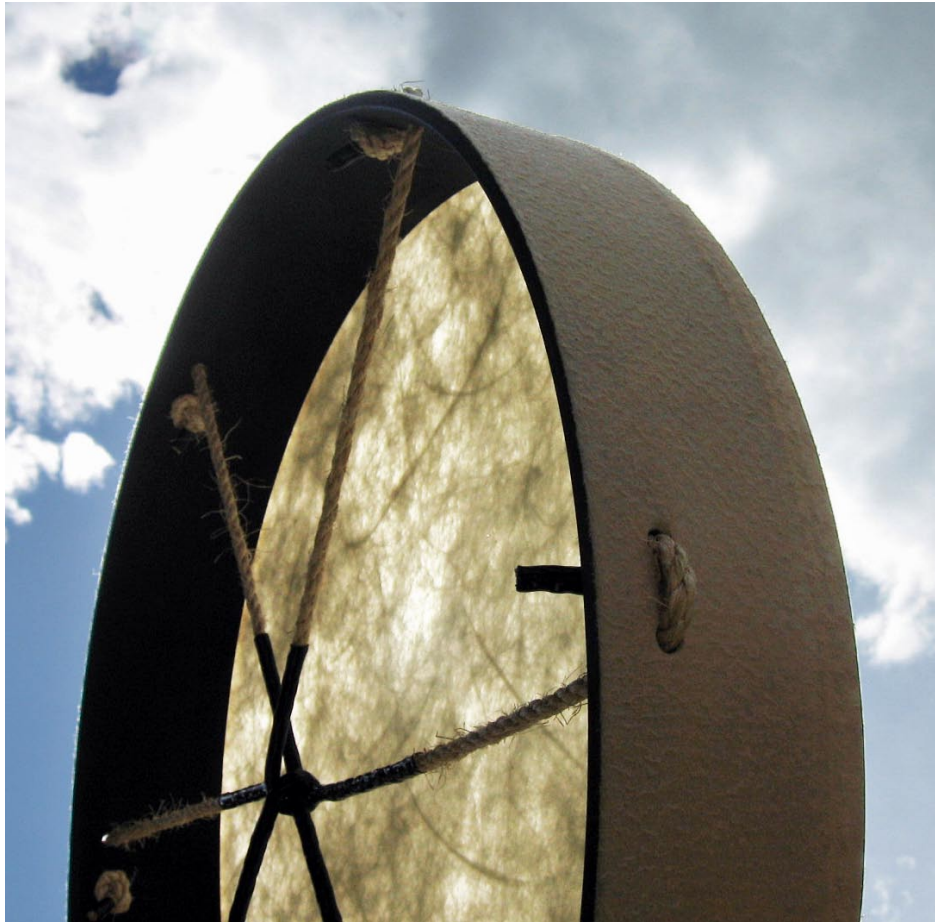# BOLDER *Sounds*

presents

Buffalo Drum

Loops and Hits for NI Kontakt 3+

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. You may be wondering why a sample library would be released just featuring only one drum. Once you delve into Kontakts front panel and begin tweaking and experimenting, you will understand. 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. A wonderful Kontakt script has been created for this library by Bo Clausen.

This library includes - 4/4 loops recorded at 90 bpm, 6/8 loops at 60 bpm and 6/8 loops converted to a 3 against 2 rhythm with ReCycle! Also included is a Buffalo Drum Hits instrument laid out in a mirror-style mapping scheme 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!

Each loop can be played back at it's original speed (1x Tempo), 2x or 3x the original recorded speed. These speed variations can be played on top of each other while being independently tuned, EQ'd, filtered, panned, volume controlled as well as having independent delay effect settings. This gives the user a great deal of sonic control. The loop engine offers options that make it very easy for all drum loops to play in perfect time with each other or to sync to a host DAW.

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.

Kontakt Installation

Before you do anything else - *please make a backup copy of the package you have downloaded!*

1. The Buffalo Drum_KTK .rar file needs to be decompressed, there are many utilities on the internet which will do this on both the Mac and PC platform. Some are freeware and some are not. The one that I use on OS X is called RAR Expander. You can put the Buffalo Drum folder wherever you'd like on your hard drive.

2. Please do not change the folder structure, so that the Kontakt Instruments can reference their samples correctly.

Kontakt Compatibility

This library has been tested for compatibility in NI Kontakt versions 3 and 4. This library is NOT compatible with the Kontakt sample PLAYER, only the full retail Kontakt SAMPLER. It will only run in demo mode for 30 minutes on the Kontakt PLAYER.

Hover Over Mouse Help

show info pane

A built in Help Page is provided on Kontakts front panel. Also a very convenient feature has been implemented where you can simply 'hover' your mouse over a particular control and the information on that control will be displayed at the bottom of Kontakt as long as you SHOW INFO PANE is highlighted.

The Loop Engine User Interface

Main Page

The Main Page is your starting point in which you can easily navigate to other editing pages of the Buffalo Drum Loop Instrument.

On the Main Page you see 6 columns of controls ranging from buttons to knobs. (I will refer to the columns from left to right, the far-left column being #1.)

<u>Main Page column 1</u>
Pitch Wheel Assign, Delay Tail & Trigger buttons

At the top of column 1 is a drop-down menu which defaults to **PW=2X**. PW refers to the pitch wheel on your controller. The default setting of PW=2X has the pitch wheel controlling the 2x Tempo loop. As an example - you might have a loop playing at 1x and 2x tempo. By moving the pitch wheel you will create pitch modulation that will only affect the 2x Tempo loop, and leave the 1x Tempo loop unaffected. This is very useful in creating a 'talking drum' emulation. Click on this button to see all the options offered for the pitch wheel to control the loop, there are 7 options available in the drop down menu.

The middle button in column 1 toggles between its default setting of **Delay Tail Off to O**n. When set to *Delay Tail On*, the delay effect will continue to ring out depending on the parameters set on the Delay/Filter View Page. Having the Delay Tail set to Off will be required for clean or abrupt endings of phrases.

The button at the bottom of column 1 defaults to **Trig Immediate**. Other options are *Trig next 4th,Trig next 8th*, *Trig next 16th* or *Trig next Bar*. This indicates how soon a loop is triggered (played) after a note on and off command is received by Kontakt. For example - if you have it set to *Trig next Bar* and you press C3 on beat 2 of measure 1, the loop mapped to C3 will begin playing on measure 2 beat 1 and so on with subsequent loops. This makes it very easy to play loops "on the fly" and to be assured that they play in sync to the clock tempo of Kontakt or your DAW. This is worth experimenting with - try setting the Trigger mode to *next 16th or beat*, this approach can create many interesting and unusual rhythms.

<div align="center">

<u>Main Page column 2</u>
Tempo & Edit buttons

</div>

This is where the fun begins - here we have 1x, 2x or 3x Tempo buttons. One button is always active. You can choose to have the loop play at (1x Tempo), twice the tempo (2x Tempo) or 3 times it's tempo (3x Tempo) either independantly or layered on top of each other. The tempo buttons can be toggled on and off via a Keyswitch from C0 - D0 or by clicking your mouse on the tempo button desired.

To get started - just trigger a loop and click on the various Tempo buttons in various combinations. I find the 3x Tempo to be useful for a quick automatic drum fill. The 4/4 loops were originally recorded at 90 bpm. However you can set your metronome in your DAW or Kontakts metronome at any bpm value you wish (within reason that is) depending on the songs tempo.

Clicking on the Edit 1, 2 or 3 button takes you to the edit page for that particular Tempo selection. Each Edit Page is completely independent of the others. You might have the 1x Tempo loop panned, tuned, filtered etc... one way and then have the 2x Tempo loop panned, delayed, tuned etc ... to completely different settings. This is possible for all 3 Tempo settings. It is very effective in creating a drum ensemble emulation out of just one drum.

<div align="center">

<u>Main Page column 3</u>
Tuning & Volume

</div>

In column 3 we have independent volume control and tuning control for each of the 3 tempos. For example - you might have Tempo 1 tuned down a 5th, Tempo 2 at the original pitch, and Tempo 3 an octave higher, as well as each Tempos volume set differently.

<div align="center">

<u>Main Page column 4</u>
Panning & Spread

</div>

In column 4 we have independent panning and stereo spread of each Tempo selection. Values range from -100 to +100. The -100 value for the stereo spread button creates a summed mono signal.

<div align="center">

<u>Main Page column 5</u>
Delay Time Edit Knobs

</div>

In column 5 you can quickly set the Delay effect time for each of the 3 Tempos independently without have to jump to the Delay/Filter View Page. This is added as a convenience for quick tweaking. Each step (1.0 -11.0) represents a 32nd note.

<div align="center">

<u>Main Page column 6</u>
Delay 1, 2 & 3 buttons

</div>

The Delay 1, 2 and 3 buttons turn the delay effect on and off for each of the 3 Tempos. You can also do this via keyswitches which are assigned to keys F0 - G0.

Loop Mapping

Pictured above you see red keys and blue keys. The red keys indicate the previously mentioned key-switches for the Tempo and the Delay buttons. The blue keys are mapped loops. Also notice the gaps between the blue keys which are intended to create *loop groups*. Loops are typically grouped into hand hits, beater hits, wood stick hits or combinations of articulations. Playing with a single group will give you a cohesive sound, but by no means should you restrict yourself to one *loop group* only.

Edit 1, 2 & 3 Buttons

Clicking on the Edit 1, 2 or 3 Button will take you to that Tempos Edit Page. On the Edit page in the lower right hand corner you have a choice of two views. You can choose EQ View or Delay/Filter View. The EQ Page features a 3 band parametric equalizer. The Delay/Filter View Page has common delay and filter effect parameters. You can choose from 3 different filters per tempo chosen. Again - each Tempo *could* possibly make use 3 completely different filters or filter settings if desired or a combination of EQ, Delay and Filter. The 3 filters offered are Low Pass, High Pass and Band Pass with filter cutoff and resonance controls as well.

** It is very important to remember that the corresponding effects button for Delay, EQ and Filter is turned to the ON POSITION in order to hear your edits!

The Buffalo Drum loops were recorded with the goal of getting a very natural sound quality, however with the creative use of filters it is quite easy to create loops with a more electronic vibe.

Buffalo Drum Hits instrument

The Buffalo Drum Hits Kontakt instrument is intended as a compliment to the loops. Using the Hits you will be able to create your own rhythms and fills when needed.

The Hits are multisampled and feature -

- • Independent Round Robins per Key.
- • Open hits ring out and all muted hits (including swirls + releases) choke the open hits.
- • Amp Envelope parameter control knobs (Attack & Dampening)
- • Filter - EQ - Delay - Reverb / Convolution FXs

Mirror Hits Map

The below graphic illustrates that as you play to the left of G#3 (colored in green), you are playing on the left side of the drum (viewing it from the front), and to the right of G#3 you are playing the right side of the drum. G#3 has NO SAMPLE ASSIGNED to it, this is the *center* of the mirror or the *null point*.

So if you play G3 then A3, you are playing the left side to right side in alternation. We could call G3 and A3 *mirror pairs*. Mirror pairs are usually matching articulations, but not in a absolute strict sense. You'll need to play with this mapping a bit to get the hang of it. Hopefully the illustration below will be of help in seeing the layout of the first 6 mirrored pairs.

You may be wondering why is the clock in the center of the drum above? This is how I have chosen to name the drum hits samples. For example - *BD 9 mal wd.wav* = Buffalo Drum hit at 9 o'clock with a mallet more on the wood (or rim) of the drum.

The Buffalo Drum instrument has 2 Tabs - Instrument and Effects.

INSTRUMENT Tab

On the Main Page of the Instrument Tab we have Amplitude-Envelope parameters.

Attack Knob - with this knob you can slow down the attack of the drum hit for a softer attack.
At Curve - this is the Attack Curve (or shape) of the fade in when using the Attack Knob to slow down the attack of the drum hit.
Damp Knob - this knob dampens the sustain of the drum hit with a shorter decay as you move it counter-clock wise.

The column under *Perspective* gives the user an opportunity to switch a public perspective or the players perspective (which reverses the panning of the drum). You also can adjust the stereo width or pan the drum hits with their respective knobs.

The far right-hand column allows you to turn the Filter, EQ, Delay and Space Buttons on and off from this Main Page without having to switch Tabs.

At the very bottom of the right-hand column you can switch to the ABOUT Page to read some brief information without having to refer to a separate .pdf help document.

EFFECTS Tab

By clicking on the EFFECTS Tab you have access to editing parameters for Filter, EQ, Delay and Space (IR Convolution reverb). By clicking on any of the Filter, EQ, Delay and Space Buttons - you are taken to the page with the editing parameters for that particular effect. You can also get to these various editing Pages by using the drop down menu in the lower right hand corner which also includes the About Page for the Hits instrument.

* 5 IR samples are from the M7 Bricasti free collection created by Peter Roos at Samplicity, they are of excellent quality! You can visit them at http://www.samplicity.com *

Preset Save/Recall

This convenient feature enables the user to make edits to the Filter, EQ, Delay and Space and save or recall those edited parameters without having to save a new .nki instrument for each setting. Illustrated above is the drop down menu for the preset save/recall for the Delay effect. With this example you can save up to 6 different presets of the various Delay settings you have created. Once you create a preset you like - choose Save as Preset 1- 6 and that preset will be placed in the corresponding Preset slot. The Reset All selection from the drop down menu will reset all the parameters to their default value. After editing and saving a preset, be sure to save the edited instrument so when you load your instrument in the future, the presets you've created are saved and may be recalled. And remember you can do this on the Filter, EQ and Space sections as well!

**The Space page has 4 drop-down menus - 1. Preset Save/Recall 2. Space or Reverb selector 3. Space IR Convolution choices 1 - 5 and a Space Size drop-down menu.

Reset Knobs

To reset the knobs to their default value - CTRL + Click (PC) or Command + Click (Mac).

Buffalo Drum Multi Instruments (.nkm)

For your convenience 2 Multi instrument examples (or templates) are provided with a IR Convolution intended to be used with the Buffalo Drum Loop instruments. Due to the complex setup of the Delay effect inside the Loop instruments - reverb (and other global FXs) must be added at the Mixer level. There are 2 ways to do this - either as an INSERT on the output channel, or as an AUX send.

How does one change the instrument in the multi? Very simple - just close the instrument by clicking on the X in the upper right hand corner of the current instrument. It will disappear but the Multi instrument setup remains. Then just drag from your Buffalo Drum instruments folder the desired instrument into the Kontakt rack. Or you could just load the desired instrument from the Load/Save menu.

What if you wish to change the IR Convolution being used to one of the other 4 choices included with this library? See the below illustration using the *BD Output Space.nkm* as an example -

1. Click on the Outputs icon at the top of Kontakt.

2. In the output section of the *Output Space.nkm,* you will see under st. 1 "cv". Click on that button and it turns orange.

3. Now click on the Edit Effects button. ⟶
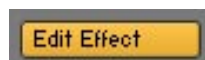
4. You will then see the Convolution Page for the st. 1 outputs shown below.
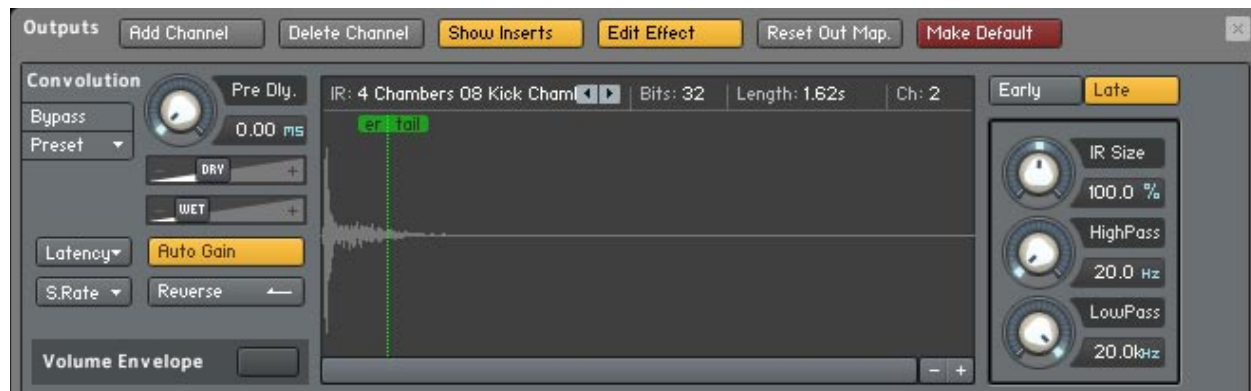
5. You can now drag and drop the IR of you choice located in the folder directory - Buffalo Drum KTK/Samples/IR Samples. You will drag the desired IR file into the waveform display pictured above.

6. Once you have completed the above procedure be sure to save the .nkm and name it accordingly so when loading it in the future the IR you have chosen will automatically be loaded.

The *BD Aux Space.nkm* (pictured below) uses an Auxillary Send routing.

You can control the wet and dry ratio of the IR using the AUX slider labeled *Space* pictured above.

Thank you to Bo Clausen for your continued innovative and creative Kontakt scripting.

Enjoy the Buffalo Drum library!

Dennis Burns - Bolder Sounds - July 2011

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

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