
EASY BONGOS

user manual



loops de la Crème - Nov 2016

Thank you for purchasing **EASY BONGOS!**

This Kontakt library offers a responsive and realistic virtual Bongo instrument, with funky rhythmic functions and flexible sound options.

INSTALLATION

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

SAMPLES

The library features 1231 samples organised in 4 sub-folders. Along with bongo samples, you'll also find bonus samples of clave, claps and snaps, as well as original samples of bongos played with soft mallet sticks.

The name of each sample contains many informations:

Ex: **Bongos_AKG_MUTE HIGH B-00.wav**

1. Instrument (here: Bongos)
2. Microphone used (here: AKG)
3. Playing technique / articulation (here: mute stroke on high bongo)
4. A letter for the round-robin series (here: B, second round robin)
5. A number for the velocity layer (here: 00, first/quietest velocity layer)

Three different microphone techniques were used to offer full flexibility of sound:

1. STEREO

Recorded fairly close, with a stereo pair of SE 'voodoo' VR1

This technique offers a very wide stereo sound, quite dry and punchy, with a touch of bass boost (proximity)

2. MONO

Recorded about 90cm above the bongos, with a vintage AKG C451B

Nice detailed and focused sound, with a bright and fast response, and a bit of room ambiance

3. RETRO

Recorded about 1.5m away from the bongos, with a Shure Bullet microphone

Very compressed sound, with emphasis on medium frequencies, and lots of natural room sound.



If you like to use single samples and one-shots during productions, I highly recommend that you take a few minutes and go through all samples: then you can copy/paste (please do not move) your favourite samples into a new folder you create. This way, you will have a small collection of ready to use 'best-of bongo sounds that you can quickly audition while in the middle of a production, without having to go through all folders and subfolders of the library :)

KONTAKT INSTRUMENTS

EASY BONGOS features 3 main instruments for each recording technique:

- 01_EASY BONGOS_mono
- 02_EASY BONGOS_stereo
- 02_EASY BONGOS_retro

4 additional sound presets are also included:

- 11_EASY BONGOS_high class
- 12_EASY BONGOS_supawide afrodrum
- 13_EASY BONGOS_vintage cuts
- 14_EASY BONGOS_voodoo ritual drum





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

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 dynamic response (the sound will be louder, more cutting and slightly brighter when you play a key with more force).

The key colours represent different playing techniques:



RED (C2 to E2): LOW BONGO

- C2: open tone stroke
- D2: semi-open stroke (with curled hand)
- E2: slap / muted stroke
- C#2: mallet (open stroke)
- D#2: mallet (side stroke)

YELLOW (F2 to A2): HIGH BONGO

- F2: open tone stroke
- G2: semi-open stroke (with curled hand)
- A2: slap / muted stroke
- F#2: mallet (open stroke)
- G#2: mallet (side stroke)

BLUE (Bb2 to C3): BONUS SOUNDS

- Bb2: clave
- B2: hand snaps
- C3: hand claps

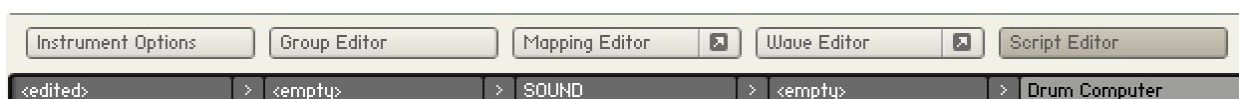
GREEN AND CYAN (C4 to B4): tempo-synced grooves

Press any of these keys to start the rhythm. Press a different key to switch to another groove. Press the same key a second time to stop the rhythm.

You will find traditional bongo beats on the green keys, and more complex rhythms using bongos, clave and handclaps on the cyan keys (A4, Bb4 and B4)



All rhythms are pre-programmed. You can edit these patterns by clicking on the handtool, and opening the Drum Computer in the Script Editor. Please have a look at Kontakt's manual if you are not familiar with the Drum Computer script. If you create new patterns, make sure to re-save the patch (use 'save patch only') :)



USING THE INTERFACE TO CUSTOMISE THE SOUND:



- HP: High-Pass Filter to cut out unwanted bass frequencies. Helps to reduce proximity effect, and easily integrate the sound into a mix
- LP: Low-Pass filter to finely reduce high frequencies and achieve a warmer sound
- REVERB SELECTOR: pick one of 26 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, with very little amount of warm distortion mixed with the dry signal.
- MONO: reduces the stereo width (only for the stereo patches)
- NOTCH: a strong EQ cut in the low-mid frequencies (only for the retro patch)
- TAPE: Adds punch and slightly reduces high frequencies (only for the mono patch)
- EQ (or BRIGHT): an equalizer preset specifically programmed for each patch
- COMP: a parallel compressor to increase punch, and control dynamics.



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 Notch knob.

The fifth one (again SGEQ) is controlled by the 'Bright' 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 re-save 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.

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 at Loops de la Crème Studios, 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 EASY BONGOS!

Best regards,

Julien Tauban

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