# **Bolder Sounds Presents**

# Granular Conch Shells for Native Instruments Kontakt 2



Above are some of the warm Mexican conch shells sampled for this project cooling off in the Colorado snows of March.

I first sampled a conch shell back in 1996 in the Bolder Sounds Library *Granular* after returning from a trip to the beach in Mexico.

That sample I titled *Sea Bed*. It was such a beautiful pad sound that I promised myself that I would once again sample conch shells more extensively. *Sea Bed* is also included in this collection as well simply as an accompaniment to the other new conch shell samples.

The use of granular synthesis here is in stretching the original samples time duration. This creates a lovely and breathy pad sound. By sampling different size conch shells, different tone colors as well as pitches become available. When ported into a sampler like NI Kontakt 2, the sky is the limit!

After finishing the granular samples I decided to go back to some of the original samples and edit them so I could also port them into Kontakt as well. This gave me the opportunity to create layers and splits consisting of granulated samples against un-granulated samples or originals samples coupled with processed samples.

I worked with 5 different conch shells, giving them the following names:

Big White - Gold - Pink - Small - White

I ended up using 11 different samples from this pool of shells. They are in 2 categories - <u>Granulated</u> and <u>Original</u>.

## **Granulated Conch Shell Samples**

Big White Gold Conch Pink Conch Small Conch Sea Bed

# **Original Conch Shell Samples**

Big White Gold #1 & #2 Pink Conch Small Conch

#### **FOLDERS**

You will find 2 folders:

#### **Conch Instruments** (.nki)

This folder contains each basic sample mapped to a range that I felt was musically useful. You can extend the range of the samples if you want. But playing these samples in an upward direction too far away from it's unity note can sound quite shrill.

You will notice 2 .nki files with the letters "PD" in the titles. "PD" refers to pitch dispersion, which is a parameter of granular synthesis that creates a bit of a chorusing effect.

## **Conch Multis** (.nkm)

This folder contains various combinations of instruments (.nki) found in the **Conch Instruments** folders. All multis are programmed to respond to midi channel 1.

<u>All Conch Shells.nkm</u> - is not intended to be played as a multi, but more as a quick audition tool to hear various layers of samples in combination with each other. You will notice that each instrument in the rack is muted except for the top one. This way you can unmute any others in the rack for auditioning various layers.

I've created layers and splits involving granulated samples combined with ungranulated samples. An example is <u>Small On Gold MW=LFO.nkm</u>. The first shell mentioned (Small) is always the ungranulated sample. The second shell mentioned (Gold) is always the granulated sample. So any title as <u>xxxxONxxxx.nki</u> means your dealing with both granular processed files and unprocessed files in combination in some manner.

MW is an abbreviation for the Modulation Wheel (cc #1) of your controller.

# \*\* VERY IMPORTANT NOTE REGARDING THE MULTI FILES \*\*

Many of 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 outputs1 and 2, I finally had an AUX send to the convolution reverb that worked.

The total size of the Conch Shell sound set is 20 MB.
Enjoy the Granular Conch Shell sound set!  Dennis Burns - Bolder Sounds - March 2007
Sampling and Kontakt Programming
Dennis Burns
Bolder Sounds welcomes any comments or constructive criticism. Send emails to sales@boldersounds.com
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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 - March 2007 Bolder Sounds 3156 9th St. Boulder, CO 80304 http://www.boldersounds.com