 09
Jingle Bells 01
Jingle Bells 02
Jingle Bells 03
Jingle Bells 04
Qraqeb
Metal Bendings
Metal Hits 1 (tuned)
Metal Hits 2 (tuned)
Metal Roll
Metallic Hits
Tibetan Bowls
Tuned Bell 01
Tuned Bell 02
Tuned Bell 03
Tuned Bell 04
Tuned Bell 05
Tuned Bell 06

OCEAN DRUMS:

Ocean Drum 01 Long Ambience
Ocean Drum 01 Short Ambience
Ocean Drum 02 Long Ambience
Ocean Drum 02 Short Ambience

SHAKERS:

Shaker 01
Shaker 02
Shaker 03
Shaker 04
Shaker 05
Shaker 06
Shaker 07
Shaker 08
Shaker 09
Shaker 10
Shaker 11
Shaker 12
Shaker 13
Shaker 14
Shaker 15

WAR DRUMS:

War Drums 01
War Drums 02
War Drums 03
War Drums 04
War Drums 05

WIND CHIMES:

Ambient Wind Chimes
Metal Wind Chimes 01
Metal Wind Chimes 02
Metal Wind Chimes 03
Metal Wind Chimes 04
Metal Wind Chimes 05
Wooden Wind Chimes 01
Wooden Wind Chimes 02
Wooden Wind Chimes 03
Wooden Wind Chimes 04

WIND TUBES:

Wind Tube 01
Wind Tube 02
Wind Tube Chromatic

2. SOUNDSCAPES

Every pad have from 1 to 8 different individual layers. Those layers can be tweaked in the PRO page and adjust volume in QUICK EDIT page through the mixer. Every layer comes automated by default (Layer1 CC1, Layer2 CC2, and so on), but you can easily change that by right clicking the layer slider and select anyone you wish. In this way you ensure a lot of different ways to use the pads and build your own sound.

Ancient Secrets
Ancient Spirits
Ancient Tree
Bells&Wizards
Call of Nature
Dangerous Creatures Forest
Dark Forest
Dead Forest
Digital Forest I
Digital Forest II
Discovery Exotic Flute 1
Discovery Exotic Flute 2
Discovery Exotic Flute 3
Discovery Exotic Flute 4
Discovery Exotic Flute 5
Discovery Exotic Flute 6
Discovery Exotic Flute 7
Discovery Jungle Flute 1
Discovery Jungle Flute 2
Discovery Jungle Flute 3
Discovery Jungle Flute 4
Discovery Jungle Flute 5

Discovery Jungle Flute 6
Discovery Jungle Flute 7
Discovery Ancient Civilization Flute (Ks)
Discovery Ancient Civilization Flute 1
Discovery Ancient Civilization Flute 2
Discovery Ancient Civilization Flute 3
Discovery Ancient Civilization Flute 4
Discovery Ancient Civilization Flute 5
Discovery Ancient Civilization Flute 6
Discovery Ancient Civilization Flute 7
Discovery Ancient Civilization Flute 8
Discovery Ancient Civilization Flute 9
Discovery Exotic Flute (Ks)
Discovery Jungle Flute (Ks)
Discovery Overtone Flute (Ks)
Discovery Overtone Flute 1
Discovery Overtone Flute 2
Discovery Overtone Flute 3
Discovery Overtone Flute 4
Discovery Overtone Flute 5
Discovery Overtone Flute 6
Discovery Overtone Flute 7
Discovery Overtone Flute 8
Discovery Overtone Flute 9
Distant Flutes Echoes
Druids Battle
Earthly
Eiwa
Enki
Entrance to the Lost Temple
Essence of Purity
Exotic Harp
Faery Harp
Fairy Dust
Fantasy Birds Call
Flower Dust
Flute of Gods
Forbidden Territories
Forest Ambush
Forest Gathering
Forest of Echoes
Forest of Long Shadows
Forest of the Deads
Forest of Tombs
Forest of Wishes
Forest Oracle
Forest Sanctuary
Forest Wind
From the Highest Mountain
Giant Insects

Goblins Forest
God of Wind
Growing Plants
Guardian God of the Forest
Hidden Forest
Ice Forest
In the Beginning
Into the Pensieve
Jungle Temple
Kukulkan Returns
Living a Dream
Lost Forest
Lost Labyrinth
Lost World
Magical Forest
Meditation Forest
Misty Forest
Moonlight Forest
Morning Winds
Mother Earth
Mountain Forest
Mysterious Path
Mystic Caverns
Nature Energy
Night Forest Spirits
Northern Realm
Old Druid's Forest
Origins
Other World Plants
Past Life Visions
Peace I
Peace II
Peaceful Creatures
Plains of Solitude
Playful Spirits of the Forest
Poisonous Plants
Predator's Lair
Priestess of Druantia
Prophecy
Rain Forest
Rain Ritual
Sacred Forest
Sanctum
Secret Garden
Shadow Lands
Silent Forest
Solitary Wood
Spirits of Evil
Spirits of the Earth
Spirits of the Jungle

Spirits of the Wind
Temple of a Thousand Bells
Temple of Ancient Gods
The Abyss
The Faery Princess
The Forest of Moving Shadows
The Pit
The Tongue of Ancestors
The Tree of Souls
Time Stop
Tree Creatures
Underneath Temple
Unknown Energy Source
Unknown Forest
Water Caves
Wendigo
Where Faeries Live
Whispering Nature
Whistling Mountains
Wicked Forest
Windy Caves
Windy Forest
Woods of Bamboo I
Woods of Bamboo II

Bird 08
Bird 09
Bird 10
Bird 11
Bird 12
Bird 13
Bird 14
Bird 15
Bird 16
Bird 17
Bird 18
Bird 19
Bird 20

SMALL CREATURES:

Small Running Creatures
Swamp Small Creatures 01
Swamp Small Creatures 02
Swamp Small Creatures 03
Swamp Small Creatures 04
Swamp Small Creatures 05
Swamp Small Creatures 06

3. FANTASY CREATURES

In this section you will find an assorted suite of sound designed creatures sounds and some nice bird calls.

Beast Moans
Carnivore Bird
Deep Forest Beaking Birds
Exotic Bird Call
High Tree Bird
Lost Valley Beast
Love Bird
Swamp Birds
White Mountain Gorilla
Willow Forest Bird

BIRDS CALLS:

Bird 01
Bird 02
Bird 03
Bird 04
Bird 05
Bird 06
Bird 07

4. VOICES

In this section you will find an assorted suite of male vocal phrases and an ethereal female solo voice recorded with real legato.

Ethereal Female Solo Voice (real legato)

Key switches:
C2-F2 different consonants and vowels base notes
Shamanic Deep Chants (Different root keys)
Shamanic Mantras (Key switches for root notes)
Shamanic Slow Chants (A3 root key)

5. SWISHES

In this section you will find whooshes dry (remove the reverb to make them really dry) and processed with some nice effects.

Swishes 01 (dry)/Tuned
Swishes 01 Tuned
Swishes 02 (dry)
Swishes 02
Swishes 03 (dry)
Swishes 03

6. THE INTERFACE

The Forest Kingdom II interface is very intuitive and easy to use

1. Sound category
2. Mixer knobs
3. Numerical value for the selected knob (mouse over).
4. AHDSR envelope. Please, notice that in flutes, the keyswitch name will appear instead.
5. Volume meters
6. Release buttons
7. Automation Presets
8. Volume
9. Eq color knob and on/off button
10. Reverb amount knob and on/off button
11. Pan

7. PERFORMANCE

MIDI GROOVES

Forest Kingdom II includes 300 truly inspiring Performance MIDI Grooves.

What are Performance MIDI Grooves?

Performance MIDI Grooves are 300 different multi track midi files to inspire and support your creative individuality. To make the midi grooves unique, they are completely editable and also adjustable to any tempo.

How do they work?

1. Open the project folder (upper left corner or browser) in Engine and load the „audition grooves" project for pre-auditioning all grooves.

2. Import the midi file, named as the groove you previously auditioned, into your DAW.

3. Open Engine and load the project with the same name as the midi file you imported.

4. Assign every track of the imported midi file in your DAW to the corresponding Engine channel.

5. Now you are free to modify everything to your taste.

All midi files are included in the <Midi Files> folder within the <Forest Kingdom II Library> folder: A tutorial video explaining how to use the performance midi grooves is also included.

CREDITS

Eduardo Tarilonte:
Development, production and concept

Eduardo Tarilonte: Celtic Harps
Iván Karlón: Wind instruments
Yónder Rodríguez: Percussion
Lara Ausensi: Ethereal Voices
Javier Juárez: Shamanic Voices
Eduardo Tarilonte, Russell Bell & Dirk Ehlert: Percussion midi grooves
Andreas Rocha: Cover art
Ryo Ishido: GUI design
Richard Aicher: Manual design
Robert Leuthner: GUI programming
Max Tofone, Panos Kolias, Arthur Hendriks and Deane Ogden: Beta Testing

SPECIAL THANKS TO:
The Best Service family, Dirk Ehlert, Russell Bell, Deane Ogden, Panos Kolias, Arthur Hendriks, Iván Torrent, Mateo Pascual and Max Tofone.

For **technical support** please contact:
support@bestservice.de

For **more information and updates**, please visit:

www.bestservice.de
www.samplelibraries.com

In loving memory of my dear friend
Mariano Sanz Martín