MAGIC DJEMBE

user manual

Thank you for purchasing **MAGIC DJEMBE**!

This Kontakt library offers a responsive and realistic Djembe percussion instrument, unique rhythmic functions, as well as several 'automatic djembe' patches.

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named MAGIC DJEMBE.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 MAGIC DJEMBE 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 MAGIC DJEMBE folder structure intact: Do not move or erase a folder or a file from the main MAGIC DJEMBE 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 5.3.1+ 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.

SAMPLES

The samples of MAGIC DJEMBE are organised in 2 main folders, AUTOMATIC Djembe Samples and DYNAMIC DJEMBE SAMPLES. The DYNAMIC DJEMBE SAMPLES folder is organized in 23 subfolders, one for each articulation / playing technique.

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' Djembe 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 :)

KONTAKT INSTRUMENTS

MAGIC DJEMBE features 3 kinds of instruments:

1. **REALISTIC DJEMBES**
2. **AUTOMATIC DJEMBES**
3. **MULTIS**

1. REALISTIC DJEMBES

01_Dynamic Djembe

This patch is the main instrument.

It uses extended round-robin (a new sample is played each time you press the same key) and dynamic response (the sound will be louder, more cutting and slightly brighter when you play a key with more force).

For maximum realism, try to actually play, perform and record this instrument live in your tracks!

The key colours represent different playing techniques:

1. YELLOW (C2 to D2): muted bass
2. CYAN (D#2 to F#2): open bass
3. RED (G2 to B2): open slap
4. GREEN (C3 to D#3): full hit
5. RED (E3): double slap (two hands)
6. YELLOW (F3 to A3): muted slap
7. BLUE (Bb3 and C4): drum stick on the side of the Djembe

For each playing technique, the main sounds can be found on the **black keys** (C#2, D#2…), and adjacent white keys offer variations of these sounds. This key mapping was created in order to facilitate the performance of typical Djembe rhythms on a keyboard. For example, you can play only the black keys and quickly get great results!

You can also play several keys at once, and perform great sounding rolls:

Use C#2 + D#2 for bass rolls,

Use G#2 and A#2 for slap rolls,

Use C#3 and D#3 for full rolls,

Use F#3 and G#3 for muted slap rolls

For a cool effect, play two keys at once but not very tightly together (not exactly simultaneously): this will reproduce a typical 'flam' sound

ALTERNATIVE PRESETS

You'll also find several variations of this main instruments, each with a different sound, and different built-in arpeggio grooves:

02_Dynamic Djembe_RETRO PUNCH

A great patch using all built-in effects, bass and treble reduction and a spring reverb for a warm and cutting sound.

03_Dynamic Djembe_DARBUKA

A funky patch emulating the sound of a Darbuka instrument.

04_Dynamic Djembe_DOWNSKIN

Using pitch shifting within Kontakt (-8), a strong amount of reverb and added high frequencies, this patch provides a very different sound reminiscent of Tar instruments and other large skin drums.

05_Dynamic Djembe_TRIBAL

Perfect for trailer music and video games, this patch provides a deep, hypnotising sound.

06_Dynamic Djembe_MINIDRUM

This patch uses extreme pitch shifting (+2 octaves), compression, and a short studio reverb to create a new kind of high-pitched drum instrument. Very organic and a great sound :)

USING THE ARPEGGIO:

These instruments also feature a built-in arpeggio. Access it by clicking on the 'RHYTHM' tab:

Let's have a look at the most important controls:

Fix Velocity: use this to have the pattern always play at fixed (maximum) velocity. If unselected, the pattern will respond to the velocity of the played notes.

Mode: switch between **Off** (pattern does not play) **On** (pattern plays only when you are playing a note on your keyboard), **Hold** (pattern plays until you switch back to Off) or **Hold<-** (pattern plays until you press the same note again to stop)

Draw the notes in the small gray table. The height defines the velocity of the note.

You can also change the number of steps and the rate.

*Use various amounts of **Swing** when layering multiple patterns, this can add to the realism :)*

Note Order: choosing **All (Chord)** will let all notes play simultaneously: perfect for simulating groups of people clapping. Choose one of the other modes to alternate between the played keys.

All Arpeggiator settings can be saved within a patch, so if you have a nice pattern that you'd like to keep, make sure to resave the patch (possibly with a different name). Please use the 'save patch only' function.

2. AUTOMATIC DJEMBE

11_Automatic Djembe 4-4

12_Automatic Djembe 12-8

These two instruments automatically perform a realistic tempo-synced groove!

Based on ground-breaking sampling and programming techniques, the rhythm will continuously vary in dynamics and notes played, perfectly simulating a musician playing freely on a djembe.

Use the note C1 (red key) as a on/OFF switch for the rhythm. (press to start, press again to stop).

You can find an instrument playing a 4/4 groove, and another one playing a typical african 12/8 rhythm.

3. MULTIS

MAGIC DJEMBE features two kinds of Multi-instruments (Kontakt nkm): Rhythmic multis and Auto multis.

RHYTHMIC MULTIS ('RM') are combinations of 'Dynamic' instruments, each with a particular pre-programmed sound and rhythmic pattern. Simply press and hold various combinations of notes to instantly perform original grooves.

!!! The instruments with a name ending with 'MW rolls' give you the possibility to add rolls to the grooves by using your keyboard's modulation wheel.
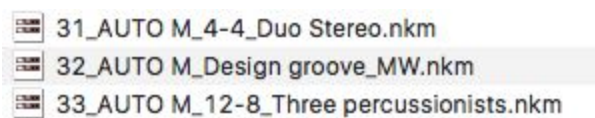
To get the best out of these multi-instruments, here a few tips:
1. *use various keys, and combinations of keys*
2. *use various velocities*
3. *alternate between hands or between fingers*
4. *mute / unmute single instruments for various parts of your song*

AUTO MULTIS ('AUTO') are based on combinations of 'Automatic' instruments. Use the note C1 to start and stop the rhythms.

Click on the + symbol at the right of an instrument to expand its view and tweak the UI controls:
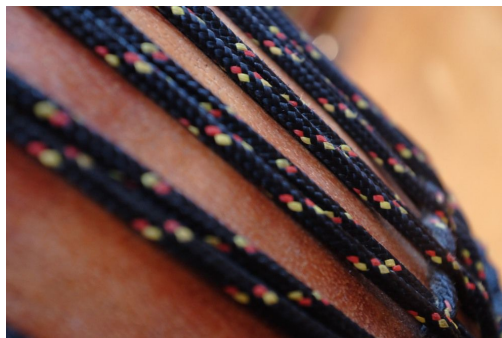
USING THE INTERFACE TO CUSTOMISE THE SOUND:

- 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 26 custom Impulse Responses
- ATTACK: bring this up for mellow and slow attack
- RELEASE: maximum release values provide an authentic decay of the samples after you release the note, while lower values help replicate a choked sound.
- DRIVE: a parallel overdrive, with very little amount of warm distortion mixed with the dry signal.
- NOTCH: reduces low-mid frequencies, making the sound thinner without losing bass
- BRIGHT: a subtle high-frequency boost. Emphasizes attacks and finger noises
- 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 Notch knob.

The fifth one (again SGEQ) is controlled by the 'Bright' 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.

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 the 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.

BONUS: Ethnic Shaker Metronome

In the instruments folder, you'll also find a small bonus instrument, the Ethnic Shaker Metronome. This will automatically keep time (playing each beat) and will work very well in combination with the automatic patches. Start and stop the metronome by playing C1. Two Multis (automatic Djembe + shaker) are also included!

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

Recordings, mixing, programming and graphics by Julien Tauban.

Recorded 4Tune Studio, 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 MAGIC DJEMBE!

Best regards,

Julien Tauban

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