

INSTANT EPIC TOMS

user manual



loops de la Crème - July 2016



Thank you for purchasing **INSTANT EPIC TOMS!** This Kontakt library offers a unique collection of highly playable tom instruments and cinematic impacts.

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named INSTANT EPIC TOMS.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 INSTANT EPIC TOMS folder to your sample library hard drive, and make sure you make a backup of the new samples on a separate drive (or a SD card / USB stick...)

IMPORTANT NOTE:

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

LOADING INSTRUMENTS

To load patches, find the folder from the Kontakt files menu and select the patch you wish to load: just double-click on a patch or use drag- and-drop.

NB: Native Instruments Kontakt 5.3.137+ 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

1. TOM INSTRUMENTS
2. ADDITIONAL INSTRUMENTS
3. USER INTERFACE
4. MULTIS

INSTANT EPIC TOMS features 11 tom instruments, 6 additional impact instruments, and 9 multis (nkm)

All instruments were designed to be played in a very intuitive way: All of them offer 49 keys (C1 to C5) that you can freely play the way you want: Use one finger, several fingers, one or two hands, your arms...

Feel free to experiment a bit with playing techniques! Each single nki uses a slightly different sampling and programming technique in order to achieve a great playability and maximum responsiveness.

For best results, we recommend using a midi keyboard with at least two octaves (25 keys). The keyboard should be velocity sensitive in order to provide the most dynamic and realistic results.




For maximum realism, try to actually play, perform and record the instruments live in your tracks!
For a cool effect, play several keys at once but not very tightly together (not exactly simultaneously): this will reproduce a typical 'flam' sound, or simulate the sound of a group of musicians

1. TOM INSTRUMENTS

00_ORCHESTRAL TOMS

01_ORCHESTRAL TOMS B



These two patches are based on a collection of cinematic toms. The samples used here were digitally processed from acoustic recordings of large toms. Pitching, saturation, compression and reverb were used to design cinematic sounds. Each key offer a different sound. The patch 01_ORCHESTRAL TOMS B uses some of the same samples spread-out on different keys, in order to easily create impressive multis :)

02_DOUBLE TOMS_low

03_DOUBLE TOMS_high loose

These patches are based on stereo recordings of two toms played simultaneously. A binaural recording technique was used to create a wide sound. For the second patch here, the toms were tuned higher, and they were played not very tightly ('loose'), in order to replicate the sound of different musicians playing together.

04_GROWL TOMS

05_WIDE TOMS

These two patches are based on acoustic recordings of a single tom. A 18 inches Gretsch Floor Tom was recorded with a Shure SM7 for 04_GROWL TOMS.

05_WIDE TOMS is based on samples of a 16 inches Slingerland Floor Tom recorded with a AB stereo pair of AT4053.

Various round robin and pitching techniques are used to turn these samples into fun and expressive instruments.

06_FOCUS TOMS_high

07_FOCUS TOMS_high loose

08_FOCUS TOMS_low

These instruments are based on samples of Premier Toms recorded very close with Audix dynamic microphones. Various tuning (high vs low) and playing techniques (tight vs loose) were used.

09_ETHNIC TOMS

This instrument uses a combination of digitally created samples to replicate the dark and warm sound of large ethnic drums. The samples are spread chromatically on the keys to provide various pitches.

2. ADDITIONAL INSTRUMENTS

10_KICK 1_solid

11_KICK 2_stomp

12_KICK 3_drive

13_SNARES thunder

These 4 instruments were created to be used in combination with various single tom instruments. They will help you add extra punch, impact and colour to the tom patches. They are based on layers of acoustic and electronic drum samples, and can be played just like the tom instruments.

14_METAL impact

15_METAL PLATE

These two patches are based on samples of large metal objects. The samples were recorded using contact (piezo) microphones, and the resulting instruments offer a very cinematic sound that will be perfect to layer on top of tom instruments!

3. USER INTERFACE



- HP: High-Pass Filter to cut out unwanted bass frequencies. Helps to reduce proximity effect, and easily integrate the sound into a mix
- LP: Low-Pass filter to finely reduce high frequencies and achieve a warmer sound
- REVERB SELECTOR: pick one of 10 custom Impulse Responses
- DRIVE: a parallel overdrive, with very little amount of warm saturation mixed with the dry signal.
- TONE: a specific equaliser preset optimized for each patch
- FX: each patch offers a pre-programmed effect (delay, chorus, disto, amp...)
- COMP: a parallel compressor to increase sustain, and control dynamics.



you can assign any knob from the Kontakt user interface to any of your hardware controller. 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'

TWEAKING THE EFFECTS INSIDE KONTAKT:

You can easily change the effect parameters or replace effects for each single nki. To do this, first click on the tool at the top left corner of the Kontakt instrument:



Then scroll down to the section 'INSERT EFFECTS':



You can see a chain of 8 effect slots.

The first one (here SKrm) is controlled by the 'DRIVE' knob on the interface.

The second and third effects are the filters. (controlled by the two HP and LP knobs on the interface)

The fourth one (here SGEQ) corresponds to the interface's TONE knob.

The fifth one (again Delay) is controlled by the 'FX' knob on the interface

The sixth one (FBComp) corresponds to the 'COMP' knob on the interface.

For each effect, you can press the red letter 'B' to bypass or activate the effect.

Click on the cross (x) to delete the effect, and replace it with a different one by clicking on the +

Click on the center of an effect slot to select it and have access to all effect parameters.

When you're satisfied with the changes, scroll back to the top, and press the tool again to close Kontakt's edit mode.

!!! SAVING YOUR INSTRUMENTS:

You can then resave the patch in the files menu:

Use the function 'save as...', rename the instrument, and choose the option 'patch only'

Please save your instruments in the original folder.

4. MULTIS

The real fun of INSTANT EPIC TOMS is in layering various single tom instruments and additional instruments together to create massive epic sounds :)

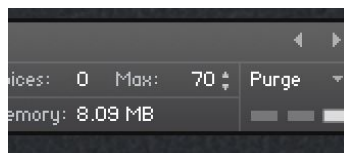
To give you an example of the possibilities, the library offers 9 multis:



!!! IMPORTANT NOTE ABOUT CPU USAGE !!!

All of the single patches and multi patches 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
- Try to reduce the number of notes simultaneously played
- Shut down other applications and softwares
- Record the midi notes while using a single patch and the lowest latency, and then load a multi, increase the latency and play back the midi recording.
- Decrease the maximum polyphony of each patches:



CREATING YOUR OWN MULTIS (nkm):

Experiment with combining and layering various single patches and create your own sounds!

Here a few tips to create multi patches:▢

- Make sure you select the same Midi channel for all of the patches you want to layer.▢
- Use Kontakt's volume, pitch, panning, Tune, Solo and Mute buttons to help you out.▢
- Make sure you don't overload the audio output of Kontakt: you might need to lower the levels of the individual patches.▢
- Remember that the amount of CPU and disk resources needed will increase with each new layer. In Kontakt preferences menu, you can increase the latency to help create more ambitious multi patches!

To save a multi patch, choose the '*Save multi as...*' in Kontakt files menu. Name your multi- instrument, and choose the '*save patch only*' option. Please save the patch in the INSTRUMENTS folder to ensure proper loading.

SAMPLES

The samples of INSTANT EPIC TOMS are organised in 3 main folders, Tom Samples, Percussion Samples and Various Samples. The library provides samples of acoustic toms, electronic toms, synthetic impacts and metal impacts.



If you like to use single samples and one-shots during productions, I highly recommend that you take a few minutes and go through all samples: then you can copy/paste (please do not move) your favourite samples into a new folder you create. This way, you will have a small collection of ready to use 'best-of' Tom and impact sounds that you can quickly audition while in the middle of a production, without having to go through all folders and subfolders of 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 updates and add-ons.

CREDITS

Recordings, mixing, programming and graphics by Julien Tauban.

Recorded at 4Tune Studio, SteinHof Studios and LDLC Studios, Vienna, AUSTRIA

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 INSTANT EPIC TOMS!

Best regards,

Julien Tauban

www.loopsdelacreme.com

www.julientauban.com

All copyrights@ Loops de la Crème, Julien Tauban, July 2016