

MAGIC JAW HARPS

user manual



loops de la Crème - January 2019

Thank you for purchasing **MAGIC JAW HARPS!**

This Kontakt library offers seven different jaw harps, one deeply sampled jaw harp instrument with intuitive rhythmic functions, a unique 'automatic jaw harp' instrument, and a set of percussive sounds created with jaw harps.

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named MAGIC JAW HARPS.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 JAW HARPS 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 JAW HARPS folder structure intact: Do not move or erase a folder or a file from the main MAGIC JAW HARPS 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. You can also use Kontakt's 'quick load' menu. Find more infos about this in Kontakt's user manual.

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.

KONTAKT INSTRUMENTS

MAGIC JAW HARPS features 4 kinds of instruments:

1. MAGIC JAW HARP
2. SET OF ALL JAW HARPS
3. PERCUSSIVE SET
4. AUTOMATIC JAW HARP

1. MAGIC JAW HARP

01_MAGIC JAW HARP

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. BLUE (C1 to G#1): long tones (straight tones, slow vibrato, quick vibrato)
2. CYAN (A1 and A#1): short muted tones
3. YELLOW (B1 to A2): tones with breath effects**
4. CYAN (Bb2 and B2): Breathing sounds
5. RED (C3): automatic/random jaw harp (automatically plays different samples)

***The notes G#2 and A2 use special sampling techniques (looping, reverse playing, change of sample start...) to achieve interesting effects while still sounding natural.*

For maximum realism, the instrument is monophonic: triggering a new key will automatically stop the previous sample in a natural way.



Add subtle and natural changes to a programmed groove by using the 'random' notes at C3 (red key)



All keys (except D1, D2, D#2, E2, F2, F#2, G2, G#2, A2 and B2) use round-robin: a different sample is used when the same key is played repeatedly. You can turn this function on or off using the button 'RR' on the interface.

ALTERNATIVE PRESETS

You'll also find several variations of this main instrument, each with a different sound, and different effects:

02_MAGIC JAW HARP_Cinematic

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

03_MAGIC JAW HARP_Talkbox_MW

A funky patch that lets you create vocal-like effects with the modulation wheel.

04_MAGIC JAW HARP_Drive into Abyss_MW

A unique sound that will be useful for trailers, electronic music and ambient works. Use the modulation wheel to control the amount of overdrive and long mono reverb.

05_MAGIC JAW HARP_Saigon

A fun patch that uses pitch shifting and various effects to create an emulation of a Dan Moi, the Vietnamese traditional jaw harp.

USING THE RHYTHMS:

These instruments feature built-in rhythms. All rhythms can be controlled by using the green keys (C4 to B4):



How to use the tempo-synced rhythms:

- Press any of these green keys to start a rhythm.
- Once a groove is playing, press a different key to switch to another rhythm.
- Press the last depressed key a second time to stop the groove.

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

The way the grooves are triggered per default is great fun for jamming. You might however prefer to have **the grooves only play when a key is pressed**, and stop when the key is released. 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, last on the right.
- In the Global Options, click on the button Latch to deactivate it:



That's it, now the rhythms only play for as long as you hold the key.

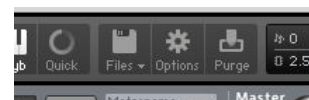
You can click on the tool again (to close the menus/scripts).

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:

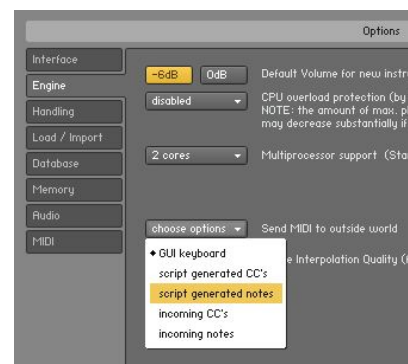


In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

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 internet if you haven't done this before.



2. ALL JAW HARPS SET

11_ALL JAW HARPS SET: This instrument lets you quickly access and play 7 different jaw harp models.

Each key colour represents a different jaw harp (12 articulations on one octave):



The order of the jaw harps follows the picture on the main GUI: you can play three regular jaw harps of various size, two hand-made jaw harps from Austria, and two Dan Moi from Vietnam.

All models offer a similar **key mapping**:

The deepest straight note (with little vibrato) can be found on C, and a complementary higher note is mapped on D: Play these notes together like a kick and a snare to easily create natural rhythms.

C# and D# have higher-pitched notes, and the keys E, F and G feature notes with intense vibrato effect.

The keys A and B feature breathing effects.

The keys F#, G# and A# feature shorter, high-pitched and percussive notes.

3. PERCUSSIVE SET

12_Percussive Jaw Harp Set

This patch features a collection of percussive effects and shorter punchy sounds recorded on all jaw harps. Use this instrument to add unique sounds and grooves to your tracks:



4. AUTOMATIC JAW HARP

This patch will automatically play a realistic and constantly evolving jaw harp rhythm.

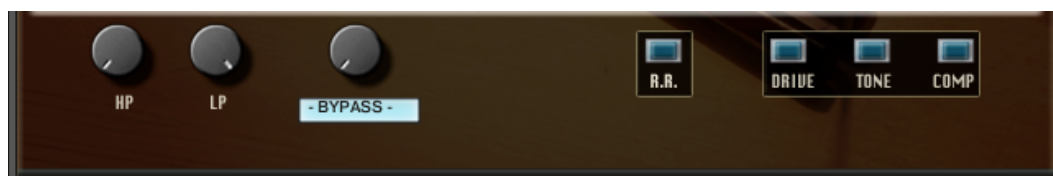
Based on ground-breaking sampling and programming techniques, the rhythm will continuously vary in dynamics and notes played, perfectly simulating a musician playing freely on a jaw harp.

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



To set the instrument so that the rhythm will only play when the key is pressed down, Refer to the above section Changing the way the grooves are triggered and stopped

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 6 custom Impulse Responses
- RR: activates the round-robin functions (only for patches 01 to 06!!)
- DRIVE: a parallel overdrive, with very little amount of warm distortion mixed with the dry signal.
- TONE: slightly enhances low and high frequencies ('smile' EQ curve)
- COMP: a parallel compressor to increase sustain and control dynamics.



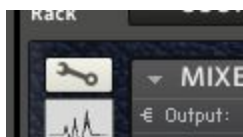
you can assign any knob from the Kontakt user interface to any of your hardware controller. To do this, right-click on the knob you would like to assign. Choose the option 'learn MIDI CC# Automation'. Then just move a knob on your controller (or the mod wheel). That's it!

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 fifth one (SGEQ) is controlled by the 'Tone' 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.

SAMPLES

The samples of MAGIC JAW HARPS are organised in several folders and sub-folders: In the main folder *JawHarp Samples*, you'll find one subfolder for each jaw harp model.

Additionally, the folder *Large Regular JawHarp Samples* contains extra subfolders for many articulations and playing techniques: these samples are used in the presets 00 to 06.

Two bonus folders (breathing samples and rhythms/long recordings) are also included.

All samples were recorded using a Neumann U47 FET. This microphone was chosen for its detailed response, controlled proximity effect, and nice handling of transients.

Watch a short video from the recording sessions: [Recording Jaw Harp Samples](#)



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 samples**) your favourite samples into a new folder you create. This way, you will have a small collection of ready to use 'best-of' Jaw Harp 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 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 JAW HARPS!

Best regards,

Julien Tauban

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