

PANDRUM

MANUAL

CINEMATIQUE INSTRUMENTS

Welcome to the UFO section of the music instruments!

### **Getting started**

In order to properly install your HALion library please follow the instructions given on the [Steinberg website](#) or watch [this video](#).

For any kind further questions concerning the installation or registration of HALion instruments please contact [Steinberg Support](#).

In terms questions or feedback concering Pandrum 2 please contact our [CI Support](#).

## **PANDRUM 2**

Pandrum 2 is centered around a collection of 9 unique handpans, 3 different types of tongue drums, a steel pan, a set of Indonesian bonangs and one articulation only with percussive handpan sounds.

We added 11 further sound sources reaching from traditional instruments like felt piano and cello pizzicatos to field recording sounds like wine glasses and rattling bottle caps.

In order to replicate the intuitive and inspirational playing style of the pandrums we included a scale feature with a total of 20 scales and an option to create your custom scale.

Having learned from the first version of Pandrum we curated the effect section and optimized the interface for a flawless workflow with enhanced sound shaping possibilities.

But don't worry, if you're in a hurry or searching for immediate inspiration we offer 22 presets with our favorite patches and if that's not enough you can give randomness a chance to create beauty by using the dice feature.

## THE SOUNDS

### PANDRUMS

Aya Sounds

Aqua Drum (Tongue Drum)

Bonangs (Gamelan Mallets)

Camenzind

Leaf

RAV Vast (Tongue Drum)

Orbi Drum

Mallets (played on the Orbi)

Mini Tongue (Tongue Drum)

Pan Art

Tiflis

Steeldrum

Yishama

Zephyr

Percussion (played on the Zephyr)

### LAYER INSTRUMENTS

Gentle Guitar

Gender (Gamelan Mallets)

E-Guitar Harmonics

Felt Piano

Cello Pizzicatos

Kalimba

Metallic Salad Bowl

Glass Salad Bowl

Wine Glass

Synth Sine Wave

Zills

## MAIN VIEW



The Main View gives you access to the Layer, Pan and Scale Pages by clicking on their names or icons.

On the top left you find the PRESET MENU with 22 of our favorite patches.

On the bottom left you can open the MOD WHEEL MENU with whom you can connect parameters to the mod wheel (CC#1). If activated the presets will also change the connection to a parameter making most sense for the patch.

On the bottom is the DICE FEATURE which randomizes all parameters.

With the slider next to the layer icon you can change the LAYER VOLUME, while the slider next to the scale icon changes the ROOT KEY of the chosen scale.

The EFFECT SECTION contains all effects available within Pandrum 2.

By clicking on the arrow buttons below the effect names, you can change the effect type. Per effect slot there is only one effect active at the time, no hidden settings, only what you see is influencing the sound.

The effect slots are:

### **ATTACK**

Let the sound swell or soften the transient

### **LENGTH & MUTE**

Shorten the LENGTH of the sound or activate the MUTE feature, which will turn around the key behavior so that holding down the key will make it ring out fast and slapping it will last it longer for a behavior just like you would have on the real instrument.

## **TONE & FILTERS**

Change the frequency response of the sound

- LPF 1      cuts high frequencies
- LPF 4      is the same as LFP 1 but with more resonance
- HPF        cuts low frequencies
- FORMANT   cuts frequencies on both sides of the spectrum
- TONE       sets the relation of low and high frequencies with a tilt EQ

## **DRIVE & LOFI & COMP**

Destroy your beautiful sound

- COMP      attenuates the transient or sustain of the sound
- DRIVE     adds overtones till the sound distorts
- CRUSH     reduces the sample rate for a lo-fi effect

## **MODULATION**

replicate classic studio effects

- Chorus     adds detuned doppelganger for widening the sound
- Rotary     thickens the sound by a doppler effect
- Tremolo    fluctuates the volume in selectable time intervals

## **DELAY**

add delayed duplicates to the sound

Time            chooses the time interval via the menu

Amount        increase the mix and feedback via the slider

## **SPACE**

Add a convolution reverb filled with eight homemade IR samples,  
from basic room to full-fledged sound design options like infinite or clou



## PAN & LAYER VIEW

These two pages are for choosing the desired pan drum or layer instrument.



With the STAY button on the top left of the page activated you'll stay at the page while with the deactivated button you'll jump back to the main view after selection.



## SCALE VIEW

At this page you can choose with which scale you like to play.



! The note selectable with the key slider on the main page represents the root note of the scale, not as sometimes common in the hand pan community the lowest note of the note collection!

Chromatic	best suited for playing with a keyboard in the common chromatic order
Preset Scales	reduce the available notes to a predefined tonal repertoire
Custom Scale	create your own scale

WavePan Button      Deactivated all scales are arranged between C2 and A#3,  
with percussive notes on B3 and C4 and the  
root note at F2.

Activated all scales are arranged between G#2 and G#3,  
with percussive notes on A3 and A#3 and the  
root note at C#3.

This is useful for using some controllers especially the  
WavePan controller from Stefan Christ we collaborated  
with.

If you are going for the full handpan experience with all its inspiring playing style and  
organic feel we can truly recommend the WavePan controller.

Interested? Have a look at his [website](#)!

We wish you a great deal of fun and inspiration using our instruments.

Thanks to:

René, Jumpel, Niklas, Nati, Till and Jonas at Cinematique Instruments

Frank, Florian, Sebastian and Michael at Steinberg

Stefan at WavePan

Markus, Matthias, Alexander and Daniel