



RUNA II

CINEMATIC ARTICULATIONS

USER MANUAL



Table of contents

Introduction.....	2
Cinematic Articulations.....	3
Loops.....	8
Phrases.....	15
FX.....	19
Credits.....	22

Introduction

RUNA II: Cinematic Articulations is the follow-up to **RUNA: Elder Scoring Strings**. While it works beautifully as a companion to the first library, it's also a unique instrument with its own sound and approach. Most of the content is ready to play. You can drop all patches and tools into a sketch and immediately hear your idea.

We put a lot of work into the ready-to-use snapshots and presets, from ambient and atmospheric textures to full cinematic soundscapes and everything in between. Like **RUNA: Elder Scoring Strings**, it doesn't stay in one genre. The same patches fit well under a trailer cue and in a quiet electronic track.

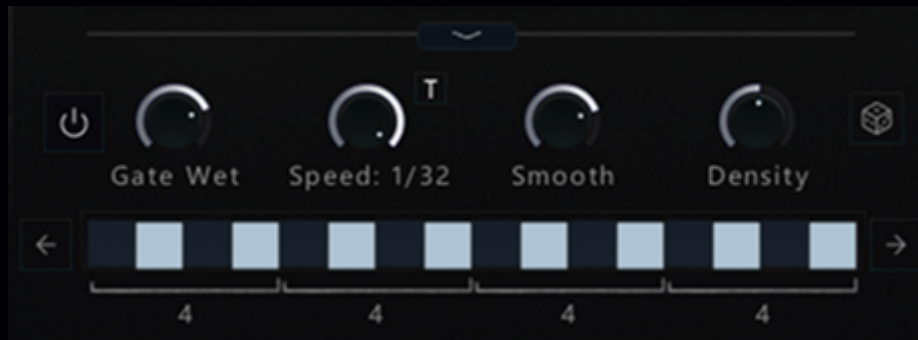
Cinematic Articulations

Main



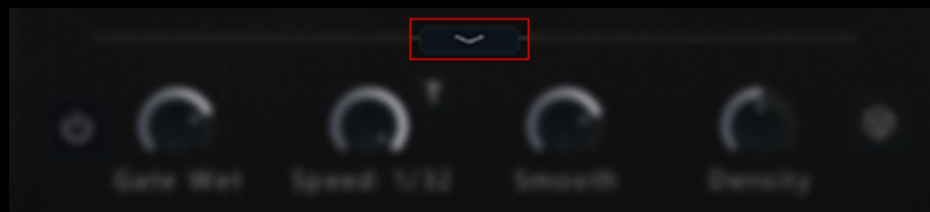
On the Main screen, you will find buttons for nine articulations, each offering a distinct character and sound. You can select articulations individually or combine several at once by holding Shift or Ctrl on Windows, or Shift or Cmd on macOS.

Now let's take a closer look at the **Gate**, its controls, and how it works.



Gate

By default, the Gate is hidden. Click this button to expand it.



Gate Expand Button

The Gate features the following controls:



Gate Knobs

1. Gate Wet — Controls the amount of the Gate effect mixed into the sound.
2. Speed — Controls the rate at which the Gate pattern cycles. This parameter also affects trills when the T button next to the knob is enabled.
3. Smooth — Controls how smoothly the Gate effect is applied.
4. Density — Controls how densely the Gate effect is applied when Smooth is increased. When Smooth is set to 0, Density has no audible

effect. As Smooth increases, higher Density values make the Gate effect more pronounced.



Gate Controls

Now let's take a look at the remaining Gate controls:

1. **Random** — Generates a random Gate pattern.
2. **Gate Pattern** — Allows you to create your own Gate rhythm by enabling or disabling individual steps.
3. **Shift Left / Shift Right** — Shifts the Gate pattern one step to the left or right.



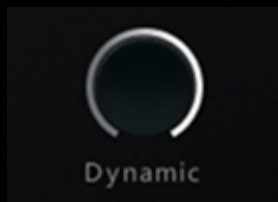
Vibrato intensity is controlled by the Vibrato knob. The Auto button lets you activate vibrato automatically when you hold down a note.



Random Start — Determines the playback start position within the sample. At 0%, playback always starts at the beginning of the sample. At 100%, playback starts at a random position anywhere between the beginning and the end of the sample.

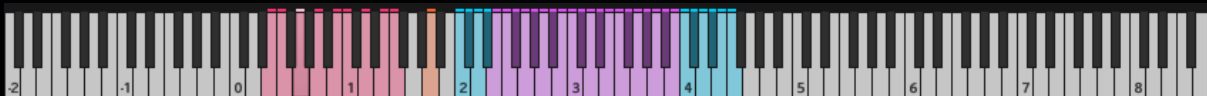


The **Reverb** — Controls the amount of reverb applied to the signal.



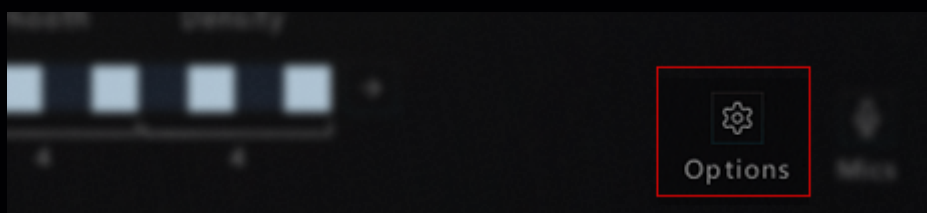
Dynamic controls the selection of the dynamic layer, from piano to forte. It's important to note that this knob doesn't directly control the volume — rather, it selects between different recorded dynamic layers. We recorded several dynamic layers and carefully balanced them to ensure a natural response.

Next, let's take a look at the keyswitches:



- **Pink** — Switches between articulations.
- **Orange** — Turns the Gate on or off.
- **Light Blue** — Triggers snapshots.
- **Purple** — Appears when multiple articulations are selected and indicates the key range where all selected articulations are played simultaneously.

Let's take a look at the **Options** menu, which can be opened using the corresponding button.



Options Menu Button



Options

The **Options** menu contains the following controls:

- **Velocity Curve** — Controls how MIDI velocity affects the volume of the instrument.
- **Extend Range** — Extends the playable range by shifting the keyswitches.
- **Pitch Bend Range** — Sets the pitch bend range in semitones.
- **ADSR Controls** — Controls the Attack, Decay, Sustain, and Release parameters.
- **Auto** — Enables automatic attack. Lower velocity values produce a tighter attack, while higher velocity values result in a softer, more gradual attack.
- **True Release** — When enabled, a real release sample is played when a key is released. The **Release** knob then controls the volume of the release sample rather than the length of its decay.

Loops

Main

This engine is designed to work with loops at different tempos and in different keys.

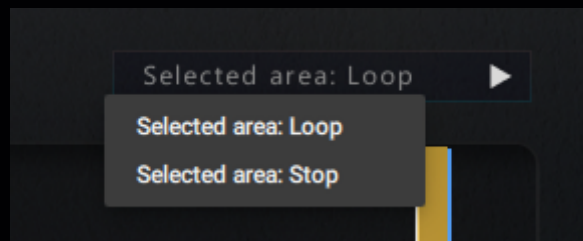


In the normal operating mode of the selected loop, you can choose exactly which part of the phrase will be looped, giving you precise control over the loops. To select the section you want to loop, simply click and drag over the waveform display. This creates a highlighted area that represents the part of the loop that will be repeated.

You can also adjust the start and end points of the loop by holding Shift and dragging either edge of the highlighted area.

You can reset the play zone to its default settings with Ctrl-click (Windows) or Cmd-click (macOS).

You can set the start and end points of the selected phrase and choose the action to take after playing this section from the dropdown menu.



Selected area:

- **Loop** — Loops the selected section continuously during playback.
- **Stop** — Playback simply stops.

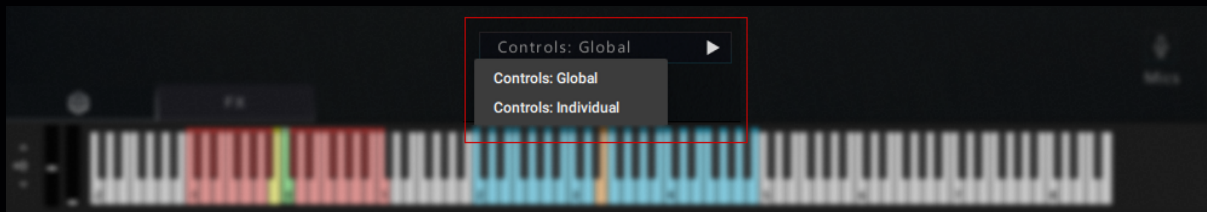
When playing in **Beat Mode**, the **Selected Area** drop-down menu is replaced by two controls:



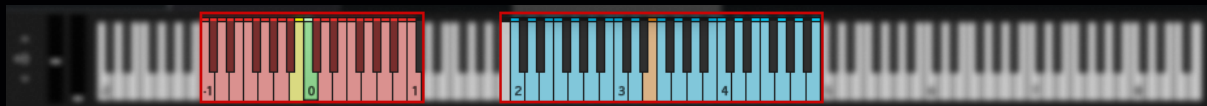
Beat Mode

- **Beat Attack** — Controls the attack of each slice into which the sample is divided.
- **Beat Release** — Controls the release of each slice.

These controls determine how quickly each slice starts and ends. With longer release times, a slice can overlap and blend into the next slice in the sequence.



Controls: Global / Individual — Allows you to adjust either a single sample or all samples at once.



1. On the left side of the keyboard are the key switches for changing the tuning.
2. On the right side of the keyboard, you'll find keys associated with each of the loops available in the instrument. Pressing one of these keys will activate the corresponding loop.

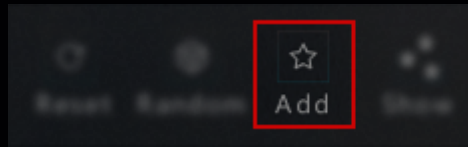
The main patch page features a row of controls for working with loops:



Bottom Panel Controls:

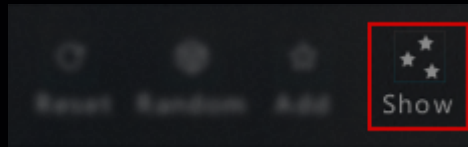
- **Reverb** — Controls the amount of reverb.
- **Filter** — Controls the brightness of the sound by adjusting the filter cutoff.
- **Volume** — Controls the volume of the loop.
- **Pan** — Controls the stereo position of the sound.
- **Attack** — Controls how quickly the sound reaches its initial level.
- **Fade Out** — Controls how smoothly or abruptly the loop section transitions back to the beginning of the loop.
- **Speed** — Controls the playback speed of the loop.

Once you have created or adjusted a loop to your liking, you can add it to the **Favorites** category using the **Add** button.



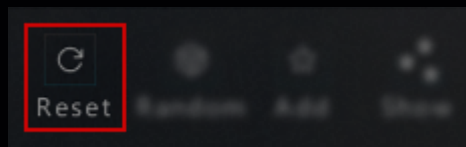
Add Button

Click the **Show** button to display only your favorite loops.



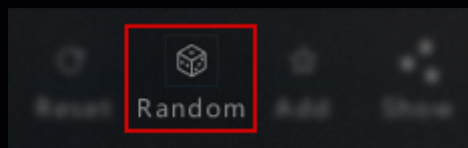
Show button

Click the Reset button to restore the loop to its default settings.



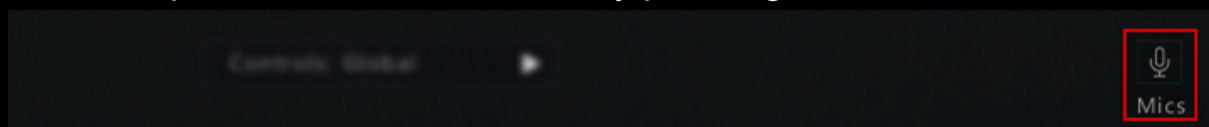
Reset button

The **Random** button plays the sample starting from a randomly selected beat, adding variation and unpredictability to the performance.



Random button

The microphone menu is accessed by pressing this button:

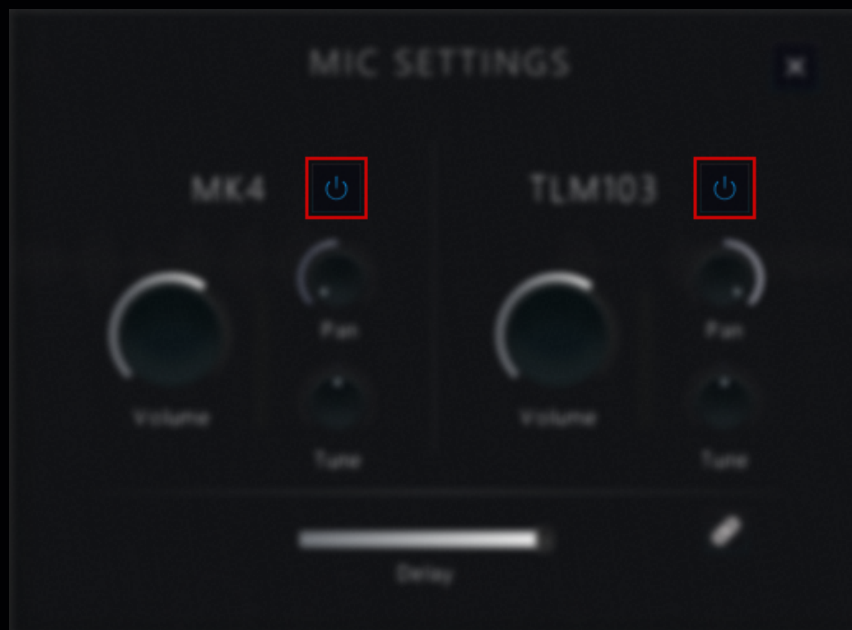


Mic Button



Mic Settings

The instrument was recorded with two microphones, each of which can be enabled or disabled using the corresponding toggle.



Mic Enable

Each microphone has its own pan control, allowing you to place it within the stereo field:



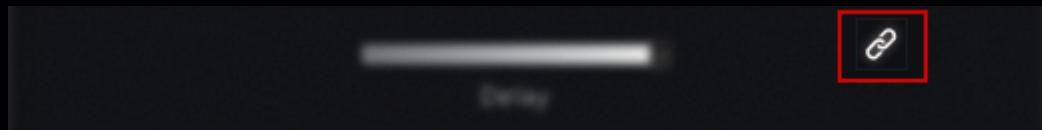
Pan

Each mic also has its own Tune knob, allowing you to adjust their pitch independently or simultaneously when Mics Link is enabled. Note: This control is only available when the microphones are panned apart. If both microphones are centered, the Delay slider is hidden.

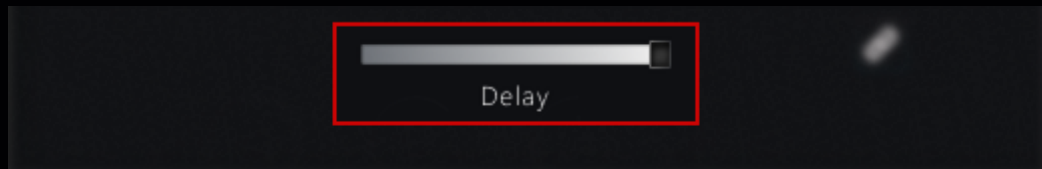


Tune

When the Mics Link button is enabled, all adjustments to volume, pitch, and panning are applied simultaneously to both microphones.



Mics Link



Mics Delay

Mic Delay creates a time delay between the microphones, measured in milliseconds. Please note that this control is only available when the microphones are panned apart. If the microphones are centered, the **Delay** slider is hidden.

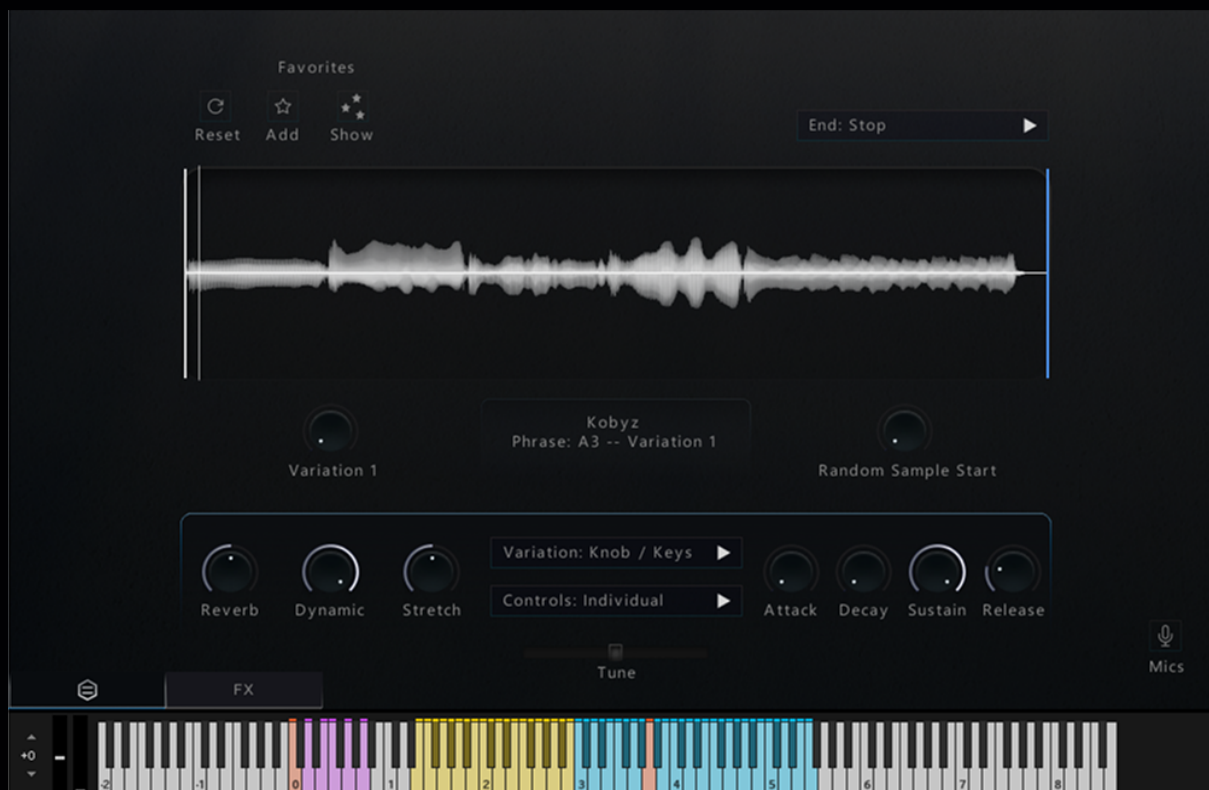
Phrases

Main

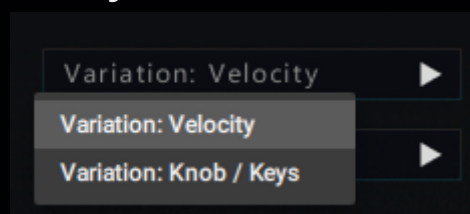
Two instruments were recorded for this patch: the **kobyz**, which you are already familiar with, and the nar-kobyz, a lower-pitched variant of the instrument with a bass-range sound.

Yellow keyswitches — Nar-kobyz.

Light blue keyswitches — Kobyz.



Each note has **six recorded phrase variations**. The variations can be selected using the drop-down menu, which offers two control modes: **Velocity** and **Knob/Keyswitch**.



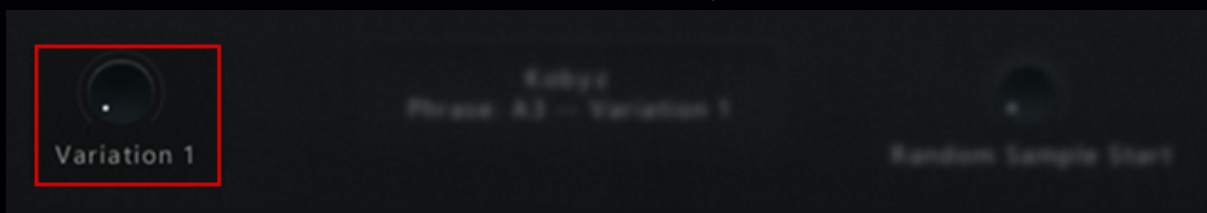
Variations Menu

1. **Velocity** — The phrase variation is selected based on MIDI velocity. When this mode is enabled, a visual guide appears on the left side of the waveform, showing the velocity ranges assigned to each variation.

VELOCITY MAP:	
V1 --	1-20
V2 --	21-40
V3 --	41-60
V4 --	61-80
V5 --	81-100
* V6 --	101-127

Velocity map

2. **Knob / Keys** — Phrase variations can be selected using the **Variation** knob or dedicated keyswitches.



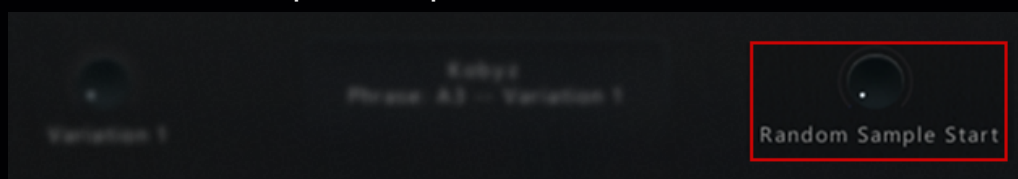
Variations Knob

Alternatively, you can use the **pink keyswitches** to select the phrase variations.



Variation Keyswitches

Random Sample Start — Determines the starting position of sample playback. At 0%, playback always starts at the Sample Start position. At 100%, playback starts at a random position between the Sample Start and Sample End points.



Random Sample Start

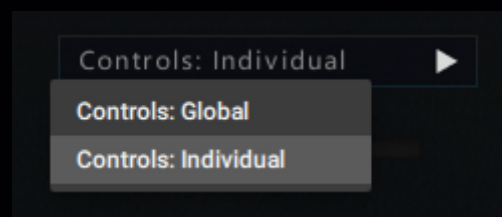
You can set the start and end points of the selected phrase and choose what happens after the selected section has finished playing from the dropdown menu.



End Menu

- **End: Stop** — Playback stops when the selected section reaches its end point.
- **End: Release** — Playback continues until the end point is reached, after which the phrase transitions into its release.
- **End: Stop & Release** — Playback stops and the release is triggered.
- **End: Loop** — Loops the selected section continuously during playback.

Controls: Global / Individual — Allows you to adjust either a single sample or all samples at once.

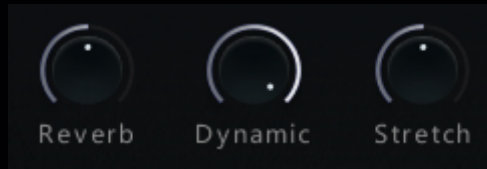


Controls Menu

The Tune slider allows for slight pitch adjustments of the instrument.



Tune slider



- **Reverb** — Controls the amount of reverb.
- **Dynamic Knob** — Controls the dynamic layer of the instrument.
- **Stretch** — Controls the time-stretching amount from 1% to 800%.



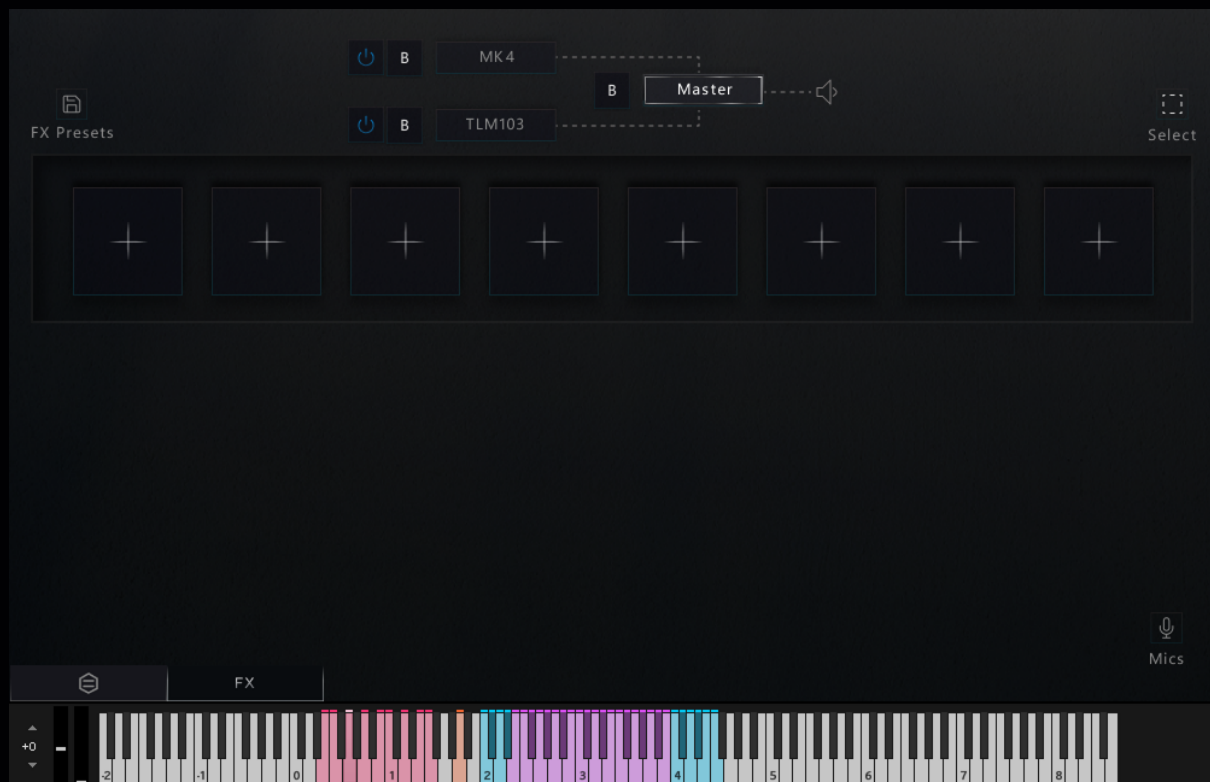
- **Attack** — Controls how quickly the sound reaches its initial level.
- **Decay** — Controls how quickly the sound drops from its peak level to the sustain level.
- **Sustain** — Controls the level that is maintained while the sound is held.
- **Release** — Controls how quickly the sound fades out after the key is released.

It is worth noting that when **Loop** is selected in the **End** menu, the **Release** knob is replaced by a **Fade Out** knob, which controls how smoothly the sound transitions back to the beginning of the loop.

FX

The FX section is covered in a dedicated chapter rather than separately for each patch, as its functionality and interface are largely the same across all patches.

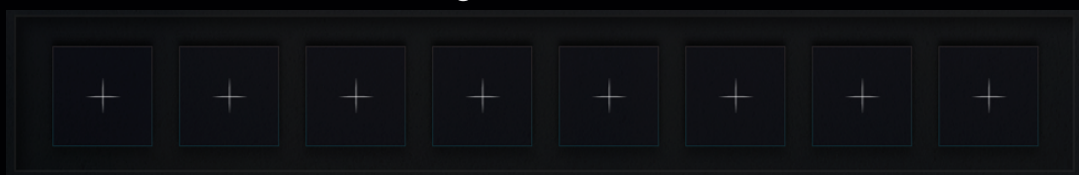
Let's take a look at the **FX** tab using the **Cinematic Articulations** patch as an example.



FX

The instrument includes three separate FX racks: one for each microphone and a third for the master output. Each rack can be enabled or disabled independently, and its effects can also be bypassed.

Each FX rack contains eight effect slots:



Effect Slots

Effects are organized into six categories, making it easy to browse and find the right effect for your needs.



Effect Categories



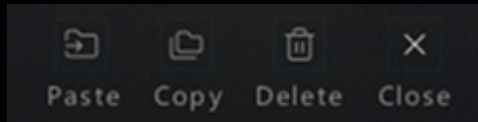
The **FX Presets** button opens the preset menu, where you can load factory presets or save your own custom presets.



Preset Window



The **Select** button activates additional tools for managing effects, allowing you to copy, paste, and delete effects.



Each selected effect can be **bypassed** or **removed** using the corresponding buttons:



When you click on an effect slot, it is highlighted with a frame, and the detailed controls for that effect appear:



You can also drag and drop effects between slots to change their order.

Credits

Concept & Product Design: Evgeny Emelyanov, Nick Froud

Artist: Studio7 Almaty

Kontakt Development: Evgeny Emelyanov

UI Design, Motion Graphics: Maryia Liantaushchyk

Sound Design, Sample Post Production: Evgeny Emelyanov, Nick Froud

Preset Design & Production: Nick Froud, Evgeny Emelyanov, Dima Koltsov

Assistance: Maryia Liantaushchyk