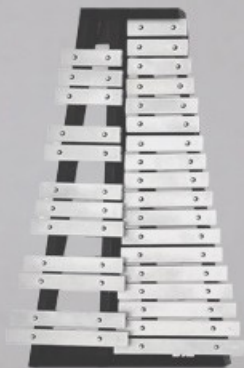


GLOCKENSPIEL BOX



MANUAL



CINEMATIQUE INSTRUMENTS

Thanks for purchasing the Glockenspiel Box.

How to install?

To install, unzip and drag the instrument folder to any hard drive. Launch Kontakt 5.6.8 or higher full version and load the .nki instruments. Please do not move any files! By installing the product you accept the enclosed product license agreement. For any kind of questions please contact us at :
support@cinematique-instruments.com



The Instruments

Glockenspiel:



The Glockenspiel is a percussion instrument, composed of a set of tuned metal bars resting over a frame like a trough. We used a typical one which is built in a frame and will be used mostly in an orchestral context. It has a range from C3 to G6

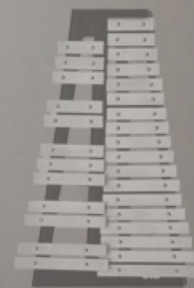
Vintage Sopran Glockenspiel:

This is the sopran variation of a Glockenspiel covering a range from C5 to C8. Our Sopran Glockenspiel is a vintage children toy.

Metallophone:



In music of the 20th century and beyond, the word metallophone is sometimes applied specifically to a single row of metal bars suspended over a resonator box. Metallophones tuned to the diatonic scale are often used in schools. Our metallophone starts on C3 and ends at C6.



Spieluhr:



The Spieluhr (as known as musicbox) is a small instrument which produces sounds by the use of a set of pins placed on a rotating cylinder plucking the tuned teeth of a steel comb. Our musicboxes are tiny with a size of 2,4 x 2 x 1" and covers a range from G4 to G7.

Kalimba

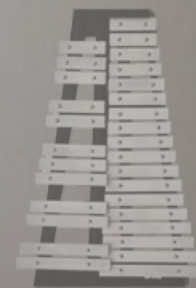


The Kalimba (originally named Mbira) is an African musical instrument consisting of a wooden board with attached staggered metal tines, played by holding the instrument in the hands and plucking the tines with the thumbs. We have used 2 different types of Kalimba. They are covering a range from C3 to C6

Bowl:



This is not a musical instrument. It is a crystal bowl which you will mostly find in a domestic surrounding. We have hit the bowl with different kind of mallets creating low and mellow sounds which will spread from C2 to C6.



The Content

During the last years we have collected many instruments and samples of instruments we had the chance to get hands on.

We have set a major focus to come out with instruments that provide maximum versatility giving you a wide range of tools and options to shape the sound of the instruments. In order to realize that we have used lots of different kind of mallet types such as hard typical wooden, soft felt, a piece of cardboard, medium hard plastic, soft leather, a pair of drum brushes and rubber. In the end we come out with a total of 21 different articulations!

Finally we have added lots of interesting and inspiring features giving you a wide range of tools to vary and change the sound at your own requirements. You can layer 4 different attack sounds as well as add a corresponding reverse sound to your chosen articulation. Beside that there are lots of 'standard' effects such as EQ, distortion, lofi, chorus etc. All the instruments were recorded in maximum quality with Neumann and Schoeps microphones. We have mostly recorded 4 round robin with up to 4 velocity layers.



The Articulations

As mentioned above there are many articulation which will be shortly described:

Glockenspiel: Wood Mallet – using a hard typical wooden mallet

Felt Mallet – using a soft felt mallet

Cardbox Mallet – using a piece of cardbox for hitting the bars

Plastic Mallet – using a medium hard plastic mallet

Leather Mallet – using a soft leather mallet

Brushed – using a pair of drum brushes

Vintage Wood Mallet – using a hard typical wooden mallet

Sopran Thumb – playing the bars with a thumb

Glockenspiel

Metallophone: Wood Mallet – using a hard typical wooden mallet

Felt Mallet – using a soft felt mallet

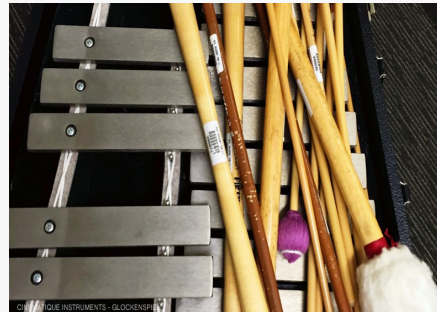
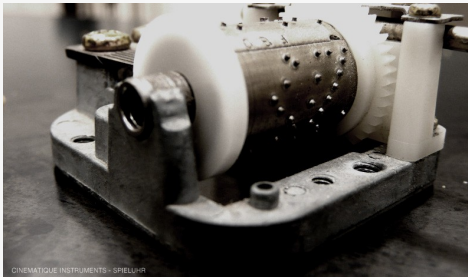
Mellow - Rubber Mallet

Muted – using a felt mallet

Spieluhr: Regular – just a typical musicbox
Hard Sounding – recording on a metal plate
Lying on Wood

Kalimba: Regular – a normal Kalimba size
Noisy Sounding

Crystal Bowl: Felt Mallet – using a soft felt mallet
Regular – using a rubber mallet
Leather – using a soft leather Mallet

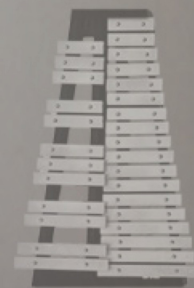
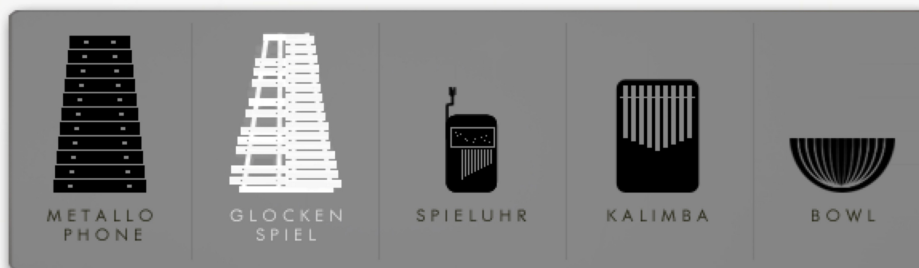


The functions in detail

The Glockenspiel Box provides a vibrato simulation which will be enabled by the modwheel. The speed and intensity can be increased using the modulation wheel (CC 01).

Changing an instrument

In order to change between the instruments please click on the big image at the center of the instrument. A new window will open where you can easily choose your instrument (see below)

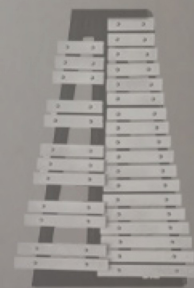


The sub menu

The effects and additional functions of the Glockenspiel Box are divided in four different sub menus which will be shown by clicking on the corresponding button which is placed on the right edge of the instrument. The sections are: Reverse – Color – Tone – FX

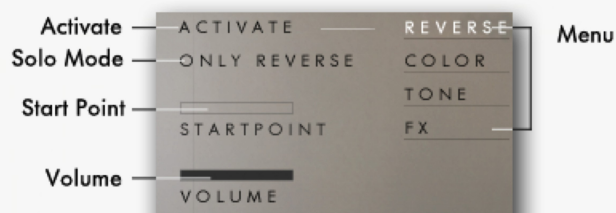


In the lower area of all four sub menus you will find the typical reverb and delay functions known from other instruments . Here you can adjust the delay time and reverb type as well as the amount of the reverb/ delay.



Sub Menu - Reverse

The Reverse menu gives you the ability to add/ play a corresponding reverse sound to the chosen articulation.



Activate

This button activates the reverse option. By enabling you are able to add a corresponding reverse sound to your chosen articulation

Solo Mode

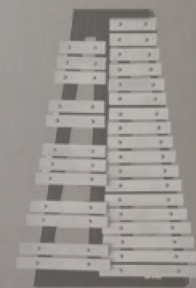
By activating you will hear only the reverse sound.

Start Point

By using the slider you can adjust the start point of the reverse sound. From left to right you shift the starting point towards the end of the sample

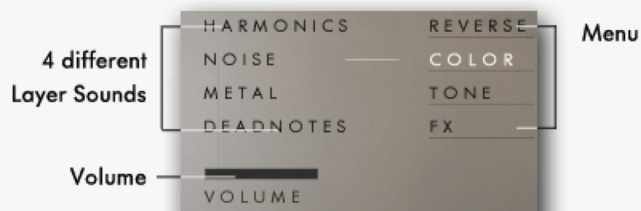
Volume

Sets the level of the added reverse sound



Sub Menu - Color

In the Color menu you can layer a certain sound to the chosen articulation. This feature varies the overall attack timbre of the sound.



4 diff. Layer Sounds By clicking on one of these four buttons you enable the layer option. The corresponding sound will be layered to the chosen articulation.

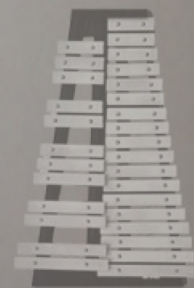
Harmonics - layers acoustic guitar harmonics

Noise - layers white noise

Metal – layers a metallic salad bowl

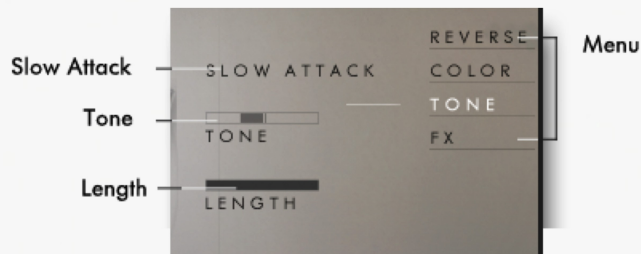
Deadnotes – layers the deadnotes of a balalaika

Volume Sets the level of the layered sound



Sub Menu - Tone

The Tone menu lets you shape the sound



Slow Attack

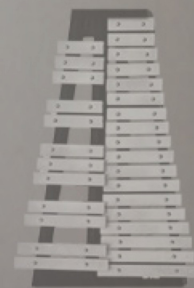
By activating this button the entire instrument get a long attack time which blends the sound softly in

Tone

This slider is a 2 band EQ. By moving to the left side you will increase the lower frequencies whilst reducing the high frequencies at the same time. By moving to the right side you will achieve the opposite.

Length

With this slider you can adjust the overall length of the instrument.



Sub Menu - FX

The FX section lets you furtherly change the sound by following insert fx.



Chorus

This adds a light chorus modulation to your sound giving a subtle widness

Noiscape

This option lets the instrument play in 10 bit and 15 kHz

Rotary

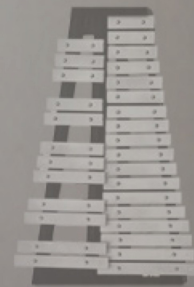
This adds a rotary speaker simualtion in slow speed to it

Shaped

This adds a kind of envelope compressor to it. It will highlight the decay/ sustain time of the instrument

Distortion

This adds some tube-style overdrive to your sound, giving it more colour.





Thanks to René, Christian, Jumpel and Niklas.

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