BOLDER Sounds

presents

Handbells

1.2 gig Library for the Apple EXS24

ABOUT THE HANDBELLS

For this sample library a beautiful 3 octave set of handbells were chromatically sampled in 9 different articulations. The samples are 24 bit stereo and *most* articulations are presented with 2 round-robins per bell.

Handbell Articulations

Handbell Clapper - samples are created with the traditional technique of holding it against the shoulder, bell-upwards, and then swinging the bell through an elliptical shape to cause the clapper to strike the casting of the bell.

Suspended Handbell with a soft rubber mallet - samples were recorded with the bells suspended from the ceiling of the room while being struck with a soft rubber mallet.

Suspended Handbell with a hard rubber mallet - samples were recorded with the bells suspended from the ceiling of the room while being struck with a hard rubber mallet.

Suspended Handbell with a plastic chopstick - samples were recorded with the bells suspended from the ceiling of the room while being struck with a plastic chopstick. This creates a great deal of high frequency content.

Singing Handbells - The Singing Handbells sound is created by running a wood dowel along the rim of the handbell, similar to the way you can run a wet finger along the edge of a crystal glass and make it sing.

Plucked Handbells - is accomplished by using the thumb and forefinger to force the clapper head into the casting while the bell is on the table, producing a staccato note.

Malleted Handbells on a padded table - samples are created by striking the bell with a rubber mallet while the bell is resting on the foam of a padded table. This produces a tone brighter and more percussive than the plucked samples.

Handbell Shakes - is accomplished by quickly ringing the bell back and forth so that the clapper strikes both the front and back of the bell casting in rapid succession. This creates a continuous tone, as opposed to normal ringing in which the tone decays rapidly after being rung.

Handbell table hit endings - samples are typically used for the end of a piece of music or at a cadence. Before this sound is heard the bell is already ringing, so you hear just a small portion of the pitch of the bell followed by the percussive hit on the foam table.

Round-Robin sampling

Round-Robin sampling dedicates each single key to rotate 2 or more samples so that when the key is struck repetitively, the same sample is not triggered over and over again which creates somewhat of a unnatural, unmusical sound. Each articulation listed above has been sampled with 2 round-robins per note with exception of the Singing, Table Ending and the Handbell Shake samples.

Sample Length

Most samples in this library run from 6 to 12 seconds in length. If you wish to audition the full sample length, just hold down the key until you hear the sample fade out.

EXS24 Installation

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

The Handbells .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 could also use Stuffit Expander. You can put the Handbells folder wherever you'd like on your hard drive.

After extracting the Handbells EXS24 folder, you may place it anywhere on you hard drive you like. However there are 2 other folders which must be placed in the correct place. They are as follows -

Handbell instruments folder - Copy this to Sampler Instruments folder used by Logic to (user/Library/Application Support/Logic/Sampler Instruments).

Handbell Channel Strips folder - Copy this to Channel Strip Settings/Instrument folder to (user/Library/Application Support/Logic/Channel Strip Settings/Instrument).

Logic Pro Channel Strips

There are 11 channel strip settings for the Handbells which were created with Logic Pro 8. The channel strips generally employ EQ along with some Space Designer impulse responses and various effects. These are intended just to get the user started in creating their own channel strip settings. Logic Pro offers an immense palette of sonic sculpting tools to choose from.

EXS24 Compatibility and Logic versions

This library was created with Apple Logic Studio version 8. However it should be 100% compatible with versions 7 and 9 as well. The EXS24's editor received a bit of a 'face lift' from Apple in version 8, but the basic functions of the EXS24 still remained the same.

About the EXS24 Programming

Each Handbell articulation is presented as a separate EXS instrument (.exs). There are also a few EXS instruments which incorporate velocity switch, velocity crossfade and layered programming. I generally try to name my .exs instruments so they reflect the programming involved. Below are some examples -

HB ALL KeySwitch C1-G#1 - A key switched instrument involving all sampled handbell articulations. Press keys C1-G#1 to trigger any one of the 9 articulations.

HB Clapper Vel=Atk - Clapper samples where the attack speed of the Amp Envelope is slower at low velocities and quicker at higher velocities.

HB Plk-Mallet VelSw - A velocity switch instrument between 2 different mallet-muted sampled articulations. This uses the Plucked (lower velocity) and Mallet-Table (higher velocity) articulations.

HB Sing+Shakes MW=Mix - The modulation wheel (cc #1) acts as a mixing control between the Singing handbell and the Shake handbell articulations.

HB 3 way VelSwitch - This is a 3 way velocity switch instrument involving the clapper, hard mallet and the chopstick handbell samples.

Handbells Keyswitch EXS Instrument

The Handbells Key Switch instrument entitled HB ALL KeySwitch C1-G#1 includes all the different articulations of the Handbells. The Keyswitch layout has all the sustain articulations on the white keys, and most muted articulations on the black keys. You can think of the Keyswitch program more like a Handbell instrument played by a solo performer with different articulations available at the touch of a key.

C1 = Clapper / C#1 = Plucking / D1 = Hard Mallet / D#1 = Mallet Table / E1 = Soft Mallet.
F1 = Chopstick / F#1 = Table Hit Ending / G1 = Singing / G#1 = Shaking

EXS24 Modulation Matrix

Please be aware of the EXS24's *Modulation Matrix* in the middle of the EXS front panel. It clearly shows modulation routings that are programmed. In the above matrix, control #1 (mod wheel) is lowering the *Relative Volume* of the instrument by -3db.

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Dennis Burns - Bolder Sounds - October 2009

Customer Support

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

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