



## Engineer Series: The 88E

An Impact Soundworks Instrument for Kontakt 6.6  
Created in partnership with Mattias Krantz

### INTRODUCTION

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Mattias Krantz has done it again: another truly unique piano modification experiment (with over [3 million views on YouTube](#) and counting) where **every key** on the piano has been tuned to E. And what better way to play such a piano than to play *every note at once*?!

Welcome to **The 88E**, a free - yet surprisingly inspiring - virtual piano. Mattias has sampled this majestic instrument with 30 dynamic layers, providing a wide spectrum of tonal fullness. Naturally, the samples are also re-pitched in our Kontakt UI, allowing you to play whatever pitch you'd like.

To inspire your epic, cinematic, and soundtrack work, we've created several dozen snapshots that morph the core sound into everything from drippy plucks and resonances to dramatic, cosmic-level soundscapes. Besides these snapshots, you can adjust the instrument's touch & feel to your personal preference with easy controls for tone, velocity response, filtering, and more.

#### What is the Engineer Series?

Mattias Krantz is a guitarist and YouTuber known for his wild, imaginative experiments with pianos and guitars. We are collaborating with him to bring his unique instruments to composers and musicians around the world. The 88E is the second instrument in this series.

# INSTALLATION

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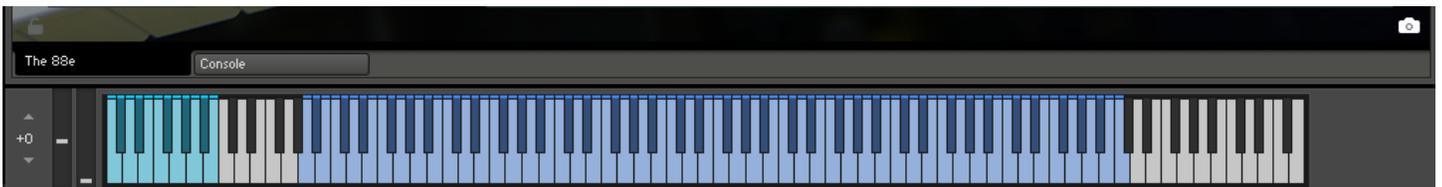
1. Download Native Instruments [Kontakt 6 Player](#), which will also install **Native Access**.
2. Open Native Access, click “Add a Serial”, and input your 88E **serial number**.
3. The product will be downloaded and installed through Native Access. You can then load **Kontakt Player** as a plugin in your DAW, and load **The 88E** from the “Libraries” tab.

## SNAPSHOTS & SCRIPT TABS

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**The 88E** uses Kontakt’s native “**snapshots**” feature to handle various types of presets. We’ve extended this feature allowing you to save and load **specific types of snapshots** without overwriting your entire patch.

To support this, **The 88E** uses **two** separate scripts: one for instrument editing, the other for mixing and effects.



Each of these tabs can save or load its data **independently!** For example, you can load a mixer setup from **Console** without affecting your mapping, or load a specific performance preset without affecting your FX.

At the bottom of each tab’s UI, you’ll see two icons in the lower left and lower right: a **Lock**, and a **Camera**.



When the **Lock** icon is **enabled** (white), the contents of that tab **will not be overwritten** when you **load** a new Snapshot. When the **Camera** icon is **enabled** (white), the contents of that tab will be **saved** when you save a snapshot.

You can save *your own* snapshots using whatever combination of tabs you’d like. Make sure to check your Lock/Camera settings when saving and loading.

# MAIN CONTROLS

**IMPORTANT:** Virtually every slider and button on the interface can be MIDI learned! Simply right click and then move the desired MIDI CC (in your DAW, or on a physical MIDI controller) to create a link.

Also, you can **hover** over any control to see help text at the bottom of the Kontakt UI. Try it!



## KEYS Section

Here you can “stack” additional voices to create a wider, richer, and/or more detuned effect. The three knobs will not do anything unless “Stacking Mode” is set to 2 or 3 voices.

**Stacking Mode:** Sets the total number of voices played with each key press.

**Detune:** Increasing this knob will tune the voices further away from each other.

**Spread:** Sets the panning spread of the voices. At 0, the voices are not panned. At maximum, the voices are panned as wide as possible.

**Volume:** Sets the volume of the *additional* voices.

## Playback Tab

**Transpose:** Transposes incoming MIDI input by semitones.

**Bend Range:** Sets the maximum pitch bend range when using the pitch bend (wheel) controller.

**Attack, Decay, Sustain, Release:** Sets the volume (amplitude) envelope of the piano.

**Tone:** Decreasing this knob applies a gentle filter that reduces the brightness of the piano.

**Sample Offset:** Adjusts the start point of each sample. At 0, each sample is played from the very beginning. This results in a noticeable 'lag', because the physical piano's hammers take a little time to strike the strings after a key is pressed.

**Sample Set:** Toggles between two sets of samples: a Standard set that stretches the pitch across the keyboard, or a Shepard set that uses the Shepard tone illusion to seamlessly loop a single octave across the entire keyboard.

## Perform Tab

**VEL > VOL:** Controls how much MIDI velocity affects volume. The higher this knob value, the greater the correlation between velocity and volume.

**Dynamic Filtering:** Controls the amount of extra filtering applied depending on MIDI velocity. At max values, **low** velocity notes will be **more** filtered (less bright).

**Vel Curve / Table Editor:** Changes incoming MIDI velocities to make the instrument more or less sensitive overall.

**Microtuning:** Microtuning allows fine tuning of individual notes to approximate historical or non-western tuning systems. You can toggle Microtuning on/off and save/load presets from the menu button.

- **Microtuning Key:** Sets the root (aka tonic) note the microtuning indices start from.
- **Microtuning Table:** Allows manual adjustment of pitches in the scale.

## CONSOLE TAB

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The second tab at the bottom of the GUI is where you can find Console, our extensive mixer and effects rack. Since this is deep in scope and features we've created a separate manual for it.

[Console Manual](#)

# CREDITS

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**Lead Producer:** Andrew Aversa

**Recording & Performance:** Mattias Krantz

**Programming:** Mario Kruselj, Theodore Chatzilamprou, Sarah Mancuso

**Editing:** Kent Kercher

**UI Design:** Paulo Nunes

# TROUBLESHOOTING

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Having trouble with **The 88E**? Use it in a project you want to tell us about? Drop us a line via our [Contact page](#) (but be sure to [read the FAQ](#) first!)

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