

AQUATIC DRUMKIT


user manual



loops de la Crème - April 2024

Thank you for purchasing **AQUATIC DRUMKIT!**

This library will let you explore a universe of unexpected and highly inspiring percussive, atmospheric, and melodic sounds!



69 Kontakt presets are included, and I hope they will provide you hours of inspiration and creativity. The library features:

- One main Aquatic Drumkit with 121 percussions, drums and effects
- Practical mixed and thematic drum kits with built-in grooves and fun mod-wheel rhythmic variations and rolls.
- One main Aquatic Soundscapes instrument with 114 soundscapes.
- One 'automatic' Soundscapes instruments for instant inspiration.
- Inspiring melodic and sound design patches, chromatically playable over 4 octaves, with unique combinations of sounds.

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named AQUATIC DRUMKIT.zip. On a Mac, use the default 'Archive utility'. On a PC, I recommend to use Winrar or Winzip to properly unzip the file.

You can then copy/paste the AQUATIC DRUMKIT folder to your sample library hard drive. Please make sure you make a backup of the full library on a separate drive (or a SD card / USB stick...)

IMPORTANT NOTE:

!!! Please keep the AQUATIC DRUMKIT folder structure intact: Do not move or erase a folder or a file from the main AQUATIC DRUMKIT folder to ensure proper loading of the instruments.

LOADING INSTRUMENTS

To load patches, find the folder from the Kontakt Files Tab and select the patch you wish to load: just double-click on a patch or use drag- and-drop. You can also use Kontakt's '**quick load**' menu. Find more infos about this in Kontakt's user manual

!!! NB: Native Instruments Kontakt 5.8+ is required to fully use the instruments. Make sure you have the latest updates installed.

You can also load patches with Kontakt Free Player in demo mode (with a 15mn time limit and saving functions disabled).

Along this user guide, you'll find a pdf **License Agreement**. Please read this text carefully, it precisely explains the things you are allowed and not allowed to do with the sample library.

KONTAKT INSTRUMENTS

AQUATIC DRUMKIT features a wide range of instruments, organised by category:

MAIN KIT (preset #00 to 02)

10 octaves of drums, percussions and effects

GROOVE KITS (presets #11 to18)

Small mixed or thematic drum kits with 12 sounds and built-in grooves

JAM MULTIS (presets #20 to 24)

Combinations of groove kits as Kontakt Multis (nkm)

AQUATIC SOUNDSCAPES (presets #30 and 31)

A huge set of drones, nature sounds, binaural acoustic textures, and underwater ambiances

AUTO SOUNDSCAPES GENERATOR (presets #35 to 37)

Create impressive soundscapes with automatic and randomized functions.

MELODIC (nki presets 40 to 71, nkm presets 80 to 90)

Melodic patches, chromatically playable over 4 octaves, with unique combinations of sounds

00_AQUATIC DRUMKIT.nki	54_MELO_Kick SteelDrum.nki
01_Aquatic Drumkit_Under Control.nki	55_MELO_Water Drum Bass.nki
02_Aquatic Drumkit_Dive underwater with MW.nki	56_MELO_UduBass.nki
11_Groove_Water Drumming.nki	57_MELO_Liquid subKick.nki
12_Groove_Bubbles and Drops.nki	58_MELO_strong Sub Bass.nki
13_Groove_Water Udu.nki	59_MELO_subyBell.nki
14_Groove_Mixed_Mystic.nki	60_MELO_Glass Bell.nki
15_Groove_Mixed_Hydrology.nki	61_MELO_Modern Bells.nki
16_Groove_Mixed_Thalassa.nki	62_MELO_Tibetan Bells.nki
17_Groove_Mixed_Poseidon.nki	63_MELO_Marco Polo Bell.nki
18_Groove_Mixed_Glacier.nki	64_MELO_Shine Bell Infinity.nki
20_MLT JAM_Odysseus.nkm	65_MELO_DropBell_Droplets.nki
21_MLT JAM_Liquid Drumming_111bpm.nkm	66_MELO_Liquid Bell.nki
22_MLT JAM_Plumbing Supplies_120bpm.nkm	67_MELO_Carillion.nki
23_MLT JAM_Ultramarine_99bpm.nkm	68_MELO_ice Drop inf.nki
24_MLT JAM_WWII Shipwreck.nkm	69_MELO_Underwater Engine FX.nki
30_AQUATIC SOUNDSCAPES.nki	70_MELO_Underwater Drone ST.nki
31_Soundscapes Dive Underwater with MW.nki	71_MELO_bubble Swamp Granular.nki
35_AUTO SOUNDSCAPES GENERATOR.nki	72_MELO_Shine Morse.nki
36_Auto Soundscapes Generator_MW reverb.nki	73_MELO_Water Ghost Drone.nki
37_Auto Soundscapes Generator_dive with MW.nki	74_MELO_GhostShip Lead.nki
40_MELO_Sonar Keys.nki	75_MELO_Underwater Drone bubbles.nki
41_MELO_woody SteelDrum.nki	76_MELO_Deep Sonar.nki
42_MELO_Calebasse Fiber.nki	80_MLT Melo_Lullaby Glass EP.nkm
43_MELO_Water Drum Bye.nki	81_MLT Melo_Plancton Bells.nkm
44_MELO_UduBottle Water.nki	82_MLT Melo_AquaWurli.nkm
45_MELO_UduDrop.nki	83_MLT Melo_Bell and Bubbles.nkm
46_MELO_Rain and Light Pad.nki	84_MLT Melo_Majestic Calypso EP.nkm
47_MELO_Undersea Organ.nki	85_MLT Melo_Magic Glass.nkm
48_MELO_Hydro Pad.nki	86_MLT Melo_Coral Serenity Pad.nkm
49_MELO_Singing Glass B.nki	87_MLT Melo_Liquid Bass.nkm
50_MELO_Glass Pad Mermaid.nki	88_MLT Melo_Deep Engine Drone.nkm
51_MELO_Granular Glass Pad.nki	89_MLT Melo_Medusa Glass Lead.nkm
52_MELO_Singing Glass Texture.nki	99_MLT FX_3D Soundscapes Generator.nkm
53_MELO_Glass Swell.nki	



For maximum realism, try to actually play, perform and record the instrument live in your tracks! Use Pad controllers or keyboards.

To provide the best realistic response, the instruments use extended sampling with many velocity layers and round-robin.



*When you see '**MW**' at the end of a preset name, it means that a special function is assigned to the modulation wheel: make sure you check this out!*

*Some multi presets also have a tempo indication (ex: **90bpm**). This is simply meant as a guide: don't hesitate to use these presets at different tempo values :)*

KEYBOARD MAPPING

MAIN KIT



Red keys, C-2 to A-2: XXL SOUNDS
Underwater sub hits, Kick drums, water footstomps...

Yellow Keys, Bb-2 to Bb-1: WATER DRUMS
Clay, Wood, Ceramic and metal pots filled with water...

Blue Keys, B-1 to F#1: WATER UDUS
Full articulations sampled on two udus filled with water...

Green Keys, G1 to E3: WATER DRUMMING
Water hits, water movements, water hand slaps, splashes...

Yellow Keys, F3 to C5: BUBBLES
bubbles, sponge hits, sponge squeeze...

Red keys, C#5 to G#5: DROPS
Drops, droplets, drizzle, ...

Cyan Keys, A5 to F#6: HAND PERCUSSIONS
Rainsticks, shells, shell shakers, water bottle, beer bottle hits,...

Blue Keys, G6 to F7: BELLS and BOWLS
Hand bells, chimes, large bells, glasses, glass bowls, ceramic bowls, ...

Green Keys, F#7 to C8: EFFECTS
Waves, Wave hits, Thunder, gongs,...

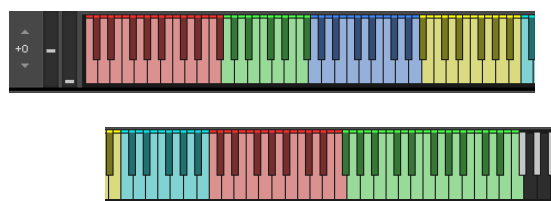
GROOVE KITS and JAM MULTIS



These instruments offer a small drumkit from C1 to B1. The mixed kits are loosely based on standard GM drum mapping: You'll find sounds equivalent to bass drums (C1), snares (D1), toms (A1, G1 and F1) and hihats (F#1, G#1, A#1).

Red keys, C3 to B3: built-in grooves and fills, with modulation wheel variations

SOUNDSCAPES



Red keys (C-2 to F#-1): Underwater drones, designed underwater sounds

Green keys (F-1 to F#0): Bubble textures

Blue keys (G0 to A1): Streams, rivers, and waves

Yellow keys (Bb1 to B2): Rain, thunder

Cyan keys (C3 to B3): Binaural texture effects, granular sound design

Red keys (C4 to F5): Acoustic textures (rainsticks, shells, chimes, thunder drums, singing glass...)

Green keys (F#5 to F7): underwater hydrophone recordings (rivers, streams, ponds, lakes, swamps,...)

!!! The sounds are velocity-sensitive: playing one of the soundscape at a lower velocity will lower the volume and make the sound less bright. You'll notice that at lower velocities, the soundscape will seem to be further back in the stereo field. This way, you can create beautiful multi-dimensional mixes of soundscapes by using **various velocity values**.

AUTO SOUNDSCAPES GENERATOR



Play any key from C1 to B1 to trigger one soundscape. The choice of sound, its pitch, velocity, attack, release, and panning are fully randomized. Play several keys at once to instantly create an impressively rich aquatic soundscape!

MELODIC INSTRUMENTS



All these instruments offer a chromatic playing range of 4 octaves, from C0 to C4. The melodic sounds are finely tuned to standard tuning.

TEMPO-SYNCD RHYTHMS

The Groove KITS and JAM MULTIS feature built-in grooves. Use the green keys (C3 to B3) to easily play complex and natural beats and fill-ins.

!!! All kits feature a **different set of grooves**. This way, you can easily create interesting rhythms by simply layering and combining different kits!

How to use the tempo-synced grooves:

- Press and hold any of these keys to start a rhythm.
- Once a groove is playing, press a different key to switch to another rhythm.



Have fun jamming with the different rhythms :)

Use a main rhythm and experiment playing different keys

and quickly coming back to the main groove to create on-the-spot fill-ins!

MODULATION-WHEEL GROOVE VARIATIONS:

The KITS offer a fun and instinctive way to bring the pre-programmed rhythms to life:

Once a groove is playing, you can easily switch to a variation of this pattern by using the Modulation Wheel (or another controller sending Midi CC1). Various groove variations, 'beat repeats', and fill-ins are pre-programmed and directly accessible via the modulation wheel!

You'll notice that each Kit offers a different set of MW variations to create complex and unexpected combinations!

PLAYING TIPS:

- *Always access the main groove by bringing the Mod Wheel to the lowest position.*
- *You can leave the Mod Wheel at a different position to let a variation or a beat-repeat play.*
- *To replicate a player's typical rhythmic variations, simply follow your instinct and quickly change the mod wheel to a different value before returning to the main groove.*
- *Play mod-wheel variations with the left hand and switch patterns and fill-ins with the right hand to easily create expressive natural rhythm tracks!*

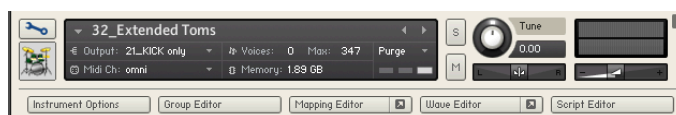
!!! HOW TO DISABLE THE MODULATION WHEEL FUNCTION OR ASSIGN GROOVE VARIATIONS TO A DIFFERENT CONTROLLER:

Follow these steps if you don't want to have the variations assigned to the MOD WHEEL:

Click on the tool to 'open' Kontakt



Click on **SCRIPT EDITOR**



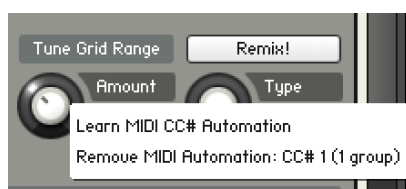
Click on the tab **DRUM COMPUTER**



Locate the Knob under the label 'Remix'.
Right-click on this knob



Click on the option 'Remove MIDI Automation: CC#1 (1group)'



That's it: the groove variations won't be linked to the Mod-wheel!

You can **choose a different controller** to switch groove variations:

Simply right-click on the knob again, choose the function 'learn MIDI CC# Automation', and move one of your MIDI controllers: the function will be automatically assigned to this new controller!

Don't forget to save your instrument if you like the changes you made!

!!! Changing the way the grooves are triggered and stopped:

The way the grooves are triggered per default is great for music productions. You might however prefer to have **the grooves start and keep playing** with a single key press, and stop when the same key is pressed again. It is very easy to change this within Kontakt. Here is a step-by-step guide:

- First, you must 'open' Kontakt by clicking on the tool at the top left.
- Then click on Script Editor (at the right, just under the main Volume fader)
- You'll see the different Tabs for the scripts. Click on the 'Drum Computer' tab on the right.
- In the Global Options, click on the button Latch to activate it:

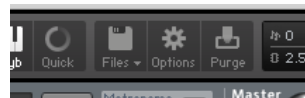


That's it, now the rhythms start on a key press and keep playing until the same key is pressed again. You can click on the tool again (to close the menus/scripts). Now you might want to resave the patch. You can overwrite the current patch or use a different name. Just make sure you choose the option 'patch only', and save the patch in the Instrument folder.

!!! Recording the rhythms and rolls as **MIDI** in your DAW:

It is possible to record Midi data into your DAW from the built-in grooves.

To do this, click on the icon 'Options' at the top:

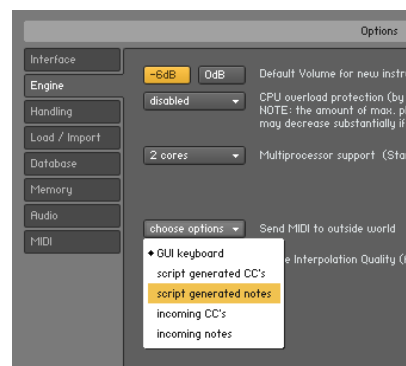


In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

Choose the option 'script generated notes'

That's it, Kontakt will now send MIDI notes when rhythms are played.

Make sure you **properly configure a MIDI track in your DAW** to receive and record these MIDI notes. Since all DAWs have a specific way of configuring tracks, you can check your DAW's user manual or do a search on the internet if you haven't done this before.



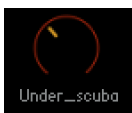
USING THE INTERFACE:

The interface is organised in various sections, following the signal flow from left to right, and allowing you to create a huge range of sound variations:



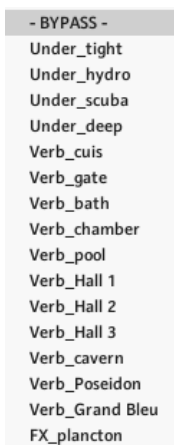
SIGNAL FLOW:

INSERT REVERB -> STEREO WIDTH -> FILTERS and EQ -> DRIVE -> COMPRESSOR -> REVERB SEND



INSERT REVERB:

Choose between 16 different Impulse Responses and set the amount of the insert reverb. The first 4 IRs are underwater impulse responses, and with the reverb knob full, you can replicate the effect of an underwater recording. Since many sounds were



recorded dry, you can easily add a natural ambiance to the sounds and use the remaining effects (width, eq...) to further shape the sound.



Tip: Control the insert reverb knob with your mod wheel, and choose one of the underwater IRs: this way, you can imitate the effect of a sound going underwater!

Presets #02, #31 and #37 use this function.



STEREO WIDTH:

Use this knob to increase or decrease the stereo width. At a value of 0, the sound will be mono. Use cmd+click (or ctrl+click) to bring the knob to its default value (regular 100% width)



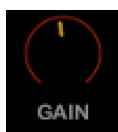
EQUALIZER AND FILTERS:

Use this 4-band EQ, along with a high-pass (HPF) and low-pass filter (LPF) to quickly change the sound. Each instrument uses different frequencies already set for best results.



SWITCHES:

Use these switches to activate or deactivate the EQ and Filters ('EQ'), the Overdrive ('DRIVE') and the compressor ('COMP')



GAIN:

This knob sets the gain of the overdrive effect. You'll notice that the effect is a subtle and very rich saturation that adds substance and power to the sounds.



SEND REVERB:

Choose one of 21 custom IR reverbs and set the amount of sound that will be sent to the second reverb.



Use one of the built-in grooves in a GROOVE KIT and experiment with the knobs and faders: It will be easy and fun to tweak the sound and nicely fit the sound in your track.



You can assign any knob from the Kontakt user interface to any of your hardware controllers. To do this, right-click on the knob you would like to assign. Choose the option 'learn MIDI CC# Automation'. Then just move a knob on your controller (or the mod wheel). That's it! To unassign the knob, right click on it again, and choose 'remove MIDI automation'

!!! SAVING YOUR INSTRUMENTS:

If you tweak the effects and like the sound, or create a new combination of instruments (Kontakt nkm), you should re-save the patch in the files menu:

For single patches, use the function 'save instrument as...' , rename the instrument, and choose the option 'patch only'

For multis, use the function 'save multi as...'

Please save your instruments in the original folder.

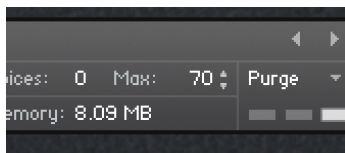


Use a different name for your own patches to easily remember them and keep the original patches as well.

!!! IMPORTANT NOTE ABOUT CPU USAGE !!!

All presets were designed to run smoothly on regular computers and laptops. However, according to the power of your computer, you might experience polyphony overload, audio issues or system instability. Here a few tips to avoid this:

- Increase the audio buffer in your DAW or in Kontakt 'Preferences' menu
- **In Kontakt *Options / Engine*, use 'relaxed', 'medium' or 'strict' for the CPU overload protection**
- Try to reduce the number of notes simultaneously played
- Shut down other applications and softwares
- Decrease or increase the maximum polyphony of the patches:



SAMPLES AND RECORDINGS

The library features 1549 samples organised in 33 folders.



A shell-shaped ceramic vase with a beautiful resonating sound.



Recording Rainsticks with a Binaural Setup - Studios Palace, Moulins, France, July 2021

The samples were recorded in several studios using various microphones:

The samples in the main Aquatic Drumkit were recorded using an ensemble of microphones, such as an AKG C480B with a CK63 hypercardioid capsule, Schoeps MK21 and MK4, shure beta 57, Beyer M201, EV RE15 and RE20, SE voodoo VR1 and more...

Most of the soundscapes and nature sounds were recorded with a pair of Audio Technica AT4022 or MKH 8040 in an AB setup or a Binaural setup. Audio recorders (Sony PCM M10, PCM D100, Olympus LS100, zoom F4, Sound Device 633) were also used for some of the recordings.

Extra nature recordings (quiet beach ambience, ocean waves, soft rain, stream) were edited from recordings by the french sound engineer Benjamin Feuillade.

Some samples were recorded with a contact (piezo) microphone. The underwater recordings were captured with a hydrophone microphone, a Aquarian Audio HD2.



Hydrophone recordings of swamps, streams, lakes and rivers were used to create unique ambiances for the library.

UPDATES

The included patches are early versions of the software. They were thoroughly checked and tested before release. If you still find bugs or inconsistent behaviour, please report to office@julientauban.com

Also, don't hesitate to send me ideas or requests for future updates. You will be informed via email (from office@julientauban.com) about future updates and add-ons.

CREDITS

Concept, sampling, editing, mixing, programming and graphics by Julien Tauban.

The samples were recorded over a period of 7 years in Vienna (Studios 4Tune, 2018-2019) and Moulins, France, in Les Studios Palace (2020-2024)

Location recordings in Austria, Turkey, Italy, Croatia, and France (2015 - 2024)

Extra nature recordings kindly provided by Benjamin Feuillade.

If you find a problem using the sample library, have questions or just want to get in touch, don't hesitate to send an email to office@julientauban.com

Thanks a lot for reading, I wish you lots of inspiration and fun with AQUATIC DRUMKIT!

Best regards,

Julien Tauban

www.loopsdelacreme.com

www.julientauban.com

All copyrights@ Loops de la Crème, Julien Tauban, 2024