

# DOUBLE CREAM DRUMS

user manual



loops de la Crème - Feb 2018

Thank you for purchasing **DOUBLE CREAM DRUMS!**

DOUBLE CREAM DRUMS is a 70s muffled drum kit for Kontakt.

It lets you easily create your own 70s influenced drum sound with an intuitive 2-channels mixer and built-in effects.

The library also includes lots of sound presets, tempo-synced rhythms and fill-ins for instant 70s vibe, as well as an extra collection of midi beats and fill-ins :)

## INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named DOUBLE CREAM DRUMS.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 DOUBLE CREAM DRUMS 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 DOUBLE CREAM DRUMS folder structure intact: Do not move or erase a folder or a file from the main DOUBLE CREAM DRUMS 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

 00_DOUBLE CREAM DRUMS.nki
 11_PunchMeister Clean.nki
 12_Thin Wide Pride.nki
 13_Gated Disco FunDub_MW.nki
 14_70s Creamy Mids.nki
 15_Lively Dry.nki
 16_NYC 1977.nki
 17_Full Tape Drive_MW.nki
 21_KICK only.nki
 22_SNARE only.nki
 23_TOMS only.nki
 24_HiHATS only.nki
 25_CYMBALS only.nki
 26_PERCUSSIONS only.nki
 31_MLT_Mix Init.nkm
 32_MLT_Soulquarians.nkm
 33_MLT_DnB Goldie Mix.nkm
 34_MLT_Crunchy Breaks.nkm
 35_MLT_big 80s Haircut.nkm

DOUBLE CREAM DRUMS features over 17 Kontakt patches organised in three categories:

## 1. Main patch and presets (#00 to 17)

Use the main patch (#00) to quickly get started :) The other sound presets use various mixer settings and effects to achieve a different sound. All these instruments use the same samples and same keyboard layout. Patches ending with ‘\_MW’ have a special function programmed for the Modulation Wheel: make sure you check this out :)

## 2. Single drum elements patches (patches #21 to 26)

These patches let you load, play and finely mix single drum elements. For example, if you choose the patch ‘22\_SNARE only’, it will let you play and finely tune the snare drum only.

The goal of these patches is to let you create your own complex drum mix, and also send the various drum elements to different channels in your DAW.



*Since the library follows standard GM mapping, you can use some of these single instruments in combination with other drum libraries, to layer snares, replace hi-hats or cymbals...*



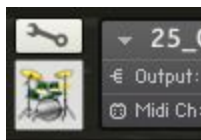
*If you want to send the various drum elements to different channels in your DAW, you will need to set-up Kontakt's multi-outputs and your DAW's channels accordingly. You will also need to select a different audio output for each nki. You'll find more info about this in your DAW's and Kontakt's user guide*

### 3. Kontakt multis (nkm) (patches #31 and above)

These multi-instruments explore various settings for each drum element and offer nice and complex mixes.

The patch 31\_MLT\_MIX INIT can be used as a starting point to create your own advanced mix.

To expand the view of any single drum nki in a multi patch, simply click on the drum picture at the top left (click again to come back to the thinner width):



*For maximum realism, try to actually play, perform and record this instrument live in your tracks! Use Pad controllers or keyboards.*

*To provide the best realistic response, the instruments use extended round-robin (a new sample is played each time you press the same key) and are fully dynamic.*



*I highly recommend to choose the velocities (how hard a key is played) according to the sound you are aiming for. You'll notice that the fattest, punchiest sound is often achieved with medium velocity ranges. This reproduces a typical muffled drum kit with great authenticity. It might be good for your tracks to play (or program) DOUBLE CREAM DRUMS with a light touch, keeping the maximum velocities only for accents, backbeats, or fill-ins...*

## About the key colours:



The keyboard layout is organised in two categories:

### **1. VARIOUS COLOURS, A0 to G#2: DRUM KIT**

These keys let you play the different drum elements as well as percussions, and the layout closely follows the standard GM mapping:

*Green, A0 to B0: claps and snaps*

*Blue, C1 to G1: Kick, cross-stick, Snare left, clap, snare right, low and high toms*

*Yellow (Black keys), F#1, G#1, Bb1: Hi-Hats. F#2: loose / semi-open Hi-Hat*

*Yellow (white keys), A1, B1: Sticks played on the side of toms. C2: Sticks*

*Red, C#2 to E2: cymbals (ride, bell, crash, splash)*

*Cyan, F2 to G#2: percussions (cowbell, tambourine hit with a stick, maracas left and right swing)*

### **2. GREEN, C4 to B4: TEMPO-SYNCED RHYTHMS**

These keys let you easily play complex and natural beats and fill-ins.

The white keys (C4, D4, E4, F4, G4, A4, B4) offer 7 different rhythms, and the black keys (C#4, D#4, Gb4, Ab4, Bb4) let you play fill-ins and breaks.

How to use the tempo-synced grooves:

- Press any of these green keys to start a rhythm.
- Once a groove is playing, press a different key to switch to another rhythm.
- Press the last depressed key a second time to stop the groove.

## USING THE INTERFACE:

The interface is organised in two sections:

### 1. The channels mixer:



This section lets you mix the two different signal paths, add effects to each channel and send part of the signal to the master Reverb.

The DRY MIX offers a typical punchy and focused 70s sound. Use **gain** to adjust the volume, **Bright** to boost high frequencies and **Saturation** to add drive to the signal.

The right channel offers a super-wide binaural stereo sound. Use **Tone** to activate an alternative EQed sound, and **Center** to drastically reduce the stereo width.

-> read more info about each channel and the microphones and techniques used for creating each signal path in the section 'SAMPLES AND RECORDINGS'



*The reverb sends are 'pre-fader', which means they are independent from the gain knobs: you can create nice 3D sounds by using different values for the gain and send knobs of each channel:*



*Use one of the built-in grooves and experiment with the knobs and faders: It will be easy and fun to tweak the sound and nicely fit the drums in your track.*

*You can also use all interface elements to perform subtle or drastic changes to the sound to go along your arrangement (ex: going wider for the chorus, using a dryer sound during the verse, soloing the reverb only for an intro, or adding saturation for the fill-ins ...)*

## 2. The master section:



### FILTERS AND EQUALIZER

- **HP:** High-Pass Filter to cut out unwanted bass frequencies. Helps to easily integrate the sound into a mix
- **L:** Low frequencies - add or remove bass and weight
- **LM:** Low mids - add punch or thin out the sound and add clarity
- **HM:** High mids - add bite and character
- **H:** High frequencies - add or reduce brilliance
- **LP:** Low-Pass filter to finely reduce high frequencies and achieve a warmer sound



*Use the High Pass (HP) and the bass knob (L) together to perfectly shape the bass response of the instrument :)  
To quickly bring one of the control back to its regular value, use cmd+click or ctrl+click*

### EFFECTS

- **EQ:** turn on or completely bypass the filters and equaliser
- **Tape:** a tape simulation with slight saturation and a warm sound.
- **Comp:** a feedback compressor to slightly increase punch and boost transients.
- **Lim:** a bus compressor set to control dynamics, and add a 'pumping' effect
- **REVERB SELECTOR:** pick one of 21 custom Impulse Responses

### RELEASE

This knob lets you control how long it will take for the sample to stop/fade out once a key is released.



*Use the release knob to simulate a gate effect on the kick, snare or toms. You can also adjust the release according to your tempo, and avoid overlapping too many samples when using quick ride patterns.*



*The effects TAPE, COMP and LIM will react differently based on the mixer settings: you can get more obvious tape saturation and compression with higher settings, or a cleaner sound by keeping the two channel gains low. If you use lower gain settings, you might want to compensate the overall loss in volume by boosting the instrument's main output slider (top right of Kontakt). On the other end, if you use maximum gain and lots of effects, you will need to turn down Kontakt's output to avoid clipping.*

*Some of the included 'style' instruments use different settings for the EQs and effects: Make sure you check these out!*



*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 the master section.

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 SGEQ) is a four-band equalizer controlled by the knobs L, LM, HM and M on the user interface.

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

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

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

The sixth one (S-Comp) corresponds to the 'Lim' 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 re-save the patch in the files menu:

For single patches, use the function 'save as...', rename the instrument, and choose the option 'patch only'

For multi patches, use the function 'save multi as...'

Please save your instruments in the original folder.

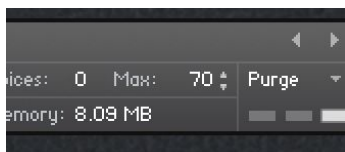


*Use a different name for your own patches to easily remember them and keep the original patches as well.*

### !!! IMPORTANT NOTE ABOUT CPU USAGE !!!

All of the patches 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
- Try to reduce the number of notes simultaneously played
- Shut down other applications and softwares
- Reduce the length of the notes by turning down the Release knob on the interface.
- Decrease or increase the maximum polyphony of the patches:



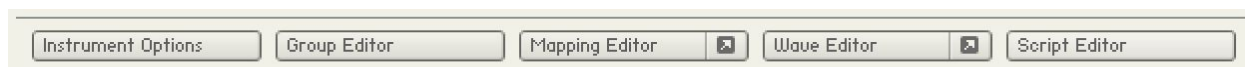
## TWEAKING THE GROOVES AND CREATING YOUR OWN RHYTHMS:

The grooves use a 'Drum Computer' script. You can easily access it and make changes to existing grooves or create your own beats.

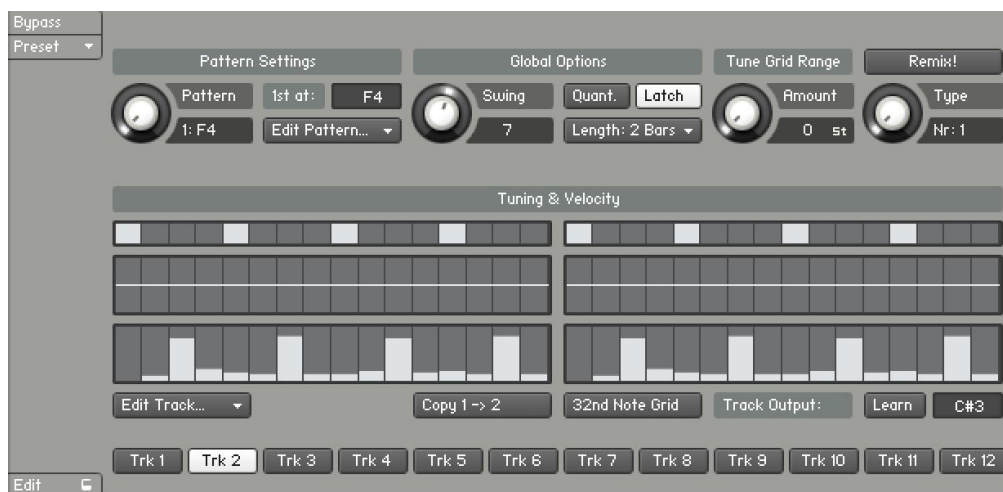
To do this, first click on the tool at the top left corner of the Kontakt instrument:



Then click on the 'Script Editor' tab at the left:



You can now see the Drum Computer interface:



Here a few tips on how to use this interface:



Use this knob or press one of the yellow key to choose the pattern you want to edit.



Use 'Edit Pattern' to copy, clear or paste a pattern



Use the swing knob to add swing to the groove. Values around 30 will replicate a triplet kind of groove: great for jazz :)



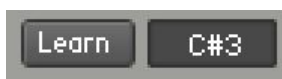
Use this to go from a 1-bar pattern to a two-bar pattern.



I like to start by programming a 1-bar pattern only, and then use the function 'copy 1->2' to duplicate it into a 2-bars groove, before making small changes to the second bar.



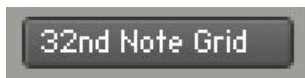
Each track controls a specific note for the instrument.



Press 'Learn' and then press a key to assign a different note to a track



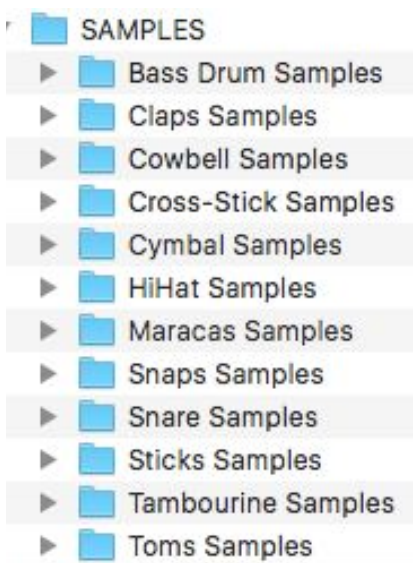
This is where you enter the notes and choose the velocity for the note.



Click this to go between a 16th note grid to a 32nd note grid.

## SAMPLES AND RECORDINGS

The library features 1090 samples organised in 13 folders and subfolders.





Here some additional infos about the recordings and sampling:

***Instruments used:***

The main drum set used for the recordings is a Premier kit from the late 70s.

The snare drum is a wonderful DPD limited edition snare made of Bubinga wood



Heavy damping/ muting was used in the bass drum, on the toms and the snare to achieve a typical muffled 70s sound.



The Hi-hat cymbal is a combination of Istanbul heavy top and a thin Paiste 1000 bottom  
The cymbal used for the ride, bell and crash is a rare Paiste formula 602 (18" crash ride) from the early 70s:



An extra 12" Stagg cymbal was used for the splash.

Here the extra percussions used for the library:



***Microphones used for the DRY MIX channel:***

- Snare top: SM57



- Snare bottom / Kick: D112
- High Tom: vintage Beyer M420
- Low tom: vintage EV RE15



- Kick: Beyer M88
- Mono overhead: Beyer M201

***Microphones used for the binaural channel:*** pair of AT4022 in a custom binaural set-up



*The binaural set-up above and behind the drum kit*



## MIDI GROOVES

The library also includes more than 50 midi files.

All these grooves are 2 to 8 bars midi loops that were specifically created for DOUBLE CREAM DRUMS. These can be used as great starting points to build a drum track, or simply to get a little inspiration boost. To use these grooves, open the **MIDI Grooves folder** and import one or several midi files directly into your DAW. Please refer to your DAW's user guide for more info on how to work with midi files.



*The name of each groove contains an indication of the tempo (BPM) for which they were optimised, but feel free to use the grooves at other tempo settings: that's the advantage of midi files :)*



*Use the midi files starting with 'Fill\_' as a fill-in / break / intro to quickly build your arrangement.*



*All midi files starting with 'Basic\_' offer a simple groove on one or two drum elements (ex: ride patterns, hi-hat patterns, percussion grooves...). Use these as starting point and add extra midi notes to create complex beats.*



*All these beats and fill-ins were recorded live using pad controllers or keyboards: they have their own 'feel' and are not quantized in order to achieve maximum realism.*

## 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](mailto: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, Recordings, mixing, programming and graphics by Julien Tauban.

Recorded at Studio de la Crème, Vienna, AUSTRIA, december 2017

*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 DOUBLE CREAM DRUMS!*

*Best regards,*

*Julien Tauban*

[www.loopsdelacreme.com](http://www.loopsdelacreme.com)

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