MULTIMONO DRUMS

user manual



loops de la Crème - October 2019

This Kontakt library is a small, gritty and unique drum kit that will be perfect for old-school breaks, garage rock, vintage reggae, or any track that needs a nice attitude and vibe!

The sampling is based on the 'one microphone for the whole kit' recording technique, where a single microphone is used to capture all elements of the kit. To sample MULTIMONO DRUMS, we pushed this technique further and used four of these microphones placed around the drums to capture 4 different perspectives on the whole kit. A practical mixer lets you layer and combine these four channels for a wide range of tasteful sounds!

INSTALLATION

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

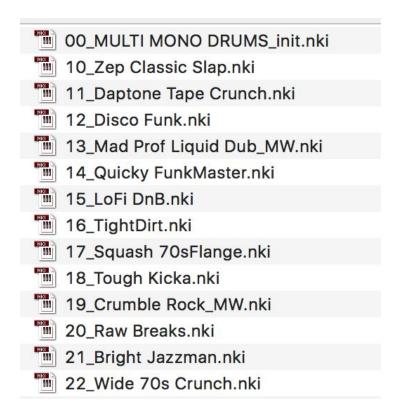
You can also load patches with Kontakt Free Player in demo mode (with a 15mn time limit and saving functions disabled).

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

MULTIMONO DRUMS features one main instrument and 13 additional sound presets.

NB: Sound presets ending with 'MW' have a pre-programmed function for the mod wheel:



00_MULTIMONO DRUMS_init

This patch is the main instrument.

It uses deep sampling, scripted round-robin (to minimize a robotic effect when the same note is repeated) 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!

ABOUT THE KEY COLOURS AND MAPPING:



1. RED (C1 to C#2) **DRUM KIT (mapping based on General Midi drum mapping)**

- C1: Bass drum
- C#1: Handclap
- D1: Muted snare drum
- D#1: Cross stick
- E1: Open snare drum
- F1: Tom
- F#1: Closed HiHat
- G1: Woodblock
- G#1: Foot HiHat
- A1: Low Agogo Bell
- Bb1: Open HiHat
- B1: High Agogo Bell
- C1: Ride Cymbal
- C#1: Crash Cymbal

2. YELLOW (C3 to B4): **tempo-synced rhythms**

Use the yellow keys to instantly get realistic grooves!

How to use the tempo-synced rhythms:

- Press any of these yellow 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.



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!

!!! 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 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:

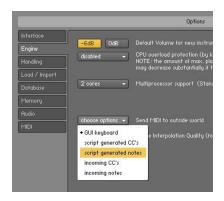


In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

Choose the option 'script generated notes'

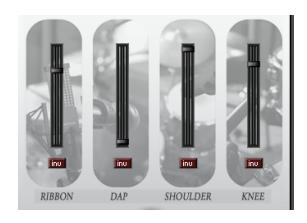
That's it, Kontakt will now send MIDI notes when rhythms are played.

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 the internet if you haven't done this before.



USING THE INTERFACE TO CUSTOMISE THE SOUND:

1. THE MIXER:



This four-channel mixer lets you combine the various microphone signals.

Use the sliders to increase or decrease the volume of each channel.

Use the 'INV' buttons to invert the phase of each channel.

THE FOUR CHANNELS:

RIBBON

A SE VR1 Ribbon mic placed high in front of the drum kit -> smooth response, balanced sound, emphasis on bass and room sound

DAP

Vintage EV RE15 placed low in front of the snare -> unique bright retro sound, emphasis on snares and medium frequencies

SHOULDER

Beyer M201 placed above the drummer's right shoulder -> balanced sound with many details, quick response, emphasis on high frequencies

KNFF

Vintage AKG C451B placed at knee position above the bass

-> a bright, cutting, direct sound, emphasis on snare and kick





Use your ears and don't be afraid to experiment with various volumes and phase settings! You will notice a shift in frequencies when mixing channels and using the phase button. Make sure you save the instrument when you find a new mixer setting that you really like! (see 'Saving your instrument' below)

2. EQ and effects:



- EQ: activates or bypasses the EQ section
- L, M, H: a 3-band equalizer with gentle curves and a smooth, natural sound
- DRIVE: a strong overdrive, with nice amounts of distortion mixed with the dry signal.
- TAPE: Emulation of tape saturation and colour.
- COMP: a parallel compressor to control dynamics.

3. REVERB and IMPULSE RESPONSES:



- Reverb Knob: send more signal to the Impulse Response Reverb
- IR Selector:: pick one of 20 custom Impulse Responses, or bypass the reverb



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 SGEQ) is controlled by the 'EQ' knobs on the interface.

The fourth effect (Satr.) corresponds to the 'Drive' knob.

The fifth one (Tape) is controlled by the 'Tape' knob on the interface.

The sixth one (S-Comp) 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.

DRUM KIT

The drum kit used for MULTIMONO DRUMS is a 'hybrid' kit with a 22" Tama Starclassic bass drum, a 14" Ludwig Black Magic snare, and a 14" vintage Premier Tom. The cymbals used are a Paiste 1000 Heavy HiHats, a 20" 'Chocolate Move' Anatolian ride, and an 18" Jazz thin Crash Byzance crash. A Meinl Percussion Block and African Agogo bells from Ghana bring a nice ethnic touch to this minimal kit:





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' drum 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.

Samples recorded at Loops de la Crème Studio, Vienna, AUSTRIA, Oct-Nov 2017

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 MULTIMONO DRUMS! Best regards,

Julien Tauban

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