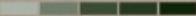


MARIMBA MANUAL




CINEMATIQUE INSTRUMENTS

Thanks for purchasing the Marimba.

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 Instrument

A marimba is a percussion instrument which consists of a set of wooden bars with resonators. The arrangement of the bars corresponds to those of a piano with the accidentals raised vertically and overlapping the natural bars. The bars are struck with mallets to produce its tone.

Our marimba has a range of 5 octaves from C2 to C7

The Content

During our stay in Australia, we recorded this Marimba in cooperation with the renowned percussionist Michael Askill, using his playing technique.

The Marimba has a range of 5 octaves. It has been recorded with close-up condenser microphones such as the Schoeps MK4 to achieve a rich and defined stereo sound with no room, so you can add one afterwards. We have mostly recorded 4 round robin groups with up to 4 velocity layers.

Finally we have added a lot of interesting and inspiring features giving you a wide range of tools to vary and change the sound at your own requirement such as an arpeggiator, octaver and a tremolo function etc.



The Articulations

There are three basic articulations to the Marimba: hard, medium and soft created by corresponding mallet types. The hard articulation was made by hitting with a hard plastic mallet which achieves a dry and thin sound with lots of percussive attack. The second articulation features a typical felt mallet, giving you a sound which balances the percussive attack and a warm richness. The final variation was achieved by playing the Marimba with a giant soft mallets resulting in a warm and indirect sound.

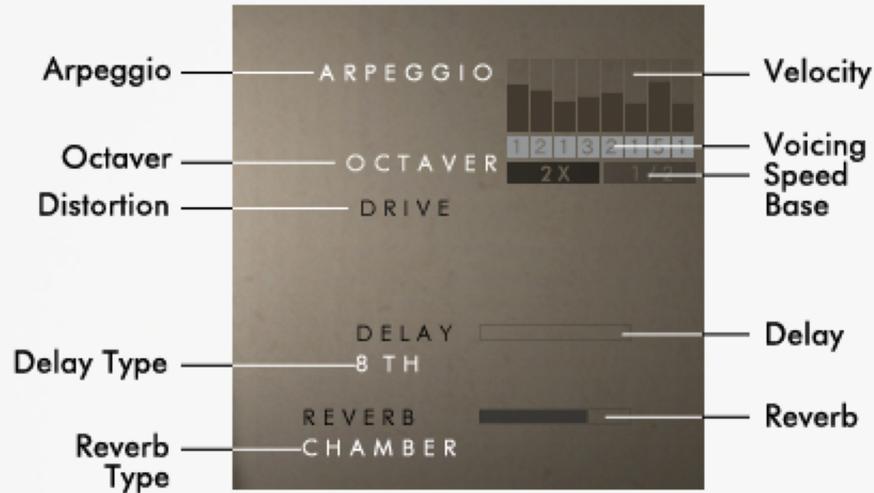
'+'- Adding hard articulation

In order to still give the medium and soft variation a notable attack we have added an option to mix the hard articulation to it. By clicking on the „+“ there will be open a sub menu where you can separately mix in the hard sound. This feature will offer some interesting combinations.



CINEMATIQUE INSTRUMENTS - MARIMBA

The functions in detail



Tremolo

If you activate the „Tremolo“ button, a note will be played on key release, which allows you to play fast tremolos more easily.

Octaver

Not strictly an effect, this Octaver will play the same notes as you play, set one octave lower.

Drive

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

Arpeggio

This buttons enables the Arpeggio mode:

This is an arpeggio with 8 steps.

Velocity:

The upper bars let you set the velocities for each of the eight steps.

Voicing:

With the numbers under below you can set the relative notes which are assigned to each step.

“1” represents the lowest note that is currently held

“2” the second lowest and so on. The arp system supports up to 5 pitches, every key pressed after that will be ignored.

Speed:

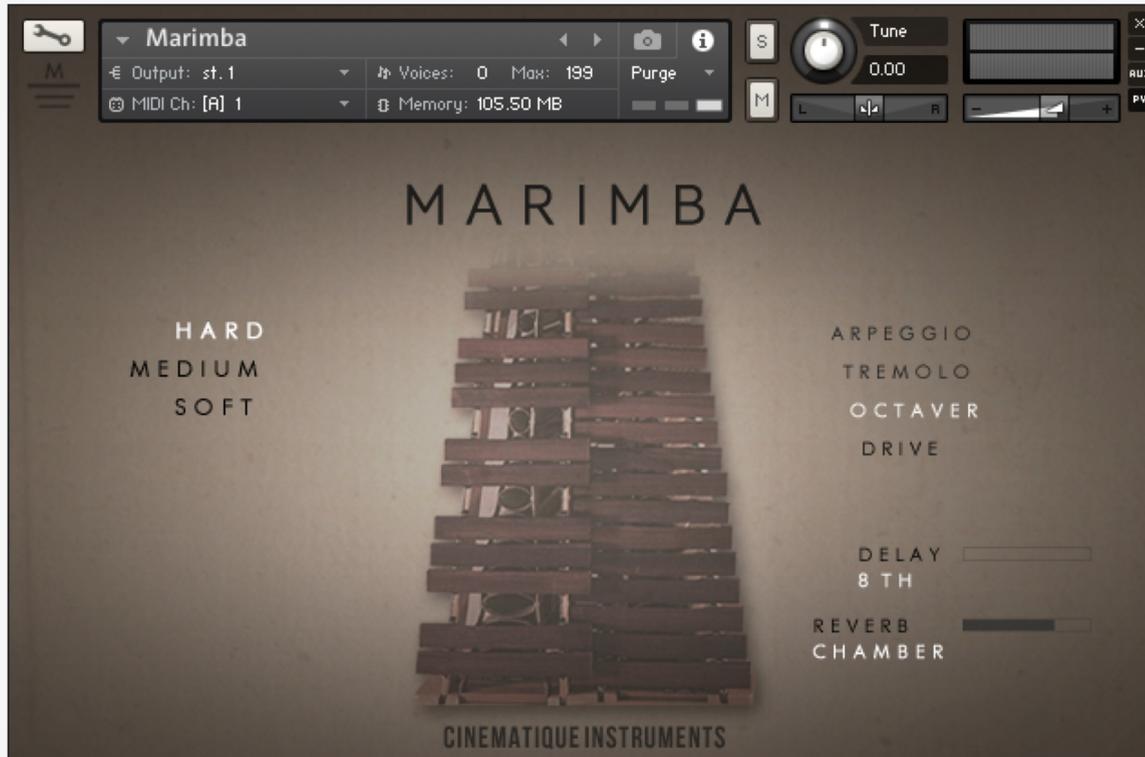
This two options will be double or half the speed in relation to the host tempo.

Delay/ Type

The delay can be adjusted to 8ths, 8th triplets and 16th notes by clicking the delay time, while the fader adjusts the return volume of the delay.

**Reverb/
Type**

Several types of reverb are available, such as a church, some classic reverb types and some great hall types. The fader can be used to change the reverb level.



Thanks to Michael Askill, René, Christian, Jumpel and Niklas.

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