



# Bolder Sounds

presents

## Wind Chimes

(full version)

For the Apple EXS 24



## Welcome to the Wind Chimes for the Apple EXS 24!

The total size of this sound set is approximately 55 megabytes. The demo (free) version of this sound bank was 10 megabytes.

The copper set of wind chimes in the above photo is the set that was sampled. The other set on the left was used to create one of the *atmospheric* EXS instruments along with the copper set.

The copper wind chimes are tuned D4, F4, G4, A#4, C5 and D5. A G pentatonic minor scale is one way to look at it. But since these are sampled, you can play them in any key of course.

Each of the six chimes was struck with 3 different surfaces for a variety of tone color. They are labeled :

Rubber - struck with a mallet with a fairly hard rubber ball at the end creating a warm round sound.

Stick - the wood handle on the above mallet yielding a thin sharp tone.

Wood - This uses the wood “beater” which is surrounded by the chimes when you buy them. This creates a very full bodied and rich tonal character.

### Wind Chime Atmospheres

There are 5 *Atmosphere* samples. These are samples of the chimes dangling in the wind and ringing against each other. I also introduced a second set of chimes for a thicker density in a couple of the samples. Two of the *Atmospheric* samples were treated with Granular Synthesis DSP processing for a more “other-worldly” quality.

**Below are some example selections from the Instrument (.exs) list of Wind Chimes.**

WC Horiz Map Untuned.exs - The horizontal keymap referred to here has all 3 recorded articulations - rubber, wood and stick mapped out across the keyboard from low to high respectively. The lowest of the samples (D4) and the highest (D5) have been stretched approximately an octave to extend the playable range.

WC Rubber to Wood Vel Xfade.exs - Any .nki involving a velocity crossfade or velocity switch requires a vertical map or layer. This particular .nki has a velocity crossfade modulated by velocity from the Rubber to the Wood samples.

WC Granular Atmosphere.exs - This involves a atmospheric sample which was processed with Granular Synthesis.

WC Grn At 3 Layer MW=Mixer.exs - The modulation wheel of your controller determines the balance between the three “granulated” wind chime atmospheric samples.

WC Horiz Oct Vel Xfd.exs - As you play harder, you will hear the same sample fade in an octave lower.

Wind Chime Pad 1.exs - This uses a slow AMP envelope attack for a pad sound. there are a number of variations on this theme.

WC Horiz Map Untuned.exs - This the basic keymap of the chimes in their original state before being tuned. They are only out of tune by anywhere from 3 cents to 10 cents giving them a nice warm character. You can use this instrument if you do not to be in tune with other sounds in your production.

I hope you enjoy the Wind Chimes!

Dennis Burns - Bolder Sounds  
April 2007

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