

BOLDER *Sounds*

presents

Handbells

1.2 gig Library for Kontakt 2-3-4



ABOUT THE HANDBELLS

For this sample library a beautiful 3 octave set of handbells were recorded 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

Don't be fooled by the default release time setting of the AMP Envelope. These samples are quite long. Ranging from 6 second up to about 12 seconds. If you want a longer decay either hold the key down for a longer period of time or use Kontakt's front panel knobs of the AMP Envelope menu to set the release time to a higher value.

Kontakt Installation

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

1. 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 can put the Handbells 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 Scripting

Very thoughtful, flexible and musical scripts have been created by Bo Clausen for Bolder Sounds in this sample library. The user may edit many parameters using the graphical user interface that Bo has created, and save them to be later recalled.

Two IR samples are from Acousticas M7 Bricasti free collection, they are excellent! You can visit them at <http://www.acousticas.net/>

The handbell KSP scripts offer both IR reverb processing as well as Kontakts built in reverb option which is quite a bit more CPU efficient.

More details on the scripts to follow.

Kontakt Compatibility

This library has been tested for compatibility in NI Kontakt versions 2, 3 and 4.

Front Panel

You will notice a drop down menu in the lower right hand corner of Kontakt's front panel. With this menu the user is able to select from 5 different front panel pages. They are as follows -

Main Page



drop down menu to select more pages

Buttons

The 3 buttons above the Bolder logo labeled EQ 3, Church (IR) and Reverb (Kontakt's built-in reverb) will appear on all pages. These are on-off buttons. If you wish to tweak the EQ of an instrument, the EQ button must first be turned on in order to audition your EQ edits. The same is true for the Church and Reverb buttons.

Sustain Pedal

Pressing the Sustain Pedal dampens the sounding bells. On the Handbell Shakes and the Handbell Keyswitch this is NOT the case. Please refer to the help menu in Kontakt or the separate .pdf files for info regarding this!

At Curve

The At Curve knob controls the curve of the attack.

Attack

The Attack knob controls the attack time.

Time

The Time knob is interacting with the Sustain/Damp button.

If the Sustain is On, the Time knob controls how fast the bells are muted when key is released.

If the Damp is On, the Time knob controls how long the bells sound when key is pressed or released.

Sustain/Damp

The Sustain/Damp button switches between the two Time knob modes.

Modulation Wheel

The modulation wheel (cc#1) controls the volume of the Shakes and Singing articulations.

Using the above Amplitude-Envelope controls, it is possible to drastically alter the character of the handbells.

EQ Page



The EQ page features a 3 band parametric EQ. The first column assigns the center frequency. The second column determines the bandwidth of that frequency. And the third column determines the cut or boost of the previously assigned two parameters. Remember - the EQ button must be turned ON for any of these parameters to have any effect!

Location Page



Public Perspec

The Public Perspec button change between Public and Player Perspective. Using the Public Perspective button, the lower bells are panned more to the right and higher bells gradually to the left. Using the Player Perspective this is reversed.

Width

The Width controls the stereo width of the bells. Turning the Width knob fully counter clockwise sums the stereo signal to mono.

Pan

The Pan knob controls the panning of the bells.

Church - Size

The Church - Size button select three different sizes of the church utilizing the IR reverb.

Amount

The Amount knob controls the Church IR reverb volume.

Reverb Page



The Reverb Page has common parameters for controlling the characteristics of the inserted reverb. These are the same parameters that are typically ‘under the hood’ if you have ever visited a Kontakt instrument in EDIT mode. Be sure to turn ON the reverb button before editing this page so you can audition your edits!

Help Page



The Help Page is placed here so the user does not have to constantly refer to a separate .pdf file when a question arises. Depending on which version of Kontakt is being used, the Help Page sometimes defaults to being scrolled to the top of the page or the bottom. That is why at the bottom of each Help Page there is text pointing to the scroll bar showing that you are at the bottom of the page - *Scroll to top >>>*

Reset

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

Handbells Multi .nkm



Above you see the Handbells Multi (.nkm). In order to see the Outputs section (pictured above) of Kontakt you need to click on the Outputs icon in Kontakt's toolbar.



In order to see the inserts, click on the SHOW INSERTS button. Under ST. 1 (stereo output 1) you see CV (convolution). Clicking on this button gives you access to the IR Convolution Reverb editing parameters. This only happens if the EDIT EFFECT button is turned on. This will become very important if you wish to adjust the WET/DRY signal ration of the IR convolution reverb. Also this is where the user will ENABLE or BYPASS the IR reverb, which is very important to know.

Handbells Multi .nkm (continued)

Also the 4 Insert FX in the stereo output, are added to mimick the possibilities we have on the different Pages in the single instruments, as well conserving CPU usage.

The EQ in slot 1.

The Inverter and Stereo Ehn. in slot 2 and 3, to mimick the Perspective.

The CV in slot 4, to mimick the Church. To further conserve CPU usage the user can load the Reverb instead.

The purpose of the multi is to give the user access to all sampled articulations at one time, each on a separate midi channel (1-9). This will be very useful when working with a sequencer in a DAW as one example.

The user still has access to the Amp-Envelope parameters that were previously on the front panel. However, now the user must go into EDIT MODE in order to see them by clicking on the wrench icon. The Amp-Envelope parameters were omitted in order to conserve screen space.



Amp-Envelope parameters after clicking on the EDIT icon on the handbell multi.

Any instrument in the Handbell multi rack may be edited, saved and recalled as a new multi for future use.

Handbells Keyswitch Instrument

The Handbells Key Switch instrument includes all the different articulations of the Handbells - except Singing Bells. The Keyswitch layout has all the sustain articulations on the white keys, and all the muted articulations on the black keys. The Keyswitch is more like an instrument played by a solo performer.

C2 = Clapper.

C#2 = Plucking.

D2 = Hard Mallet.

D#2 = Mallet Table.

E2 = Soft Mallet.

F2 = Chopstick.

F#2 = Table Hit Ending.

G2 = Shaking.

Help Menus as Separate .pdf's

A printable .pdf version of the text in the help menus has been provided for your convenience in the Handbells Kontakt folder as well.

Thanks and Acknowledgements

My sincere thanks to the TARA Performing Arts High School here in Boulder, Colorado for allowing me to record these beautiful handbells.

Thank you to Bo Clausen of Denmark for his thoughtful and musical Kontakt scripts and patches.

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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