

ANTIDRUM I

SOUNDIRON ANTIDRUM I



[SOUNDIRON]

INSTRUMENT SERIES

Welcome to Antidrum I

Antidrum is a decent little collection of non-traditional percussion instruments, recorded in a variety of environments. Some instruments are ensembles, while others are solo. While a lot of the instruments were recorded in our favorite hall, many of them were recorded out in the world, in a lot of uncontrolled and even noisy environments. But hey, when you're trying to capture something strange or new, you can't always micromanage everything around you. You may hear things like stray human voices, bird chirps, dog barks or other random sounds baked into the samples. Not much we could do about that. You can't exactly tell every person or creature who disrupts your session to shut the hell up, when you're the one making all the horrible noise. And again, we also do feel it's better to have variety than to aim for sterile perfection, in our humble point of view.

Please note:

This library was originally published as "Anti-Drum Vol. 1" by Tonehammer, Inc.

SOUNDIRON ANTIDRUM I

OVERVIEW

18 Instrument groups

28 Kontakt patches (unlocked)

2,440 Samples

933 MB Installed

16bit / 44.1kHz stereo PCM wav samples (non-unencrypted)

Note: Native Instruments Kontakt 3.5 or later full retail version required to use nki presets.

CREDITS

Produced, Recorded and Edited by Mike Peaslee

Programming and Documentation by Mike Peaslee

TABLE OF CONTENTS

General ::

INTRODUCTION - Page 1

OVERVIEW & CREDITS - Page 2

Technical ::

FIDELITY & ACOUSTICS - page 3

ACCESSIBILITY & CONVERSION- Page 3

SYSTEM REQUIREMENTS - Page 3

DOWNLOAD & INSTALLATION - Page 4

PRESETS - Page 4

BATCH RE-SAVING - Page 4

Instrument Descriptions ::

INSTRUMENT PROGRAMS - Pages 5 - 7

Info ::

LICENSE AGREEMENT - Page 8

GALLERY - Page 9

THANK YOU - Page 10



ABOUT THIS LIBRARY

Fidelity

This library was recorded in wide stereo at 44.1kHz / 16bit., in both a dry and neutral studio environment as well as a large epic hall. However, we also don't use low pass filtering in our recordings, because we believe in capturing the full depth and power of a sound source. It's much easier and more preferable to remove unwanted bass after the fact than it is to try to recreate and restore those lost elements after the fact. Also be aware that some sound sources are very quiet and to capture their full clarity and detail, it is necessary to allow low levels of preamp and mic hiss to exist in the recordings. We carefully choose our equipment and methods to prevent this wherever possible, but some sounds are just very small. Therefore, please do keep in mind that we don't claim or aim to provide perfectly quiet or perfectly sterile sounds or musical instrument samples.

Accessibility

All of the sample content and impulse files are included as standard non-encrypted PCM wav files and standard open-format Kontakt presets to allow you easy access to manipulate, reprogram and customize the sounds however you prefer. We know that it's important for many users to be able to go beyond the limitations of any one sampler or preset structure, so we've kept this library's directories and files open for advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

Keep in mind that to use and/or edit the Kontakt presets, you'll need the full retail version of Native Instruments Kontakt 3.5 or later. Please be aware that the free Kontakt "Player" and any other version or form of Kontakt that came bundled with any other library or software product (other than NI's "Komplete" package) will not support this library. The free Kontakt Player is NOT a full version of Kontakt and cannot load or play standard open-format Kontakt instruments or libraries.

While you can reprogram the samples or presets to other formats, we always recommend using Kontakt for best results, since it is widely considered the industry standard and easily the most powerful sample programming and playback platform on the market. However, if you wish to convert or reprogram the wav files and instrument presets into any other sampler or softsynth format, including free and open-source standards like SFZ, then there are a variety of great tools that you can use to customize this library, such as Extreme Sample Converter and Chickensys Translator. Just be aware that not all settings and properties will translate accurately, reliably or even at all from one instrument or audio format to the next, due to vast differences in standards, behaviors, structures and capabilities that each platform relies on.

System Requirements

The full retail version of Native Instruments Kontakt 3.5 or later is required to use this library. Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We recommend that you have *at least* 2GB of system ram, a dual core cpu and at least a 7200 rpm SATA hard disk before purchasing this or any other Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on older machines.

Download & Installation

The Kontakt sampler presets in this library is designed for the full retail version of Kontakt 3.5 and later **ONLY**. It cannot be used in the free Kontakt Player. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

We use the Continuata Download Manager to provide high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You'll also need Java v1.6 or later. You may also need to add permissions to your security settings for the downloader, if they block applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Make sure to leave out any spaces before or after the code. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is fully complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

Don't move, rename, delete or modify any of the files or folders created during the download until after you see the status message for all files in your download queue display the word "**INSTALLED**". Please don't close the downloader while it's actively downloading, unless you press the pause button first. To resume downloading, press the Resume button. If you need to resume downloading after closing the downloader, run it again and enter your code and press Download again. Select the same download/installation location on your computer that you chose originally. If the downloader reports a DL Error or Install error, it will usually try to download the file again until it successfully downloads and verifies all the data it needs. Please see your download email for more detailed instructions.

Manual Download

If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code and the email address you used to order. Or, if you used the downloader originally, but you need to re-install the library manually for any reason, at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library once download is complete. Please note that Stuffit Expander and Winzip **DO NOT** support many types of common rar files.

Preset Loading

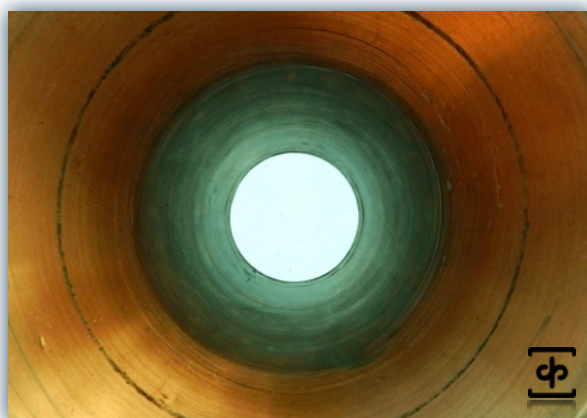
Once installation is complete, you can browse and load the included .nki presets using the Files or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow presets to finish loading completely before loading a new one. You can't use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view. The "Add-Library" function also does not support this product or any other open-format Kontakt library. This library doesn't require any special activation.

User Presets

If you create custom presets of your own, remember to save them with a new filename. Make sure to save them into the same folder as the original or simply save your custom preset directly into the **User Presets** folder we've provided. Make sure to select "patch-only" and uncheck the "absolute sample paths" box to preserve the proper directory path structure of the library. This will allow us to provide you future updates to the original presets without accidentally overwriting your custom settings and preserve the necessary relative sample, wallpaper and impulse scripting file path settings.

Batch Re-Saving

If you move or change the directory structure within the main folder of this library, you may see a "missing sample" warning box when loading the presets into Kontakt. This can generally be corrected by using the "Batch Resave" command, located at the bottom of the drop down menu you'll see if you click on the main File menu at the top of Kontakt. Then select the folder you would like to resave. Select this library's main folder and then if Kontakt asks you where to find the missing files, select that same main folder again and press OK to continue. That will update the file-paths stored in the instrument. The scripted file-paths for the impulse files will not self-update however, so the reverb impulse loading drop-menu on the Tone / FX script tab will no longer work in many cases. To repair the impulse menu file-paths, please restore the library to its original structure.



INSTRUMENT PROGRAMS

Antidrum Hall Ensemble

This is a mega patch, ready to go really big right out of the box. It features the biggest hits from the Wallball, Boot Stomps, Guitar drum and Water Cooler Ensemble, recorded in a large, bright hall. Mapped over white keys for easy playing, from C3-C5. Features 7-12 velocity layers, 10X round robin.

Antidrum Room Ensemble

This is another mega patch, ready to go maybe sort of big right out of the box. It features the biggest hits and shouts from the Couch, Clap, Djembe and Shout Ensembles. Mapped over white keys for easy playing, from C3-C6. 1-3 velocity layers, 8X round robin.

Aline Tube

1 patch, 23 samples, 9.7 MB. This horrible little thing is a plastic tube with a sliding widget inside that makes a lame whining noise. 8X round robin from C3 - D#3, as well as individually spread out from F3 - C5

Boot Stomps

1 patch, 119 samples, 52.9 MB. Just a couple of guys in heavy steel toed boots stomping on a hard tile floor. Satisfying. Root note C3, note tracked from C2 - E3, 12 velocities, 10X round robin

Clap Ensemble

2 patches, 167 samples, 60.6 MB. "Clap_Ensemble_heavy" is 4 guys in a small bright hall. Covers C3 - C4, each vertical note stack spanning two keys for easier playing, 3 velocities, 5X round robin. "Clap_Ensemble_light" is 2 guys in a small bright hall. Covers C3 - F#4, each vertical note stack spanning two keys for easier playing, 8X round robin.

Clap Solo

1 patch, 71 samples, 6.6 MB. Very close, dry hand and wrist claps and grabs programmed for fast, tight percussion parts. Centered on E3, tracked from C3 - C4. 7 velocity layers, 10X round robin, hand slides audible when notes are sustained.

Clicky Toy

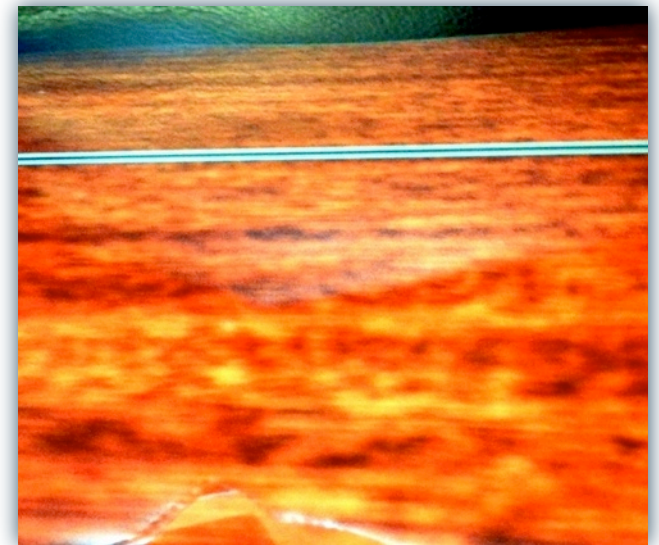
1 patch, 107 samples, 33.2 MB. A small plastic clicky baby toy in a large bright hall. Mapped to white keys from C3 - G4, with single clicks, slow and fast ratchets and squeaks. 10X round robin on all. 3 velocity layers on squeaks.

Couch Ensemble

1 patch, 63 samples, .1 MB. Four pairs of drumsticks striking leather couches and rubber balls bouncing on a hard tile floor in a small bright hall. Mapped to white keys from C3 - A3. 3 velocity layers, 8X round robin.

Djembe Ensemble

1 patch, 92 samples, 37 MB. Four small and medium sized metal djembes played at once in a small bright hall. Includes side clicks, strikes and strikes with vocal shouts, Mapped to white keys from C3 - F4. 1 - 3 velocity layers on each articulation, 8X round robin on all.



Drum Circle

4 patches, 80 samples, 58 MB. Djembes, tambourines, miscellaneous small percussion, voices, didgeridoo and other stuff cut into loops at various tempos. Comes in patches with and without time stretching mapped to the modwheel. Mapped to white keys, centered at C3. There may have also been some hacky-sacking going on.

Guitardrum

2 patches, 480 samples, 194 MB. Acoustic guitar played as a drum, with bare hands on the back, sides and across the strings, in a large bright hall. Also includes metal string slides and effects. "Guitardrum" mapped to white keys from C3 - C4. Between 6-8 velocity layers, 10X round robin. "Guitar_scrapes" Mapped to white keys from C3 - F3, 3-4 velocity layers, 10X round robin on all.

Handball Court Drums

1 patch, 100 samples, 52.7 MB. Wooden djembe strikes and side clicks, as well as hand claps, recorded in a 20x20x20 foot concrete cube intended for use as a handball court in a city park. It creates a very strange spring-like effect as the impulses flutter and echo around in the corners. Recorded naturally, without the use of any effects. You'll also notice the warped sounds of dogs barking and children playing. Kind of spooky. Mapped from C3 - F3, 3-5 velocity layers on the djembe, 1 for the claps. 10X round robin for all.

Hot Tub Knock

1 patch, 35 samples, 6.9 MB. Knocking on the fiberglass interior of a hot tub with bare hands, recorded using a stereo pair of Aquarian Audio H2 hydrophones. Root note at G3, note tracked from C3 - C4. 5 velocity layers, 10X round robin.

Nailgun

1 patch, 44 samples, 8.4 MB. Nothing fancy. Just an ordinary pneumatic nail gun driving large nails into 1/2" plywood sheets. 3 sets, note tracked between C3 - F4. 2 velocity layers and 8X round robin each. You might notice a few bird chirps and construction workers talking in the background in a couple of samples.

Shockmount

1 patch, 50 samples, 11.9 MB. A stereo pair of large diaphragm mics in shock mounts being thumped. Mapped to white keys from G2 - A2, Note tracked from C3 - C5, just so happens to be an E. 5 velocity layers, 10X round robin.

Shouts

3 patches, 46 samples, 47.6 MB. Six men shouting in unison in a small bright hall, with stabs and swells. Mapped to white keys from C3 - A3. 8X round robin. "Shouts_spread" is the same set, with all notes as single-shots, spread over white keys. "Evil_Male_Drones" is a simple set of pitched, reverb drenched and otherwise heavily processed druid-like drones created from the same recording session just for fun.



Sneaker Screeches

1 patch, 18 samples, 6.3 MB. Converse hi-top sneakers stomping and screeching on tile floor in a large, bright hall. Mapped with 8X round robin over white keys from C3 - F3. Individually mapped from G3 - C6.

Ukedrum

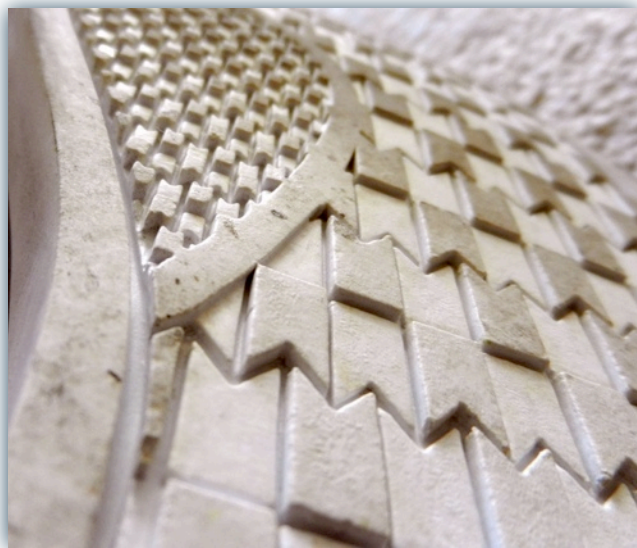
2 patches, 490 samples, 135 MB. Similar to the Guitdrum, this is pretty much the best a uke can sound in our opinion. Played backwards as a drum. Recorded close in a tight, dry space, bare-handed on the back of the ukulele, with 3 degrees of dampening against the stomach, with modwheel cross-fading between the three articulations. Mapped to white keys from C3 - E3. 6- 8 velocity layers, 10X round robin. "ukedrum_all" is the non-modwheel version, with closed to open articulations spread from left to right over white keys. From C3 - E3 C4. 6- 8 velocity layers, 10X round robin.

Wallball

1 patch, 240 samples, 103 MB. A big red rubber ball being bounced and struck with a drumstick. We call it a wallball, after an elementary school game we used to play with it growing up. Also take note of quarters for the Dr Pepper machine jingling in somebody's pockets. Mapped to white keys from C3 - D3, with 7 velocity and 12 velocity layers and 10X round robin on all.

Water Cooler Ensemble

1 patch, 220 samples, 84 MB. Three large empty plastic water-cooler bottles being whacked with drumsticks in unison, in a large bright hall. We think it's pretty damn cool sounding. Mapped over white keys from C3 - F3. 10-12 velocity layers, 10X round robin.



SOUNDIRON SOFTWARE LICENSING AGREEMENT

LICENSE AGREEMENT

By installing the product you accept the following product license agreement:

LICENSE GRANT

The license for this product is granted only to a single individual user. No unlicensed use is permitted. All sounds, samples, programming, images, scripting, designs and text contained in this product are copyrights of Soundiron, llc. This software is licensed, but not sold, to you by Soundiron, for commercial and non-commercial use in music, sound-effect, audio/video post-production, performance, broadcast or similar finished content-creation and production use. Individual license holders are permitted to install this library on multiple computers or other equipment only if they are the sole owner and only user of all equipment this software is installed or used on.

Soundiron allows you to use any of the sounds and samples in the library(s) you've purchased for the creation and production of commercial recordings, music, sound design, post production, or other content creation without paying any additional license fees or providing source attribution to Soundiron. This license expressly forbids any unauthorized inclusion of any raw or unmixed content contained within this library, or any any Soundiron library, into any other sample instrument, sound effect, synthesizer, or loop or effect library of any kind, without our express prior written consent.

This license also forbids any unauthorized transfer, resale or any other form of re-distribution of this product, or its sounds, through any means, including but not limited to, re-sampling, mixing, processing, isolating, or embedding into software or hardware of any kind, for the purpose of re-recording or reproduction as part of any free or commercial library of musical and/or sound effect samples and/or articulations, or any form of musical sample or sound effect sample playback system or device. Licenses cannot be transferred or sold to another entity, without written consent of Soundiron, llc.

RIGHTS

Soundiron retains full copyright privileges and complete ownership of all recorded sounds, instrument programming, documentation and musical performances included within this product. All past and future versions of this product, including any versions published by Soundiron, Inc, are fully bound and covered by this agreement.

REFUNDS

Downloaded libraries can't be returned, so we can't provide refunds or exchanges. We may choose do so at our own discretion, but please be aware that as soon as you've downloaded it, it can not be returned.

RESPONSIBILITY

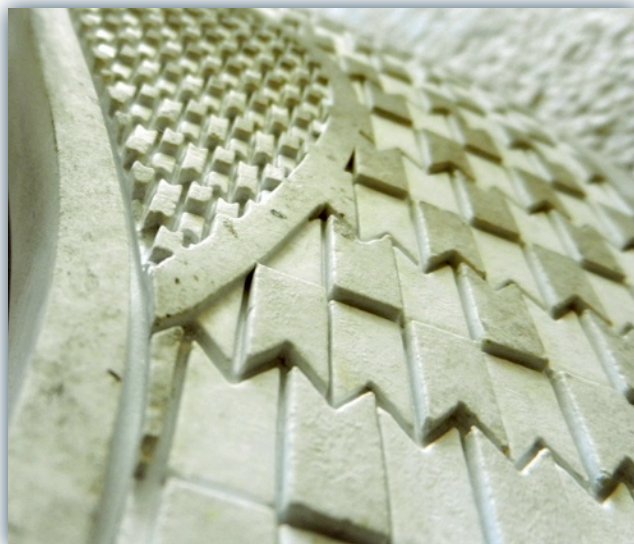
Using this product and any supplied software is at the licensee's own risk. Soundiron holds no responsibility for any direct or indirect loss arising from any form of use of this product.

TERMS

This license agreement is effective from the moment the product is purchased or acquired by any means. The license will remain in full effect until termination by Soundiron, llc. The license is terminated if you break any of the terms or conditions of this agreement, or request a refund for any reason. Upon termination you agree to destroy all copies and contents of the product at your own expense. All past and future versions of this product, including those released through brands other than Soundiron, are covered under the terms of this agreement.

VIOLATION

Soundiron reserves the right to prosecute piracy and defend this copyrighted creation to the fullest extent of civil and criminal law., but we keep our prices fair, our samples and programming accessible whenever possible and avoid cumbersome DRM, registration and activation procedures whenever possible to provide you as much creative freedom and the best user experience possible. If you enjoy our instruments and care about the very hard work that went into this labor of love, then we know you won't ever pirate or distribute this instrument unlawfully.



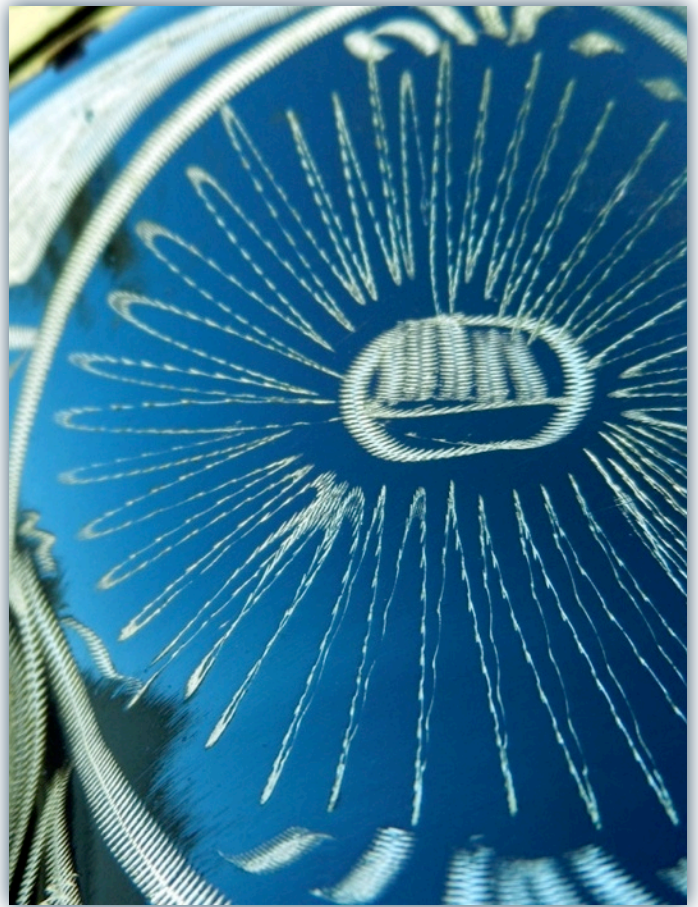
THANK YOU.

Thanks for loving Soundiron's Antidrum I library and supporting all of our creations. If you have any questions, troubles, concerns, comments, love-letters or hate mail, feel absolutely free to send it on over to us:

info@soundiron.com

much obliged,

Mike, Gregg and Chris



www.soundiron.com

[SOUNDIRON]