

# VENTO

MODERN WOODWINDS

## CONTENT BREAKDOWN

### **Traditional (Clean Engine)**

5 Woodwind Ensemble Sections (5 NKIs, 116 Snapshots)

#### I Clarinets

4 Players (Articulations: Long Sustain, Staccato, Portato, Sforzato, ppp Sustain, Staccato Waves, Stereo Waves, Subtle Pulses, Random Vibrato, Random Staccatos, Random Bends, Minor Chord Textures, Whole Tone Textures, Octatonic Textures, Rip Ascending 5th, Rip Descending 5th, Rip Ascending 8ve, Rip Descending 8ve, Rip Ascending Tritone, Rip Descending Tritone, Atonal Rip Ascending, Atonal Rip Descending, Cluster Sustain, Cluster Crescendo, Cluster Swell, Wide Cluster, Wide Cluster Crescendo, Wide Cluster Swell, Cluster Stereo Waves, Cluster Subtle Pulses)

#### II Flutes

4 Players (Articulations: Long Sustain, Staccato, Portato, Sforzato, ppp Sustain, Crescendo, Swell, Half Step Trill, Whole Step Trill, Staccato Waves, Stereo Waves, Subtle Pulses, Random Vibrato, Random Staccatos, Random Bends, Flutter Sustain, ppp Flutter Sustain, ppp Flutter Bends, Overtone Stereo Waves, Rip Ascending 5th, Rip Descending 5th, Rip Ascending 8ve, Rip Descending 8ve, Rip Ascending Tritone, Rip Descending Tritone, Atonal Rip Ascending, Atonal Rip Descending, Cluster Sustain, Cluster Crescendo, Cluster Swell, Wide Cluster, Wide Cluster Crescendo, Wide Cluster Swell, Cluster Stereo Waves)

#### III High Ensemble

4 Players (Articulations: Long Sustain, Staccato, Portato, Sforzato, ppp Sustain, Crescendo, Swell, Half Step Trill, Whole Step Trill, Staccato Waves, Stereo Waves, Subtle Pulses, Random Vibrato, Random Staccatos, Stereo Wave Bends, Minor Chord Textures, Whole Tone Textures, Octatonic Textures, Rip Ascending 5th, Rip Descending 5th, Rip Ascending 8ve, Rip Descending 8ve, Rip Ascending Tritone, Rip Descending Tritone, Atonal Rip Ascending, Atonal Rip Descending, Cluster Sustain, Cluster Crescendo, Cluster Swell, Wide Cluster, Wide Cluster Crescendo, Wide Cluster Swell, Cluster Stereo Waves, Cluster Stereo Waves)

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## IV Low Ensemble

4 Players (Articulations: Long Sustain, Staccato, Portato, Sforzato, ppp Sustain, Crescendo, Swell, Half Step Trill, Whole Step Trill, Staccato Waves, Stereo Waves, Subtle Pulses, Random Vibrato, Random Staccatos, Unison Bends, Stereo Wave Bends, Minor Chord Textures, Whole Tone Textures, Octatonic Textures, Rip Up Down 5th, Rip Descending 5th, Rip Up Down Tritone, Rip Descending Tritone, Rip Up Down Minor 6th, Rip Descending Minor 6th, Cluster Sustain, Cluster Crescendo, Cluster Swell, Wide Cluster, Wide Cluster Crescendo, Wide Cluster Swell, Cluster Stereo Waves, Cluster Subtle Pulses)

## V Contra Bass Ensemble

4 Players (Articulations: Long Sustain, Staccato, Portato, Sforzato, ppp Sustain, Crescendo, Swell, Half Step Trill, Whole Step Trill, Staccato Waves, Stereo Waves, Subtle Pulses, Random Vibrato, Random Staccatos, Unison Bends, Stereo Wave Bends, Random Bends, Minor Chord Textures, Octatonic Textures, Rip Up Down 5th, Rip Descending 5th, Rip Up Down Tritone, Rip Descending Tritone, Rip Up Down Minor 6th, Rip Descending Minor 6th, Cluster Sustain, Cluster Crescendo, Cluster Swell, Wide Cluster, Wide Cluster Crescendo, Wide Cluster Swell, Cluster Stereo Waves, Cluster Subtle Pulses)

## Evolved Content

I Woodwind Designer - 3 Channel Based Sound Browser (1 NKI, 131 Snapshots)

II Woodwind Loop Designer - 3 Channel Based Loop Browser (1 NKI, 38 Snapshots)

## Clarinets (120 Sources)

Cl Long Sustain (Mix, Close, Room, and Hall)

Cl Staccato (Mix, Close, Room, and Hall)

Cl Portato (Mix, Close, Room, and Hall)

Cl Sforzato (Mix, Close, Room, and Hall)

Cl ppp Sustain (Mix, Close, Room, and Hall)

Cl Staccato Waves (Mix, Close, Room, and Hall)

Cl Stereo Waves (Mix, Close, Room, and Hall)

Cl Subtle Pulses (Mix, Close, Room, and Hall)

Cl Random Vibrato Wide (Mix, Close, Room, and Hall)

Cl Random Staccatos (Mix, Close, Room, and Hall)

Cl Random Bends Bends (Mix, Close, Room, and Hall)

Cl Minor Chord Textures (Mix, Close, Room, and Hall)

Cl Whole Tone Textures (Mix, Close, Room, and Hall)

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Cl Octatonic Textures (Mix, Close, Room, and Hall)  
Cl Rip Ascending 5th (Mix, Close, Room, and Hall)  
Cl Rip Descending 5th (Mix, Close, Room, and Hall)  
Cl Rip Ascending 8ve (Mix, Close, Room, and Hall)  
Cl Rip Descending 8ve (Mix, Close, Room, and Hall)  
Cl Rip Ascending Tritone (Mix, Close, Room, and Hall)  
Cl Rip Descending Tritone (Mix, Close, Room, and Hall)  
Cl Atonal Rip Ascending (Mix, Close, Room, and Hall)  
Cl Atonal Rip Descending (Mix, Close, Room, and Hall)  
Cl Cluster Sustains (Mix, Close, Room, and Hall)  
Cl Cluster Crescendo (Mix, Close, Room, and Hall)  
Cl Cluster Swell (Mix, Close, Room, and Hall)  
Cl Wide Cluster Sustains (Mix, Close, Room, and Hall)  
Cl Wide Cluster Crescendo (Mix, Close, Room, and Hall)  
Cl Wide Cluster Swell (Mix, Close, Room, and Hall)  
Cl Cluster Stereo Waves (Mix, Close, Room, and Hall)  
Cl Cluster Subtle Pulses (Mix, Close, Room, and Hall)

## **Flutes (136 Sources)**

Fl Long Sustain (Mix, Close, Room, and Hall)  
Fl Staccato (Mix, Close, Room, and Hall)  
Fl Portato (Mix, Close, Room, and Hall)  
Fl Sforzato (Mix, Close, Room, and Hall)  
Fl ppp Sustain (Mix, Close, Room, and Hall)  
Fl Crescendo (Mix, Close, Room, and Hall)  
Fl Swell (Mix, Close, Room, and Hall)  
Fl Half Step Trill (Mix, Close, Room, and Hall)  
Fl Whole Step Trill (Mix, Close, Room, and Hall)  
Fl Staccato Waves (Mix, Close, Room, and Hall)  
Fl Stereo Waves (Mix, Close, Room, and Hall)  
Fl Subtle Pulses (Mix, Close, Room, and Hall)  
Fl Random Vibrato Wide (Mix, Close, Room, and Hall)  
Fl Random Staccatos (Mix, Close, Room, and Hall)  
Fl Random Bends Bends (Mix, Close, Room, and Hall)

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Fl Flutter Sustain (Mix, Close, Room, and Hall)  
Fl ppp Flutter Sustain (Mix, Close, Room, and Hall)  
Fl ppp Flutter Bends (Mix, Close, Room, and Hall)  
Fl Overtone Stereo Waves (Mix, Close, Room, and Hall)  
Fl Rip Ascending 5th (Mix, Close, Room, and Hall)  
Fl Rip Descending 5th (Mix, Close, Room, and Hall)  
Fl Rip Ascending 8ve (Mix, Close, Room, and Hall)  
Fl Rip Descending 8ve (Mix, Close, Room, and Hall)  
Fl Rip Ascending Tritone (Mix, Close, Room, and Hall)  
Fl Rip Descending Tritone (Mix, Close, Room, and Hall)  
Fl Atonal Rip Ascending (Mix, Close, Room, and Hall)  
Fl Atonal Rip Descending (Mix, Close, Room, and Hall)  
Fl Cluster Sustains (Mix, Close, Room, and Hall)  
Fl Cluster Crescendo (Mix, Close, Room, and Hall)  
Fl Cluster Swell (Mix, Close, Room, and Hall)  
Fl Wide Cluster Sustains (Mix, Close, Room, and Hall)  
Fl Wide Cluster Crescendo (Mix, Close, Room, and Hall)  
Fl Wide Cluster Swell (Mix, Close, Room, and Hall)  
Fl Cluster Stereo Waves (Mix, Close, Room, and Hall)

## **High Ensemble (136 Sources)**

High Long Sustain (Mix, Close, Room, and Hall)  
High Staccato (Mix, Close, Room, and Hall)  
High Portato (Mix, Close, Room, and Hall)  
High Sforzato (Mix, Close, Room, and Hall)  
High ppp Sustain (Mix, Close, Room, and Hall)  
High Crescendo (Mix, Close, Room, and Hall)  
High Swell (Mix, Close, Room, and Hall)  
High Half Step Trill (Mix, Close, Room, and Hall)  
High Whole Step Trill (Mix, Close, Room, and Hall)  
High Staccato Waves (Mix, Close, Room, and Hall)  
High Stereo Waves (Mix, Close, Room, and Hall)  
High Subtle Pulses (Mix, Close, Room, and Hall)  
High Random Vibrato Wide (Mix, Close, Room, and Hall)

# V E N T O

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High Random Staccatos (Mix, Close, Room, and Hall)  
High Stereo Wave Bends (Mix, Close, Room, and Hall)  
High Minor Chord Textures (Mix, Close, Room, and Hall)  
High Whole Tone Textures (Mix, Close, Room, and Hall)  
High Octatonic Textures (Mix, Close, Room, and Hall)  
High Rip Ascending 5th (Mix, Close, Room, and Hall)  
High Rip Descending 5th (Mix, Close, Room, and Hall)  
High Rip Ascending 8ve (Mix, Close, Room, and Hall)  
High Rip Descending 8ve (Mix, Close, Room, and Hall)  
High Rip Ascending Tritone (Mix, Close, Room, and Hall)  
High Rip Descending Tritone (Mix, Close, Room, and Hall)  
High Atonal Rip Ascending (Mix, Close, Room, and Hall)  
High Atonal Rip Descending (Mix, Close, Room, and Hall)  
High Cluster Sustains (Mix, Close, Room, and Hall)  
High Cluster Crescendo (Mix, Close, Room, and Hall)  
High Cluster Swell (Mix, Close, Room, and Hall)  
High Wide Cluster Sustains (Mix, Close, Room, and Hall)  
High Wide Cluster Crescendo (Mix, Close, Room, and Hall)  
High Wide Cluster Swell (Mix, Close, Room, and Hall)  
High Cluster Stereo Waves (Mix, Close, Room, and Hall)

## **Low Ensemble (132 Sources)**

Low Long Sustain (Mix, Close, Room, and Hall)  
Low Staccato (Mix, Close, Room, and Hall)  
Low Portato (Mix, Close, Room, and Hall)  
Low Sforzato (Mix, Close, Room, and Hall)  
Low ppp Sustain (Mix, Close, Room, and Hall)  
Low Crescendo (Mix, Close, Room, and Hall)  
Low Swell (Mix, Close, Room, and Hall)  
Low Half Step Trill (Mix, Close, Room, and Hall)  
Low Whole Step Trill (Mix, Close, Room, and Hall)  
Low Staccato Waves (Mix, Close, Room, and Hall)  
Low Stereo Waves (Mix, Close, Room, and Hall)  
Low Subtle Pulses (Mix, Close, Room, and Hall)  
Low Random Vibrato Wide (Mix, Close, Room, and Hall)

# V E N T O

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Low Random Staccatos (Mix, Close, Room, and Hall)  
Low Unison Bends (Mix, Close, Room, and Hall)  
Low Stereo Wave Bends (Mix, Close, Room, and Hall)  
Low Minor Chord Textures (Mix, Close, Room, and Hall)  
Low Whole Tone Textures (Mix, Close, Room, and Hall)  
Low Octatonic Textures (Mix, Close, Room, and Hall)  
Low Rip Up Down 5th (Mix, Close, Room, and Hall)  
Low Rip Descending 5th (Mix, Close, Room, and Hall)  
Low Rip Up Down Tritone (Mix, Close, Room, and Hall)  
Low Rip Descending Tritone (Mix, Close, Room, and Hall)  
Low Rip Up Down Minor 6th (Mix, Close, Room, and Hall)  
Low Rip Descending Minor 6th (Mix, Close, Room, and Hall)  
Low Cluster Sustains (Mix, Close, Room, and Hall)  
Low Cluster Crescendo (Mix, Close, Room, and Hall)  
Low Cluster Swell (Mix, Close, Room, and Hall)  
Low Wide Cluster Sustains (Mix, Close, Room, and Hall)  
Low Wide Cluster Crescendo (Mix, Close, Room, and Hall)  
Low Wide Cluster Swell (Mix, Close, Room, and Hall)  
Low Cluster Stereo Waves (Mix, Close, Room, and Hall)  
Low Cluster Subtle Pulses (Mix, Close, Room, and Hall)

## **Very Low Ensemble (132 Sources)**

Very Low Long Sustain (Mix, Close, Room, and Hall)  
Very Low Staccato (Mix, Close, Room, and Hall)  
Very Low Portato (Mix, Close, Room, and Hall)  
Very Low Sforzato (Mix, Close, Room, and Hall)  
Very Low ppp Sustain (Mix, Close, Room, and Hall)  
Very Low Crescendo (Mix, Close, Room, and Hall)  
Very Low Swell (Mix, Close, Room, and Hall)  
Very Low Half Step Trill (Mix, Close, Room, and Hall)  
Very Low Whole Step Trill (Mix, Close, Room, and Hall)  
Very Low Staccato Waves (Mix, Close, Room, and Hall)  
Very Low Stereo Waves (Mix, Close, Room, and Hall)  
Very Low Subtle Pulses (Mix, Close, Room, and Hall)  
Very Low Random Vibrato Wide (Mix, Close, Room, and Hall)  
Very Low Random Staccatos (Mix, Close, Room, and Hall)

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Very Low Random Bends (Mix, Close, Room, and Hall)  
Very Low Minor Chord Textures (Mix, Close, Room, and Hall)  
Very Low Octatonic Textures (Mix, Close, Room, and Hall)  
Very Low Rip Up Down 5th (Mix, Close, Room, and Hall)  
Very Low Rip Descending 5th (Mix, Close, Room, and Hall)  
Very Low Rip Up Down Tritone (Mix, Close, Room, and Hall)  
Very Low Rip Descending Tritone (Mix, Close, Room, and Hall)  
Very Low Rip Up Down Minor 6th (Mix, Close, Room, and Hall)  
Very Low Rip Descending Minor 6th (Mix, Close, Room, and Hall)  
Very Low Cluster Sustains (Mix, Close, Room, and Hall)  
Very Low Cluster Crescendo (Mix, Close, Room, and Hall)  
Very Low Cluster Swell (Mix, Close, Room, and Hall)  
Very Low Wide Cluster Sustains (Mix, Close, Room, and Hall)  
Very Low Wide Cluster Crescendo (Mix, Close, Room, and Hall)  
Very Low Wide Cluster Swell (Mix, Close, Room, and Hall)  
Very Low Cluster Stereo Waves (Mix, Close, Room, and Hall)  
Very Low Cluster Subtle Pulses (Mix, Close, Room, and Hall)

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## **Straight Loops (108 Total)**

36 Ambient (12 Low, 12 Mid, 12 High)  
36 Motif (12 Low, 12 Mid, 12 High)  
36 Rhythmic (12 Low, 12 Mid, 12 High)

## **Triplet Loops (108 Total)**

36 Ambient (12 Low, 12 Mid, 12 High)  
36 Motif (12 Low, 12 Mid, 12 High)  
36 Rhythmic (12 Low, 12 Mid, 12 High)

## **Straight Reverse Loops (108 Total)**

36 Ambient (12 Low, 12 Mid, 12 High)  
36 Motif (12 Low, 12 Mid, 12 High)  
36 Rhythmic (12 Low, 12 Mid, 12 High)

## **Triplet Reverse Loops (108 Total)**

36 Ambient (12 Low, 12 Mid, 12 High)  
36 Motif (12 Low, 12 Mid, 12 High)  
36 Rhythmic (12 Low, 12 Mid, 12 High)