

UDU DELUXE

user manual



loops de la Crème - October 2021

Thank you for purchasing **UDU DELUXE!**



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

Over 40 Kontakt presets are included, and I hope they will provide you hours of inspiration and creativity. The library features:

- Highly **realistic** udu presets with built-in grooves and fun mod-wheel rhythmic variations and rolls.
- Impressive **'magic'** udus with constant human-like variations
- Unique percussion kits based on bonus **'prepared** udu' samples
- Finely **processed** sound design patches, with creative effects, granular presets, raw textures or designed percussion kits
- Inspiring **melodic** patches, chromatically playable over 4 octaves, with unique combinations of sounds and arpeggios.

INSTALLATION

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

UDU DELUXE features a wide range of instruments, organised by category:

NATURAL (preset #00, 10, 11)

Realistic and easy to play natural Udu

MAGIC (presets #01, 12, 13, 14)

Impressive magic udus with constant human-like variations

PREPARED (presets #02, 15, 16)

Unique percussion kits based on bonus 'prepared udu' samples

SFX (presets #03, 17, 18)

Finely processed sound design patches, offering unique percussion kits

MELODIC (nki presets 21 to 29, nkm presets 41 to 52)

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

TEXTURE (presets 30 to 34, nkm 60 and 61) Raw ambiences and texture sounds, based on extra long loops.

GRANULAR (presets 70 to 78) Melodic and sound design patches based on granular synthesis.

00_NATURAL UDU.nki	31_TEXTURE_Clean Seeds.nki
01_MAGIC UDU.nki	32_TEXTURE_Combi Seedo.nki
02_PREPARED UDU.nki	33_TEXTURE_Granular Seeds.nki
03_SFX UDU.nki	34_TEXTURE_sweep creep.nki
10_Natural_Controlled Punch.nki	40_MLT_Groove_Play G-129.nkm
11_Natural_Liquid.nki	41_MLT_BassFlute Combo Ethno.nkm
12_Magic_XXL Udu.nki	42_MLT_Kalimba precious.nkm
13_Magic_Vintage Analog Drops.nki	43_MLT_Caraib Caiman SteelPans.nkm
14_Magic_Free Improviser.nki	44_MLT_Full Body Bass.nkm
15_Prepared_Wide and Tough.nki	45_MLT_Ancient Pygmy Legend.nkm
16_Prepared_Bottle and Knives.nki	50_MLT_ARP_Cosmic Headhunters .nkm
17_SFX_Atlanta Crunch.nki	51_MLT_ARP_3Finger TechDUB.nkm
18_SFX_Bad Communication.nki	52_MLT_ARP_Random Islands.nkm
20_MELODIC_BassFull.nki	60_MLT_TEXT_Deep Cousteau.nkm
21_MELODIC_BassCloth.nki	61_MLT_TEXT_Tape FX Universe_MW.nkm
22_MELODIC_Blow.nki	70_GRANULAR_blowDelays.nki
23_MELODIC_Cuica.nki	70_GRANULAR_infraBass.nki
24_MELODIC_Drop.nki	72_GRANULAR_blowDub.nki
25_MELODIC_GummiStick.nki	73_GRANULAR_Sweep n Blow.nki
26_MELODIC_Sweep.nki	74_GRANULAR_GrobShake Texture.nki
27_MELODIC_Under.nki	75_GRANULAR_FineJungle Texture.nki
28_MELODIC_UnderStick.nki	76_GRANULAR_Little Rain.nki
29_MELODIC_Cuica to organ.nki	77_GRANULAR_Fragile Singing Glass.nki
30_TEXTURE_circular sweeps.nki	78_GRANULAR_Bamboo Dance.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.



I highly recommend choosing the velocities (how hard a key is played) according to the sound you are aiming for. UDU DELUXE offers many velocities (up to 24 layers!) for maximum realism.

KEYBOARD MAPPING

NATURAL INSTRUMENTS



A0: deeper bass with left hand in front of the top hole

A#0: Bass opening A

B0: Bass opening B

C1: Straight Bass

C#1: Hitting and muting the hole with full hand

D1: Regular strike with finger 1

D#1: Taping the hole with full hand

E1: Regular strike with finger 2

F1: Finger double tap

F#1: Hitting the underside of the udu

G1: hand sweep

G#1: quiet finger noises

Green keys, C3 to B3: built-in grooves and fills

MAGIC INSTRUMENTS



The magic instruments use the same mapping as the natural udus, but for each key, the variations are not based on velocity:

Each time you press the same key, a different sample will be played from the same articulation.

Random scripting allows for subtle or major variations in timbre, volume, and length.

An extra **'magic' key (G0)** regroups over 100 samples from various articulations.

PREPARED INSTRUMENTS



Yellow keys (G#-1 to B-1): breath and voice effects performed through the udu's hole

C0: bass with a towel spread over the udu

C#0: brush sweep

D0: brush hit

D#0: soft brush sweep

E0: brush hit 2

F0: Small stick underside hit

F#0: Wood fork hit

G0: small stick top hit

G#0: Metal stick hit

A0: Gummi stick hit

A#0: Brush ricochet hit

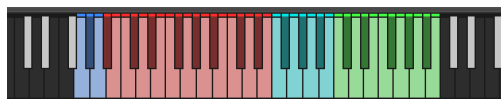
B0: Brush on udu covered by cloth

Red keys (C1 to G1): Various hits with extra shakers and seed rattles held with the hitting hand, or installed over or inside the udu.

Light blue keys (G#1 to D2): Acoustic texture loops

Green keys, C3 to B3: built-in grooves and fills

SFX INSTRUMENTS



Blue keys (G0 to A0): Bass sounds (G#0 is reversed)

Red Keys (A#0 to E2): Various pitched hits and creative percussive sounds.

Light blue keys (F2 to B2): Texture effect loops

Green keys, C3 to B3: built-in grooves and fills

MELODIC, GRANULAR AND TEXTURE INSTRUMENTS



All these instruments offer a chromatic playing range of 4 octaves, from C1 to C5.

The melodic and tonal granular sounds are finely tuned to standard tuning.

TEMPO-SYNCED RHYTHMS

The Natural, Magic, Prepared, and Design Udu feature built-in grooves. Use the green keys (C3 to B3) to easily play complex and natural beats and fill-ins.

The white keys (C3, D3, E3, F3, G3, A3, B3) offer 7 different rhythms, and the black keys (C#3, D#3, Gb3, Ab3, Bb3) let you play fill-ins and breaks.

How to use the tempo-synced grooves:

- Press any of these 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!

MODULATION-WHEEL GROOVE VARIATIONS:

UDU DELUXE offers 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). Four groove variations and five 'beat repeats' are pre-programmed and directly accessible via the modulation wheel.

The first half (low values) of the Mod Wheel range lets you switch between 4 groove variations, and the second half (top values) lets you play 5 different 'Beat repeats / fills':

A: GROOVE VARIATIONS:

One main groove + 3 variations (cc01-64)

B: BEAT REPEATS (from cc65 to cc127):

- Half (2 beats)
- Quarter note (1 beat)
- Eight note
- 16th note
- 32nd note

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.
- Try the variations on fill-ins too (black keys (C#3, D#3, Gb3, Ab3, Bb3))
- 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!

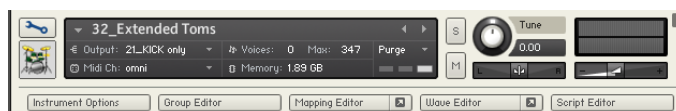
!!! HOW TO DISABLE THE MODULATION WHEEL FUNCTION OR ASSIGN GROOVE VARIATIONS TO A DIFFERENT CONTROLLER:

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**



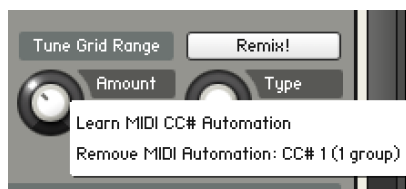
Click on the tab **DRUM COMPUTER**



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 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.

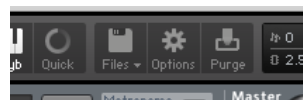
You can click on the tool again (to close the menus/scripts).

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:

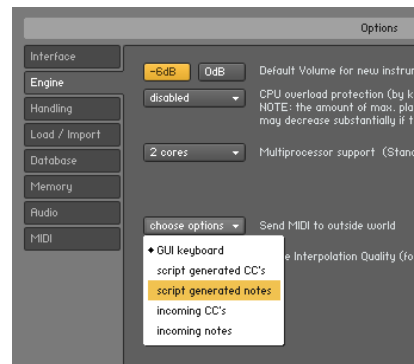


In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

Choose the option 'script generated notes'

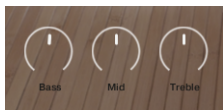
That's it, Kontakt will now send MIDI notes when rhythms are played.

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:

The interface is organised in three sections:



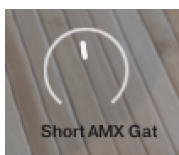
EQUALIZER:

Use this simple 3-band EQ to quickly change the sound. Each instrument uses different frequencies already set for best results.



EFFECTS:

Add subtle saturation with the switch 'DRIVE'
Add parallel compression with the switch 'COMP'



REVERB:

Choose one of 20 custom IR reverbs and set the amount of reverb.



Use one of the built-in grooves and experiment with the knobs and faders: It will be easy and fun to tweak the sound and nicely fit the udu 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'

TWEAKING THE EFFECTS INSIDE KONTAKT:

You can easily change the effect parameters or replace effects for the master section.

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 an equalizer controlled by the knobs BASS, MID and TREBLE on the user interface.

The second effect (here Satr) corresponds to the interface's DRIVE switch

The sixth one (S-Comp) corresponds to the COMP switch 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 re-save the patch in the files menu:

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

Please save your instruments in the original folder.

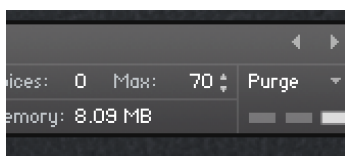


Use a different name for your own patches to easily remember them and keep the original patches as well.

!!! 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 631 samples organised in 4 folders.

- 📁 Prepared Udu Samples
- 📁 Natural Udu Samples
- 📁 Granular Udu Samples
- 📁 Magic Udu Samples



The instrument used for the recordings is a **Schlagwerk** Clay Udu.

The samples were recorded using an AKG C480B with a CK63 hypercardioid capsule. I used the built-in low-cut filter set at 70Hz.

I love this combination, the recorded sound is smooth but with tons of extra details, the recordings are noise-free, and the bass is very focused and controlled, with a perfect bass proximity effect.



The prepared udu samples were created using many shakers, rattlers, brushes, sticks, stones and seeds.

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.

Recorded at Moulins, France, July and August 2021

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 UDU DELUXE!

Best regards,

Julien Tauban

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