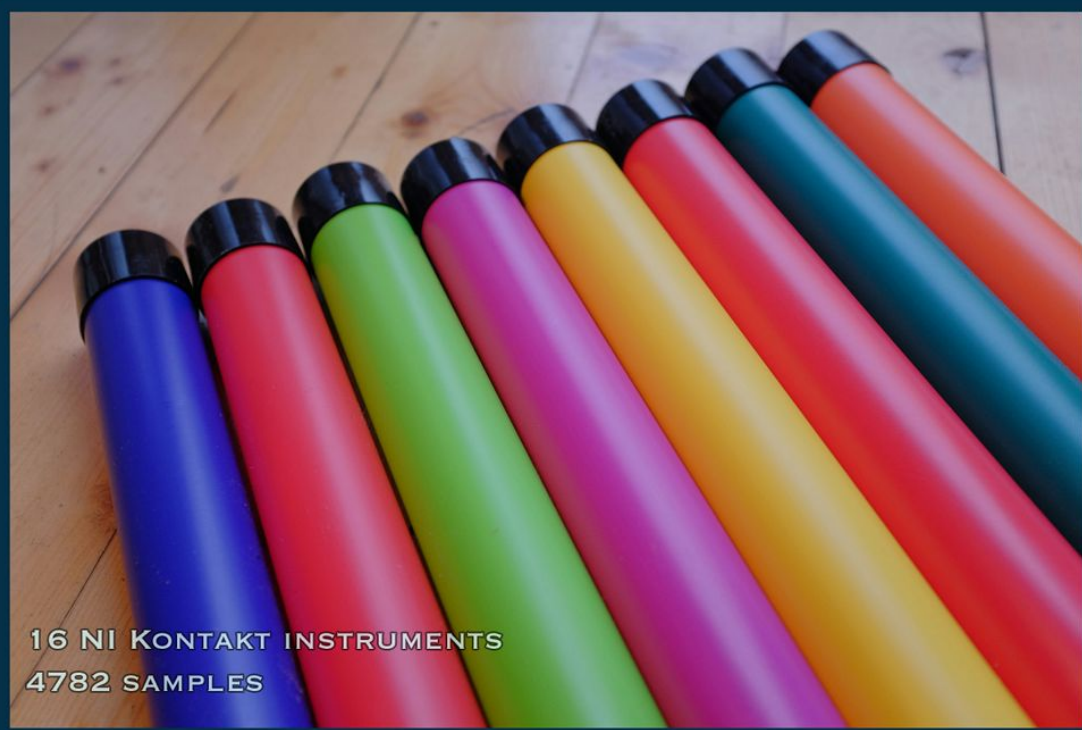


loops de la crème

BOOMWHACKERS DELUXE



16 NI KONTAKT INSTRUMENTS
4782 SAMPLES



Boomwhackers Deluxe

user manual

loops de la Crème - February 2016

Thank you for purchasing **Boomwhackers Deluxe!**

This sample library features highly realistic Boomwhackers virtual instruments as well as original sound design instruments and drumsets based on Boomwhackers samples.

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named BOOMWHACKERS DELUXE.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 BOOMWHACKERS DELUXE 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 BOOMWHACKERS DELUXE folder structure intact: Do not move or erase a folder or a file from the main BOOMWHACKERS DELUXE folder to ensure proper loading of the instruments.

LOADING INSTRUMENTS

To load patches, find the folder from the Kontakt files menu and select the patch you wish to load: just double-click on a patch or use drag- and-drop.

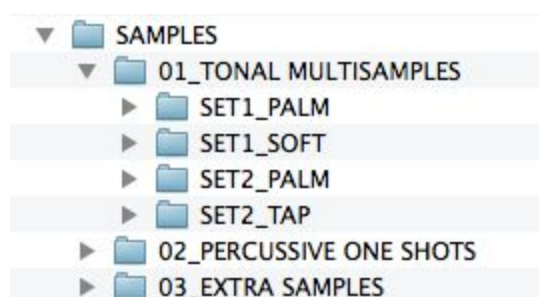
NB: Native Instruments Kontakt 5.3.1.3+ is required to fully use the instruments. Make sure you have the latest updates installed.

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.

SAMPLES

The samples of BOOMWHACKERS DELUXE are organised in 3 main folders, for practical access. Here the overview of the folders structure:



01. TONAL MULTISAMPLES

You can find in this folder all samples used for the natural Boomwhackers instruments. All these samples are organized by Set (two different sets of Boomwhackers sticks were used), by playing technic (palm of the hand, tapping on the Boomwhacker stick...) and by microphone technique used.

(Microphones used: Beyer M88, Audix D4, Sontronics Sigma, AT4022 pair, Lauten Clarion)

The name of each sample contains important informations, should you wish to recreate instruments using a different sampler. Here is an example:

A_palm_CL_B4-05.wav

- A: set used (A or B)
- palm: playing technique
- CL: microphone (here a Lauten Audio Clarion)
- B: the note sampled
- 4: the round-robin number
- 05: the velocity

02. PERCUSSIVE ONE-SHOTS

These samples were created by playing the Boomwhackers sticks with brushes, hands and mallets, hitting them against the studio walls and floor, or beatboxing into them. You'll find snares, kicks and hi-hats substitutes, original percussions and punchy one-shots.

03. EXTRA SAMPLES

You'll find here several extra samples of tonal Boomwhackers as well as extra percussive sounds.

KONTAKT INSTRUMENTS

BOOMWHACKERS DELUXE features 4 kinds of instruments:

1. **Natural instruments**
2. **drumset**
3. **sound design instruments**
4. **Multis**

1. NATURAL INSTRUMENTS

These 5 instruments provide the most realistic and natural sounds:

They use extended round-robin (a new sample is played each time you press the same key) and dynamic response (the sound will be louder, more cutting and slightly brighter when you play a key with more force).

(20 velocity layers and up to 7 round robins)

To guarantee a wide range of sound, different playing technics and microphones were used for each instrument.

- 1. CLOSE
- 2. ROOM
- 3. CREAM
- 4. TAP
- 5. SOFT



The yellow keys indicate the natural range of the Boomwhackers Set. The blue keys indicate the extended playing range (pitch stretched in Kontakt).



For maximum realism, use the full range of velocity layers, and record/perform these instruments live in your tracks :)

2. DRUMSET



21_DRUMS

This instrument features 4 drum kits made of Boomwhackers samples. Each kit is represented in a different key color. The key mapping is freely adapted from a conventional GM drum mapping. ('Kick' on C, 'Snare' on D and E, 'cross-stick' on D#, 'toms' on A, G and F, hi-hat on F#...)

3. SOUND DESIGN INSTRUMENTS



11_design_LOFI JEWELS

12_design_80s OCTAVES

13_design_ASSAULT BASS

14_design_BLOW

15_design_LOFI VOX PAD

These instruments are based on various Boomwhackers samples, and use layering, looping, pitching and effects to create pads, bass, cinematic sounds and FXs.

4. MULTIS

31_MLT_Swamp Plastic

32_MLT_Mista Cinematix_MW

33_MLT_Recycle Bass

34_MLT_Arp Adventurer_MW

35_MLT_deep fish

These multi patches (nkm) feature various combinations of single instruments. Some of these provide natural combinations of Boomwhackers sets, while others are exploring the sound design potential of the samples and offer great cinematic sounds.



*when the instrument's name ends with '**MW**', a certain function has been pre-programmed for the modulation wheel. Make sure you check this out!!*



Click on the + symbol at the right of an instrument to expand its view and tweak the UI controls:



USING THE INTERFACE TO CUSTOMISE THE SOUND:



- HP and LP FILTERS: A high-pass and a low pass filter help you cut out unwanted frequencies
- REVERB SELECTOR: pick one of 24 custom Impulse Responses
- ATTACK: bring this up for mellow and slow attack
- RELEASE: maximum release values provide an authentic decay of the samples after you release the note, while lower values help replicate a choked sound.
- DRIVE: a parallel overdrive effect, adding
- EQ: a pre-programmed equalizer preset to quickly change the sound
- TAPE: this warm tape emulation is a combination of slight mid-bass boost and high cut, and subtle reduction of transients (attack of the notes)
- COMP: a heavy parallel compressor used to control dynamics, increase sustain and make the transients louder

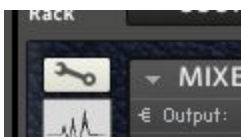


you can assign any knob from the Kontakt user interface to any of your hardware controller. To do this, right-click on the knob you would like to assign. Choose the option 'learn MIDI CC# Automation'. Then just move a knob on your controller (or the mod wheel). That's it!

To unassign the knob, right click on it again, and choose 'remove MIDI automation'

TWEAKING THE EFFECTS INSIDE KONTAKT:

You can easily change the effect parameters or replace effects for each single nki. To do this, first click on the tool at the top left corner of the Kontakt instrument:



Then scroll down to the section 'INSERT EFFECTS':



You can see a chain of 8 effect slots.

The first one (here Skrm) is controlled by the 'Drive' knob on the interface.

The second and third effects are the filters. (controlled by the two HP and LP knobs on the interface)

The fourth one (here SGEQ) corresponds to the interface's 'EQ' knob.

The fifth one (Tape) is controlled by the 'Tape' knob on the interface

The sixth one (FBComp) corresponds to the 'Comp' knob on the interface.

For each effect, you can press the red letter 'B' to bypass or activate the effect.

Click on the cross (x) to delete the effect, and replace it with a different one by clicking on the +

Click on the center of an effect slot to select it and have access to all effect parameters.

When you're satisfied with the changes, scroll back to the top, and press the tool again to close Kontakt's edit mode.

!!! SAVING YOUR INSTRUMENTS:

You can then resave the patch in the files menu:

Use the function 'save as...' , rename the instrument, and choose the option 'patch only'

Please save your instruments in the original folder.

CREATING YOUR OWN MULTIS (nkm):

Experiment with combining and layering various single patches and create your own sounds!

Here a few tips to create multi patches:□

- Make sure you select the same Midi channel for all of the patches you want to layer.□
- Use the Volume, pitch, panning, Tune, Solo and Mute buttons to help you out.□
- Make sure you don't overload the audio output of Kontakt: you might need to lower the levels of the individual patches.□
- Remember that the amount of CPU and disk resources needed will increase with each new layer. In Kontakt preferences menu, you can increase the latency to help create more ambitious multi patches!

To save a multi patch, choose the '*Save multi as...*' in Kontakt files menu. Name your multi- instrument, and choose the '*save patch only*' option. Please save the patch in the INSTRUMENTS folder to ensure proper loading.

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 behaviour, 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

Recordings, mixing, programming and graphics by Julien Tauban.

Recorded in Loops de la Crème Studio, Vienna, AUSTRIA

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 BOOMWHACKERS DELUXE!

Best regards,

Julien Tauban

www.loopsdelacreme.com

www.julientauban.com

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