

# PERCUSSION BOX MANUAL 1.1

## Thank You

Thank you for buying PERCUSSION BOX. Please feel free to contact us at [shop@cinematique-instruments.com](mailto:shop@cinematique-instruments.com)

## How to install

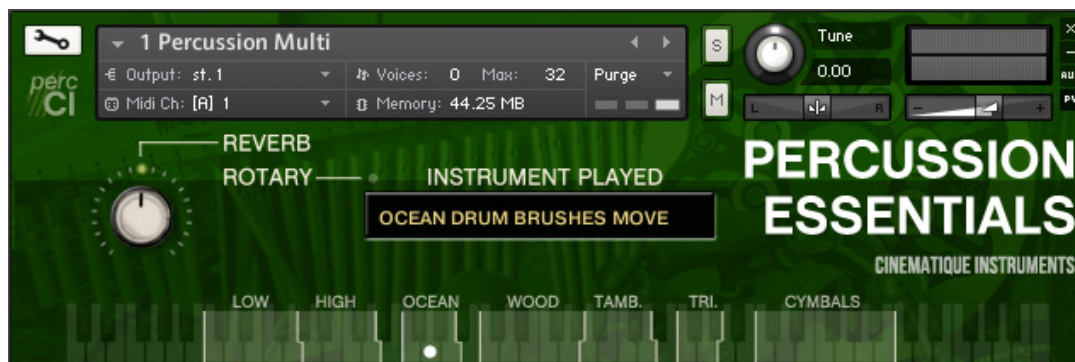
To install, unzip and drag the instrument-folder to any hard drive. Launch Kontakt 4 and load the .nki instruments. Please do not move any file! By installing the product you accept the enclosed product license agreement.

## The instrument

As a result of our shop clean-up in the beginning of 2015, we have taken lots of our percussion instruments out of our product lines and put them together in one big instrument collection which we call: The Percussion Box, which contains the 8 following instruments.

- Percussion Essentials
- Spring Drum
- Ocean Drum
- Shaker
- Handrail
- Lids
- Metalic Kitchen
- Specimenphone

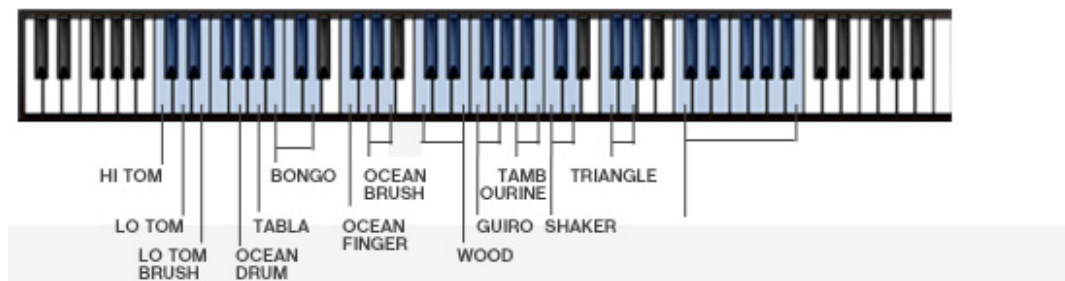
## 1 Percussion Essentials



As the name suggests this instrument is an assortment of essential percussion sounds and articulations of all our percussion instruments. It contains as shown below.

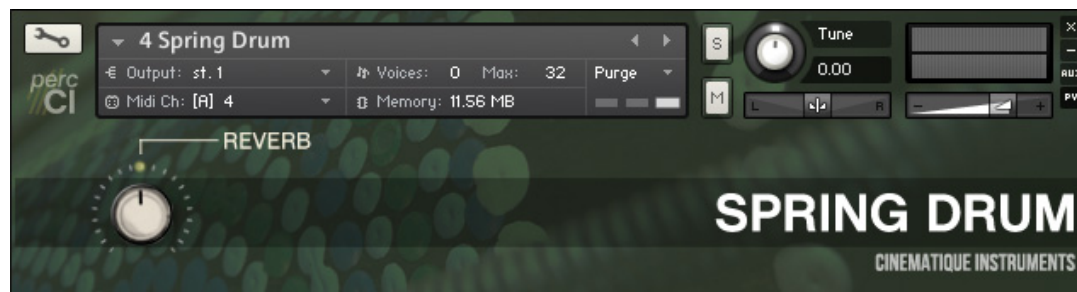
The percussion essentials contain:

Tom, high and low	Ocean Drum (finger, brush and hand)
Tabla	Bongo, high and low
Woodblock	Guiro (3x)
Sticks	Tambourine
Traingle (2x)	Ride cymbal (normal and damped)
Crash cymbal (normal, tremolo and bowed)	China cymbal (bowed)



In order to know exactly what kind of instrument you are playing, the corresponding name will be displayed and a white dot will be displayed at the GUI.

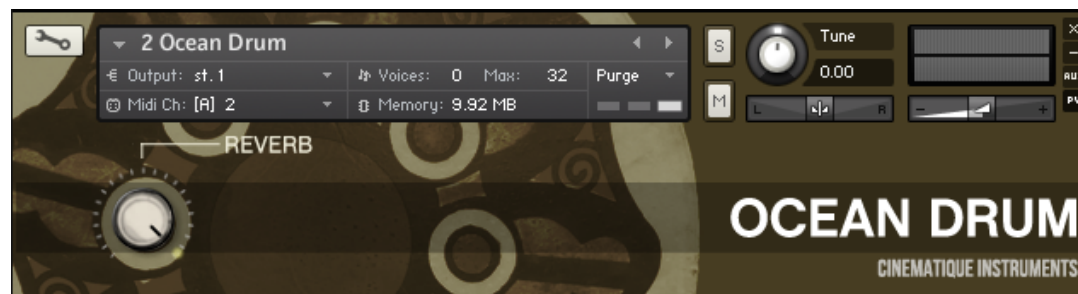
## 2 Spring Drum



The Spring Drum's sound is created by gently shaking a tube so that the vibrations of a spring which is fixed at a drum skin at the head of the tube, are transmitted and resonated. It produces a unique sound somewhere between a gong and a dijeridoo. We used two sizes of spring drum.

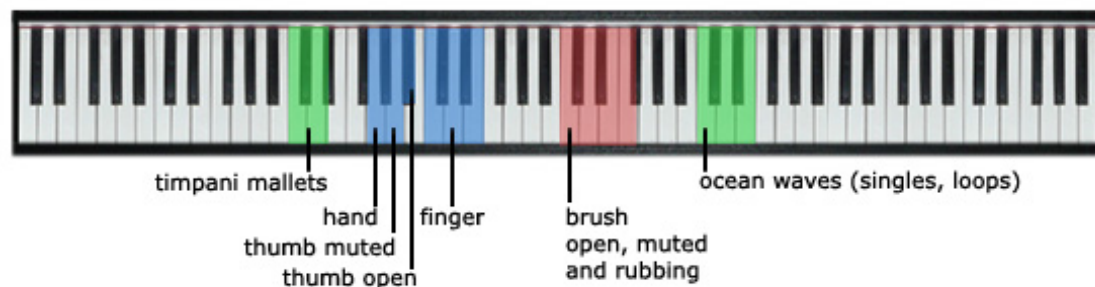
We recorded the typical thunder of the SPRING DRUM in loop, forward and reverse variations and we also recorded different spring noises in 2 velocity layers and 2 times Round Robin. The mapping is C3 to C4 for the spring noises and F4 to C5 for the thunder.

### 3 Ocean Drum

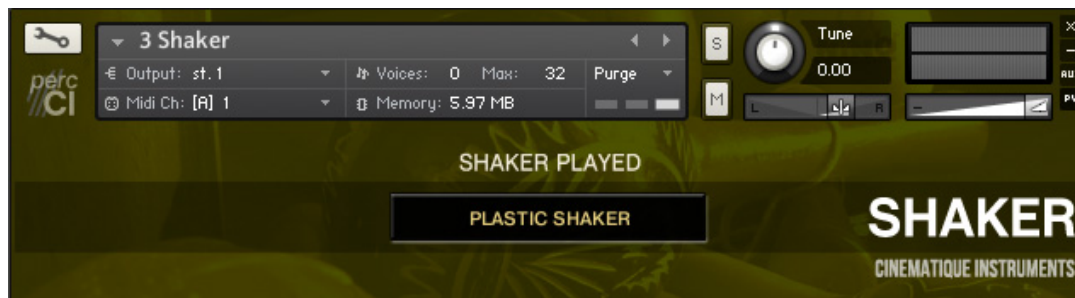


This is a 12" (31cm) diameter ocean drum with double skinned fixed (pretuned) heads and metal pebbles inside.

We played the Ocean Drum with hands, fingers, brushes and timpani mallets and recorded it in at least 3 velocity layers (up to 6 layers) and 3 times Round Robin. We also recorded the typical sound of ocean waves by tipping the drum slowly from one side to the other.



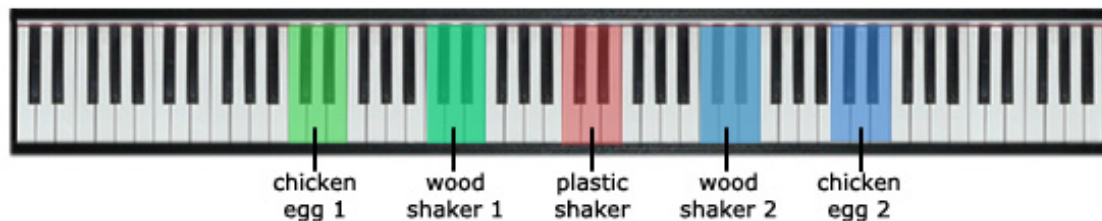
## 4 Shaker



This is a collection 5 of different types of shaker: 2 different sized chicken eggs, 2 wood shaker (small + large) and one plastic shaker.

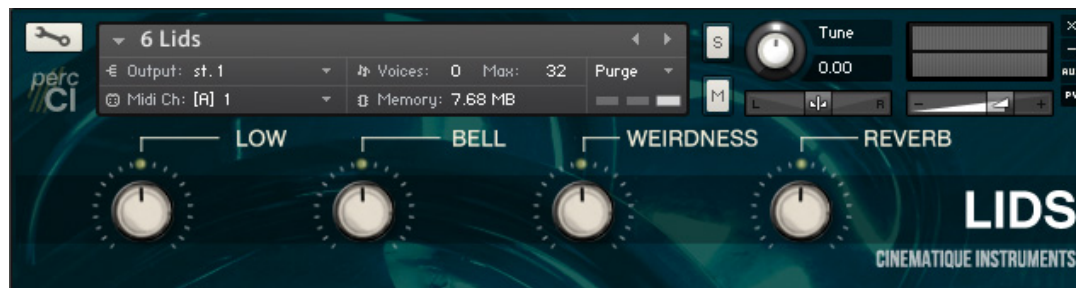
We recorded the rythm, accent and „transition“ sounds of each shaker and also the release sounds with 4 times Round Robin. It makes great fun to play shaker with a keyboard..

In order to know exactly what kind of shaker you are playing, the corresponding name will be displayed.



C=up+down(with release), C#=slow, D=slow+down(with release), D#=up, E=down

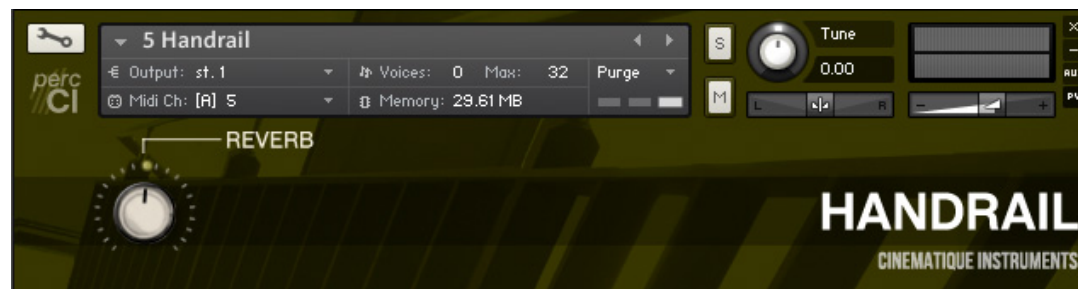
## 5 Lids



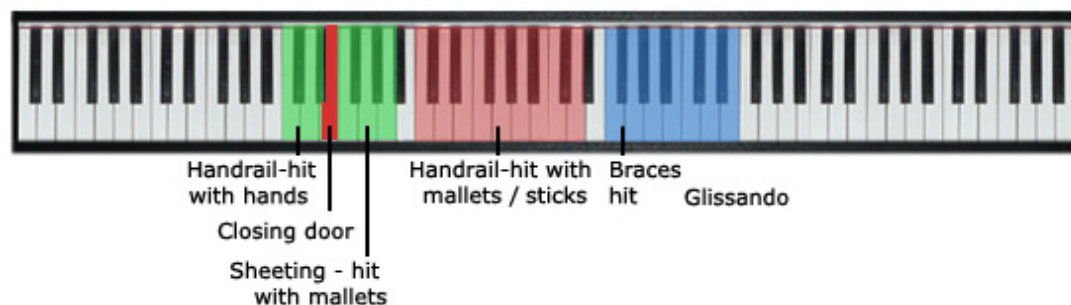
We hit the lids with fingers and recorded in 2-3 velocity layers and 2 times Round Robin. We used 3 kinds of lids: 3 different deep lids called „Low“, a bell-like lid called „Bell“ and an off-tune lid called „Weird“. You can mix the volume of these 3 different lid-sets separately and in real-time – making you free to create your own lid-mallet sound. The mapping is from C2 to E4 and we’ve added a script to control the reverb amount.

Mostly recorded in 4 velocity layer and several Round Robin,

## 6 Handrail



This is a collection of sounds, noises, crashes and bangs made with our studio handrail and its posts, as well as the sheeting of an elevator, with sticks, timpani mallets and our hands.

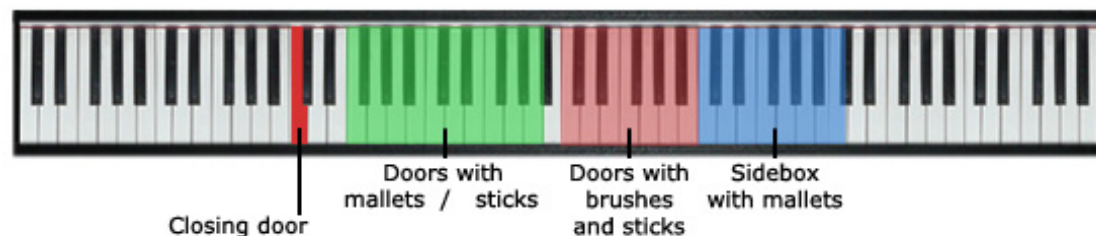




## 7 Metallic Kitchen



This is a collection of sounds, noises, crashes and bangs made with our studio fixture and fittings. We recorded nearly everything we could get our hands on; beat and knocked doors, sideboards and all kinds of different surfaces with timpani mallets, brushes, sticks, fingers and fists. We recorded them in 1-4 velocity layers and some of them in 2x Round Robin in mono (close) and stereo (room ambience by positioning the mic 3m away, mixed in by using the ModWheel). We added a script to control the reverb amount and a spooky FX ambience. The Mapping is as seen below.



## 8 Specimenphone



What could this be? It is an assortment of lots of metal bars which are freely hanging on a metallic frame. The object looks like tubular bells. The bars are metallic product samples which are used to demonstrate different kinds of metal, different sizes and forms such as square chrome bars, brass table legs or steel poles. All this was manufactured by a smithy. The length of these metallic objects varies from 1 meter (40 inch) to nearly 2 meter (75 inch).

We hit all 18 bars and poles with a stick as well as with a rubber hammer in 1-3 velocity layer and 3 Round Robin variations. The sound we recorded with a stick are layered along the white keys, the other along the black keys. In addition to this we provide different options to shape the sound: A cabinet and a rotary simulation, 2 different delays, a reverb and a knob to adjust the release of the sounds. Finally we included the default arpeggiator of Kontakt with some presets.



All in all we are coming up with an instrument with a couple of weird and unique sounds. You can create sounds you never heard before. It is a great fun to play with Specimenphone.