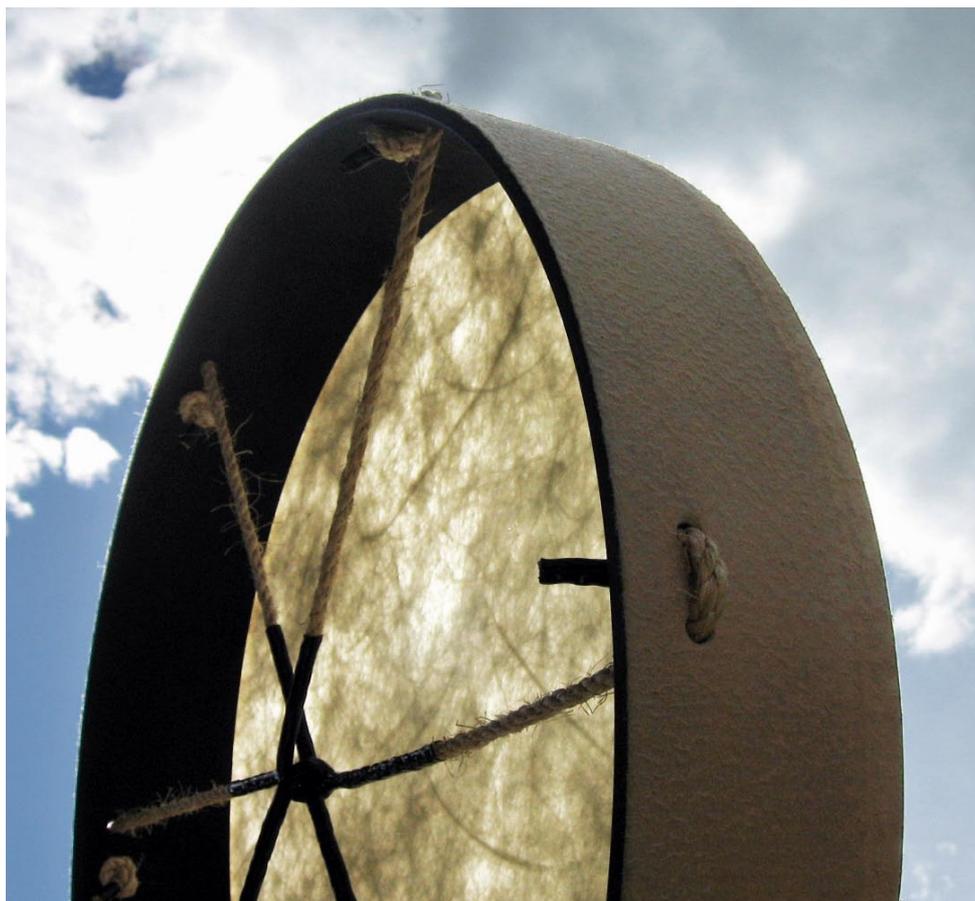


BOLDER *Sounds*

presents

Buffalo Drum

Loops and Hits for Stylus RMX



Welcome to the first dedicated percussion based loop based library from Bolder Sounds. I'm very excited about this approach to sampling for future libraries. Even though the samples were generated with just one Buffalo Drum, the end result can be anything from a simple single drum rhythm to a tribal drum ensemble. Just check out the various Multis and you will soon understand. And don't forget to read the two small "tutorials" about the Multis and the Parts, later on in this document.

This library includes - 4/4 loops recorded at 90 bpm, 6/8 loops at 60 bpm, 6/8 loops converted to a 3 against 2 rhythm with ReCycle!

Also included is a Buffalo Drum Single Hits Suite, so the user can create fills or loops of their own creation. All samples were recorded in 24 bit stereo. The loops samples were then converted to REX files using Propellerheads ReCycle!

About the Buffalo Drum

The drum that was sampled is a 22 inch diameter Remo Buffalo Drum with a wonderful rich resonant tone quality. The drum was played with hands, various size beaters, brushes and wood sticks.



After unpacking the .rar file, you'll find a folder called "BD – Stylus RMX". This folder contains four items:

1. A folder called "Drag and Drop the enclosed folder onto the SAGE Converter"
This folder contains the subfolder named "Buffalo Drum – Bolder Sounds" that you must drag-and-drop onto the SAGE Converter.
2. A folder called "Buffalo Drum – Bolder Sounds – Multis".
This folder contains the Multis examples, and must be placed into Stylus RMX's "Multis" folder.
3. A folder called "Buffalo Drum – Bolder Sounds – Parts".
This folder contains the Parts examples, and must be placed into Stylus RMX's "Parts" folder.
4. A document called "Buffalo Drum_Read_Me". (You're reading this now).

How to import the loops into Stylus RMX

First open the "SAGE Converter" - which is located in your Spectrasonics program folder.



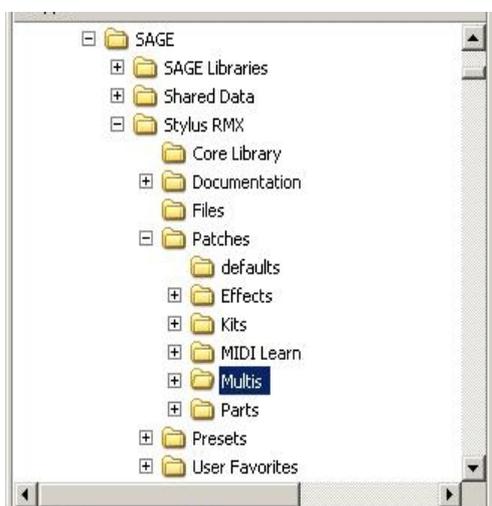
Then drag-and-drop the folder named "Buffalo Drum - Bolder Sounds" onto the SAGE Converter.

The next time you open Stylus RMX, Buffalo Drum will appear in the directory under the User Libraries category.



How to install the Buffalo Drum Multis

First find the Stylus RMX "Multis" folder, which is located in the "SAGE" folder where all your Stylus RMX data was placed when you originally installed it. The file path is: -> SAGE -> Stylus RMX -> Patches -> Multis



Then place the folder named "Buffalo Drum – Bolder Sounds – Multis" into Stylus RMX's "Multis" folder.

The next time you open Stylus RMX, the Buffalo Drum – Multis can be accessed by clicking in the blue browser window on the Mixer page in Stylus RMX.



How to install the Buffalo Drum Parts

First find the Stylus RMX "Parts" folder, which is located in the "SAGE" folder where all your Stylus RMX data was placed when you originally installed it. The file path is: -> SAGE -> Stylus RMX -> Patches -> Parts



Then place the folder named "Buffalo Drum – Bolder Sounds – Parts" into Stylus RMX's "Parts" folder.

The next time you open Stylus RMX, the Buffalo Drum – Parts can be accessed by clicking the Utility Menu button, either in the Footer or in the header of the Mixer page in Stylus RMX.



About the structure of the loops

The Buffalo Drum Loops consists of three main Time Signatures :

4/4
6/8
3 against 2

Each Time Signature is divided into four different articulations (Suites):

Hand
Stick
Brush
Brush + Stick

Finally there is a Suite that contains all the **Single Hits** (One-Shot Hits)



About the Buffalo Drum Single Hits

The Single Hits Suite only has one Element that contains all the One-Shot Hits. **IMPORTANT !**

These are not loops, so they should be played using your MIDI keyboard or DAW, and with Stylus RMX set to MIDI Mode: Slice Menu.



All the different Hits are mapped from C1 to A4 on your MIDI keyboard.

You can adjust the release time on the Edit Page of Stylus RMX, so that the sound of the Hits will ring out when you release the key.

However – it's **recommended** to load the Single Hits as a Part, using the Utility Menu button.

See **"About the Single Hits Parts"** on page 13



About the Buffalo Drum Multis

The Buffalo Drum Multis consists of two subfolders :

Examples Groove Menu

The **Example** folder contains various examples of what can be done with the Buffalo Drum Loops inside Stylus RMX.

The **Groove Menu** folder contains all the Buffalo Drum Loop Suites, but here they have been setup in a special way.

The same Suite is loaded on three different Parts/Channels. Each Part is set to a different tempo (Part 1 = 1 x tempo (original tempo), Part 2 = 2 x tempo, Part 3 = 3 x tempo).

Also Stylus RMX is set to MIDI Mode: Groove Menu.

How to play the Groove Menu Multis

As said – the Groove Menu Multis is set to MIDI Mode: Groove Menu, so to play all the different Groove Elements in the Suite, use your MIDI keyboard or DAW to trigger the loops.

Each Part receives MIDI data on its own MIDI channel, so to trigger all three Parts at the same time, you need to send MIDI data on both MIDI channel 1, 2 and 3.

Set up your DAW so it will transmit on MIDI channel 1, 2 and 3 to Stylus RMX. Typical this is done by making three Tracks that are all connected to Stylus RMX, and each Track is sending on its own MIDI channel (1, 2, 3).

Here's how it looks in Cubase :



About the Examples Multis

The Examples Multis are divided into two categories :

The Buffalo Drum – examples, that play in MIDI Mode: Slice Menu, and can be triggered by the Host Sync or any other way you want to trigger the loops.

The Groove Menu – examples, that play in MIDI Mode: Groove Menu, and must be triggered by your MIDI keyboard or DAW

Here's a small "tutorial" that shows you how the examples were made, and hopefully this will also give you some inspiration to make your own variations.

The Buffalo Drum – examples

Buffalo Drum - ex 1 :

Part 1 = a 4/4 Hand loop Element.
Backbeats and Upbeats solo in Edit Group.
Various Chaos Designer parameters added.
Time Shifted -1/4 in Time Designer.

Part 2 = a 4/4 Hand loop Element.
Loop tuned.
Panned in the Mixer.

Part 3 = a 3 against 2 Brush loop Element.
Loop tuned and filtered.
Loop added "TR-909 - Straight Feel" in Time Designer and Pattern Modified to 2/4.
Panned in the Mixer.

Part 4 = a 4/4 Brush + Stick loop Element.
Loop filtered.
Various Chaos Designer parameters added.
Panned in the Mixer.

Part 5 = a 6/8 Brush loop Element.
Loop tuned and filtered.
Various Chaos Designer parameters added.
Panned in the Mixer.

Finally to the Multi is added a little AUX Reverb, and Tape Slammer/Vintage EQ2 on Master out.

Buffalo Drum - ex 2 :

Part 1 = a 6/8 Hand loop Element

Downbeats and Backbeats slices tuned and filtered differently in Edit Group.
Loop added "Afro Swing" in Time Designer and Time Shifted -3/8.

Part 2 = a 6/8 Stick loop Element

Main and Downbeats muted, Backbeats and Half Time Backbeats slices tuned and filtered differently in Edit Group.
Loop added "Afro Swing" in Time Designer.

Part 3 = a 6/8 Brush loop Element

Loop tuned and filtered.
Added insert Delay.
Loop added "Afro Swing" in Time Designer.

Part 4 = a 6/8 Stick loop Element

Loop tuned and filtered.
Added Insert Flanger/Retroplex/Graphic EQ7.
Various Chaos Designer parameters added.
Loop added "Afro Swing" in Time Designer.

Finally to the Multi is added a little AUX Reverb, and Tube Limiter on Master out.

Buffalo Drum - ex 3 :

Part 1 = a 3 against 2 Brush + Stick loop Element.

Loop tuned and filtered.
Added Insert Tape Slammer/Vintage EQ2.

Part 2 = a 3 against 2 Brush + Stick loop Element.

Same loop as Part 1, but 2 x tempo (Double).
Loop tuned.
Added Insert Vintage Comp.
Pattern Chaos Designer parameter added.

Part 3 = a 3 against 2 Brush loop Element.

Loop tuned and filtered.
Added Insert Modern Comp.

Part 4 = a 3 against 2 Brush loop Element.

Loop tuned and filtered.
Pattern/Repeat Chaos Designer parameters added.

Finally to the Multi is added a little AUX Reverb, and Vintage EQ3 on Master out.

Buffalo Drum - ex 4 :

Part 1 = a 4/4 Hand loop Element.
Slices tuned differently in Edit Group.
Loop added "Delta Shuffle" in Time Designer.

Part 2 = a 4/4 Brush + Stick loop Element.
Slices Solo/Muted differently in Edit Group.
Different AHDR setting.
Loop added "Delta Shuffle" in Time Designer and Time Shifted -2/4.

Part 3 = a 4/4 Brush loop Element.
Loop tuned and filtered.
Different AHDR setting.
Pattern Chaos Designer parameters added.
Loop added "Delta Shuffle" in Time Designer and Time Shifted -1/4.
Panned in Mixer.

Part 4 = a 4/4 Brush loop Element.
Loop tuned and filtered.
Different AHDR setting.
Pattern Chaos Designer parameter added.
Loop added "Delta Shuffle" in Time Designer.
Panned in Mixer.

Part 5 = a 4/4 Hand loop Element.
Loop tuned.
Different AHDR setting.
Loop added "Delta Shuffle" in Time Designer, Simplified and Time Shifted -1/4.

Finally to the Multi is added a little AUX Reverb, and Imager on Master out.

Buffalo Drum - ex 5 :

Part 1 = a 4/4 Stick loop Element.
3 times Half tempo.
Slices Solo/Muted differently in Edit Group.
Added Insert Graphic EQ7/Pro-Verb/Pro-Phaser.

Part 2 = a 4/4 Stick loop Element.
Same loop as Part 1, but 2 times Half tempo.
Each slices tuned and filtered differently in Edit Group.
Added Insert Flanger/Pro-Phaser/Modern Comp.
Pitch Chaos Designer parameter added.
Added AUX 2 - BPM Delay.
Added AUX 4 - Pro-Phaser/Pro-Phaser/Radio Delay.

Part 3 = a 4/4 Stick loop Element.
Same loop as Part 1, normal tempo.
Slices tuned and filtered and muted differently in Edit Group.
Added Insert BPM Delay X2.
Added AUX 3 - Pro-Phaser/Pro-Phaser/BPM Delay.

Finally to the Multi is added AUX Reverb, and Tube Limiter on Master out.

The Groove Menu – examples

Groove Menu - ex 1 :

Using the BD 4/4 Hand Suite.

Part 1

Loops tuned.

Part 2

Loops tuned.
Panned in Mixer.

Part 3

Loops tuned and filtered.
Panned in Mixer.

Finally to the Multi is added a little AUX Reverb.

Groove Menu - ex 2 :

Same settings as Groove Menu - ex 1, but uses the BD 3 against 2 Hand Suite.

Groove Menu - ex 3 :

Using the BD 3 against 2 Hand Suite.

Part 1

Loops tuned and filtered.

Part 2

Loops tuned and filtered.
Panned in Mixer.

Part 3

Loops tuned and filtered.
Panned in Mixer.

Finally to the Multi is added a little AUX Reverb.

Groove Menu - ex 4 :

Using the BD 4/4 Hand Suite.

Part 1

Loops tuned and filtered.
Added Insert BPM Delay.

Part 2

Loops tuned and filtered.
Added Insert BPM Delay.
Panned in Mixer.

Part 3

Loops tuned and filtered.
Added Insert BPM Delay.
Panned in Mixer.

Finally to the Multi is added a little AUX Reverb.

Groove Menu - ex 5 :

Using the BD 4/4 Brush Suite.

Part 1

Loops tuned and filtered.

Part 2

Loops filtered.
Different AHDR setting.

Part 3

Loops tuned and filtered.
Loops added "1/4 Note Grid" in Time Designer, and Time Shifted -1/4.

Finally to the Multi is added a little AUX Reverb.

Groove Menu - ex 6 :

Same settings as Groove Menu - ex 5, but uses the BD 4/4 Brush + Stick Suite.

About the Single Hits Parts

The advantage of Parts, is that all settings are saved within the Part. So when you open a Part, all the special settings for that Part are also loaded.

The Buffalo Drum Parts folder contains various examples of different settings for the One-shot Hits.

It also contains a Part called **"BD One-shot Hits – default"**. This Part has three Edit Groups created – one for the open hits, one for the muted hits, and one for the swirls.



Each of these three Edit Groups has its own AHDR AMP Envelope settings :



Here's a small "tutorial" about the One-shot Hits examples, and hopefully a little inspiration to make your own variations.

BD One-shot Hits – ex 1

Edit Group "Open"

Added LP Master Filter.

Edit Group "Muted"

Added 24 db HP Power Filter.

Pitch down.

Edit Group "Swirl"

Added HP Power Filter.

Pitch down.

Added Volume.

BD One-shot Hits – ex 2

Edit Group "Open"

Pitch all way up.

Different Amp AHDR setting.

Edit Group "Muted"

Added 24 db HP Power Filter

Pitch up.

Different Amp AHDR setting.

Edit Group "Swirl"

Different Amp AHDR setting.

BD One-shot Hits – ex 3

Edit Group "Open"

Pitch up.

Pitch Envelope added.

Different Amp AHDR setting.

Added Insert Tube Limiter/Vintage EQ3/Imager.

Edit Group "Muted"

Pitch up.

Added LP Power Filter.

Filter Envelope added.

Added Insert Vintage Comp/Tape Slammer/Imager.

Edit Group "Swirl"

Different Amp AHDR setting.

Added LP Power Filter.

Added Insert Pro-Phaser/Pro-Phaser/Radio Delay.

BD One-shot Hits – ex 4

Edit Group "Open"

Pitch down.

Pitch Envelope added.

Different Amp AHDR setting.

Added LP Power Filter.

Added Insert Vintage Comp/Tape Slammer/Imager.

Edit Group "Muted"

Added LP Power Filter.

Filter Envelope added.

Different Amp AHDR setting.

Added Insert Vintage Comp/Tape Slammer/Imager.

Edit Group "Swirl"

Different Amp AHDR setting.

Added LP Power Filter.

Added Insert Pro-Phaser/Pro-Phaser/Radio Delay.

BD One-shot Hits – ex 5

In this example, 16 different Edit Groups have been created. Then each key/hit has been assigned to one of these Edit Groups.

Each Edit Group has its own setting of Pitch/Filter/Envelope/FXs and so on.

So each key/hit has its own unique sound.

Stylus RMX version by Bo Clausen.

Enjoy the Buffalo Drum library!

Dennis Burns - Bolder Sounds - July 2011

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Customer Support

For any questions, technical issues inquiries etc Please contact Bolder Sounds via email at sales@boldersounds.net.

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