LITTLE BRUSH KIT add-on   user manual

EXPANSION PACK for KICK N' BRUSH

loops de la Crème - February 2021

Thank you for downloading **LITTLE BRUSH KIT Add-on**!

This expansion pack for KICK N' BRUSH adds many presets, styles, and lots of cool functions to an already feature-packed library:
- 17 new presets (now total 40!!)
- one new GM brush kit with a focus on soft dynamic range
- one new GM brush kit with two alternative kick drums
- 9 varied sound presets. Each preset comes with 7 authentic brush grooves and 5 fill-ins
- 5 'magic' brush kit presets with automatic dynamic variations for breathtaking realism
- Intuitive Mod Wheel functions to instantly play realistic groove variations and brush solos
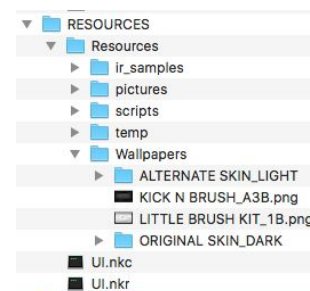
REQUIREMENTS

To use LITTLE BRUSH KIT, you need:
1. A full version of KICK N' BRUSH
2. A full version of KONTAKT (version 5.3+)

INSTALLATION

To install the ADD-ON, follow these three steps:

1. copy/paste all new presets from the folder 'NEW INSTRUMENTS' into the KICK N' BRUSH 'INSTRUMENTS' folder. (**KICK N BRUSH/INSTRUMENTS**). You should then have all old and new presets together. (40 .nki files)

2. Copy/paste the new Wallpaper file *LITTLE BRUSH KIT_1B.png* from the folder 'NEW WALLPAPER' into this folder:

    KICK N BRUSH/RESOURCES/Resources/Wallpapers

3. Please keep this user manual and license agreement, and once all files are copied, you can delete the folder LITTLE BRUSH KIT ADD-ON.

To load instruments, 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.

*!!! In case you have a '**Samples Missing**' issue when loading an instrument, please click 'Keep search mode and selected folders for the current session', and click 'Browse for folder'. Then select the root folder of KICK N' BRUSH. Please resave the instrument after it is properly loaded.*

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

Preset #50 offers a new brush kit with a focus on soft dynamic ranges. Use this to easily play realistic and delicate brush rhythms.

Preset #51 is the same brush kit with full dynamic range.

Preset #51alt offers two different bass drums.

Presets #52 to #61 offer sound variations and different grooves and fill-ins.

All 'HUMAN' presets (#61 to #65) have constant little variations in dynamics to give a maximum level of realism.

Presets #61, #62 and #63 use an extra scripted delay for more variations and complex grooves.

```
50_LITTLE BRUSH KIT_Soft_INIT.nki
51_LITTLE BRUSH KIT_Full_INIT.nki
51alt_LITTLE BRUSH KIT_Full_ALT Kicks.nki
52_LBK_Modern.nki
53_LBK_Mono 3D.nki
54_LBK_2024 HyperJazz.nki
55_LBK_Overdriven.nki
56_LBK_easy brushwork.nki
57_LBK_power brush.nki
58_LBK_Soft_Cymbal Workout.nki
59_LBK_60s Funkjazz Dirt.nki
60_LBK_Soft_Dry and SuperBright.nki
61_LBK_Double Time DnB_HUMAN_delay.nki
62_LBK_Mr Jazzman_HUMAN_delay.nki
63_LBK_Fast Jungle jazz_HUMAN_delay.nki
64_LBK_Soft_cool smoky_HUMAN.nki
65_LBK_Soft_Funkbrush_HUMAN.nki
```

About the key colours:
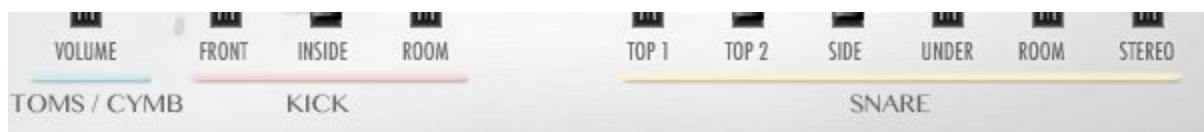
The keyboard layout is organised in two categories:

1.VARIOUS COLOURS, E-1 to A#2: DRUM KIT

This instrument follows a standard midi GM drum mapping, with two Bass Drums on B0 and C1, muted brush snare on D1, open brush snare on E1, short snare brush sweeps on Db1, long snare brush sweeps on Eb1, toms on F1, G1, A1 B1and C2, Hi-Hats on Gb1, Ab1 and Bb1, and cymbals on Db2, D2 and Eb2.

NB: The key colours follow the mixer channel organisation. Remember that the different channels control the sound of different instruments:
The left channel is for toms and cymbals, then you have three channels for kicks, and then six channels for snare (and snare brush sweeps). You'll find more info about this mixer and the GUI effects in KICK N' BRUSH manual.

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 let you play fill-ins and breaks.

How to use the tempo-synced grooves:

- Press any of these 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.

  For a different way to start and stop these grooves, see section below 'Changing the way the grooves are triggered and stopped'

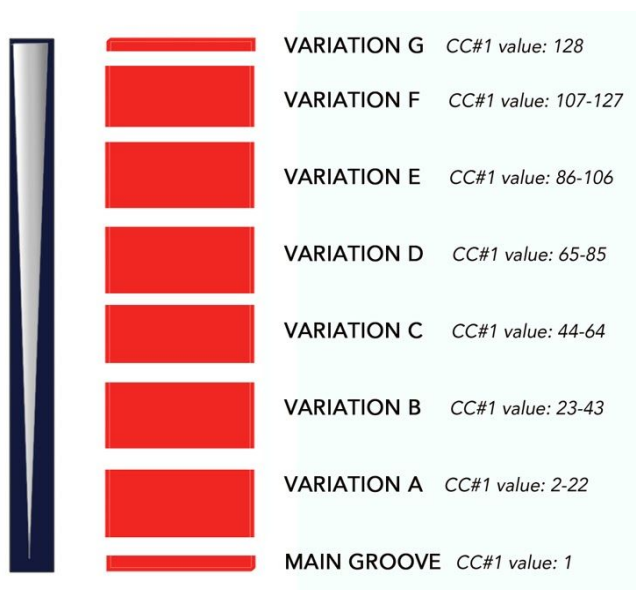*Have fun jamming with the different rhythms :)*

Use a main rhythm and experiment playing different keys

and quickly coming back to the main groove to create on-the-spot fill-ins!

MODULATION-WHEEL GROOVE VARIATIONS:

All presets offer a fun and instinctive way to bring the pre-programmed rhythms to life:

Once a groove is playing, you can easily add a groove variation by using the Modulation Wheel (or another controller sending Midi CC1). Eight variations are pre-programmed and directly accessible via the modulation wheel, from simple or complex variations to fast rolls (32nd notes).

VARIATION G	CC#1 value: 128
VARIATION F	CC#1 value: 107-127
VARIATION E	CC#1 value: 86-106
VARIATION D	CC#1 value: 65-85
VARIATION C	CC#1 value: 44-64
VARIATION B	CC#1 value: 23-43
VARIATION A	CC#1 value: 2-22
MAIN GROOVE	CC#1 value: 1

TIPS:

- *Always access the main groove by bringing the Mod Wheel to the lowest position.*
- *You can leave the Mod Wheel at a different position to let a variation play.*
- *To replicate a regular fill-in, simply follow your instinct and quickly change the mod wheel to a different value before returning to the main groove.*
- *Try the variations on fill-ins too (black keys (C#3, D#3, Gb3, Ab3, Bb3))*
- *Play mod-wheel variations with the left hand and switch patterns and fill-ins with the right hand to easily create expressive rhythm tracks!*
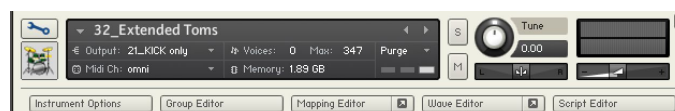
!!! HOW TO DISABLE THE MODULATION WHEEL FUNCTION OR ASSIGN GROOVE VARIATIONS TO A DIFFERENT CONTROLLER:

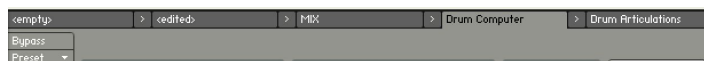Follow these steps if you don't want to have the variations assigned to the MOD WHEEL:

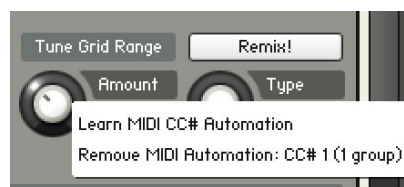Click on the tool to 'open' Kontakt

Click on **SCRIPT EDITOR**

Click on the tab **DRUM COMPUTER**

Locate the Knob under the label 'Remix'. Right-click on this knob

Click on the option *'Remove MIDI Automation: CC#1 (1group)'*

That's it: the groove variations won't be linked to the Mod-wheel!

You can **choose a different controller** to switch groove variations:

Simply right-click on the knob again, choose the function 'learn MIDI CC# Automation', and move one of your MIDI controllers: the function will be automatically assigned to this new controller!
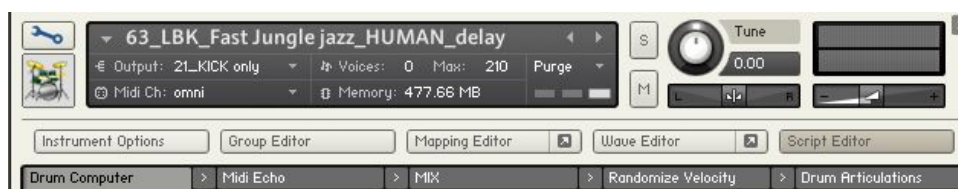
Don't forget to save your instrument if you like the changes you made!

!!! HUMAN and HUMAN-delay presets: how to disable variations

You might want to disable the variations in these presets. It is simple to do:
First, you must 'open' Kontakt by clicking on the tool at the top left.

Then click on Script Editor (at the right, just under the main Volume fader):

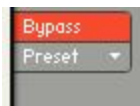**DISABLING DYNAMIC VARIATIONS: (presets 61 to 65)**

Click the script tab 'Randomize velocity'

Click on 'Bypass' at the top left. That's it: dynamic variations are disabled!

DISABLING DELAY VARIATIONS: (presets 61, 62 and 63)

Click the script tab 'Midi Echo'

Click on 'Bypass' at the top left. That's it: delay variations are disabled!

!!! Changing the way the grooves are triggered and stopped:

The way the grooves are triggered per default is great fun for jamming. You might however prefer to have **the grooves only play when a key is pressed**, and stop when the key is released. It is very easy to change this within Kontakt. Here is a step-by-step guide:

- First, you must 'open' Kontakt by clicking on the tool at the top left.
- Then click on Script Editor (at the right, just under the main Volume fader)
- You'll see the different Tabs for the scripts. Click on the 'Drum Computer' tab on the left.
- In the Global Options, click on the button **Latch** to deactivate it:

That's it, now the rhythms only play for as long as you hold the key.
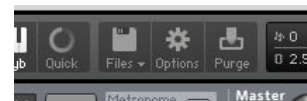You can click on the tool again (to close the menus/scripts).
Now you might want to resave the patch. You can overwrite the current patch or use a different name. Just make sure you choose the option 'patch only', and save the patch in the Instrument folder.

!!! Recording the rhythms and rolls as **MIDI** in your DAW:

It is possible to record Midi data into your DAW from the built-in grooves. However, I recommend **using this function only for the 'Regular' instruments**. For the HUMAN instruments, I recommend that you record audio instead. See the section below 'Recording the instrument as AUDIO in your DAW'

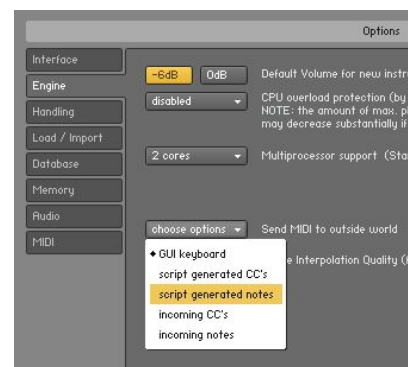To do this, click on the icon 'Options' at the top:

In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

Choose the option 'script generated notes'

That's it, Kontakt will now send MIDI notes when rhythms are played.

Make sure you **properly configure a MIDI track in your DAW** to receive and record these MIDI notes. Since all DAWS have a specific way of configuring tracks, you can check your DAW's user manual or do a search on the internet if you haven't done this before.

!!! Recording the rhythms and rolls as **AUDIO** in your DAW:

For the included 'HUMAN' instruments, I highly recommend that you record the audio output of Kontakt on a separate track in your DAW. Just as you would if you had a jazz drummer coming to your studio for a session :)

Set-up an audio track in your DAW, and make sure you route Kontakt's audio output to the input of this audio track. Please refer to your DAW's user manual for extra info on this configuration. You can then perform and record a few takes with LITTLE BRUSH KIT, and then edit the recordings to keep only the best parts.

If you use the default groove triggering to jam, you can simply program

a 'starting note' in your DAW to make sure the beats will be synced and

Start on time. Then you can switch rhythms, add fills or beat repeats

In a fun and intuitive way :)

You can assign any knob from the Kontakt user interface to any of your hardware controllers. 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'

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

Concept, sampling, editing, mixing, programming and graphics by Julien Tauban.

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 LITTLE BRUSH KIT!

Best regards,

Julien Tauban

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