Saman
User Guide

SAMAN

CINEMATIC SAZ



October 2026
By Streamtech Music

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Introduction

Thank you for choosing *Saman*, our Cinematic Saz library for Kontakt.

Typically, you wouldn't find a saz in an orchestral recording session. But its unmistakable character is why we recorded Saman with the big screen in mind. It can be the star of an action cue—or set the mood for a quieter scene.

Nature inspired the *Motions*. Fire, Water, Sand and Wind each have three states: Calm, Flow and Storm. Moving through them lets a texture change in real time, much as a gentle wind can develop into a storm.

Classic mode lets you play each articulation directly. The *Step Sequencer* builds rhythmic patterns from the four short techniques. In *Textures*, you can combine three articulations, adjust their pitch and pan, and play tremolos or Motions in reverse.

This guide shows you how it all works. I hope you enjoy finding your own way through Saman—and I'd love to hear what you make with it.

Happy composing!



Maxime Luft

Founder of Streamtech Music

PART 1
Getting started



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System Requirements

- KONTAKT Full – Version 5.8.1 or later
- macOS 10.11 or Windows 10
- 29GB of free disk space (we recommend storing the library on an SSD drive)
- 4GB of RAM (8GB recommended)

Please note that *Saman* requires the full version of KONTAKT and is not compatible with the free Kontakt Player. As a Kontakt Full library, *Saman* does not require a Native Access serial number. If you use Kontakt 7 or Kontakt 8, you can now import the library into Kontakt's new *Library Browser*.

Library overview

Saman brings together 15 recorded articulations, six microphone positions and three modes:

Classic: select an articulation at the bottom of the interface and play it directly. Use keyboard velocity for *Plucked Sustains* and short articulations, and CC1 for *Tremolos* and *Motions*.

Step Sequencer: trigger repeating patterns made from Muted Staccato, Tight Strum, Rolled Strum and Dead Notes.

Textures: combine up to three articulations and shape each slot with its own sound controls.

Library feature	Included
Recorded articulations	15 articulations
Microphone positions	Spot 1, Spot 2, Spot 3, Spot 4, Tree and Room
Step Sequencer	1–32 steps and 16 preset slots
Textures	3 assignable layers and 16 presets
Convolution reverb	11 presets
Default playable range	F2–F4
Total number of samples	37,237 samples
Resolution	48kHz - 24bit
Library size	28.8GB of sample content

Quick Start



Classic mode with Motions – Fire selected. Only Spot 1 is enabled in this example.

1. Open **Saman - Cinematic Saz.nki** from the *Instruments* folder. Select any articulation at the bottom of the interface. Play within F2–F4 and vary your keyboard velocity to change the intensity of *Plucked Sustains, Muted Staccato, Tight Strum, Rolled Strum* and *Dead Notes.*

2. Move across layers using CC1. Choose a *Tremolo* or *Motion* and move the modulation wheel while playing. Tremolos change dynamics across three separately recorded layers; Motions move through Calm, Flow and Storm. You can control the volume of all *Motions* with CC11 (expression).

3. Shape the mix. Enable the microphone positions you want, then adjust their faders and panning.

4. Try a new mode: Select *Step Sequencer* for short-note patterns, or open *Textures* to explore cinematic presets that combine three articulations with essential sound design options.

PART 2
Streamtech Music Interface



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Main Menu



The Main Menu places CC1 on the left, the articulation display in the centre and the microphone mixer on the right.

Modulation wheel

The vertical wheel on the left is assigned to MIDI CC1. Its yellow marker follows the wheel position, reaching the top at 127. You can move the on-screen wheel or use your controller's modulation wheel.

In Classic mode, CC1 crossfades the three recorded dynamics of each tremolo. The engine also shapes their volume to make the transition smooth. For Motions, CC1 crossfades Calm, Flow and Storm without that additional volume shaping. Use CC11 for *Motion* volume control.

Articulation display

The large central knob shows the selected articulation at the top, its musical symbol in the middle, and the current dynamic indication or *Motion* state below it.

Microphone mixer

Each microphone position has a panning knob above its fader, a volume fader, and an enable button below. Click the microphone name to choose its Kontakt output. This lets you route the microphone signals to separate buses for individual processing.

The six microphone positions are described on the next page. Their controls work in both the *Classic* view and the corresponding *Textures* view.

Microphone positions

The microphone positions give you different balances of direct sound, colour and natural space. Start with one position, then bring in another when you want more depth or a different attack.

Position	Recording and character
Spot 1	A close A/B stereo pair of omnidirectional Audio-Technica microphones. Full and colourful, with clear transients and a tiny bit room sound.
Spot 2	A mono cardioid Oktava microphone. A very direct, focused perspective.
Spot 3	A close stereo pair of Neumann TLM 102 microphones.
Spot 4	A stereo pair of RØDE NT5 microphones. Direct and upfront, offering a particularly wide stereo image.
Tree	A RØDE NT1 microphone system at around 1.5–2 metres from the instrument. Adds natural depth.
Room	An omnidirectional stereo pair approximately 3 metres from the instrument. A spacious, wide room perspective.

Balance and placement

Use the faders to balance the positions and the knobs above them to adjust panning. The buttons below the faders activate or deactivate each microphone position.

Separate outputs

Click the name of a microphone position to select an individual Kontakt output. For example, route Spot 1 and Room separately when you want to process the direct sound and room signal on different buses.

A useful starting point

Listen to Spot 1 on its own to hear the close, colourful recording. Add Tree for depth, or Room for a wider sense of space. Compare Spot 2 and Spot 4 when you want a more direct perspective.

Classic articulations

Plucked Sustains

These chromatically recorded notes respond much like a sampled piano. Keyboard velocity selects from four recorded dynamic layers, and nine round robins provide alternate recordings for repeated notes.

Short articulations

Muted Staccato, Tight Strum, Rolled Strum and Dead Notes each have nine round robins. Play them directly in Classic mode, combine them in the Step Sequencer, or use them as attacks in Textures mode.

Tremolos

The regular tremolos are available at Fast, Medium and Slow speeds, with the strings tuned in unison. The Trem 5th variants provide the same three speeds with a fifth in the tuning. Each tremolo has three recorded dynamics, controlled by CC1 in Classic mode.

Motions

Fire, Water, Sand and Wind are looped sustained textures. Each contains Calm, Flow and Storm performances. These states vary in activity and character; they are not simply the same gesture played louder. In Classic mode, use CC1 to move between them and CC11 to shape volume.

Motion	Character
Fire	Lively, freely timed plucked performance.
Water	Plucked gestures with a water-drop character.
Sand	A dry, tremolo-like texture reminiscent of sand dunes.
Wind	Whispery, airy texture with rapid movement.

Selecting an articulation

Click its name in the Classic articulation list or use its keyswitch. Open Advanced to see and customise the assignments. The default keyswitches are listed on page 23.

Advanced Menu

Open the Advanced panel to adjust round robins, reverb, the playable range and release samples. It also reveals articulation purge controls and editable keyswitches along the bottom of the interface.

Niente

In Classic mode, Niente lets all six tremolos reach complete silence at the lowest modulation-wheel position. It extends the soft end of their CC1 response. Niente does not apply to Motions; use CC11 to control the *Motions*' loudness.

Round robins

Round robins are alternate recordings used to vary repeated notes. For each short articulation, the panel displays nine squares. Yellow squares are enabled. Click a square to exclude a specific round robin from playback.

A white border identifies the round robin currently playing. As you repeat notes, the border moves through the recordings, making it easy to see which variant you are hearing.

Resetting round robins

Click Reset Round Robins to return to round robin 1. This is useful when you want to compare repeated performances from a consistent starting point. The default reset key is C0; choose Learn Reset Key to assign another key.

Reverb

Choose one of 11 convolution reverb presets, including studio and cathedral spaces. The first knob adjusts the dry/wet balance. The second knob sets pre-delay, the time before the reverb begins.

Pre-delay defaults to 127.3 ms and can be adjusted from 0 to 300 ms. A long pre-delay separates the initial attack from the reverberant space. Reduce it when you want the reverb to follow the note more closely.

Range and release settings

Playable range

The default playable range is F2–F4. Use the arrows to extend or narrow the range, or click and drag the displayed lowest or highest note to the left or right.

The note names in this guide follow the labels displayed by the instrument. Check the on-screen labels when matching assignments to a keyboard or host that uses a different octave-naming convention.

Release Tails

Release Tails sets the volume of the recorded release samples. The default is 100%. Lower values, such as 50%, make the releases quieter. At 0%, no release sample is triggered at all.

Release samples are used by Plucked Sustains, all tremolos and all Motions. The four short articulations do not use them.

Release Offset

Release Offset moves the start of the release sample earlier or later relative to the default setting. It defaults to 0 ms, with a range from –90 ms to +90 ms.

Setting	Default	Range or scope
Playable range	F2–F4	Adjust the lower and upper note limits
Release Tails	100%	0% prevents release-sample triggering
Release Offset	0 ms	–90 to +90 ms

Articulation purge controls

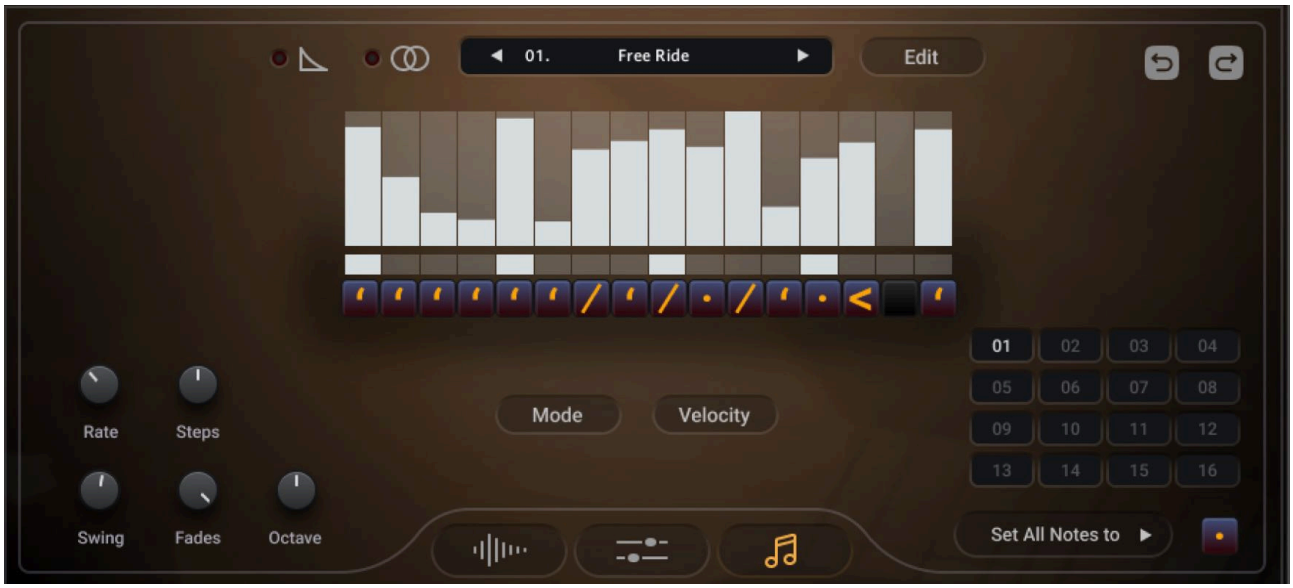
In Advanced mode, a small square appears to the left of each articulation name. Use it to purge that articulation and save memory.

Custom keyswitches

The note to the right of each articulation displays its current keyswitch. Edit this assignment to customise your keyboard layout. These extra controls appear in Advanced mode; the articulation names stay in their usual positions.

Step Sequencer overview

Select Step Sequencer in the Classic articulation list to build repeating patterns with the four short techniques. Each step can have its own velocity, panning and articulation, or remain empty.



The sequencer view includes step values, articulation assignments, timing controls and a 4 × 4 preset grid.

Build a pattern

1. Choose a preset. Use the arrows beside the preset name or click a slot in the 1–16 grid.

2. Set the step values. Edit the velocity bars. Use the panning button at the upper left to display and edit each step's pan position instead.

3. Choose each technique. Click the articulation square below a step to cycle through Muted Staccato, Tight Strum, Rolled Strum and Dead Notes. The empty black square triggers no note.

4. Play. With the default Chords mode, a held chord plays together at each active step. Choose another note mode to sequence its notes individually.

Display buttons

The upper-left AHDSR button switches the timing controls to the envelope controls. The adjacent panning button switches the step display between velocity and panning. The two views can be selected independently.

Sequencer timing and envelope

With the AHDSR view bypassed, the knobs on the left allow you to tweak Rate, Steps, Swing, Fades and Octave.

Control	Default	What it changes
Rate	1/16	The rhythmic subdivision of the pattern; choose the rate from its menu.
Steps	16	The pattern length, from 1 to 32 steps. Longer patterns expand the display.
Swing	4%	The amount of swing applied to the rhythm.
Fades	Bypassed	Limits overlap from previous notes. Adjustable from 0 ms to approximately 3 seconds; fully clockwise bypasses it.
Octave	0	At 0, plays the notes you trigger. At 1, alternates those notes with their upper octave.

AHDSR envelope

Click the AHDSR button to display Attack, Hold, Decay, Sustain and Release. These controls apply to the whole sequencer. All parameters use time values except Sustain, which sets a level in decibels.

Parameter	Default
Attack	1 ms
Hold	2 seconds
Decay	2 seconds
Sustain	−∞ dB
Release	4 seconds

The default envelope has no audible sustain plateau: its sustain level is −∞ dB. The long hold and decay shape the note before it reaches silence.

Use Fades when previous notes overlap more than you want. It can help a pattern feel closer to repeated strumming, where a new stroke interrupts the sound already ringing.

Sequencer note modes and editing

Mode

The *Mode* menu determines how the sequencer travels through the notes you play. Chords is the default and plays the held notes together on each active step.

The available modes are *Chords, Last Note, Input Order, Up, Down, Up and Down, Down and Up, Random,* and *Random No Repeat.*

Relative and Fixed velocity

Relative is the default. It scales the programmed step velocities according to how hard you play the keyboard. An input velocity of 127 uses the programmed values at full strength; softer playing reduces them. Fixed uses the programmed step velocities independently of your keyboard velocity.

Panning

The panning view displays a separate pan value for each step. A value of zero is centred. Use alternating left and right positions to give a pattern movement across the stereo field.

Grid and position indicators

The small indicators below the bars help you follow the current step and beat grouping. In the Edit menu, choose Grid Off, 4/4 or 6/8. The 4/4 grid marks every fourth step.

Set all notes to

Click the articulation symbol next to Set all notes to until it shows the technique you want, then click *Set all notes to* to apply that technique to every step. This changes the articulation assignments while keeping the programmed velocity and panning values.

Undo and redo

Use the arrows at the upper right to undo or redo edits. Use the upper-right arrows to undo or redo sequencer edits.

Sequencer presets

The sequencer has 16 preset slots. The preset number and name appear at the top. Browse with the arrows beside the name, or select a slot directly in the 4 × 4 grid.

What a sequencer preset saves

A sequencer preset saves only the velocity, panning and articulation value for each step, plus the preset name. Rate, Steps, Swing, Fades, Octave, AHDSR, Mode and Relative/Fixed velocity are not stored in these presets.

Factory and user versions

Each slot has a factory version and a user version under the same number. Saving a user preset does not overwrite its factory counterpart. Restore to Factory affects only the selected slot; the other 15 slots are unaffected.

Edit action	Result
Copy preset	Copies the selected pattern for use in another slot.
Paste preset	Pastes the copied pattern into the selected slot.
Restore to Factory	Recalls the factory version of the selected slot.
Load User Preset	Recalls the saved user version of the selected slot.
Overwrite User Preset	Stores the current pattern as the user version of the selected slot.

Save and compare a pattern

Edit a slot, then choose Overwrite User Preset to save your version. You can recall the factory version to compare it and use Load User Preset to return to your saved pattern.

Engine selection

The Edit menu also offers *Engine: Regular* and *Engine: Synth*.

Regular uses the saz articulations. *Synth* is a bonus bass-synthesizer engine offered for experimentation!

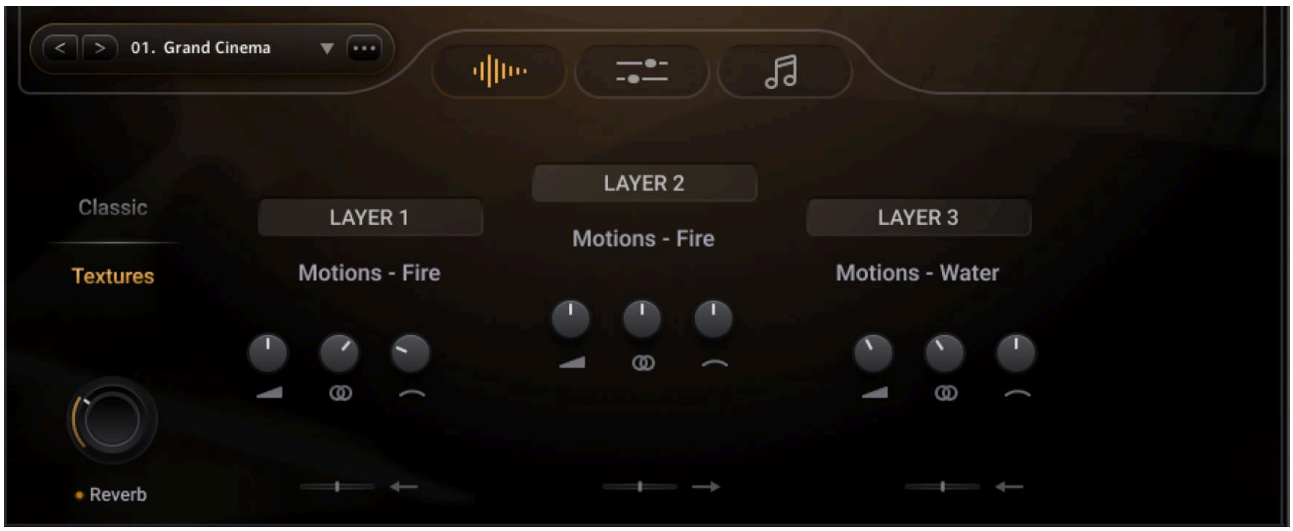
Closing remark

You do not need to save each user preset before closing KONTAKT. Opening the main .nki patch will always recall the last settings of your sequence that were used when you left KONTAKT. Saving your own patch is nonetheless pretty useful: It lets you tweak your own preset whilst maintaining the ability to come back to its former state.

Textures overview

Click *Textures* to transform three articulations into cinematic soundscapes.

The Main view keeps the six microphone positions on the right and adds a texture preset selector on the left. Each layer has its own controls in the lower half.



Grand Cinema combines Fire in Layers 1 and 2 with Water in Layer 3.

Choose and mute a layer

Click Layer 1, Layer 2 or Layer 3 to open its 3 × 5 articulation grid. All 15 recorded articulations are available; You can assign the same articulation to more than one slot.

Click the articulation name beneath the layer heading to mute it. The name turns grey and an *'M'* appears. Click the name again to unmute.

CC1 adds tremolo and Motion layers

Wheel position	Tremolo and Motion slots sounding
Lowest	Layer 1
Middle	Layers 1 and 2
Highest	Layers 1, 2 and 3

The layers build cumulatively, subject to their mute settings. Plucked Sustains and all four short articulations always play when triggered, regardless of CC1 and whichever slot they occupy. Their mute controls still apply.

Texture layers and dynamics

Volume panning and pitch

Below each articulation name, the three knobs control volume, panning and pitch, from left to right. Pitch offers octave settings of –24, –12, 0, +12 and +24 semitones. Centre panning keeps the original stereo placement.

Keyboard velocity selects the recording

In *Textures* mode, keyboard velocity selects the recorded dynamic layer or *Motion* state within an articulation. For example, play *Tremolo Fast* with a soft velocity to select its soft recording, or at velocity 127 to select its loud recording. CC1 controls the introduction of the tremolo and Motion slots instead of their regular dynamic crossfade.

Horizontal dynamics selector

The horizontal wheel below each layer restricts which recorded dynamics are available to keyboard velocity. It applies only to tremolos and *Motions*.

Position	Tremolo recordings	Motion states
Left 100%	Soft only	Calm only
Left 50%	Soft and medium	Calm and Flow
Centre	Soft, medium and loud	Calm, Flow and Storm
Right 50%	Medium and loud	Flow and Storm
Right 100%	Loud only	Storm only

The centre position allows the full set of three recordings. Either extreme limits that layer to one recording. Intermediate positions let velocity choose from a smaller set.

Plucked Sustains and short articulations

The horizontal selector has no effect on *Plucked Sustains, Muted Staccato, Tight Strum, Rolled Strum* or *Dead Notes*. Keyboard velocity selects their recorded dynamics as in normal playing. *Plucked Sustains* retains its four velocity layers and nine round robins.

These five articulations play independently of CC1 and support forward playback only. The reverse direction control applies to tremolos and *Motions*.

Texture presets and reverse envelope

Selecting and saving presets

Textures has 16 presets. Click the downward arrow beside the preset name for the list, or use the left and right arrows to browse. *Grand Cinema* is the first preset.

The three-dot menu provides *Restore to Factory Preset, Load User Preset and Override User Preset*. These actions affect the selected preset. *Copy Current Preset* and *Paste into Current Preset* let you move a setup between slots.

Please note that you don't need to save each user preset before closing KONTAKT. Opening the main .nki patch will always recall the last settings that were used when you left KONTAKT. Saving your own patch is nonetheless pretty useful: It lets you tweak your own preset whilst maintaining the ability to come back to its former state.

A texture preset stores each layer's articulation, mute state, volume, panning, pitch, dynamics-selector position and playback direction. The shared reverse ADSR is excluded. Restoring a factory preset affects only the selected preset.

Forward and reverse playback

The arrow beneath a layer selects its playback direction: left plays reversed samples and right plays forward samples. All six tremolos and all four *Motions* support reverse playback. Plucked Sustains and the four short articulations play forward only.

Shared reverse ADSR

Use the three-dot menu to show the ADSR controls for reversed samples. One envelope is shared by all reversed layers; it is separate from the Step Sequencer's AHDSR envelope.

Parameter	Default
Attack	136.7 ms
Decay	0 ms
Sustain	0 dB
Release	452 ms

Adjust this shared envelope to shape how reversed layers enter and fade after release. Its settings are not saved inside texture presets.

Grand Cinema example

Preset 01 demonstrates how the same articulation can take on a different role in two layers. It combines reversed and forward Fire with reversed Water.

Layer	Articulation	Direction	Pan
1	Motions – Fire	Reverse	Left
2	Motions – Fire	Forward	Centre
3	Motions – Water	Reverse	Right

Listen through the layers

1. Start with the wheel low. Layer 1 presents Fire reversed and one octave down, placed to the left.

2. Raise the wheel to the middle. Layer 2 adds Fire in its forward direction, at its original pitch and centred in the stereo field.

3. Raise the wheel to the top. Layer 3 brings in reversed Water on the right. Layers 1 and 2 remain present.

Explore the setup

Mute one layer at a time by clicking its articulation name to hear what each part contributes. Then vary your keyboard velocity to explore the recorded states available through each layer's dynamics selector.

If you want to keep the result, save it with Override User Preset. The factory version remains available in that slot.

Add a direct attack

Assign Plucked Sustains or one of the short articulations to a slot when you want an attack that plays at every modulation-wheel position. Use that slot's volume and mute controls to balance it against the evolving tremolo or *Motion* layers.

PART 3
Technical Details



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MIDI control reference

CC1 has a different role in Classic and Textures modes. Keyboard velocity selects the recordings for Plucked Sustains and short articulations in both modes.

Mode and articulation	CC1	Keyboard velocity
Classic tremolos	Crossfades three dynamics with volume shaping	Dynamics selected by CC1
Classic Motions	Crossfades Calm, Flow and Storm	States selected by CC1
Classic Plucked Sustains and shorts	Independent of CC1	Selects the recorded dynamics
Textures tremolos and Motions	Introduces slots cumulatively	Selects dynamics or states within the selector's allowed set
Textures Plucked Sustains and shorts	Always play regardless of CC1	Selects dynamics; horizontal selector has no effect
Step Sequencer	Short articulations play independently of CC1	Relative scales the programmed values; Fixed uses them unchanged

CC11 expression

Use CC11 to shape expression and volume when playing *Motions*. This lets you change their level separately from the CC1 movement between Calm, Flow and Storm.

Keyswitches and reset

Articulation keyswitches select the technique in *Classic* mode. The Advanced panel displays the current assignments and lets you customise them. C0 resets the round-robin sequence by default; use *Learn Reset Key* to change that assignment.

Default keyswitches

These note names follow the instrument's displayed octave labels. Open Advanced to see or change an articulation's assignment.

Articulation or function	Default key
Plucked Sustains	E1
Motions – Fire	D♯1
Motions – Water	D1
Motions – Sand	C♯1
Motions – Wind	C1
Step Sequencer	B0
Muted Staccato	A♯0
Tight Strum	A0
Rolled Strum	G♯0
Dead Notes	G0
Tremolo Fast	F♯0
Tremolo Medium	F0
Tremolo Slow	E0
Trem 5th Fast	D♯0
Trem 5th Med	D0
Trem 5th Slow	C♯0
Reset Round Robins	C0

Default settings

Advanced and sequencer settings

Setting	Default
Playable range	F2–F4
Release Tails	100%
Release Offset	0 ms
Reverb pre-delay	127.3 ms
Round-robin reset key	C0
Sequencer Rate	1/16
Sequencer Steps	16
Sequencer Swing	4%
Sequencer Fades	Bypassed
Sequencer Octave	0
Sequencer Mode	Chords
Sequencer velocity mode	Relative

The two envelopes

Parameter	Sequencer AHDSR	Textures reverse ADSR
Attack	1 ms	136.7 ms
Hold	2 seconds	Not available
Decay	2 seconds	0 ms
Sustain	−∞ dB	0 dB
Release	4 seconds	452 ms

Sequencer presets do not store the sequencer's AHDSR or timing controls. Texture presets do not store the shared reverse ADSR. See pages 16 and 19 for the saved settings.

PART 4
Additional Information



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Licence and support

End User Licence Agreement

The End User Licence Agreement describes the terms for using Streamtech Music libraries. Please read the current agreement in section 3 of our Terms of Service:

https://www.streamtechmusic.com/terms-of-service

Contact information

For questions, technical assistance or feedback about *Saman*, contact us through the Streamtech Music website:

www.streamtechmusic.com/contact

When reporting a technical issue, include your Kontakt version, operating system, host application and the steps that produce the issue. A screenshot or short audio example can help us understand what you are hearing.

Saman
User Guide

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