

GANG STOMPS

user manual



loops de la Crème - Feb 2017

Thank you for purchasing **GANG STOMPS!**

This Kontakt library lets you easily play and control a group of 24 musicians stomping together in a room with a superb stereo sound based on binaural techniques. It features three distinct and layer-able gang stomps instruments and 9 additional sound presets. A practical built-in mixer lets you add subs, kicks or percussions to the foot stomps.

INSTALLATION

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

The library features 2413 samples organised in 7 folders and subfolders.

Three main folders (**STOMPS Samples A, B and C**) contain the main foot stomps samples for the three instruments. These samples were recorded in two different studios, during three separate sessions.

With the goal to replicate different people stomping in a room, long series of samples (round robin) were recorded in 24 positions around the stereo microphones, using different shoes and various playing techniques (heel only, both feet together...)

ABOUT THE 3 DIFFERENT RECORDING SESSIONS:

Session A was recorded at Studio DelaCrème Vienna, using a pure binaural setup. (Two AT4022 in a custom array)

3D sound (surprisingly realistic with headphones), with a wider variety of sounds obtained by stomping on various surfaces (main parquet floor, small podium, carpets, stairs...)

Session B was recorded at 4Tune Studios Vienna, using a pair of omni DPA 4006

Raw, very balanced and detailed sound, 4 different shoes used, recorded fairly close.

Session C was also recorded at 4Tune Studios Vienna, using the binaural setup for the main part of the sound, with additional bass coming from a pair of omni DPA 4006. (mixed)

Nice wide sound, recorded further from the microphones, with a full frequency response and nice emphasis on the low end.



Two other folders (**KICKS and SUBS Samples** and **Foot Percussions Samples**) contain the acoustic and electronic kick samples and the samples of three percussion instruments used to layer underneath the stomps in the instruments. (read more info about this in the **User Interface** section below.)

The three percussions instruments were recorded around the same binaural setup, to make sure they would work well when combined with the stomps.



The foot percussion instruments



Nice boot, awesome sound!!

KONTAKT INSTRUMENTS

GANG STOMPS features 3 main instruments, to replicate the sound of 3 different gangs:

 01_GANG STOMPS_A.nki

 02_GANG STOMPS_B.nki

 03_GANG STOMPS_C.nki



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 are dynamic.

About the key colours:



RED AND YELLOW, C2 to B3 : individual 'stompers'

Each of these keys lets you control a single musician stomping in the room. Every key offers a different sound (different shoe, different stomping technique) and a different position in the stereo field, from left to right:

C2 - far left

C3 (yellow key) - center

B3 - far right

BLUE (C4) : additional sounds only (Subs, kicks and percussions)

This key lets you hear the three additional layers controlled by the mixer. Use this key to precisely fine-tune the amount of extra kick, sub and percussion added to the natural foot stomps.

NB: when all faders are set to their minimum, playing this note won't produce a sound.



*Explore the various sounds and combinations, and choose how many 'stompers' you need for your project :)
Use the stereo width to your advantage: Play with your two hands to reproduce a large group with a wide stereo sound, or instantly check how single 'stompers' will integrate in your mix :)*

USING THE INTERFACE TO CUSTOMISE THE SOUND:



- HP: High-Pass Filter to cut out unwanted bass frequencies. Helps to 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 27 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.
- FOCUS: reduces the stereo width for a more focused stereo sound.
- TONE: an equalizer preset specifically programmed for each instrument.
- TAPE: a tape simulation with slight saturation and a warm sound.
- COMP: a parallel compressor to increase punch, and control dynamics.



Some of the included multis use different effects to provide new sounds. Check these out! (ex: strong overdrive instead of tape, ...)



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'

USING THE BUILT-IN MIXER:



Here you can add three additional layers to the foot stomps.

- Sub: an electronic bass drum
- Kick: acoustic bass drum
- Perc: Foot percussions (A: Foot tambourine, B: Foot shaker, C: African foot rattle)

NB: Each instrument (A, B and C) uses its own set of samples!

This mixer lets you add power, punch and colour to the stomps in a very efficient way, without using external effects.



The effects TAPE and COMP 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 levels low.

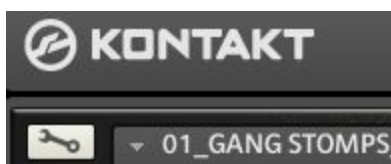


All filters, Attack and Release controls, reverb and effects are applied to the stomps and the three additional layers!

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 Stereo) is controlled by the 'FOCUS' 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 TONE 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 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.



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

MULTIS

The real fun of GANG STOMPS is in layering various single instruments together to create massive epic sounds :)

To give you an example of the possibilities, the library offers 9 multis.

The first 7 multis (11 to 17) are straightforward stomp instruments, while two additional multis offer sound design FX (n. 18 and 19):

| | |
|--|---------------------------------------|
| | 11_MLT_Tight Group Stomps.nkm |
| | 12_MLT_Power Alliance Stomps.nkm |
| | 13_MLT_Old School stomps.nkm |
| | 14_MLT_Factory Strike.nkm |
| | 15_MLT_Nitro Stomps.nkm |
| | 16_MLT_Cut-through the Mix Stomps.nkm |
| | 17_MLT_Party Stomps.nkm |
| | 18_MLT_FX_Karate Punches.nkm |
| | 19_MLT_FX_Exponential Space.nkm |

CREATING YOUR OWN MULTIS (nkm):

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

Here are a few tips to create multi patches:

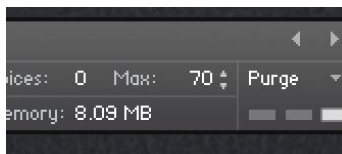
- Make sure you select the same Midi channel for all of the patches you want to layer.
- Use Kontakt's volume, pitch, panning, Tune, Solo and Mute buttons to help you out.
- Make sure you don't overload the audio output of Kontakt: you might need to lower the levels of the individual patches.
- Remember 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.

!!! 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 are 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 R knob on the interface.
- Decrease 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 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 Studio de la Crème and Studio 4Tune, 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 GANG STOMPS!

Best regards,

Julien Tauban

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