BACKBEAT CLAPPER

user manual

loops de la Crème - November 2022

Thank you for purchasing **BACKBEAT CLAPPER**!

BACKBEAT CLAPPER is a simple, effective, and highly useful tool for quickly adding claps on beats 2 and 4 of a song.

It's also a wonderful and unique metronome! Try it instead of (or combined with) your DAW's default metronome at the start of production sessions, or use it to improve your time skills when practicing your instrument.

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named BACKBEAT CLAPPER.zip. On a Mac, use the default 'Archive utility'. On a PC, I recommend to use Winrar or Winzip to properly unzip the file.

You can then copy/paste the BACKBEAT CLAPPER folder to your sample library hard drive, and make sure you make a backup of the new samples on a separate drive (or a SD card / USB stick...)

IMPORTANT NOTE:

!!! Please keep the BACKBEAT CLAPPER folder structure intact: Do not move or erase a folder or a file from the main BACKBEAT CLAPPER folder to ensure proper loading of the instruments.

LOADING INSTRUMENTS

To load patches, find the folder from the Kontakt Files Tab and select the patch you wish to load: just double-click on a patch or use drag- and-drop. You can also use Kontakt's '**quick load**' menu. Find more infos about this in Kontakt's user manual

!!! NB: Native Instruments Kontakt 5.3.1+ is required to fully use the instruments. Make sure you have the latest updates installed.

You can also load patches with Kontakt Free Player in demo mode (with a 15mn time limit and saving functions disabled).

Along this user guide, you'll find a pdf **License Agreement**. Please read this text carefully, it precisely explains the things you are allowed and not allowed to do with the sample library.

KONTAKT INSTRUMENTS

BACKBEAT CLAPPER features one main instrument (#00), various style presets (#01 to #14), a creative sound design preset (#20), and a 'funky grooves' preset (#30) :

ALL PRESETS USE THE SAME KEYBOARD MAPPING

ALL PRESETS EXCEPT #30 USE THE SAME BUILT-IN GROOVES

Presets #10 to #14 let you use the modulation wheel to increase the number of people clapping or snapping: perfect to add energy to certain parts of a track!

00_BACKBEAT CLAPPER.nki
01_Small Crew Feeling it.nki
02_Personnal Jazz Coach.nki
03_Dusty Clap NRG.nki
04_tight Clap Quartet.nki
05_Deep Claps.nki
06_Power Snaps.nki
07_She Drives Me Crazy.nki
08_Classic HipHop Stack.nki
09_Wide and Crisp.nki
10_Control Energy with MW.nki
11_Snaps to Claps with MW.nki
12_Solo to Trio with MW.nki
13_Room Solo to Groups with MW.nki
14_Snap Duo to Group with MW.nki
20_Clap Design.nki
30_Funky Grooves.nki

For maximum realism, try to actually play, perform and record the instrument live in your tracks!

To provide the best realistic response, the instruments use extended sampling with round-robin techniques.

KEYBOARD MAPPING AND GUI

The keyboard layout offers two main zones: the sounds (G#0 toG#1) and the built-in rhythms (C3 to E3)
Use the built-in mixers to change the volume of each sound
**use cmd+click on any volume slider to quickly mute a sound**

CYAN KEYS (C1 to E1): ACOUSTIC HAND CLAPS
C1: Clap Dry - punchy sound of a single clap
C#1: Clap Room - single clap with natural ambience
D1: Clap Duo - wide stereo sound of two clappers
D#1: Group Claps A - warm sound of 6 clappers
E1: Group Claps B - binaural samples of 8 clappers
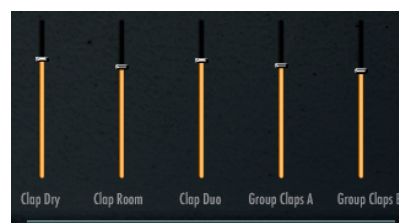
YELLOW KEYS (F1 to G#1): ACOUSTIC FINGER SNAPS
F1: Snap Dry - punchy sound of a single snap
F#1: Double Snaps - wide stereo sound of left and right hand snaps
G1: Group Snaps A - warm sound of 6 snaps
G#1: Group Snaps B - binaural samples of 8 snaps
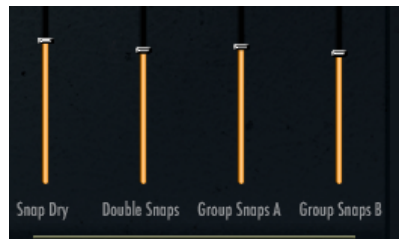
RED KEY (B0): EXTRA LAYERS
Use this key and the mixer to add extra layers of acoustic or electronic samples to the claps or snaps:

BITE: crips sound of processed TR 808 claps
TAIL: long decay of processed TR 808 claps
80s: wide sound of processed Linn Drum LM2 claps
STACK: Combination of kick, snare and claps sampled from a Roland TR08
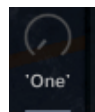PUNCH: Warm electronic Snare recorded from a Prophet 6

YELLOW KEYS (G#0 and A#0): ALL SOUNDS
Play all acoustic sounds and extra layers simultaneously with these keys! **A#0 is the main key**, and G#0 is the same sounds but with random gaps (for the metronome 'random mutes' mode)

BLUE KEY (A0): Vocal guide for beat 1
A practical vocal guide for metronome functions

BUILT-IN RHYTHMS

Most of the presets offer the same basic clap rhythms:

C3: BACKBEAT (notes on beats 2 and 4 only)
D3: DOUBLE TIME (notes on 'and' only)
E3: STRAIGHT BEAT (notes on each beat)

C#3: same as C3 with random gaps *(For the metronome 'random mutes' mode)*
D#3: same as D3 with random gaps *(For the metronome 'random mutes' mode)*

Use the LATCH button to decide how a groove is played and stopped:

When latch is activated, simply press a key once to start a rhythm. Press the same key a second time to stop the rhythm. This works well when you are using BACKBEAT CLAPPER as a metronome.

When latch is deactivated, press and HOLD a key to play the rhythm. This is perfect for music productions: Simply draw a line on C3 in your piano roll editor for as long as you need backbeat claps! Make sure this note begins on beat 1 of the period.

You can manually move this note slightly before or after beat 1 to change the feel of the claps: move the note 10ms before for urgency and excitment, or 10ms after for a wider backbeat and increased power!

### *Preset #30 offers a different selection of 12 funky grooves (notes C3 to B3)*

It also features modulation wheel variations and rolls: Once a groove is playing, you can easily switch to a variation of this pattern by using the Modulation Wheel (or another controller sending Midi CC1). Four groove variations (CC1 values 00 to 64) , and three 'beat repeats'/ rolls (CC1 values 65 to 127) are pre-programmed and directly accessible via the modulation wheel!

PLAYING TIPS:

- *Always access the main groove by bringing the Mod Wheel to the lowest position.*
- *You can leave the Mod Wheel at a different position to let a variation or a beat-repeat play.*

Play mod-wheel variations with the left hand and switch patterns and fill-ins with the right hand to easily create expressive and intricate rhythm tracks!

EFFECTS
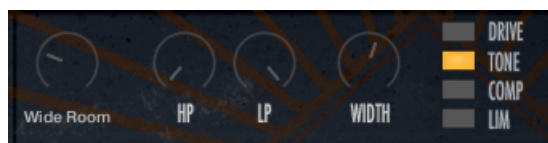
The built-in effects offer an intuitive and flexible way to process the samples:

REVERB
Choose between 19 different reverb Impulse Responses and control the volume of the reverb

The reverb is an insert effect, positioned at the beginning of the chain: therefore, you can process the reverbed sound with the other effects

HP and LP FILTERS: A high pass and low pass filter to reduce the amount of bass or treble frequencies and easily fit the claps in your mix.

WIDTH: control the stereo width of the sound. Goes from mono to extra wide. Use cmd+click on the knob to set the width at the default 100% setting

DRIVE: a smooth and warm saturation effect that gives the claps extra substance and punch

TONE: a pre-set equaliser setting. Per default, the resulting sound has a slight increase in bass and treble, and a slight reduction of low-mid frequencies, making the claps sound more modern

COMP: a parallel compressor to increase punch and impact while keeping the dynamics under control

LIM: a practical output limiter to avoid overloading Kontakt's audio output even when setting many sounds at full volume on the GUI mixers

Metronome functions and tips

BACKBEAT CLAPPER works very well as a metronome too!

Practicing a music instrument with clicks on beats 2 and 4 only is a very cool technique to develop a strong sense of time. It's a trick that many jazz musicians use to work on swing, but it also really helps for many other genres.

Since BACKBEAT CLAPPER offers such a lively and organic sound, you will notice that using it instead of your regular metronome is very pleasant: With every click, it feels like you're getting lively human energy, and so it will motivate you to pick up your instrument and practice :)

If you are not familiar with this technique, it can be tough to get started! In this case, use the included vocal guide until you can feel the claps on the 2 and 4.

RANDOM MUTES MODE

The 'random mutes' modes are very challenging variations of the concept: Use the notes C#3 (backbeats) or D#3 (double time) for these modes. You'll notice that the claps will randomly stop playing every once in a while, even though the tempo stays stable. There's a 25% chance that claps will not play, but this can also happen a few times in a row: this means you might be on your own without a time reference for over one bar!

Try to play a simple melodic line, or a simple rhythmic pattern along with this mode, and see if you can keep time. You will need to stay focused, and anticipate the next clap when there is a gap. You might have to then re-adjust your timing if you went too fast or too slow during a gap. This process, if done on a regular basis, will have extremely positive effects on your timing skills and your ability to play with other musicians.

OTHER TIPS

Various BPM:

Experiment with using various BPM when you practice with the metronome: you will notice that you have a better timing at certain tempo ranges, while other faster or slower BPM will be more challenging! Make sure your goal is to develop a strong sense of time at all speeds.

The one-bar pause:

Try to program three bars of claps (draw a 3-bar line on C3 in your DAW key roll), and then leave an empty bar. Play these 4 bars looped and try to stay in time during the one-bar pause. This is perfect for practicing a one-bar solo or a fill-in: make sure you don't rush during the pauses!

Template metronome:

I like to start a music production using BACKBEAT CLAPPER instead of my DAW's metronome. It's definitely more motivating and groovy! I prefer to use single claps or snaps for this, like the presets #12 or #14. Sometimes I simply combine the static DAW click with the claps to have the best of both worlds :)

SAMPLES AND RECORDINGS

The library features 2056 samples organized in 10 folders:

📁 SNAPS Layers Samples
📁 Extra Samples
📁 CLAPS Layers Samples
📁 Guide Samples
📁 CLAPS_singles
📁 SNAPS_singles
📁 SNAPS_doubles
📁 CLAPS_groups
📁 SNAPS_groups
📁 CLAPS_duo

The acoustic samples were recorded using a variety of different microphones:

Mono single claps and snaps were recorded using either a Beyer M201, a Lauten Audio VR1, a Schoeps MK21, an Electrovoice RE15, or an AKG C480B with a CK63 hypercardioid capsule.

Stereo claps and snaps were recorded using either an AB set-up of two Schoeps MK2H, or a binaural set-up of two AT4022.

The 'SNAPS Layers Samples' and 'CLAPS Layers Samples' are mixed combinations of various samples that were re-processed and re-recorded.

Extra Samples include various electronic or acoustic sounds used for the extra layers mixer.

All samples were recorded between January 2019 and November 2022 in various studios in Vienna, Austria, and Moulins, France.

Special thanks to the group of clappers for the wonderful sounds and great vibe during the sampling sessions!

And a big thanks to the artist Jee Roc for the recordings used for the vocal guide samples.

Jee Roc is a multi-talented artist born in the Comoro Islands and currently living in France.

Influenced by American culture, jazz and funk, he is a composer, producer, singer and dancer.

https://dimitrikarisound.wixsite.com/jeeroc

NOTE ON CPU USAGE

All presets were designed to run smoothly on regular computers and laptops. However, according to the power of your computer, you might experience polyphony overload, audio issues or system instability. Here a few tips to avoid this:

- Increase the audio buffer in your DAW or in Kontakt 'Preferences' menu
- **In Kontakt *Options / Engine*, use 'relaxed', 'medium' or 'strict' for the CPU overload protection**
- Try to reduce the number of notes simultaneously played
- Shut down other applications and softwares
- Decrease or increase the maximum polyphony of the patches:
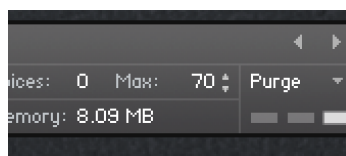
UPDATES

The included patches are early versions of the software. They were thoroughly checked and tested before release. If you still find bugs or inconsistent behavior, please report to office@julientauban.com

Also, don't hesitate to send me ideas or requests for future updates.You will be informed via email (from office@julientauban.com) about future updates and add-ons.

CREDITS

Concept, sampling, editing, mixing, programming and graphics by Julien Tauban.

If you find a problem using the sample library, have questions or just want to get in touch, don't hesitate to send an email to office@julientauban.com

Thanks a lot for reading, I wish you lots of inspiration and fun with BACKBEAT CLAPPER!

Best regards,

Julien Tauban

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www.julientauban.com