Bolder Sounds Presents

Celtic Pipes for Native Instruments Kontakt 2



I've had frequent requests for popular sound sets on the Best of Bolder Collection to be nativley programmed for Native Instruments Kontakt software sampler. So I will gradually release these smaller volumes from the Best of Bolder for Kontakt 2 beginning early in 2007 until finally the whole collection is finished.

Important Note

Many of the samples in this sound set were relooped from the original Giga version. This was due to the fact that many sample loops did not play back correctly prior to version 2.2 of NI Kontakt.

The CELTIC PIPE collection features Bagpipes, Uilleann Pipes, Pub Pipes and their respective drones. The Bagpipes were recorded in both mono and stereo. Also you will notice a reference to "long loops" and "short loops", below is an explanation -

"short loops" mean the loop point is located a ways into the sample (perhaps 2 to 3 seconds). This gives what I believe to be a more realistic sound of a piper. The pitch and overtones vary over time and this is somewhat audible....it's more human sounding. The "short loops" have the loop point kicking in very quickly, thus making the pitch and harmonic content a bit more stable as well as "perfect" and a bit more "synthetic" sounding.

THE MULTI'S (.nkm) ARE WHERE IT'S AT IN THIS SOUND SET !!!

Why? This is because the drone part of the pipes respond to the sustain pedal (control #64), yet the chanter (the melodic part) of the pipes is set up to disregard the sustain pedal messages. So what you can do is play a drone note in the left hand, depress you sustain pedal, let go of that drone note (which will continue to sustain) and then in the right hand you can play a melody with the chanter notes using pitch bend or the modulation wheel independant of the drone. All in real time, no need to set this up in a sequencer on separate midi cahnnels (although you can if you so desire).

An exception to this being the most important folder is in regards to the **Pub Pipes**. The main Pub Pipe programs are in the **Celtic Pipe Intsruments** folder, Since the Pub Pipes do not have a drone.

Below is a short demonstration of the previous explanation:

- 1. Go to CELTIC PIPES MULTI folder.
- 2. Open Bagpipe Long Loops.nkm
- 3. Hold down your SUSTAIN pedal and play and release A#2. You'll hear a sustaining drone of the Bagpipe.
- 4. In you right hand play anything in the range of E3 to D#5. In the right hand you can use the PitchBend Wheel and the Modulation Wheel without effecting the drone. This makes for quite a realistic emulation of Bagpipes played with a drone.

** VERY IMPORTANT NOTE REGARDING THE MULTI FILES **

The .nkm files are set up with convolution effects which are routed through an AUXillary bus. This is to conserve CPU resources. If it seems there is not any convolution reverb on the MULTIs do the following - Click on the OUTPUTS tab right above the BPM number marking in Kontakt 2. At the bottom of the rack you should now see a OUTPUT channel strip. Click on the CONFIGuration button at the bottom of AUX 1. Make sure that channels #1 and #2 are routed to the physical outputs that your are listening to. My outputs were automatically routed to outputs 11 and 12. When I changed it to outputs 1 and 2, I finally had an AUX send to the convolution reverb that worked.

Instrument Ranges

These pipes have quite a narrow pitch range. But with Kontakt 2 we have a really good audio engine we can interpolate (stretch) the samples a fair amount without too many "artifacts" appearing...... but only within reason. I am definitely not of the opinion that all sample banks should cover all 88 keys. For example trying to stretch a piccolo sample all the way down to A-0 is somewhat pointless. But there are users who feel they have been "short-changed" if a sound does not cover all 88 keys. So my approach I feel is somewhat more practical. I stretch the actual range of the instrument to whatever point it still sounds musically useful, and stop stretching beyond that point.

Articulation

The Uilleann Pipes were sampled both with and without vibrato. The Bagpipes were sampled in both mono and stereo and also include a set of ornaments.

Bagpipes - The pitched part of this instrument is pretty much just one octave from Bb3 to Bb4 as a Bb mixolydian scale (Bb, C, D, Eb, F, G, Ab, Bb). Now since we're working with samples here and we can easily stretch the range... I've extended the range from E3 to D#5.

Ullieann Pipes - Range is from D3 to D5. I've extended that from A2 up to D5. I thought it was a mixolydian instrument as well in the key of D. But I did notice I have a C#4 sample in there. But it's still an instrument pretty much tuned to a 2 octave D major / mixolydian scale.

Pub Pipes - Actual range is from G#3 to G#4. I've extended the range from F2 to G4.

Drones

The beauty of using sampled drones is you can play them at any pitch center. Something not possible in the real world. For example the Bagpipe drone is pitched at Bb, but you could just as easily hold down G and play in G minor if you wish. The drones are generally stretched out just under one octave in range and are mapped adjacent to each other on the lower end of the keyboard.

Pad

I've added a pad sample from a sound entitled *Sea Bed* from the Best of Bolder. It was just such a nice compliment to the Pub Pipes I could not resist! This sound was made with a conch shell sample which I processed with Granular Synthesis. I'm planning an entire sound set based on this idea for Kontakt 2 in the near future.



You will find 3 folders:

Celtic Pipe Samples - In this folder you will the sample data.

Celtic Pipe Intsruments - This folder contains instrument set ups. The .nkm Pub Pipe files are important here. Since the Pub Pipes do not have a drone, there was no need to make detailed multi files with them. So, the main Pub pipe programs reside in this folder. This folder is intended so that you may costruct customized multis (.nkm) for your projects.

Celtic Pipe Multis - This is the main folder in this sound set. See the above explanation regarding .nkm files

Program Titles and Abbreviations

My naming convention tends to be cryptic at times since I use abbreviations in the titles that reflect the kind of programming was involved in making an Instrument or a Multi. I've never found an exotic title ever made a patch sound any better. Below are common abbreviations I use.

Here are a few example program titles and their respective "translation"-

<u>BP Long LP Vel=Ornaments.nkm</u> - Bagpipes using long loops. Using higher velocity vaules kicks in the samples ornaments.

<u>BP Stereo+Long+Pub+Drone.nkm</u> - Bagpipes sampled in stereo using long loops. This is layered with the Pub Pipes, drones from the bagpipes are also place on ther lower side of the keyboard map.

3 Bag + Uillieann.nkm - 3 Bagpipe samples (Stereo, short and long loops) layered with Uilleann Pipes.

The total size of the Celtic Pipes sound set is 30 MB.

Enjoy the Celtic Pipes sound set! Dennis Burns - Bolder Sounds - January 2007

Thanks and Acknowledgements

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Thanks to the Pipers! Highland Bagpipes - Patrick O'Kelly. Uilleann Pipes & Pub Pipes - Ben Holmes.

And finally, thank you to Wind Over The Earth recording here in Boulder, Colorado for your assistance with recording gear over the years.

Bolder Sounds welcomes any comments or constructive criticism. Send emails to sales@boldersounds.com

** LEGAL STUFF **

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** NOT SO LEGAL STUFF **

PLEASE do not give this collection to a friend who has not paid for the license fee as a "favor". Every time this occurs it increases the chance that high quality reasonably priced NI Kontakt libraries such as this will not be developed in the future. No amount of legal mumbo-jumbo I could write here will deter piracy. So instead I appeal to your inherent good nature as a human being to handle this request with fairness..... I'd very much appreciate your consideration.

Dennis Burns - January 2007 Bolder Sounds 3156 9th St. Boulder, CO 80304 http://www.boldersounds.com