

CYMBOLGY I :: BOWED

version
1.0

SOUNDIRON CYMBOLGY I :: BOWED



We welcome you to Cymbology I: Bowed. This massive percussion effects library is built entirely around both classic and innovative bowed and sustaining cymbal resonances. We captured 20 unique cymbals, spanning all shapes, sizes, alloys and varieties, ranging from crashes and splashes to gongs, Chinas, bells and trashes and even a collection of spent WWII Howitzer artillery shells .

We explore the classic bowed cymbal effect in exquisite detail. There are 1381 bowed samples, with dozens of variations for each cymbal, from short stabs to long tortured wails and everything both possible and impossible in between. These often sought-after dramatic scoring and sound design staples are perfect for setting dark moods, striking bold transitions, building stingers, weaving soundscapes and manipulating in any number of ways to evoke sonic images both dark and light. We used a large viola bow to work the edges of each cymbal at a broad range of speeds, pressures and angles.

Not content to leave it there, we also experiment with dry ice (frozen CO2) on the cymbal surfaces. There are 628 of these samples, playing with pressure, metal surface temperature, block size, and different area on each instrument. The results are just as wildly varied as the bowed articulations, but these squeals, hisses, screeches, drones, screams, rumbles and wails are an entirely different flavor.

We recorded both sets of natural cymbal effects in two wide stereo microphone positions, up close for full detail, presence, clarity without room coloration and out in a large hall, for a rich, lush and naturally spacious reverb and smooth room coloration ideal for epic and orchestral scoring.

We've also created a dozen extraordinary melodic tuned percussion instruments by isolating and modifying the most tonally pure and musical elements in this library. With up to 6 round robins and carefully programmed to allow nuanced and realistic playability. Each tuned percussion preset has a unique and complex sound, with flowing overtones, broad warmth, clear highs and massive low end. Flavors range from darkly harmonic to crystalline and pure.

We've also designed 88 unique ambient instruments, with over 1GB of original content broken out into 4 distinct style collections. You'll find a spectacular array of pads, drones, "synths", swirling dreamscapes, nightmarish hellscape and complex evolving textures, all built entirely from the deep sonic well-spring of our cymbal recordings, using some of our favorite production tricks and sound-design secrets.

We've programmed the library with our usual obsessive attention to detail and world-class instrument programming to allow easy playability and fantastic versatility. You'll find our usual front panel controls with full automation support on all critical parameters, plus multi-effects chain controls and our custom convolution reverb system. The tuned percussion presets include our powerful Uberpeggiator system and several ambience presets also include our dual-layer selection and real-time cross-fading system to allow an endless range of creative possibilities.

We've also included our Multi-Flo LFO control matrix, with independent pitch, volume and pan LFOs with rate and depth control for each, as well as 3 filter modes. All 6 modules can be run and tweaked simultaneously and independently.

All-new to this library is the Multi-Layer-Builder Utility, allowing you to import up to 3 different cymbal sets on the fly and assign them to independently movable and blend-able key-ranges, with real-time pitch and volume controls for each layer.

This library includes separate Kontakt 4 and Kontakt 3 nkis, for maximum compatibility. The Kontakt 4 presets are programmed in version 4.2.4, taking full advantage of the features in 4.2.4, along with our stylized multi-panel custom user-interface. The Kontakt 3 presets are designed to take full advantage of all of the features available in Kontakt 3, with a fully scripted classic Kontakt interface. Although the interface has been streamlined and simplified, nearly all of the same powerful scripted performance and effect controls are available in the Kontakt 3 presets.



SOUNDIRON

CYMOLOGY I :: BOWED version 1.0

OVERVIEW

289 Kontakt 4 presets (unlocked)
 285 Kontakt 3 presets (unlocked)
 2146 Samples
 5.77 GB Installed
 24bit / 48kHz stereo PCM wav samples (non-unencrypted)
 Bonus collection of 40 custom convolution reverb impulses
 Powerful custom performance and FX control interface
 Note: The full version of Kontakt 4.2.4 or later is required for Kontakt 4 presets.
 Note: The full version of Kontakt 3.5 or later is required for Kontakt 3 presets.

CREDITS

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ABOUT THIS LIBRARY

Fidelity

This library was recorded in wide stereo at 48kHz / 24bit., in a lush natural hall environment, so you'll hear room coloration and tone as well as a few background impurities in some samples, especially in the far mic position. Also be aware that some sound sources are very quiet and to capture their full clarity and detail without allowing some degree of noise floor. 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 for the Kontakt 3 presets and/or Kontakt 4.2.3 or later for the Kontakt 4 presets. 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 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.

Custom Convolution Impulses

We enjoy capturing the unique acoustic characteristics of spaces and locations that we come across from time to time. Sampling environments is similar to sampling instruments in many ways. It's done with portable loudspeakers to produce a special sine wave sweep that covers a wide spectrum, from 22 Hz to 22 kHz. We then use dedicated deconvolution software to decode the resulting audio into an impulse response file, which is a wav file with special phase, frequency and timing information embedded in the audio.

Most impulses sound like an odd sort of sharp, reverberant snap, like a balloon pop or starting pistol fired in the environment that was captured – which is in fact how impulses used to be made. When loaded into a compatible convolution reverb effect plugin (such as the one built into Kontakt), these impulses can impart their sonic properties fairly well into most sounds. Of course, it's an imperfect science and much is lost in the translation, especially if the sound being played through it also has it's own strong tonal, phase or reflective properties. Sometimes the results are incredibly lifelike. Sometimes they're awful. It all depends on the sound, the impulse, the plugin and the settings used. Sometimes these variables don't play nice. Then again, you may find some unexpectedly useful and interesting results through a little experimentation.

We've included a hand-selected collection of impulse files that we think compliment this library's sound. You can load them into most instrument presets by using the "Convolution" control panel tab and selecting an impulse from the Impulse drop-down menu. You can also manually import any of the wavs in the Impulses directory into any IR wav-compatible convolution effect plugin of your choice. Just please just make sure to keep your speakers or headphones turned down while you experiment. Convolution processing can often create powerful and piercing resonances when applied to many audio sources – especially loud sounds that contain strong mid to low frequency harmonic components.

System Requirements

The full retail version of Native Instruments Kontakt 3.5 or 4.2.4 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, or 4.2.4 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 preset is located. 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.



Front Panel Controls

This instrument has a variety of special front panel performance controls that allow deep real-time performance customization. Not all instrument presets include all controls listed below. Included controls depend on the specific features suitable for each preset. Some may also use alternate CC mappings. You can see each control's assignment by clicking on each UI control to display the "hint" text in the Info bar at the bottom of Kontakt.

Attack - (CC 74)

This knob controls the sharpness of attack. Increasing the value causes the sound to attack more softly.

Release - (CC93)

This controls the release time of the main note samples. Lower settings cause the sound to be damped and cut off, while higher settings allow notes to blend together.

Offset - (CC91)

This controls the amount of sample start offset allowing users to jump ahead into samples to change the sound.

Swell - (CC72)

This knob controls the volume swell of the instrument, allowing one to fine-tune volume or do long swells. .

Stepping

This knob controls the amount of pitch stepping, allowing users to globally tune an instrument up or down by +/- 24 semitones.

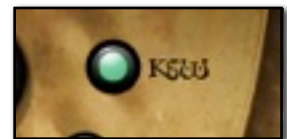
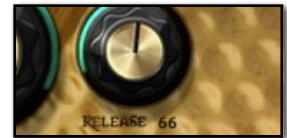
Key Switch On / Off Button

This button toggles stepping keyswitches on/off. When on, keys ranged c-2 to c0 can be used to dynamically control the "Stepping" value.

Speed

This knob is specific to the Time-Stretch presets. It allows you to control the playback speed of the sample without adjusting the pitch. Lower values play back the sound at slower speeds, while higher values increase the speed.

Special Note: Be aware that due to limitations with the Kontakt Time-Machine 2 engine, even the default value can produce unwanted artifacts, such as popping, clicking, gurgling, stuttering and other types of distortion. There's not currently a solution to this in Kontakt 4, so the Time-Stretching presets are mainly included as a helpful bonus. Kontakt 5 users may wish to modify the presets to use Time-Machine Pro mode, although this change may require them to manually control speed in the engine module directly, since the script isn't designed to directly control that engine mod's specific parameters.



LFO Filter Controls

In the Kontakt 4 presets, simply click on the button to the left of each LFO or filter type to display the editable parameters of each one. In the Kontakt 3 version, all of the editable parameters are exposed on the separate “LFO” UI tab.

Intensity

This control sets the depth of the oscillation for each LFO. To turn an LFO completely off, turn its Intensity knob all the way down to the left (0).



Rate

This sets the frequency of the LFO cycles, as measured in Hz.



Cutoff

This sets the filter cutoff frequency for the low pass, vowel A and vowel B resonant filters.



Resonance

This sets the amount of filter resonance for the lowpass, vowel A and vowel B resonant filters.



Filter On/Off Switch

This switch enables and disables the filter modules. In the Kontakt 4 presets, it's an automatable switch. In the Kontakt 3 presets, it's a button that cannot be automated.



Multi-Layer Builder Controls

These controls are only included in the “Layers” presets, in the Kontakt 4 directory. They are not compatible with Kontakt 3.



Range 1 Drop-Down Menu

Select any one of the cymbals to load into the **RED** key range group.

Range 2 Drop-Down Menu

Select any one of the cymbals to load into the **BLUE** key range group.

Range 3 Drop-Down Menu

Select any one of the cymbals to load into the **GREEN** key range group.

Volume

Controls the volume of each independent range layer.

Step

Controls the pitch of each independent range layer, in semitone intervals, with up to +/- 36 steps up or down

Root Sample

This control is designed to allow you to access all of the samples included for each cymbal, without using up the entire key-range of the instrument. Each knob selects the starting sample in each range layer, limited to the total number of available samples included for the Cymbal you have selected for that layer. A value of 1 means that the key on the left end of the range will

be the first sample of that cymbal's set. A value of 10 would place the 10th sample out of the whole set at the farthest left key in the range, with the remaining samples counting up from there toward the right side of the range. If there aren't enough samples in the set that come after your designated root sample to fill the range, the empty keys will not play anything if pressed. The total number of available notes in each range is 20, but not all Cymbals have that many samples. Others have many more than 20, so use the Root Sample control to define the block of 20 samples within each Cymbal's set that you want to use at any given time. This knob can be automated and changed dynamically as needed.

Key Range Assignment Box

This value defines the starting key that each range begins at. To change the value, double-click on the value and type in a new note letter or midi note number or use the up and down arrow symbols to the right. You can also click and hold with your mouse and then move your cursor up or down to change the values quickly. You can set overlapping Ranges to allow multiple samples from different Cymbals to play at the same time. This can be effective for create complex layered sounds, especially when combined with the Step and Volume control adjustments.

Tone / FX Controls

The Tone / FX Tab of the main instrument user interface panel contains a full chain of special DSP effects that you can choose from. Each effect can be enable/disable and have a complete set of parameters that can be adjusted and CC or host automated independently. This special panel can be found in most of the instrument presets.

Equalizer (EQ3)



EQ3 On/Off

This button enables/disables the 3 Band EQ.

Low Gain

This knob sets the amount of gain for the low band.

Mid Gain

This sets the amount of gain for the fully sweepable mid band.

Mid Frequency

This sets the center frequency for the fully sweepable mid band.

High Gain

This sets the amount of gain for the high band.

Delay



Delay On/Off

This button enables/disables the classic Delay effect.

Delay Rate

This menu allows you to set the timing division for tempo syncing.

Pan

This knob sets the left-right ping pong panning amount for each alternating echo.

Damping

Sets the amount of high frequency roll-off applied to each echo.

Feedback

Sets the amount of delay feedback introduced into the signal path.

Dry

Sets the amount of dry gain (+/-) that is passed through the effect.

Wet

Sets the amount of wet gain (+/-) that is passed through the effect.

Rotator



Speed

Sets the rotation speed of the spinning cabinet simulator.

Treble

Sets the amount of high end clarity.

Distance

Simulated distance from the microphone to the cabinet

Balance

This controls the ratio of the high and low frequency components.

Bass

Sets the overall bass response.

Wet

Sets the total effect wetness level.

Lo-Fi



Bits

this controls the simulated bit depth that the signal is limited to.

S. Freq.

This controls the simulated sampling rate that the signal is limited to

Flanger



Wet

Sets the amount of wet gain (+/-) that is passed through the effect.

Dry

Sets the amount of dry gain (+/-) that is passed through the effect.

Depth

This controls the flanger sweep depth.

Speed

This controls the flanger sweep rate in Hz.

Phase

This controls the phase.

Feedback

This controls the amount of signal chain feedback

Stereo Imager



Stereo On/Off

This button enables/disables the stereo imaging effect.

Spread

This sets the width of the total stereo image, all the way from mono to ultra-wide.

Pan

This sets the pan position of the stereo image's center.

Pro 53 Filter



Pro 53 Filter On/Off

This button enables/disables the resonant filter effect.

Cutoff

Sets the filter's cut-off frequency.

Resonance

Sets the amount of resonance on the filter.

Convolution Controls

We've designed a custom arpeggiator system to expand the instant creative potential of some of the presets. It includes automatable performance controls that shape all aspects of the arpeggiator. When used normally, pressing a key causes the note to self-repeat as long as a key is held down. If additional notes are played, it adds them to the sequence of repeats in various ways, depending on the settings you choose and can be used to produce complex melodic chains, plucking patterns and other effects.



Reverb On/Off

This button enables/disables the convolution reverb effect.

Custom On/Off

Turning this button “On” allows for custom impulse loading. It bypasses the ability to load any of our provided impulses so users can save custom presets with custom impulses.

Dry

Sets the amount of dry gain (+/-) that is passed through the effect.

Wet

Sets the amount of wet gain (+/-) that is passed through the effect.

Size

Sets the simulated room size of the convolution.

Low Pass

Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

High Pass

Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Delay

Sets the amount of pre-delay time before the wet signal is returned

Impulse menus

These menus allow you to select from a wide variety of custom convolution reverb impulses that we've personally captured or created for you, separated into experimental FX impulses and simulated real-world spaces.

Effects

This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

Spaces

This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.

Uberpeggiator Controls

We've designed a custom arpeggiator system to expand the instant creative potential of some of the presets. It includes automatable performance controls that shape all aspects of the arpeggiator. When used normally, pressing a key causes the note to self-repeat as long as a key is held down. If additional notes are played, it adds them to the sequence of repeats in various ways, depending on the settings you choose and can be used to produce complex melodic chains, plucking patterns and other effects.



Mode

This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely. **On** sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates. **Hold** sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating. **Hold +/-** sets it to allow new notes to be added to the automated chain of repeats.

Hits and H. Scale Knobs

Sets the number of repeats of each note BEFORE moving on to the next note in the arp sequence, and H.Scale sets the intensity fall-off rate for each repeat, before resetting for the next note.

Swing

This sets the amount of rhythmic offset (swing) between notes.

Pitch

Sets the pitch up or down in quarter-tone intervals for each repeat AFTER the initial note is pressed and it remains in a pseudo legato state as long as any key is held down. Changing this setting in real-time allows extreme "glitch" stutter and stair-step effects and can self-generate strange grooves and beats, based on the combination of notes you hold.

Rhythm

This sets the speed of arpeggiation, as measured in musical time, ranging from whole bars to 128th notes. Fast settings can yield interesting results, but keep in mind that the faster the speed, the more voices you use.

Durations

This knob allows the user to fine-tune the length of each note. Using this, one can shorten the note to staccato-like pulses or extend them beyond the normal beat length to slur phrases.

Arpeggio Direction Menu

This drop-down menu allows you to select any number of simple or complex cycle patterns that the arpeggiation will follow as it plays through the sequence of notes you have triggered. Choosing "**As Played**" will cause it to follow the original order you played the notes in, with the newest note always added to the end of the chain.

Repeat Setting

This sets the direction of the up or down repeats.

Velocity Graph Sequencer

This customizable graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

Reset

Resets the Graph to blank

Steps

This setting determines the number of steps that are used by the velocity graph step sequencer, starting from the left.

Table Velocities

This activates the Graph. When it is active, the arpeggiation follows the note velocities that you've drawn on the graph. When it is bypassed, each note repeat is played at the velocity that it's original note was played at.

Key Selector Knob

Binds the arpeggiation **scale** you've chosen to a specific key.

Scale Selector

Control binds the arpeggiation sequence to a specific scale that you can choose by turning the knob.

Key Root Note Button

This sets the root note of the **Key** you've chosen to the next higher or lower octave.

Constrain Button

Limits and adjusts any new note to the currently selected scale and key.

Instrument Preset Categories

Primary Articulations

Bowed

We used a standard viola bow to resonant the edges of our cymbals. We created short staccatos, long dynamic swells and full sustains. Each cymbal has it's own unique personality, depending on the size, shape, alloy and the different techniques the were required to unlock each cymbal's unique sonic potential. The results range from low eerie droning pads to monstrous roars, depending on the type of cymbal, the bowing pressure and where on the cymbal edges we bowed. For all bowed presets, each note references a unique sample. You'll find these presets in the main "Bowed" Instruments folder.

Frozen

We used blocks of frozen CO2 ("Dry Ice") to resonant the cymbals. The results range from surreal off-kilter single-note rings to violent screeches, growls, hisses, squeals, whines and hums, depending on the type of cymbal, the pressure we used, the temperature of the cymbal itself and where on the cymbal we applied the ice. For all frozen presets, each note references a unique sample. You'll find these presets in the main "Frozen" Instruments folder.

Tuned Percussion

We isolated the most musical elements in our source material and built a deep collection of tuned percussion presets with a remarkable richness, warmth, detail and tonal complexity to them, the likes of which we've never heard before. These melodic instruments will open up whole worlds of possibility, whether used in conjunction with this library's classic effect elements and ambiences, blended with other instruments or all on their own. You'll find these presets in the main "Tuned Percussion" Instruments folders.

Ambient

We created 4 distinct categories of ambiences for this library, creating a huge variety of tuned, pads, organic "synths", constantly shifting drones, almost-orchestral textures and living-breathing soundscapes, all sculpted directly from the raw cymbal recordings we captured for this library using our best proprietary tricks and favorite sound design secrets. The ambient section of this collection could stand as a library all it's own, but we've included it as a bonus in this library to fully complete the entire package and provide a fully self-contained dramatic atmospheric tool chest perfect for satisfying a whole host of dramatic and horror scoring, sound-design and musical production needs. You'll find these presets in the main "Ambient" Instruments folder.

Program Types

Standard presets

These presets are the primary instrument programs in this library. They include the Sample Start "Offset" Control knob, which allows you to change the playback start position of the next note to play. A value of 0 means samples will start from the beginning when a note is triggered. A value of 127 means that the next sample will start playing near the end of the sample. You'll find these presets in the "Standard" subfolders.

Time-Stretch ("ts")

These presets use the Time-Machine 2 engine mode in Kontakt to allow time compression and stretching without altering the pitch. Be aware that this mode can cause glitches, pops, stuttering and other acoustic artifacts, even at the default speed, so these presets are primarily offered as special effect patches. Use the Standard presets if you need sonic purity. You'll notice the "Speed" knob in these presets. Turn the knob up or down to increase or decrease the playback speed of samples. You'll find these presets in the "time-stretch" subfolders.

Low-Memory ("lite")

These presets use the Direct-From-Disk (DFD) Engine mode in Kontakt to stream samples from your hard drive rather than loading all of the sample data into RAM. In order to allow this mode, the sample start position offset feature has been disabled for these "lite" presets. You'll find these presets in the "Lite" subfolders.

Mic positions

Close

These samples were recorded from very close range, in a wide stereo configuration. They have a very warm, full presence and are essentially dry, with a high degree of detail and clarity and very little room coloration. You'll find these presets in the "Close" subfolders.

Far

These samples were recorded from about 20 feet away, using a wide stereo microphone pair. They have a rich, lush hall sound and a decent amount of natural wetness and room coloration. Not all samples are included in both close and far mic positions, since some sounds were simply too quiet to reach the far mics with sufficient loudness and clarity. You'll find these presets in the "Far" subfolders.

Instrument Preset Formats

Kontakt 4 Presets

You'll find this library's main Kontakt 4.2.4 presets in the Kontakt 4 Instruments folder, within the Instruments directory. These presets feature a fully automatable customer user interface, with the primary performance and LFO/Filter controls available directly from the main front panel. You must have the full version of Kontakt 4.2.4 or later to load these presets.

Kontakt 3 Presets

You'll find a Kontakt 3.5 compatible version of each of the following presets in the Kontakt 3 Instruments folder. The Kontakt 3 presets do not have full custom user interfaces and the buttons cannot be automated, due to limitations in the K3 scripting system and engine, but most of the features and functionality are preserved. LFO controls can be found on a separate tab from the main performance interface. You must have the full version of Kontakt 3.5 or later to load these presets.

Note: Both sets of preset folders are found directly in the root of the main "Instruments" directory.

INSTRUMENT PROGRAMS

Kontakt 4 ONLY Presets

These special master presets are not compatible with any versions of Kontakt earlier than 4.2.4. these presets use the Mukti-Layer-Builder controls explained in detail on page 8 of this user manual.

Cymbology Bowed All Layers Close

The far mic position for the Bowed 3-range selector patch.

Cymbology Bowed All Layers Far

The far mic position for the Bowed 3-range selector patch.

Cymbology Frozen All Layers Close

The far mic position for the Bowed 3-range selector patch.

Cymbology Frozen All Layers Far

The far mic position for the Bowed 3-range selector patch.

Kontakt 3 & 4 Presets

The rest of these presets come in separate versions for both Kontakt 3.5 and Kontakt 4.2.4.

Bowed and Frozen Cymbal Presets

Artillery Shell

These are actual World War I and World War II howitzer artillery shells. We recorded bowed and dry ice resonance articulations using 4 different shells of various sizes, each with a unique pitch and character. The sound is clean, high and piercing.

Cymbal Bowed Artillery Shell close: C1-A#3

Cymbal Bowed Artillery Shell far: C1-F3

Cymbal Frozen Artillery Shell close: C1-G2

This instrument was too quite for a frozen far set.

Brass Bell I

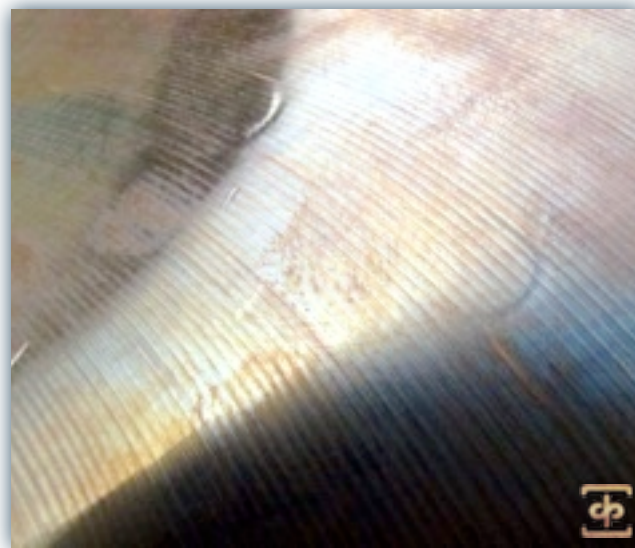
This medium bell chime cymbal is designed for effects, with a thick gauge and heavy bronze alloy composition. The sound is very sharp, with a high bite, clean note and full broad-spectrum ring.

Cymbal Bowed Brass Bell I close: C1-D3

Cymbal Bowed Brass Bell I far: C1-A2

Cymbal Frozen Brass Bell I close: C1-D2

Cymbal Frozen Brass Bell I far: C1-G1



Brass Bell 2

This medium bell chime cymbal is designed for effects, with a thick gauge and heavy bronze alloy composition. The sound is very sharp, with a high bite, clean note and full broad-spectrum ring.

Cymbal Bowed Brass Bell 2 close: CI-A#4

Cymbal Bowed Brass Bell 2 far: CI-C#4

Cymbal Frozen Brass Bell 2 close: CI-C2

Cymbal Frozen Brass Bell 2 far: CI-C2

Brass Bell 3

This small bell chime cymbal is designed for effects, with a thick gauge and heavy bronze alloy composition. The sound is very sharp, with a high bite, clean note and full broad-spectrum ring.

Cymbal Bowed Brass Bell 3 close: CI-C3

Cymbal Bowed Brass Bell 3 far: CI-F#2

Brass Bell 4

This small bell chime cymbal is designed for effects, with a thick gauge and heavy bronze alloy composition. The sound is very sharp, with a high bite, clean note and full broad-spectrum ring.

Cymbal Bowed Brass Bell 4 close: CI-B1

Cymbal Bowed Brass Bell 4 far: CI-D1

Carved Ride

This special medium diameter ride cymbal has large circles punched in multiple rings around the cymbal's bow, which produce a huge variety of haunting overtones and harmonics.

Cymbal Bowed Carved Ride close: CI-G#3

Cymbal Bowed Carved Ride far: CI-E3

Cymbal Frozen Carved Ride close: CI-C4

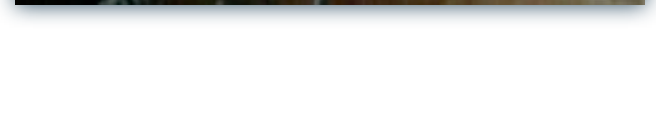
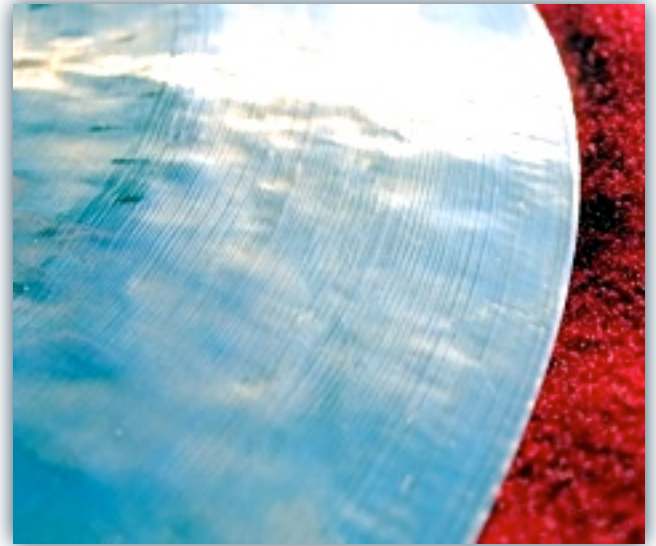
Cymbal Frozen Carved Ride far: CI-B3

China

This contoured cymbal has a flat bell, deep inner bow and upturned outer rim, giving it a darker trashy gong-like sound.

Cymbal Bowed China close: CI-D4

Cymbal Bowed China far: CI-C4



Copper Bowl

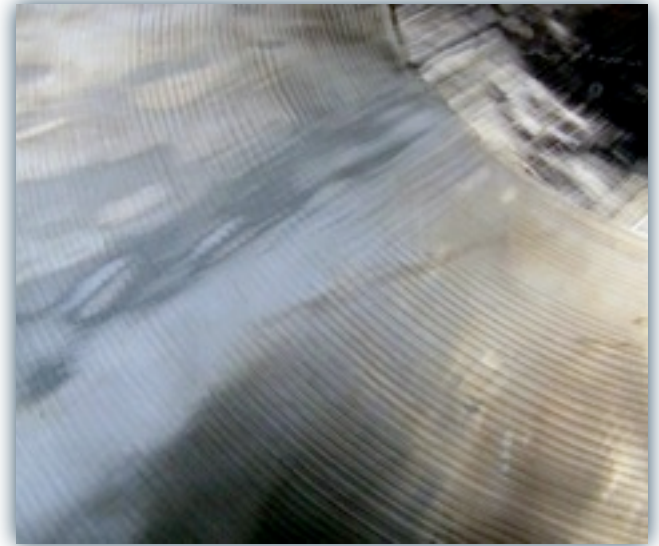
This very large intricately engraved Tibetan copper bowl has a deep, low tone and a wide range of local overtones, depending on what part of the bowl is played and how much pressure is used.

Cymbal Bowed Copper Bowl close: C1-C#3

Cymbal Bowed Copper Bowl far: C1-B1

Cymbal Frozen Copper Bowl close: C1-A#7

Cymbal Frozen Copper Bowl far: C1-G7

**Crash 1**

A standard large crash cymbal.

Cymbal Bowed Crash 1 close: C1-B4

Cymbal Bowed Crash 1 far: C1-C4

Cymbal Frozen Crash close: C1-D3

Cymbal Frozen Crash far: C1-F2

**Crash 2**

A standard small crash cymbal.

Cymbal Bowed Crash 2 close: C1-F5

Cymbal Bowed Crash 2 far: C1-B4

Gong

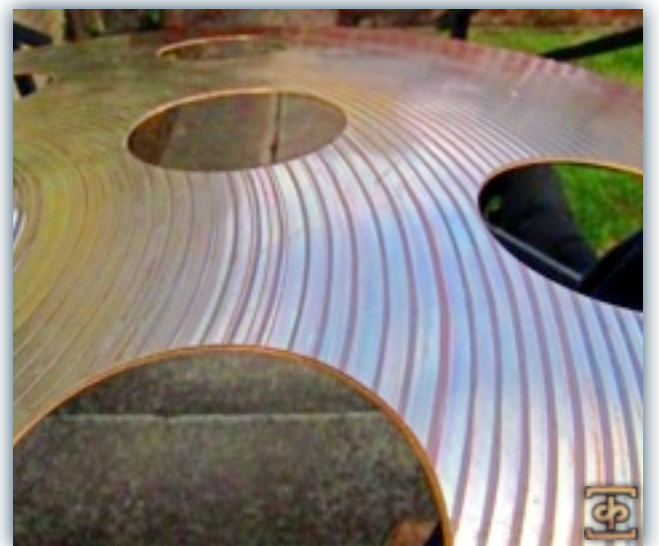
A medium diameter thick gauge flat gong with a fairly light bronze alloy composition. This gong produces a wide, clean and overtone-rich wash and consistent decay.

Cymbal Bowed Gong close: C1-G3

Cymbal Bowed Gong far: C1-D1

Cymbal Frozen Gong close: C1-F#3

Cymbal Frozen Gong far: C1-E3

**Rattle Cross**

This special effect cymbal incorporates two layers of steel and rivets to create a harsh buzzing tone.

Cymbal Bowed Rattle Cross close: C1-E1

Cymbal Bowed Rattle Cross far: C1-D#1

Ride 1

A large standard dark ride cymbal.

Cymbal Bowed Ride 1 close: C1-C5

Cymbal Bowed Ride 1 far: C1-G4

Cymbal Frozen Ride close: C1-G3

Cymbal Frozen Ride far: C1-A#2

Ride 2

A Medium bright ride cymbal.

Cymbal Bowed Ride 2 close: C1-F#4

Cymbal Bowed Ride 2 far: C1-D#4

Splash 1

A 10" small splash cymbal.

Cymbal Bowed Splash 1 close: C1-D4

Cymbal Bowed Splash 1 far: C1-A#3

Cymbal Frozen Splash close: C1-B4

Cymbal Frozen Splash far: C1-E4

Splash 2

A 10" small splash cymbal.

Cymbal Bowed Splash 2 close: C1-E4

Cymbal Bowed Splash 2 far: C1-A3

Splash 3

A 10" small splash cymbal.

Cymbal Bowed Splash 3 close: C1-G#4

Cymbal Bowed Splash 3 far: C1-C#4

**Warped Crash 1**

This ultra thin gauge cymbal is heat-treated and deliberately deformed and warped to achieve very strange, complex and trashy, dark sounds.

Cymbal Bowed Warped Crash 1 close: C1-F#4

Cymbal Bowed Warped Crash 1 far: C1-A3

Cymbal Frozen Warped Crash close: C1-C4

Cymbal Frozen Warped Crash far: C1-C4

**Warped Crash 2**

Another variety of ultra thin gauge cymbal that has been heat-treated and deliberately deformed and warped to achieve very strange, complex and trashy, dark sounds.

Cymbal Bowed Warped Crash 2 close: C1-C8

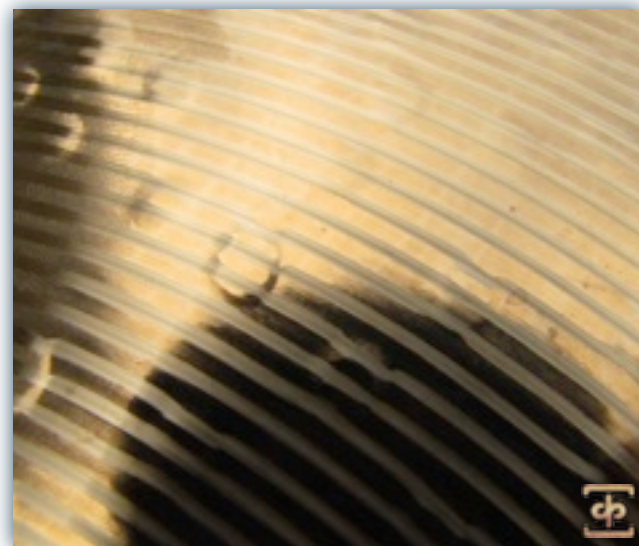
Cymbal Bowed Warped Crash 2 far: C1-B6

Warped Crash 3

Another variety of ultra thin gauge cymbal that has been heat-treated and deliberately deformed and warped to achieve very strange, complex and trashy, dark sounds.

Cymbal Bowed Warped Crash 3 close: C1-D#4

Cymbal Bowed Warped Crash 3 far: C1-A3



Tuned Percussion Presets

These specially modified custom presets reshape the most tonal of our cymbal samples into pristine tuned percussion instruments, with deep, undulating overtones, complex harmonics and crystalline notes. You can use the offset and attack knobs to create a wide variety of unique tuned percussion pads and softer or harder tones. We've created several different tuned percussion presets, each built around a different cymbal.

All presets are mapped over the entire key range, from C-2 – G8.

- Tuned Perc Copper Bowl
- Tuned Perc Cymbal Bowed Artillery Shell
- Tuned Perc Cymbal Bowed Brass Bell 1
- Tuned Perc Cymbal Bowed Brass Bell 2
- Tuned Perc Cymbal Bowed Brass Bell 3
- Tuned Perc Cymbal Bowed Carved Ride
- Tuned Perc Cymbal Bowed Gong 1
- Tuned Perc Cymbal Bowed Gong 2
- Tuned Perc Cymbal Bowed Ride
- Tuned Perc Cymbal Bowed Splash mute
- Tuned Perc Cymbal Bowed Splash
- Tuned Perc Cymbal Bowed Warped Crash



Ambient Instrument Presets

Krimbients

A fascinating collection of unique hand-designed environmental soundscapes. All of these are mapped from C#0-G8.

Cosmic Chalkboard

An intense grinding horror sound-scape, as if peering through the great iron doors, into the factory where the bones of the damned are milled and machined into demonic weapons of war.

Four Stroke Reality

An intense oozing and churning liquid metal drone, as if captured from the furnace where the souls of the wicked are cracked and refined into fuel for the juggernaut.

Gravity Drive

Spinning elemental forces pulsing between polar extremes.

Ice Storm

A violent frozen carbon dioxide gale across the barren surface of Ganymede.



Gambients

A fascinating collection of unique hand-designed environmental soundscapes. All of these are mapped from C#0-G8.

Belladonna

Get used to this funeral organ. One day it will play for you.

Chantrance

Andriods mediation

Cymbalanced

A cold metallic dirge

Hitchhiker

Yeah, you probably shouldn't let me into your car...

Neon Aeon

Infiltrating the skyport

Outside the Ark

So beautiful here, the lethality of this place is easily forgotten.

Scapula

From suspicion to outright sedition, use the X-Blend knob to morph between the layers of this grand deception.

Shove Me Into the Pool

Where the cool the spent rods.

The Crystal Shard

A light so searing it strips all color from your blinded eyes.

The Pause

As you hesitate in this moment of stillness, the fast failing light fades on your quickly vanishing and forever last way home.

The Undertow

The heft and weight of it may be comforting, but you'll soon come to realize that the longer you desperately hold on, the deeper down you're surely dragged.

Uncovered

Oh god, so many bodies. So much blood. Dear God, what have they done, here in this hallowed place?



Shift-Scape Ambiences

Complex, detailed drones that travel like strange spirits through bleak, bottomless emotional valleys and glorious high peaks.

Shift Scapes All 2-layer

C#0-G8. This special preset allows you to assign two independent layers of ambiances, choosing from any of the 27 unique Shift-Scape ambiances for each layer. Use the “X-Blend” knob to smoothly cross-fade between the two layers in real-time.

Shift Scapes All Untuned

C#0-G8. This preset includes all of the 27 Shift-Scape ambiances, cross-faded in 5-step intervals over the key range without pitch-tracking. Use the stepping knob and/or stepping key-switches from C-2 to C0 to change the pitch up or down in half-steps.

Shift-scapes 01 through 27

All individual Shift-Scapes are mapped over the entire key-range from C-2 – G8. Each preset just features a single unique ambiance.

Cym-Spanner Ambiences

Dark undulating, mid-heavy pads, with wide drifting textures and a thick low end.

Cym Spanner All 2-layer

C#0-G8. This special preset allows you to assign two independent layers of ambiances, choosing from any of the 43 unique Cym-Spanner ambiances for each layer. Use the “X-Blend” knob to smoothly cross-fade between the two layers in real-time.

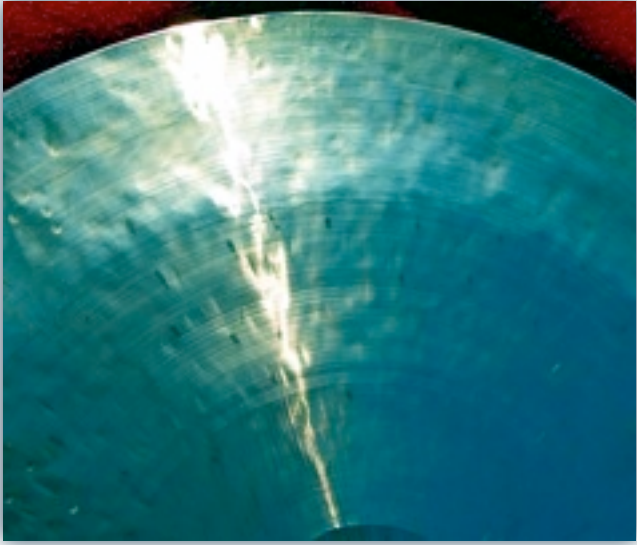
Cym Spanner All Untuned

C#0-G8. This preset includes all of the 43 Cym-Spanner ambiances, cross-faded in 5-step intervals over the key range without pitch-tracking. Use the stepping knob and/or stepping key-switches from C-2 to C0 to change the pitch up or down in half-steps.

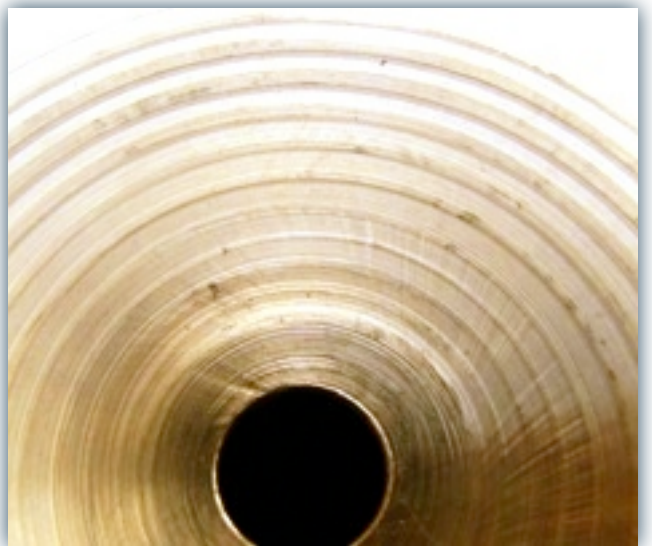
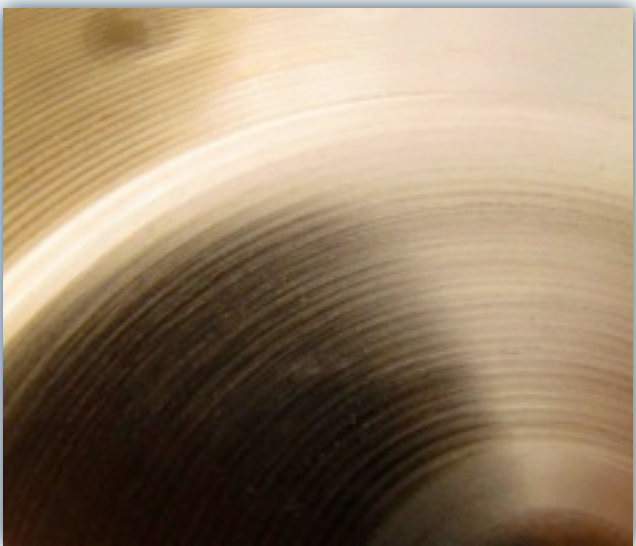
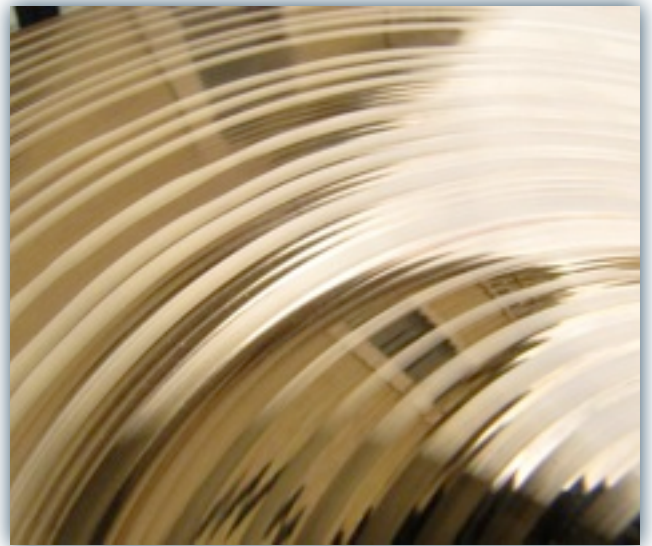
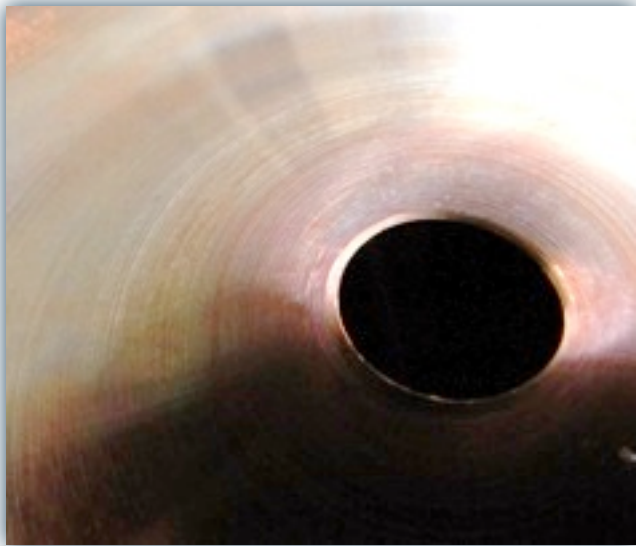
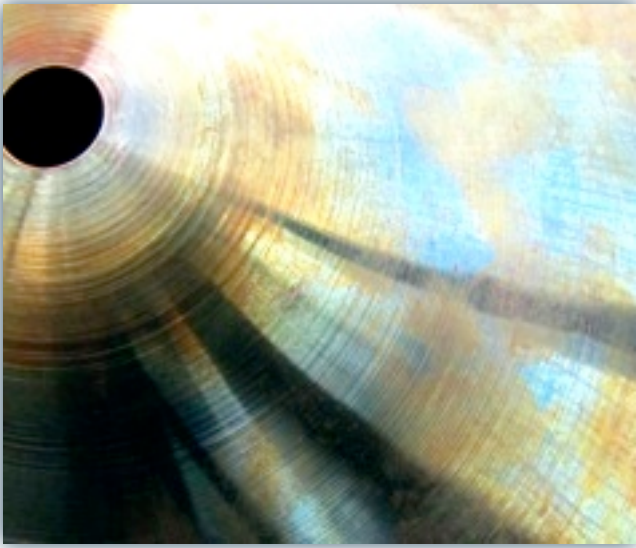
Cym-spanners 01 through 43

All individual Cym-Spanners are mapped over the entire key-range from C-2 – G8. Each preset just features a single unique ambiance.









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much obliged,

Mike, Gregg and Chris



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