

# KINDERKLAVIER

SOUNDIRON KINDERKLAVIER



## KINDERKLAVIER

Produced by Gregg Stephens

### **Welcome to Soundiron's Kinderklavier library**

This Kinderklavier was close-mic'ed to capture all its subtle nuances. As usual, we deeply sampled the instrument, all 25 notes with 8 round robin and an average of 6 velocity layers per note.

The keys of the Kinderklavier had such unique character that we had to multi-sample and include them as release triggers with multiple round robin and velocity layers. In addition to our standard deep sampling, the Kinderklavier was beaten with sticks and mallets, dismantled, probed, strummed and tortured in just about as many ways as we could think of, creating a variety of effects sounds. After extracting all usable sounds, we decided to push the library further by creating a set of tuned, deep ambiences. Topping off the library is a complete set of custom controls tuned for each patch and our own custom reverb with 46 unique impulses to choose from.

*This library was first released by Tonehammer, Inc. as "Microhammer Kinderklavier."*

## Overview:

16 Kontakt Instruments  
1493 Samples  
46 Bonus Convolution Impulses  
2.2GB Installed  
Sample resolution: 44.1Khz / 24Bit stereo .wav format  
Format(s): Kontakt and .wav

Note: Native Instruments Kontakt 3 / 4 full retail versions required.

Note: Free Kontakt Player will only work for 30 minutes with this product. Full version required to remove this restriction.

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## INSTALLATION

We Use Winrar (version 3.80 or later) or other compatible program to un-compress the "Soundiron\_Kinderklavier.rar" file into its own folder in your sample library directory. Make sure to preserve the included folder structure. This is usually done by selecting the "extract to'..." option in Winrar or UnrarX.

Here's a link to winrar for PC:

<http://www.win-rar.com/download.html>

Here's a link to UnRarX for OSX:

<http://www.unrarx.com/>

You should now be able to open and play the .nki files. Be aware that all of our .nki files are compatible with full retail versions of Kontakt 3 or Kontakt 4 only.

Note: The Free Kontakt Player and any bundled Kontakt or Kompakt Players that come included with other software, hardware or built into other sample libraries won't be able to load this library. You may be able to run the library for a 30 minute "demo" period, but the full retail version of Kontakt is required for full use.

However, since our wave directories are open, you can translate the patches into whatever format you like. There are a few conversion utilities available that can make the translation process much easier.



[SOUNDIRON.COM](http://SOUNDIRON.COM)

## PATCH NOTES:

### Multi-sampled Articulations:

#### **Kinderklavier\_Full\_master.nki**

This core patch contains the entire range of the piano, stretched far above and far below allowing greater flexibility. The modwheel controls the release amount.

#### **Kinderklavier\_6\_Oct\_2\_Hi.nki**

This special effect patch is tuned up 6 octaves for a tight, high percussive sound with a Cathedral reverb preloaded. The modwheel controls the IR Size. \*Note that the IR Size does not update instantly when changed. This is normal behavior in Konakt.

#### **Kinderklavier\_FX\_Ambience.nki**

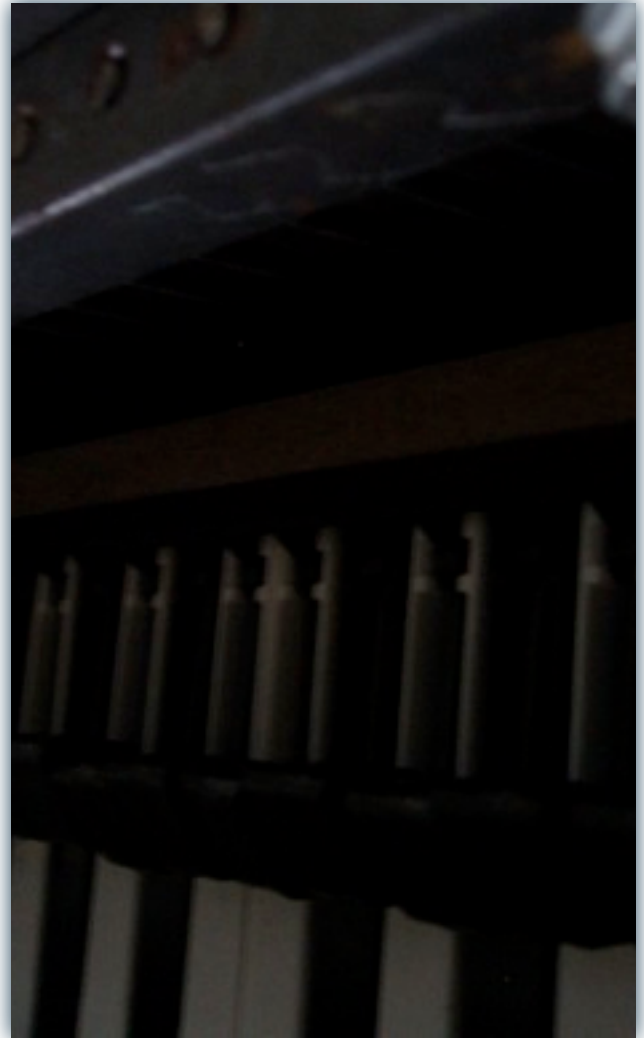
This ambient patch is a set of looping sounds based on the original 25 notes of the Kinderklavier and stretched above and below accordingly. The modwheel controls the cutoff and resonance of the included filter effect.

#### **Kinterklavier\_FX\_Loose\_Spring.nki**

This patch contains a custom "spring" convolution preloaded. This isn't your normal spring reverb, though! The modwheel controls the release amount.

#### **Kinderklavier\_FX\_master.nki**

This patch contains all of the FX untuned and laid out next to each other. Percussion A starts on C1 and is followed by percussion B and Percussion C. Each set is spread across 5 notes. the harsh sweep is on E2. The 5 up sweeps start at F2 and the 5 down sweeps start at B2. the 24 slams start at F3. The modwheel controls the release amount. \*Note that irrelevant controls have been omitted from this patch.



## PATCH NOTES:

### Multi-sampled Articulations:

#### **Kinderklavier\_FX\_perc\_A.nki**

This patch just contains Percussion A sound effects (10 round robin, 7 velocity) rooted at A#2 and spread from F-2 to C8. The modwheel controls the release amount.

#### **Kinderklavier\_FX\_perc\_B.nki**

This patch just contains Percussion B sound effects (10 round robin, 10 velocity) rooted at F2 and spread from F-2 to C8. The modwheel controls the release amount.

#### **Kinderklavier\_FX\_perc\_C.nki**

This patch just contains Percussion C sound effects (10 round robin, 5 velocity) rooted at G2 and spread from F-2 to C8. The modwheel controls the release amount.

#### **Kinderklavier\_FX\_Play\_Me\_Infinity.nki**

This patch contains a long custom convolution preloaded with a long attack for an ethereal effect. The modwheel controls the release amount.

#### **Kinderklavier\_FX\_Play\_My\_Past.nki**

This patch contains a custom convolution preloaded with a long attack for an ethereal effect. The modwheel controls the release amount.

#### **Kinderklavier\_FX\_slams.nki**

This patch just contains the slam sound effects (24 round robin, no velocity) rooted at A#2 and spread from F-2 to C8. The modwheel controls the release amount.

#### **Kinderklavier\_FX\_slams.nki**

This patch contains a rich custom convolution preloaded with a long attack for an ethereal effect. The modwheel controls the release amount.



## PATCH NOTES:

### Multi-sampled Articulations:

#### **Kinderklavier\_FX\_Underwater.nki**

This patch contains a custom convolution preloaded and tuned for a warbly, underwater sound. The modwheel controls the release amount.

#### **Kinderklavier\_MW\_Bit\_Control.nki**

This patch provides a LoFi bit-reduction effect. The modwheel controls the amount of bit-reduction.

#### **Kinderklavier\_MW\_Spread\_Control.nki**

This patch provides a wide ping-pong delay effect. The modwheel controls the amount of spread/delay. \*Note that the modwheel also still controls the release of the samples, however you can hold down the key or sustain pedal in order to let the note ring out with the spread up all the way.

#### **Kinderklavier\_FX\_Rattle\_Scrattle.nki**

This patch custom convolution preloaded for a ringing, rattle effect. The modwheel controls the release amount.

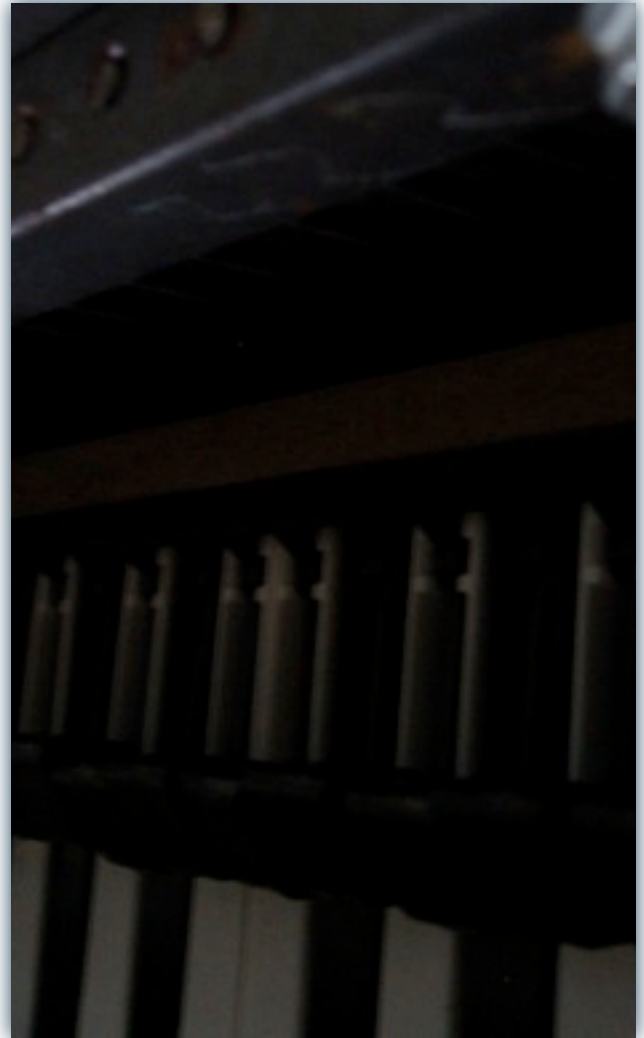
### Multis:

#### **Kinderklavier\_Full\_Dismissed.nkm**

This multi instrument is a combination of the Kinderklavier\_Full.nki patch and the Kinderklavier\_FX\_perc\_C.nki patch both with custom settings, effects and reverbs giving it a classic telephone bell ringing sound. The modwheel controls the release of both patches.

#### **Kinderklavier\_Full\_Indigo\_Chill.nkm**

This multi instrument is a combination of the Kinderklavier\_Full.nki patch and the Kinderklavier\_FX\_Ambience.nki patch both with custom settings, effects and reverbs dialed in for a swirly, ambient gong-like patch. The modwheel controls the cutoff of the filter on the Kinderklavier\_FX\_Ambience.nki patch.



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## GENERAL PROGRAMMING NOTES

### Instrument Types

Most programs in this library are generally centered around C3. In most cases, the modwheel will allow for sustain/release "tightness" shaping, unless its being used by the instrument for a different function. 2-3 semi-tones of pitch bending, unless the modwheel is being used by the instrument for a different function.

There are a wide variety of program types that we use for our instruments. Not all program types you see below will be used in this specific library. It depends on the material and playability needs that are particular to each instrument library. These are just the various features and play control systems to look out for.

### Tuned

These patches have been tuned to a degree and use pitch-tracking to allow melodic or tonal playability over part or all the key range.

### Natural

These patches are untuned and are arranged to provide more realistic behavior and sonic character.

### Key-step

These patches use special scripted key-switches to allow you to adjust the root note of the patch up or down. Most of them allow for up to +12 semitones (C1) and -24 semitones (C-2). The key-switches also correspond to the "Stepping" control on the front panel of instruments that feature the key-stepping feature.

### mw-offset

These patches allow you to trigger playback from variable positions within the sample. The modwheel and offset control both default to begin playback at the start of the sample. Rolling the modwheel all the way forward before triggering a note will cause the note to start near the end. This feature allows for custom phrase or note sculpting.

### mw-filter

These versions feature steep low-pass filtering that can be adjusted with the modwheel, allowing you to shape the tone from crystal clear all the way down to thunderous subsonic rumble. This setting also corresponds to the "response" knob on the front panel in some of the patches.

### Pulse

This type is specific to our ambient instruments. It turns the ambient material into short adsr-gated and shaped percussive effects, creating an interesting 808/909 synth percussion or stab-like result. They're a bit unpredictable, but make for unique UI sound design source material and cool tonal percussive elements.

### Mw-xfade

These versions allow you to crossfade smoothly between 2-3 independent tonal intensity layers, depending on the instrument. This setting also corresponds to the "response" knob on the front panel in some of the patches.

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## GENERAL PROGRAMMING NOTES

### Tempo-synch

These looping patches use the Timemachine 2 function in Kontakt 3 and later. The instrument will automatically synchronize the playback speed of each sample to the bpm setting of the host sequencer or Kontakt's own adjustable internal tempo. We recommend staying within +/-10 bpm of the original source tempo to minimize artifacting as the audio is stretched or compressed. You can generally increase the bpm with better-sounding results than you'll get if you slow it down. The pitch-wheel allows between 2-3 semitones of bending in these patches, while the modwheel allows you to offset the sample start position to anywhere in the loop.

### Time-stretch

These looping patches use the Timemachine 2 function in Kontakt 3 and later. The instrument will allow you to manually increase or decrease playback speed of each sample when you adjust the pitch wheel. Speed can be adjusted by up to +/- 30% or so. You can generally increase the tempo with better-sounding results than you'll get if you slow it down. In these programs, the modwheel generally allows you to offset the sample start position to anywhere in the loop.

### Mw-swell

Instruments with this feature allow custom crescendo swells using the modwheel. Swell intensity starts at full and fades down as you roll the modwheel up to 127.

### Mw-shape

This indicates that the instrument allows modwheel control over offset, attack and release shaping, allowing you to tighten or loosen the overall responsiveness of the sound. The setting defaults to loose. Roll the modwheel forward to tighten the sound.

### Key-switch

These instruments allow real-time switching between layers or articulations, by using key-switches. Most key-switches will range between C0 - E0.

### Round-robin

This label indicates that this instrument is a variant of another patch that has been programmed differently. In this patch, we've sequenced the variations of an effect, gliss or phrase as a round-robin sequence. This mainly applies to longer effects and irregular phrases that may not normally be expected to use round-robin. Of course, other instrument patches may or may not also have round robin. In fact, most of our percussive instruments will have as many as 10 round robins per velocity layer, per articulation. You can simply refer to this label as just a handy indicator, when there are multiple program versions/modes using the same sample set within a library.

### Lite

The "lite" patches are ultra low memory versions of the main patches. They can be found in the "lite" sub-folders within each directory. They use disk streaming instead of loading the full sounds into ram.

### Solo

These patches focus on just a single layer at a time, which has been spread out and pitch-tracked over the entire keyboard for free and complete tonal playability. They can be found in the "Solo" section of each directory. These patches allow chording, semi-melodic or fully melodic playing, depending on the instrument. They each feature modwheel control over the low-pass filter.

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## GENERAL PROGRAMMING NOTES

### **Custom Front Panel Controls:**

We've added a variety of specialized front panel automation controls to our instruments. These controls allow easier access and external host control for performance specialized parameters that apply to each instrument, depending on its type. Here are some of the controls you might see in a particular instrument patch:

#### **Offset**

This control allows you to trigger playback from variable positions within the sample. The Offset control defaults to begin playback at the start of the sample. Turning the knob all the way to the right before triggering a note will cause the note to start near the end. This feature allows for custom phrase or note sculpting.

#### **Stepping**

This control allows you to shift the root tuning of the instrument in half steps, by up to +/- 24 semitones from center.

#### **Octave**

This control allows you to shift the root tuning of the instrument in whole octave steps, by up to +/- 6 octaves from center.

#### **Shaping, Tightness and Response**

These controls are context specific, but generally are used to control the primary real-time control feature for each instrument and usually also correspond to the modwheel position. They are usually the apparent "tightness" of the sound, allowing you to go from loose and sustained notes to tightly muted, sharper attacking, damped notes.

### **Wetness**

This control is specific to FX and reverb patches that use our custom convolution impulses. The wetness knob allows you to set the amount of reverb effect applied to the sound.



## THANK YOU.

We wanna thank you for investing into the Soundiron Kinderklavier Library

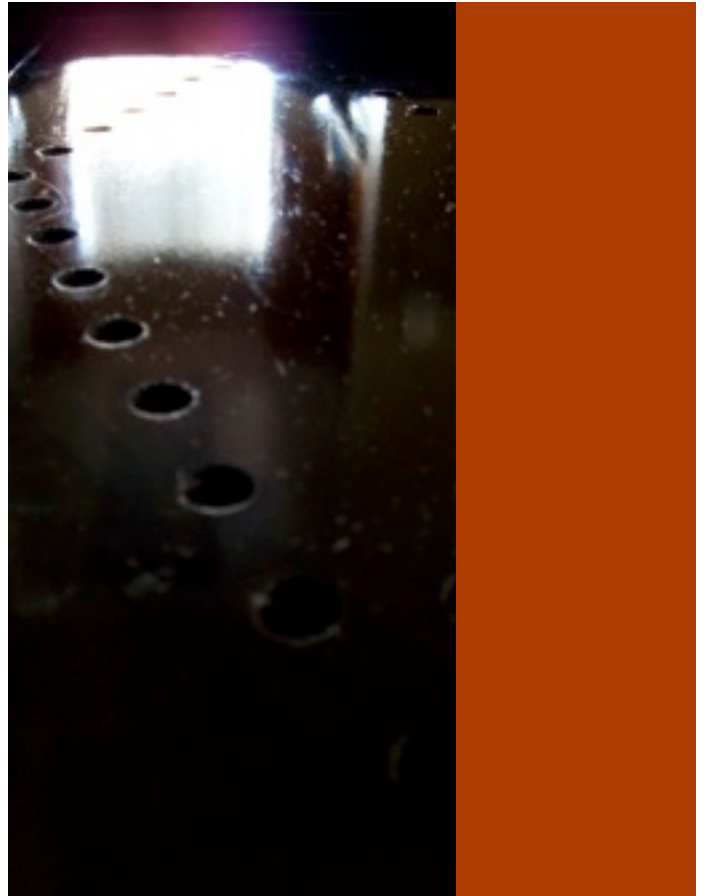
If you have any questions, concerns, love-letters or hate mail feel free to send it to:

[support@Soundiron.com](mailto:support@Soundiron.com)

Love,

Gregg Stephens, Mike Peaslee and Chris Marshall  
Soundiron, LLC

[www.Soundiron.com](http://www.Soundiron.com)



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