

variable **ambience**
DRUMS



by **SONICCOUTURE**

BRUSH KIT
N.I. VERSION

1.INTRODUCTION

Hi, and thanks for buying the Variable Ambience Brush Kit. We recorded the entire VA collection over a 2-day session at one of the U.K.'s leading studios using an SSL 9000 series console and a huge collection of mics, including Neumann U87's, Sennheiser D12's and of course Shure SM57s. Weeks of precision editing and programming followed, to create a stunningly realistic and pure drum sound, with the flexibility of adjustable room ambience captured in the studio, to give you absolute control of your drum sound. Please take a minute to read this guide to ensure that you get the best out of all the features we have included.

GETTING STARTED

Simply put the folder relating to the sampler or samplers you wish to use for V.A. Brush Kit on your hard drive wherever you keep your samples for that sampler.

2. VARIABLE AMBIENCE CONTROL SETUP

V.A. Drums uses a simple but effective system of layering the room ambience from each drum separately from the main direct drum sample. Put simply, when you play a key, 2 samples will be triggered simultaneously. However, as a default, the ambience sample volume is set to zero, so you will only hear the direct, dry sample.

In order to hear the ambience as well, and to mix it with the dry sample to the level you require, you need to configure your MIDI control surface to control the volume of these samples.

If you are unfamiliar with assigning MIDI controllers, there now follows a Quick Start guide to setting up controllers for each specific sampler.

3. a) Kontakt 1

To set up **Kontakt 1**, simply assign your control surface or keyboard's control knobs to numbers 21-26. Turn the knobs, and you will hear the ambience increase.

Ambience control Knobs

MIDI Controller 21- Snare Ambience

MIDI Controller 22- Hi-Hat Ambience

MIDI Controller 23- Tom Ambience

MIDI Controller 24- Cymbal Ambience

MIDI Controller 25- Kick drum distant mic increase

MIDI Controller 26-Kick drum ambience

Mod-Wheel – Reduces Kick Drum direct mic

3. b) Kontakt 2

Kontakt 2's KSP script module makes this very convenient:

We offer two versions of the script in Kontakt 2, Easy and Expert. The samples are identical, only the amount of control offered differs.



The KSP Ambience Easy Controller In Kontakt 2



The KSP Ambience Expert Controller In Kontakt 2

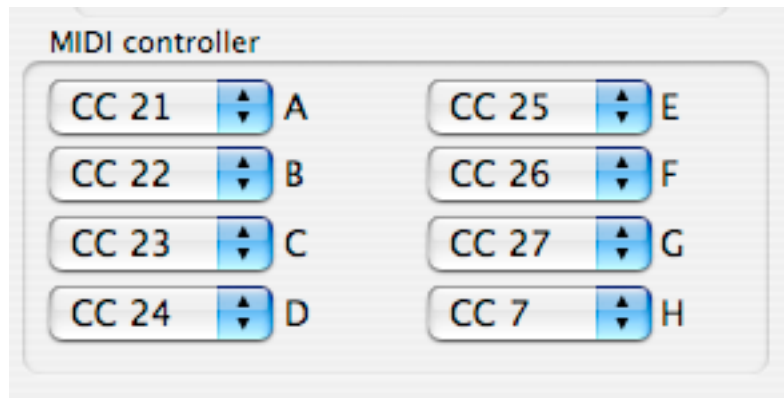
You can immediately use the virtual control knobs to begin mixing ambience into your drum kit.

If you wish to use external hardware knobs as well, simply set 6 knobs on your interface to controller numbers 21-26 for the Easy Version, or 12 knobs to controller numbers 21-32 for the Expert Version.

Also included in the Kontakt 2 version is the Level Mixer Script- These 6 knobs are assigned by default to controller numbers 41-46. These simply control the overall level of each drum.

4. Battery 1 and Battery 2

a) To set up controllers for **Battery 1**: Go to 'Options', then, in the dialogue box that appears, set the controllers 21-26 for controllers A- F. see screenshot below:



b) To set up controllers for **Battery 2**: Go to File Menu > Options. Enter numbers 21-26 in the boxes marked A-F. See screen shot below:



Now configure your control surface or keyboard's knobs to numbers 21-26. You should now hear ambience increase as you turn them.

5. Keyboard Layout

Kick Drums:

C1 trigger

Snare Drums:

B1 trigger snare roll (Kontakt 2 only)

C2 trigger MID RANGE of Snare

C#2 - G2 trigger various brush pushes and bounces

High Hats:

F#1 trigger TIGHTLY CLOSED Hat

G#1 trigger HALF OPEN Hat

A#1 trigger OPEN Hat

A1 trigger PEDAL CHICK

Toms:

C3 and C#3 trigger High Tom

D3 and D#3 trigger Mid Tom

F3 and F#3 trigger Floor Tom 1

G3 and G#3 trigger Floor Tom 1

A3 is the Tom roll (Kontakt 2 only)

Cymbals:

C4 and C#4 are Crash 1 and Crash 2

F4 to A#4 is the Ride cymbal including rolls