

# SKYGL<sup>OW</sup>

LIGHT ATMOSPHERE DESIGNER

**vir2**  
INSTRUMENTS

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# Instrument Introduction

Vir2 Instruments is proud to present SkyGlow: Light Atmosphere Designer, a premier virtual instrument tailored for the creation of luminous, cinematic textures. Designed to evoke openness and emotional lift, SkyGlow blends airy analog warmth with abstract sound design. The result is a sonic palette that feels less like a traditional synthesizer and more like a horizon slowly unfolding.

At the core of SkyGlow is a massive collection of manipulated and processed sound sources. We transformed guitars, cellos, and pianos alongside vintage hardware, synthesizers, and effects. We also included melodic and percussive tempo-synced content to add subtle motion and pulse into the overall atmospheres. These prepared elements were expertly processed to create harmonic textures that bloom and recede with natural breath.

Complementing this sonic foundation are immersive field recordings captured in the remote ecosystems of Hawaii. These high-fidelity environments, ranging from native bird calls to the rhythmic wash of the ocean, serve as a subtle organic layer that breathes life into the overall sonic palette.

SkyGlow features a sophisticated four-engine architecture with over 800 individual sound sources. The interface centers on a dynamic X/Y pad which allows you to morph between layers. Some sounds shimmer with subtle pulse while others float weightlessly in spacious detail to ensure textures never feel static.

In addition, SkyGlow has a User Sample Import feature. Drag and drop any audio into one of the four playback engines, utilizing the instrument's powerful modulation tools to sculpt custom samples into entirely new forms.

Modern, restrained, and deeply atmospheric, SkyGlow includes 130 professionally designed presets. SkyGlow is equally at home building inspirational cinematic moments, supporting ambient musical productions, or adding depth to contemporary pop music.

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# Getting Started

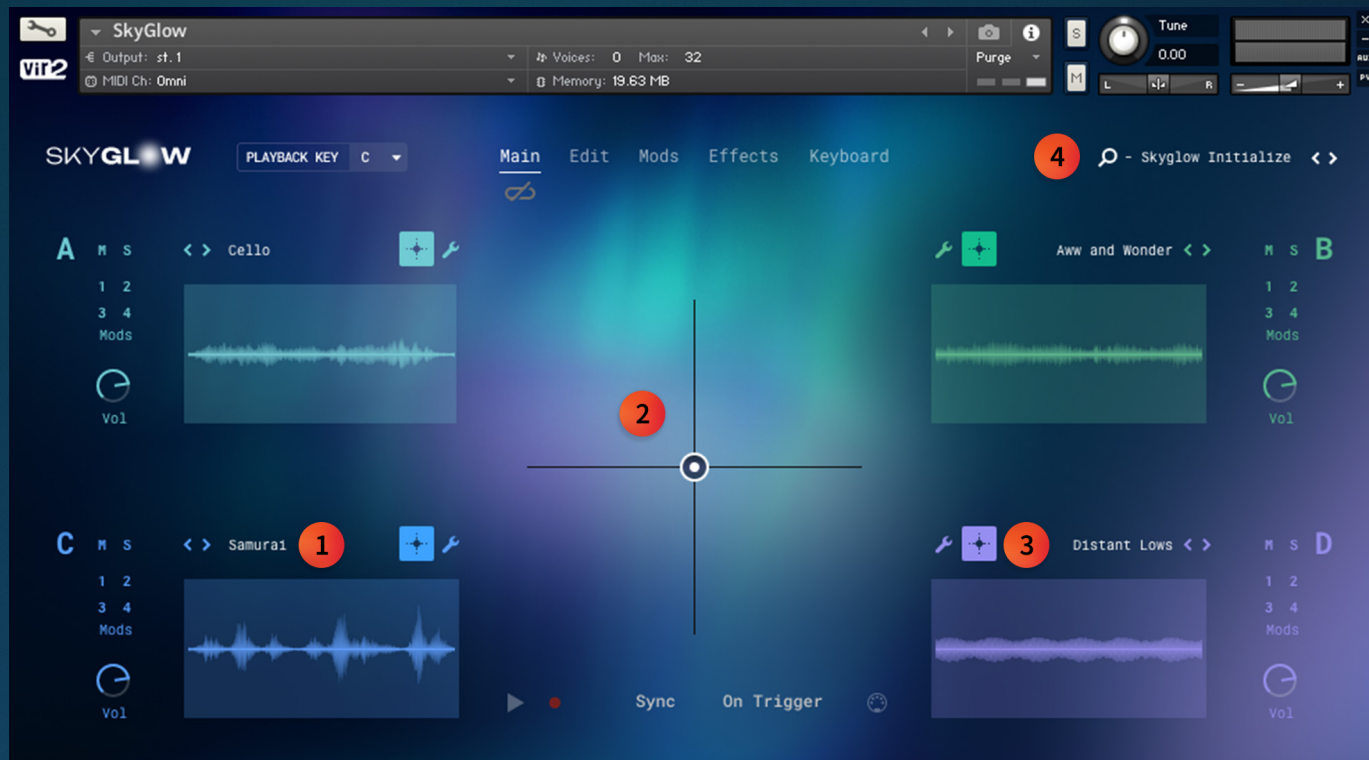
SkyGlow includes three different patches: **SkyGlow**, **SkyGlow - Pad Mode**, and **SkyGlow - Tempo Sync HQ**. All three patches contain the same sample content. The difference lies in their internal playback modes, each optimized for a specific musical purpose.

**SkyGlow** - This is the main, all-purpose patch offering a strong balance between sound quality, tempo flexibility, and CPU efficiency.

**SkyGlow - Pad Mode** - Best for chromatic playability in the right-hand playable section of the keyboard with the lowest amount of audio artifacts. This patch does not perform time-stretching or automatically sync tempo-based material, but instead prioritizes tonal purity when playing chords and multi-note pads.

**SkyGlow - Tempo Sync HQ** - Offers the highest quality tempo-sync manipulation. Because this is the most CPU intensive, users can run into voice limitations when using the right-hand playable section of the keyboard.

# Main Page



SkyGlow allows users to blend up to four separate sound sources (including user samples) using the central X/Y pad. SkyGlow is laid out so that all the vital controls are easily within reach.

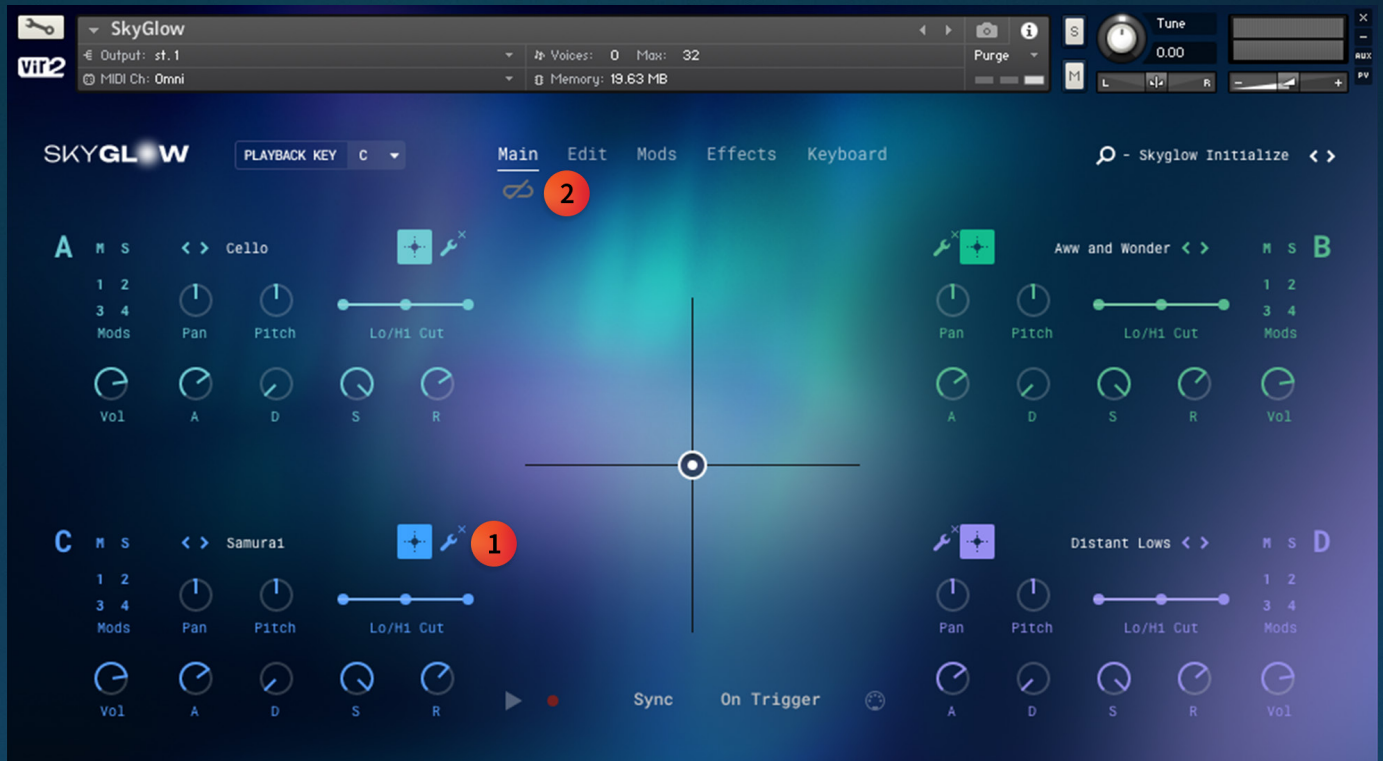
**1** - The Main Page of SkyGlow features a view of the waveform of all four engines (A, B, C, and D) as well as their set loop points and playheads which track in real time. A user sample in WAV or AIFF format can be dragged onto any of the four engine's waveforms so you can use the power of SkyGlow on your own sound library. To access the [Sample Browser](#), click on any of the engine's sample names.

**2** - With SkyGlow's X/Y Pad you can get creative, blending seamlessly between all four engines. The controls found at the bottom of the X/Y pad include Play, Record, Sync, On Trigger, and MIDI Settings. With Sync, recorded X/Y patterns will automatically adjust to speed changes in your DAW's BPM. The recorded pattern can be triggered with either each new key press (On Trigger) or by using the Play Button. Lastly, clicking on the MIDI icon opens the MIDI Settings menu which allows you to assign the X/Y pad to the MIDI controller of your choice.

**3** - Use the X/Y icon near each engine's sample name to engage or disengage X/Y control for the corresponding engine.

**4** - SkyGlow comes with 130 filterable and inspiring presets. Click the magnifying glass icon to open the [Preset Browser](#) or simply click on the next/previous arrows to change presets.

# Main Page (Continued)



1 - To view each engine's individual mix parameters, click the wrench icon located in the upper corner of any of the four engines. This view allows you to see and edit volume, pan, pitch, hi-pass, lo-pass, and ADSR controls all at once.

2 - Enabling the link button will allow you to make adjustments to any parameter of all four engines at once.

# Edit Page



In addition to all the mix, filter, and envelope controls, the Edit Page allows you to set each sample's loop points, loop cross-fade time, sample start, tempo sync playback speed, as well as transpose the sample up or down by octaves and set the engine's output.

1 - Click on an engine to edit its parameters. Once selected, click on the sample name to access the [Sample Browser](#).

2 - With the loop button you can enable or disable the sample loop so that it plays continuously or only once through.

3 - Edit the loop start and end points by clicking and dragging them to the desired position directly on the sample waveform.

4 - In addition to loop settings, the Edit Page also allows you to customize each engine's loop crossfade time, transpose the sample by octaves, set the output, as well as adjust the mix, filter, mod, and envelope settings.

# Edit Page (Continued)



1 - Use this drag and drop zone to load your own sample into the selected engine. You can then set the sample's root note on the [Keyboard Page](#).

Note: For samples to tempo-sync properly they need to be accurately trimmed and aligned to bar lines. To enable tempo-syncing on the engine you intend to use, first load a SkyGlow tempo-synced sample then import the user sample.

2 - Use the dropdown menu to select 1/2X, 1X, or 2X playback for tempo-synced samples. Most of SkyGlow's tempo-synced content was recorded between approximately 80 BPM and 130 BPM. If your host tempo falls significantly outside this range, selecting 1/2X or 2X may provide a more natural rhythmic fit within your composition. If the currently loaded sample is not tempo-synced, this control will remain fixed at 1X, as no tempo scaling is available.

# Mods Page



The Mods Page is where the real power and flexibility of SkyGlow can be accessed. You can craft up to four unique modulated effects which can be applied to any of the four engines. These four Mods can be triggered via key triggers for some incredible performance capabilities.

1 - The four Mods buttons correspond to the four effect slots (2). Turning any of these Mods on will apply the corresponding effect to that channel. For example, in the graphic above, Volume is the selected effect for slot 1 and is currently being applied to engines C and D because Mods 1 is enabled for those channels.

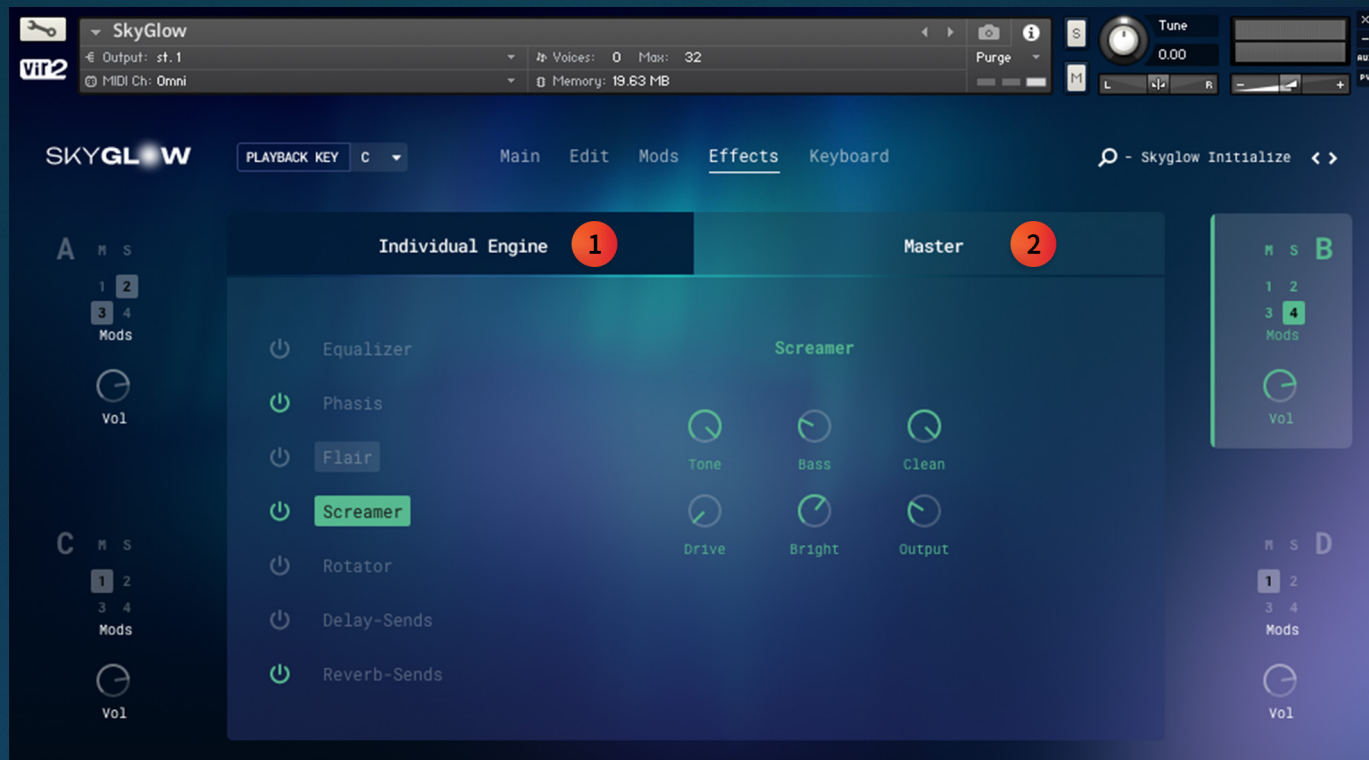
2 - For each slot you can choose from ten available effects. Once the desired effect is selected, you can then choose one of the four available modulators (two LFO's and two Step Sequencers) to modulate your effect. A small menu (4) will appear below any effect parameter that is able to be modulated.

3 - The keyboard icon allows the selected slot to be engaged via keyswitch. When an effect is enabled via keyswitch, its default state is bypassed until triggered.

4 - Modulatable parameters will have a menu below them to choose which modulator you want controlling the parameter. For example, volume is the modulatable parameter and is controlled by LFO 1.

5 - Available modulators include two customizable LFOs, and two editable step sequencers (Sequencer 1 has 16 steps and Sequencer 2 has 8 steps).

# Effects Page



The Effects Page is split into two different sections: Individual Engine and Master effects.

1 - From the Individual Engine section, you can apply effects to each engine individually. Simply click one of the four engines and then click the power button of any effect to apply that effect to the selected channel.

Note: Both Delay and Reverb are send effects which means the effect parameters (except for the Send Level) are shared by all four engines and are not engine specific. Turn Reverb or Delay on for one engine to turn it on for all engines at once.

2 - To apply effects to all four channels at once, click on the Master effect tab and enable any of the available effects.

# Keyboard Page



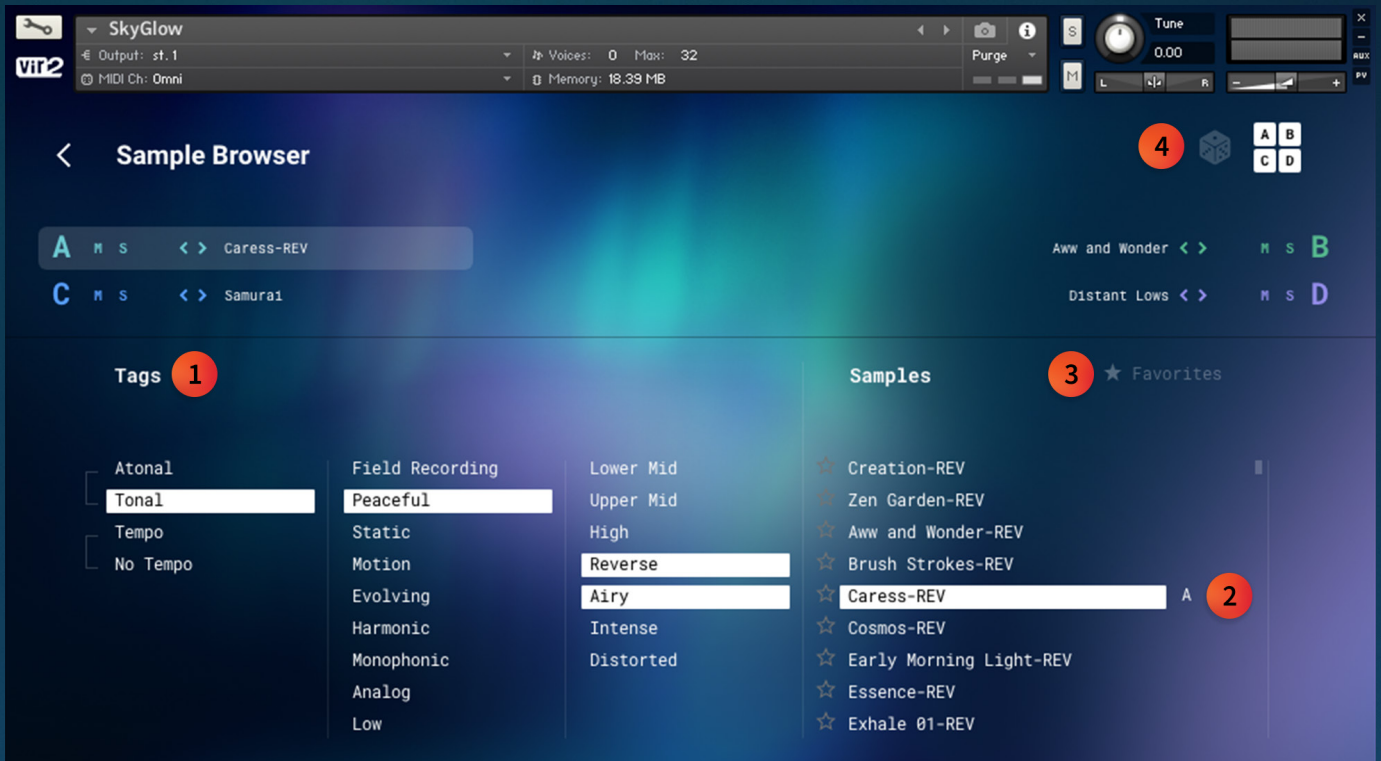
The Keyboard Page gives you control over each engine's playable range on the keyboard. In addition to this, you have the ability to adjust the sample root note and velocity range. This is particularly helpful for user samples giving you the ability to set the root and perform them on the keyboard along with the other loaded sounds.

1 - Click on the layer keyboard icon to disable that engine from being included in the playable range. For example, Engine D is currently disabled from the playable range but can still be triggered using the other single engine key triggers.

2 - To adjust the playable range of any engine, simply click and drag the engine's corresponding left and right icons on the GUI keyboard.

3 - You can set each engine's velocity range as well as the sample root note position. This allows you to position any sample, including user samples, exactly how it works best for you.

# Sample Browser



You can access the Sample Browser from almost any page within SkyGlow. Click on any of the engine's sample names to open the Sample Browser.

In the example above we are selecting a new sample for Engine A, which is highlighted.

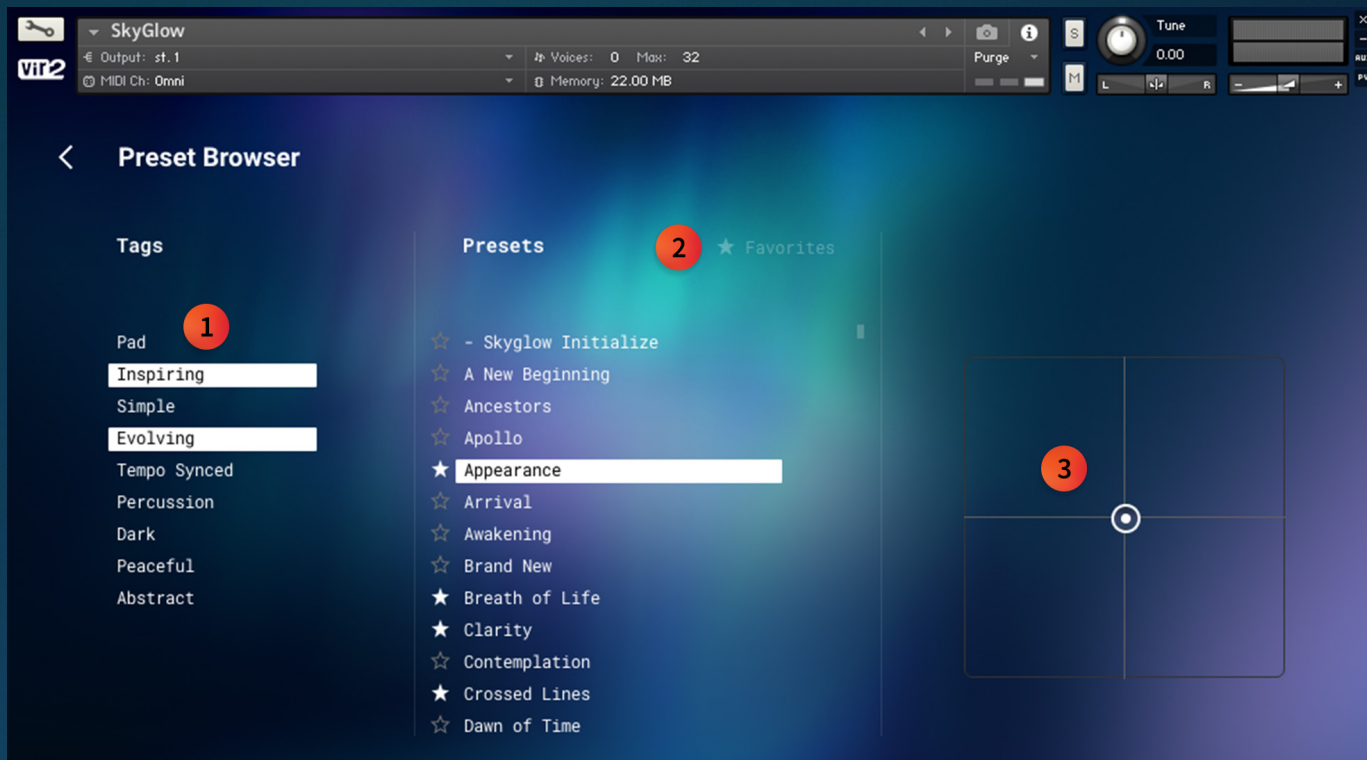
1 - Each sample has been descriptively tagged to allow you to sort through the collection of more than 800 samples included in this library and find the ones that suit your needs.

2 - Click on any of the sample names to load it into the selected engine. A letter next to a sample name indicates that this sample is already being used in the indicated engine.

3 - Click on the star to the left of any sample to include it in your favorites. Access favorites quickly by clicking the star to see only the samples you've starred.

4 - Click the randomization dice to randomize the samples for the selected engines. Select which engines you want included in the randomization with the buttons to the right of the dice.

# Preset Browser



Click the magnifying glass icon in the upper right-hand corner of the Main Page to access the Preset Browser.

1 - Select one or more tags to narrow down your preset search results. For example, select Inspiring and Evolving tags to only see presets that include those characteristics.

2 - Click on the star to the left of any preset to include it in your favorites. Access favorites quickly by clicking the star to see only the presets you've saved as favorites.

3 - The X/Y pad has been added so you can quickly hear each of the samples loaded into the preset by manually adjusting the X/Y pad to any of the four corners.

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# Keyboard Layout



Starting from left to right, the keyboard colors indicate the following functions:

Red = Mod Effect Triggers 1-4

Light Green = X/Y Pad Start/Stop

Light Blue = Engine 1 Play

Green = Engine 2 Play

Dark Blue = Engine 3 Play

Purple = Engine 4 Play

Yellow = All 4 Engines Play

The rest of the keys are dedicated to playing the four engines together chromatically and change color depending on your own custom settings found on the [Keyboard Page](#).

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# System Requirements

The library requires approximately 4 GB once installed.

Kontakt 7 Player or Kontakt 7 (Version 7.10.9)

8GB RAM or more

**MAC:** OS 12 or higher

64 bit compatible

Intel Core i5 or later

Or Apple Silicon Macs

**WINDOWS:** OS 10 or higher

64 bit compatible

Intel Core i5 or equivalent CPU

# License Agreement

The Following End User License Agreement is included with SkyGlow: Light Atmosphere Designer. This License is only valid for the individual who has purchased an unopened, new and lawfully made copy of SkyGlow from a dealer or distributor authorized by Big Fish Audio.

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# Credits

Producer ..... Vir2 Instruments  
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Sample Editing & Patching ..... Cullen West & Steven Bolar  
Kontakt Scripting ..... Francesco Pellegrin  
GUI Design ..... Albert Grose & Francesco Pellegrin  
Cover Design ..... Albert Grose