



MANUAL 1.0

hammered
DULCIMER

Thank You

Thank you for buying **Hammered Dulcimer**. Please feel free to contact us at shop@cinematique-instruments.com

How to install

To install, unzip and drag the instrument-folder to any hard drive. Launch Kontakt 4 and load the .nki instruments. Please do not move any file! By installing the product you accept the enclosed product license agreement.

The instrument

The hammered dulcimer is a stringed instrument with 31 string pairs stretched over a trapezoidal shaped sound box. Usually, the hammered dulcimer is set on a stand in front of the musician, who holds small wooden mallet hammers to strike the strings.

The dulcimer has two bridges, a bass bridge near the right and a treble bridge on the left side. The bass bridge holds up bass strings, which are played to the left of the bridge. The treble strings can be played on either side of the treble bridge, playing them on the left side gives a note a fifth higher than playing them on the right of the bridge.

The strings of a hammered dulcimer are found in pairs, two strings for each note. Each set of strings is tuned in unison and is called a course. As with a piano, the purpose of using multiple strings per course is to make the instrument louder, although as the courses are rarely in perfect unison, a chorus effect usually results like a mandolin.

What we did

We recorded the hammered dulcimer in two microphone positions. At the top of the instrument we placed - in a ms stereo set-up - a pair of Neumann U87s and at the bottom we put a single condenser. These two positions are covering a wide range of sound, so that you are free to mix them at your own requirements.. We played the hammered dulcimer in minor thirds and concentrated mainly on three different articulations. Firstly we recorded the „normal“ notes which means that we hit the strings with the typical small wooden mallets, we called this articulation „Mallet“. Furthermore we struck the strings with a drum stick which we called „Sticks“ and finally we recorded an articulation where we struck the strings with a timpani mallet and damped the strings with the palm of the hand which we named „Muted“. All these articulation were recorded in 4 round robin variation and up to 4 velocity layer.

Beside this we cared most about producing the typical hammered dulcimer tremolo. Thus we equipped the instrument with two different ways to produce this roll alike tremolo. The first option to generate the tremolo will be achieved by duplicating each already played note when releasing the key. This lets you exactly control the velocity and tempo of the tremolo. The other and more easy way to produce the tremolo uses the modwheel. By turning the wheel you control the tremolo tempo from slow to fast. In order to avoid sounding too artificially we included a random factor which automatically affects the tempo and the velocity which results a very organic tremolo which lets you easy switch between single notes and tremolo rolls.

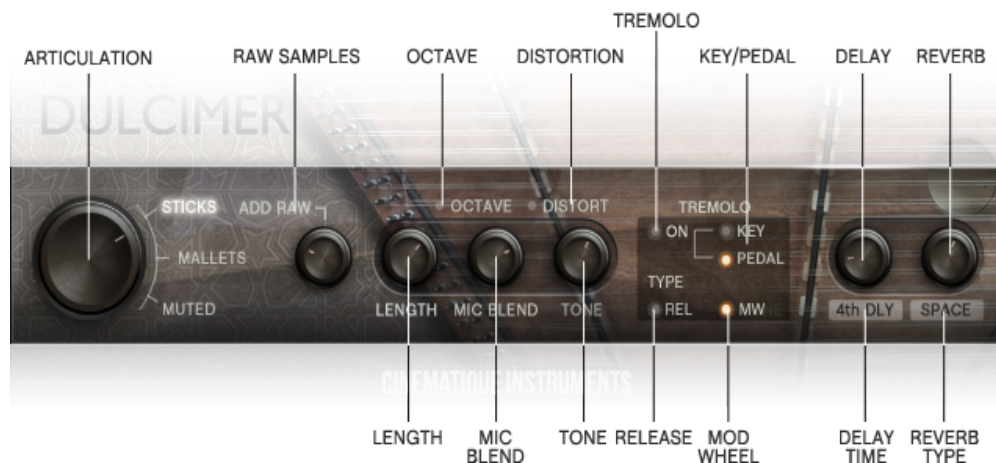


Furthermore we added several functions and effects such as the control of reverb, delay, decay, distortion or octave which expands the entire sound of the hammered dulcimer and gives you a lot of options.

All in all we came out with an instrument which enriches your music with a nice and organic feel whether you used it as a solo or just as a background instrument.

Overall data amount is approx. 2.5 GB (1.700 Samples)

The content



Articulation

this big knob lets you switch between sticks, mallets and muted:

Sticks: sustained notes, playing the strings with a drum stick release

Mallets: sustained notes, playing the strings with its typical small wooden mallets

Muted: muted notes, playing the strings with a timpani mallet and damping the strings with the palm of the hand

Raw Samples

This knob mixes an older and rougher set of samples to the instrument which lends the hammered dulcimer a rougher character

Octave

when activated, an octave lower will be mixed to the original pitch

Length

controls the amount of decay from short to a long release

Mic Blend	this knob mixes the two different mic positions (top and bottom). At the very left side you hear just the bottom mic and at the right side you hear just the top microphone. The middle position plays both microphones equally balanced
Distortion	activates a distortion effect
Tone	controls the entire sound from low and mellow to high and brilliance
<u>Tremolo Function</u>	
Tremolo	turns the tremolo function on/ off . It also shows the status of the tremolo if you are using the <i>Key/ Pedal</i> switches.
Key/ Pedal	these two buttons let you decide how to switch on/ off the tremolo by controller. Either by key or by holding the sustain pedal (Regardless of these two options you can also turn on/ off the tremolo by using the <i>Tremolo</i> button with the mouse)
<u>Tremolo Type</u>	
Release	determines the type of tremolo. by choosing the release button you achieve the tremolo by duplicating every played note which when releasing the key. This lets you exactly control the velocity and tempo of the tremolo.
Mod Wheel	by using this type you achieve the tremolo by using the modwheel. When holding a key you control the tremolo tempo by turning the mod wheel from slow to fast – in zero position the tremolo is off, which lets you play single notes. In order to avoid artificial repetitions we integrated a random factor which affects the tempo and the velocity which finally results in a very organic tremolo.
Delay/ Delay Time	controls the amount of delay you can select between several delay times by clicking on the label
Reverb/ Reverb Type	The knob controls the amount of reverb - you can select between several reverb types by clicking on the label.

General key switches:

articulation

C0 selects „Sticks“
D0 selects „Mallets“
E0 selects „Muted“

tremolo type

F0 selects „release“
G0 selects „modwheel“
A0 turn tremolo to on
A#0 turns tremolo to off



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