

# KICK N BRUSH

user manual



loops de la Crème - Feb 2017



Thank you for purchasing **KICK N BRUSH!**

The goal of this Kontakt library is to reproduce a super minimalistic drum set, based only on a bass drum and a snare drum played with brushes.

The instrument offers 9 snares recorded with various brushes and 14 acoustic kicks. A practical built-in mixer lets you choose and combine various microphone signals: this allows you to completely customize the sound and easily integrate the instruments into your mix.

The library also includes tempo-synced rhythms and fill-ins for different music genres.

## INSTALLATION

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

## KONTAKT INSTRUMENTS

KICK N BRUSH features 1 main instruments, and 10 'styles' presets:

-  00\_KICK N BRUSH.nki
-  01\_KnB\_swing\_110.nki
-  02\_KnB\_slow jazz\_85.nki
-  03\_KnB\_folk-pop\_100.nki
-  04\_KnB\_jungle jazz\_160.nki
-  05\_KnB\_House\_130.nki
-  06\_KnB\_rock\_140.nki
-  07\_KnB\_Dixieland\_110.nki
-  08\_KnB\_HipHop\_95.nki
-  09\_KnB\_samba\_105.nki
-  10\_KnB\_trap\_75.nki

Each 'Style' preset has its own set of grooves and fill-ins, and a specific sound with finely-tuned mixer and effects settings. All instruments use the same samples and same keyboard layout.



*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 dynamic.*

## About the key colours:



### **CYAN, Bb1 to G2: mixed KICKS**

These keys let you play a collection of acoustic bass drum samples. The samples were recorded on three different bass drums using many microphones and mic positions to create a wide panel of inspiring sounds. The samples were also heavily processed using analog and digital studio gear to create solid and punchy sounds. Each key uses one sample only, and clever programming reproduces the natural dynamic variations in volume and tone: the kicks will vary in tone and intensity when played at various velocities.

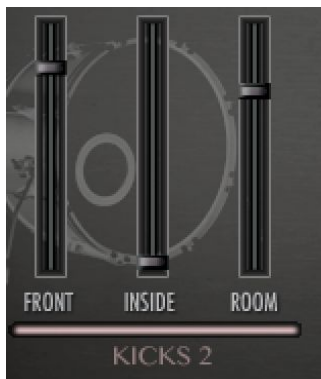
The loudness of all these kicks can be controlled by using the mixer fader KICKS 1 / Volume.



### **RED, Ab2 to B2: raw KICKS**

These raw kicks were recorded on two different bass drums, using three microphones. Various drumheads, muffling, kick pedal beaters and tuning were used to obtain interesting variations of sound.

You can use the mixer section labelled KICKS 2 to combine the different microphone signals:



**FRONT:** A LDC (Lauten Audio Clarion) positioned one foot in front of the kick drum

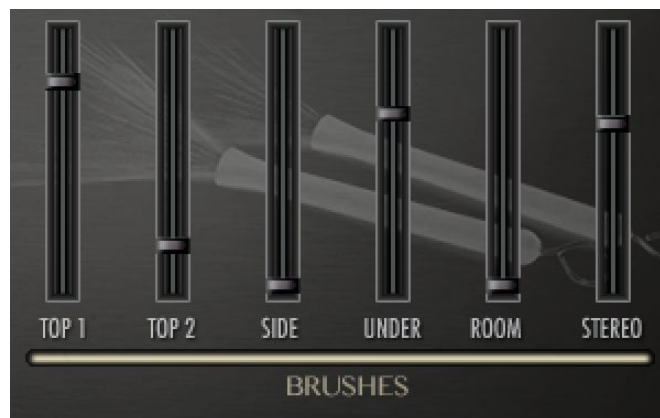
**INSIDE:** A dynamic microphone (Beyer M88) positioned inside the drum shell

**ROOM:** A ribbon microphone (Sontronics Sigma) about 4 feet above the kick drum.

### YELLOW, C3 to Ab3: SNARE DRUMS / Brushes Hits

Each one of these keys features a different snare drum played with brushes. Three snares, various drumheads, 5 types of brushes and 6 microphones were used to create these samples.

You can completely change the character of the sound by using the mixer labelled Brushes:



**TOP1:** A LDC (Lauten Audio Clarion) positioned a few inches above the snare drum.

**TOP2:** A dynamic microphone (Shure SM57) positioned slightly above the drum rim.

**SIDE:** A dynamic microphone (Beyer M201) placed side-ways, aimed at the shell of the drum.

**UNDER:** A LDC (AKG C3000B) positioned under the snare drum, pointing at the snares.

**ROOM:** A ribbon microphone (Sontronics Sigma) about 4 feet above the snare drums.

**STEREO:** A pair of omni mics (AT4022) spread in a wide AB array above the snare drums.

### BLUE, A3 and Bb3: BRUSH SWEEPS

These two keys let you intuitively play basic sweep patterns. You can use the BRUSHES mixer to change the tone and character of the sweeps.

A3: long sweep

Bb3: quick sweep



*Play the two kinds of sweeps alternatively or combined to reproduce the natural sounds of jazz brushes. Use different velocities and add softly played brush hits to increase the feeling of realism.*

### GREEN, F4 to B4: TEMPO-SYNCD RHYTHMS

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

The white keys (F4, G4, A4, B4) offer 4 different rhythms, and the black keys (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.



*The name of each 'style' instrument gives you a recommendation for the most appropriate tempo:  
Ex: **04\_KnB\_jungle jazz\_160** will sound better when used at tempos closer to 160BPM.*

## USING THE INTERFACE EFFECTS TO CUSTOMISE THE SOUND:



### SECTION 1: 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*

### SECTION 2: EFFECTS

- **Tape:** a tape simulation with slight saturation and a warm sound.
- **Comp:** a feedback compressor to slightly increase punch and emphasis transients.
- **Lim:** a bus compressor set to control dynamics, add drive and tighten up the sound
- **REVERB SELECTOR:** pick one of 21 custom Impulse Responses
- **RELEASE:** control how long it will take for the sample to fade out once a key is released.



*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 levels low.*

*Some of the included 'style' instruments use different settings for the EQs and effects: 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 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 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:

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

Please save your instruments in the original folder.



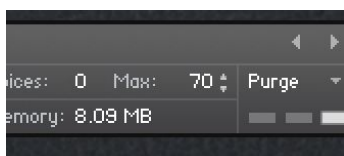
*Use a different name for your own patches to easily remember them and keep the original patches as well.*

## !!! 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 R knob on the interface.
- Decrease or increase the maximum polyphony of the patches:



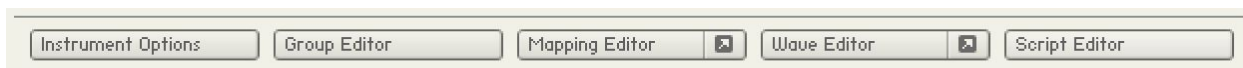
## TWEAKING THE GROOVES AND CREATING YOUR OWN RHYTHMS:

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

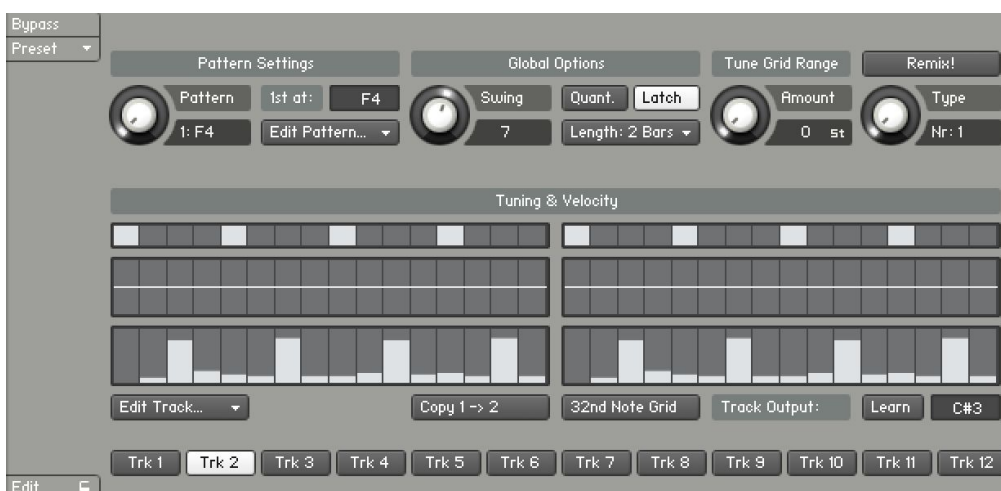
To do this, first click on the tool at the top left corner of the Kontakt instrument:



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.

The patterns on keys C5 to E5 are empty, this is a good place to start for creating new beats!

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.



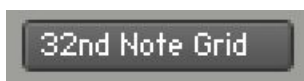
Each track controls a specific note for the instrument.



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.

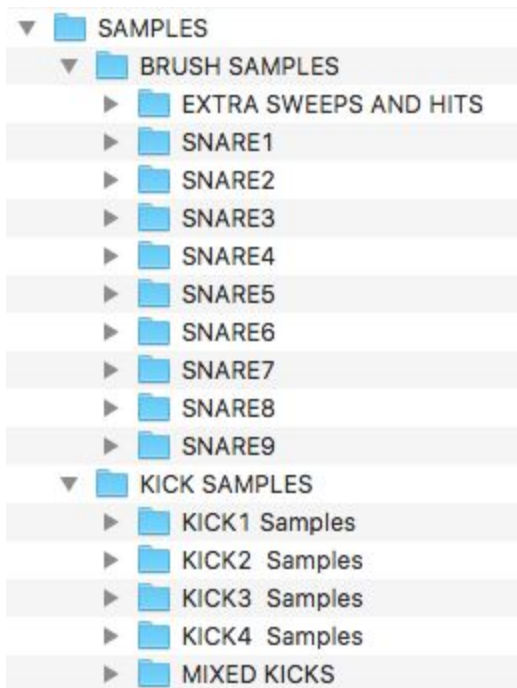


Click this to go between a 16th note grid to a 32nd note grid.

## SAMPLES AND RECORDINGS



The library features 5043 samples organised in 17 folders and subfolders.



Here some additional infos about the recordings and sampling:

**Premier vintage snare (metal)**

SNARE1: full muted hit, regular tension, Steve Gadd brushes

SNARE2: open hit, no mute, Steve Gadd brushes

SNARE3: high tension, thin nylon 'rake' brushes, little mute

**Gretsch piccolo snare (metal)**

SNARE4: high-medium tension, Gadd brushes, heavy muffled

SNARE5: High tension, full muffled, 'Broomsticks' fat wood brushes

**Yamaha snare (wood)**

SNARE 6: medium tension, soft mute, thick nylon 'cajon' brushes

SNARE 7: down-tuned, medium muffling, Steve Gadd brush

SNARE8: low tuning, 'Broomsticks' fat wood brushes, loose snares

SNARE 9: Gadd brushes, ultra low tuning, full mute

**Kick1 and 2** recorded on a vintage Premier bass drum (20 inches)

**Kick3 and 4** recorded on a Tama Starclassic Bass Drum (22 inches)



*A beyer M201 used as side microphone*



*Classic sounds from a SM57!!*



## 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](mailto: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

*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](mailto:office@julientauban.com)*

*Thanks a lot for reading, I wish you lots of inspiration and fun with KICK N BRUSH!*

*Best regards,*

*Julien Tauban*

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

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