

# PREHISTORIC DRUMKIT


user manual



loops de la Crème - September 2022

Thank you for purchasing **PREHISTORIC DRUMKIT!**

This library will let you explore a universe of unexpected and highly inspiring percussive and melodic sounds!



Over 60 Kontakt presets are included, and I hope they will provide you hours of inspiration and creativity. The library features:

- One main Prehistoric Drumkit with over 90 percussions, drums and effects
- Many mixed and thematic drum kits with built-in grooves and fun mod-wheel rhythmic variations and rolls.
- One main Prehistoric Soundscapes instrument with over 70 soundscapes.
- Inspiring **melodic** patches, chromatically playable over 4 octaves, with unique combinations of sounds and arpeggios.

## INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named PREHISTORIC DRUMKIT.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 PREHISTORIC DRUMKIT 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 PREHISTORIC DRUMKIT folder structure intact: Do not move or erase a folder or a file from the main PREHISTORIC DRUMKIT 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 5.8+ 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

PREHISTORIC DRUMKIT features a wide range of instruments, organised by category:

### MAIN KIT (preset #00 to 06)

8 octaves of drums, percussions and effects

### GROOVE KITS (presets #11 to19)

Small mixed or thematic drum kits with built-in grooves

### JAM MULTIS (presets #20 to 26)

Combinations of groove kits as Kontakt Multis (nkm)

### PREHISTORIC SOUNDSCAPES (presets #30)

A huge set of drones, nature sounds, binaural acoustic textures, and prehistoric animals

### MELODIC (nki presets 40 to 71, nkm presets 80 to 90)

Melodic patches, chromatically playable over 4 octaves, with unique combinations of sounds and arpeggios

00_PREHISTORIC DRUMKIT.nki	50_MELO_Frog.nki
01_Dry Bone Bite.nki	51_MELO_Mini Djembe.nki
02_Lava Distortion_MW PUSH.nki	52_MELO_JawHarp.nki
03_Mellow Bison Fur.nki	53_MELO_Musical Bow A.nki
04_Hunt Ceremony_MW DUB.nki	54_MELO_Musical Bow B.nki
05_Little Fossils in the Cave.nki	55_MELO_Musical Bow C.nki
06_Skull Pusher_MW DRIVE.nki	56_MELO_Pandeiro High.nki
11_GROOVE KIT A.nki	57_MELO_Pandeiro.nki
12_GROOVE KIT B.nki	58_MELO_Plate.nki
13_GROOVE KIT C.nki	59_MELO_ResoFX.nki
14_GROOVE KIT D.nki	60_MELO_SpringDrum.nki
15_GROOVE KIT E.nki	61_MELO_Stone.nki
16_GROOVE KIT F.nki	62_MELO_Talking Drum.nki
17_GROOVE KIT G.nki	63_MELO_Tom like Carillion.nki
18_GROOVE KIT TOMS Primitive.nki	64_MELO_Wood Tap.nki
19_GROOVE KIT_STONES Primitive.nki	65_MELO_WoodGum.nki
20_JAM MULTINEanderthal Tech_bpm121.nkm	66_MELO_WoodMini.nki
21_JAM MULTI_Sculptures_90bpm.nkm	67_MELO_WoodTab B2.nki
22_JAM MULTI_DepthLayers_106bpm_MW DUB.nkm	68_MELO_WoodTab K.nki
23_JAM MULTI_some magic 3D_83bpm.nkm	69_MELO_WindPipe High.nki
24_JAM MULTI_3 Cavemen Jamming_100bpm.nkm	70_MELO_WindPipe Low.nki
25_JAM MULTI_Silex Factory_115bpm.nkm	71_MELO_DistantAnimal.nki
26_JAM MULTI_United Tribes_bpm108.nkm	80_MLT_MELO_Easy Drone.nkm
30_PREHISTORIC SOUNDSCAPES.nki	81_MLT_MELO_CarillionBirds.nkm
40_MELO_Ancient Snare.nki	82_MLT_MELO_double BOW.nkm
41_MELO_Big Tom.nki	83_MLT_MELO_Tautavel Drone.nkm
42_MELO_BirdCall.nki	84_MLT_MELO_Enchanted Stone_MW.nkm
43_MELO_BottleA.nki	85_MLT_MELO_Gumbry Gnawa.nkm
44_MELO_BottleB.nki	86_MLT_MELO_ExpandJungle.nkm
45_MELO_ClayDrop.nki	87_MLT_MELO_Drop Ambient.nkm
46_MELO_DeepCall_MW.nki	88_MLT_MELO_BIG stuff Kino.nkm
47_MELO_Flute Ricochets.nki	89_MLT_SEQ_One FingerDubAge_bpm105.nkm
48_MELO_FluteHarmonics.nki	90_MLT_SEQ_Tom Entrelace.nkm
49_MELO_FluteHarmonicsB.nki	



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

*To provide the best realistic response, the instruments use extended sampling with many velocity layers and round-robin.*

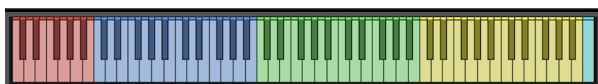


*When you see '**MW**' at the end of a preset name, it means that a special function is assigned to the modulation wheel: make sure you check this out!*

*Some multi presets also have a tempo indication (ex: **90bpm**). This is simply meant as a guide: don't hesitate to use these presets at different tempo values :)*

## KEYBOARD MAPPING

### MAIN KIT



Red keys, C-1 to B-1: XXL SOUNDS  
Huge toms, Toms and stomps, Volcano explosions,  
Thunder strike, Thunder Drums...

Blue Keys, C0 to B1: TOMS AND SKINS  
Vintage 1920s Snare Drum, Bodran, Shaman Drum,  
Ghana Drums, Pandeiro Ensemble, Talking Drums...

Green Keys, C2 to B3: STONES  
Pebbles, Slate Stone hits, Stone rattle, Stone slabs,  
Concrete, Sand...

Yellow Keys, C4 to B5: WOODS  
Branches, Wood Lugs, Sticks, Frog Rattle,  
Woodblocks, Wood boards...

Cyan Keys, C6 to C7: EFFECTS  
Buffalo Skin Drum, Jaw Harps, Prehistoric growls,  
Spring Drums, Shakers, Bone tambourine...

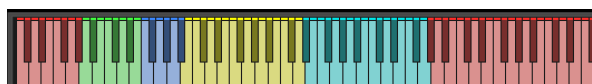
### GROOVE KITS and JAM MULTIS



These instruments offer a small drumkit from C1 to B1. The mixed kits are loosely based on standard GM drum mapping: You'll find sounds equivalent to bass drums (C1), snares (D1), toms (A1, G1 and F1) and hihats (F#1, G#1, A#1).

Red keys, C3 to B3: built-in grooves and fills

### SOUNDSCAPES



Red keys (C0 to G#0): Drones and Didgeridoos

Green keys (A0 to E1): Nature Sounds

Blue keys (F1 to Bb1): Scratching sounds and  
Bullroarers

Yellow keys (B1 to D3): Binaural acoustic textures

Cyan keys (D#3 to G4): Flutes effects and Windpipes

Red keys (G#4 to F#6): Prehistoric Animals

!!! The sounds are velocity-sensitive: playing one of the soundscapes at a lower velocity will lower the volume and make the sound less bright. You'll notice that at lower velocities, the soundscape will seem to be further back in the stereo field. This way, you can create beautiful multi-dimensional mixes of soundscapes by using various velocity values.

### MELODIC INSTRUMENTS



All these instruments offer a chromatic playing range of 4 octaves, from C1 to C5.

The melodic sounds are finely tuned to standard tuning.

## TEMPO-SYNCD RHYTHMS

The Groove KITS and JAM MULTIS feature built-in grooves. Use the green keys (C3 to B3) to easily play complex and natural beats and fill-ins.

!!! All kits feature a **different set of grooves**. This way, you can easily create interesting rhythms by simply layering and combining different kits!

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.



*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:

The MIXED KITS (but not the two 'primitive' presets #18 and #19) and the JAM MULTIS offer a fun and instinctive way to bring the pre-programmed rhythms to life:

Once a groove is playing, you can easily switch to a variation of this pattern by using the Modulation Wheel (or another controller sending Midi CC1). Various groove variations, 'beat repeats', and fill-ins are pre-programmed and directly accessible via the modulation wheel!

You'll notice that each Kit offers a different set of MW variations to create complex and unexpected combinations!

### PLAYING 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 or a beat-repeat play.*
- *To replicate a player's typical rhythmic variations, simply follow your instinct and quickly change the mod wheel to a different value before returning to the main groove.*
- *Play mod-wheel variations with the left hand and switch patterns and fill-ins with the right hand to easily create expressive natural rhythm tracks!*

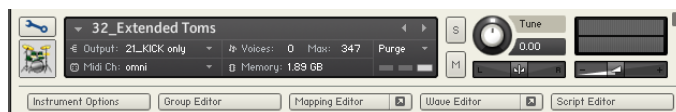
## !!! HOW TO DISABLE THE MODULATION WHEEL FUNCTION OR ASSIGN GROOVE VARIATIONS TO A DIFFERENT CONTROLLER:

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**



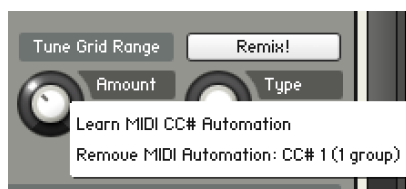
Click on the tab **DRUM COMPUTER**



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!

## !!! 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 right.
- 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.

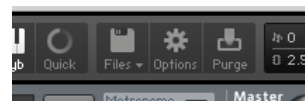
You can click on the tool again (to close the menus/scripts).

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.

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

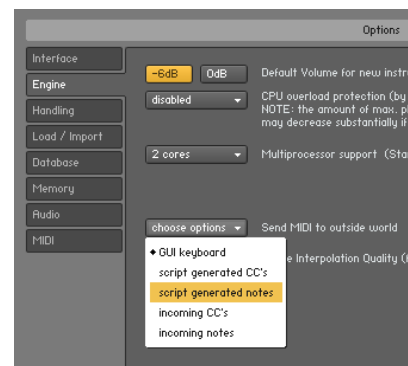


In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

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.



## USING THE INTERFACE:

The interface is organised in various sections, following the signal flow from left to right, and allowing you to create a huge range of sound variations:



SIGNAL FLOW:

**INSERT REVERB -> STEREO WIDTH -> FILTERS and EQ -> DRIVE -> COMPRESSOR -> REVERB SEND**



#### INSERT REVERB:

Choose between 19 different Impulse Responses and set the amount of the insert reverb. Since many sounds were recorded dry, you can easily add a natural ambiance to the sounds and use the remaining effects (width, eq...) to further shape the sound.



#### STEREO WIDTH:

Use this knob to increase to decrease the stereo width. At a value of 0, the sound will be mono. Use cmd+click (or ctrl+click) to bring the knob to its default value (regular 100% width)



#### EQUALIZER AND FILTERS:

Use this 4-band EQ, along with a high-pass (HPF) and low-pass filter (LPF) to quickly change the sound. Each instrument uses different frequencies already set for best results.



#### SWITCHES:

Use these switches to activate or deactivate the EQ and Filters ('EQ'), the Overdrive ('DRIVE') and the compressor ('COMP')



#### GAIN:

This knob sets the gain of the overdrive effect. You'll notice that the effect is a subtle and very rich saturation that adds substance and power to the sounds.



#### SEND REVERB:

Choose one of 19 custom IR reverbs and set the amount of sound that will be sent to the second reverb.



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





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'

### !!! SAVING YOUR INSTRUMENTS:

If you tweak the effects and like the sound, or create a new combination of instruments (Kontakt nkm), you should re-save the patch in the files menu:

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

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

Please save your instruments in the original folder.

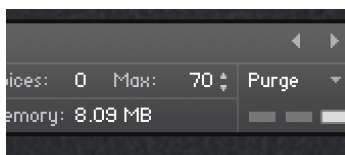


Use a different name for your own patches to easily remember them and keep the original patches as well.

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

All presets 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
- **In Kontakt *Options / Engine*, use 'relaxed', 'medium' or 'strict' for the CPU overload protection**
- Try to reduce the number of notes simultaneously played
- Shut down other applications and softwares
- Decrease or increase the maximum polyphony of the patches:

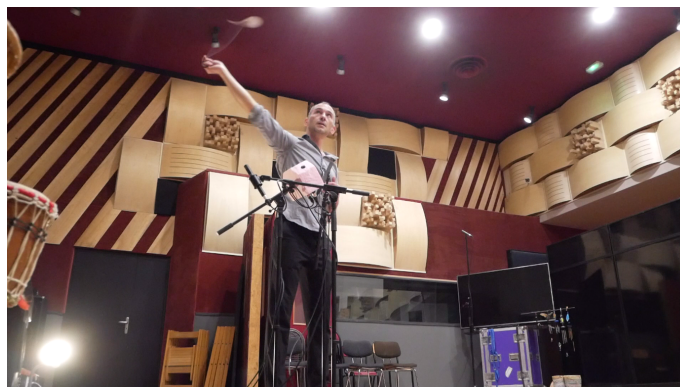


## SAMPLES AND RECORDINGS

The library features 1349 samples organised in 27 folders.



*A rare 1920s Snare Drum with its original calf skin used for some of the Prehistoric percussion samples.*



*Recording Bullroarers with a Binaural Setup - Studios Palace, Moulins, France, July 2021*

The samples were recorded in several studios using various microphones:

Many of the percussions, woods, effects, and stones in the main Prehistoric Drumkit were recorded using a single Beyerdynamic M102TG, a SE Voodoo VR1, or an AKG C480B with a CK63 hypercardioid capsule.

Most of the soundscapes and nature sounds were recorded with a pair of Audio Technica AT4022 in an AB setup or a Binaural setup.



Many wood objects, branches, logs, pebbles and stones were used to create unique samples for the library.

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

The samples were recorded over a period of 5 years in Vienna (Studios 4Tune, 2018-2019) and Moulins, France, in Les Studios Palace (2020-2022)

Extra animals recordings used for designing prehistoric animals provided by Émilien Fournier. Extra Didgeridoo recordings by Gerhard Schröder.

*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 PREHISTORIC DRUMKIT!*

*Best regards,*

*Julien Tauban*

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

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