

DrumTaste Brush Manual



Here's a quick explanation of how DrumTaste Brush works. If you have any question, feel free to email us at contact@acousticsamples.com or use the contact form on the website.

Content:

- The DrumTaste Brush is a Brush Kit featuring a 22 bass drum, a 12 hi tom, a 14 low tom, a 14' piccolo snare, two 22' rides and a 13' hihat
- 3382 samples, 1.42 Go of samples recorded at 24 bits, 96khz downsampled to 44.1khz, no loops.
- 3 mic positions for each drum that you can mix and/or disable from the interface.
- About 20 velocity layers X 4 round robins (so about 80 samples per drums per position) and only 6 vel layers for the two ride cymbals.
- Custom mapping, you can assign every element to any key.
- Mappings presets: GM, V-DRUMS, IMAP, NSKIT (NDK) or default one.
- Hihat with 5 levels on openness and triggering from one key depending on a controller value (any controller) and automatic closing sound (hear it at the beginning of the demo 4).
- 4 round robins for snares, hihat and rides, 2 round robins for the other elements.
- Playable instrument, right hand and left hand mappings.
- Detailed snare, 5 different hit positions and multiple brush actions.
- 4 different brush actions and a script that allows an easy playability on a keyboard or on an e-drum.
- KONTAKT 2 and 3 format to benefit from the interface, the multiple mic position mixing and the custom mapping. Easy to use KONTAKT interface. Other formats are coming.
- Includes the demos midi files.

The kit (mix of many different gear):

- 22' Yamaha Stage Custom Bass Drum (3 mic positions, 4 Round Robins, 186 samples)
- 14' Snare PEARL M1440 piccolo (3 mic positions, 4 RR, 6 hits: center L, center R, center L stay, center R stay, Rimshot, soft, 1272 samples)
- Brush samples (3 mic positions, 4 RR, 4 hits: circle attack, circle soft, attack, long, 345 samples)
- 10' Hi Tom Yamaha Stage Custom (3 mic positions, 4 RR, hard and soft 363 samples)
- 14' Low Tom Yamaha Stage Custom (3 mic positions, 4 RR, 363 samples)
- 22' Istanbul turkish Ride (2 mic position, 4RR, 4 hits: 68 samples)
- 22' Istanbul Agop ride (2 mic position, 4RR, 56 samples)
- 13' Paiste Hihat (3 mic positions, 5 openness levels + choke samples, 4RR, foot pedal samples, 717 samples)

Mic Positions:

The DrumTaste Brush has been recorded with 3 microphone positions, a stereo one on the overheads and on each drum, there was one microphone above and one under. All the samples have been carefully trimmed to keep the phase alignment.

The Kontakt interface allows you to mix the positions together to take advantage of the different sounds available.

All the abbreviations used in the interface are described here:

- OVH: Overheads, two static microphones in ortf configuration 90 cm away from the two rides.
- Ft : Microphones located on top of each drum.
- Bk : Microphones located behind the resonance head.

The mapping:

The kontakt interface allows the user to custom its own mapping, everything is described in the Interface section.

The interface:

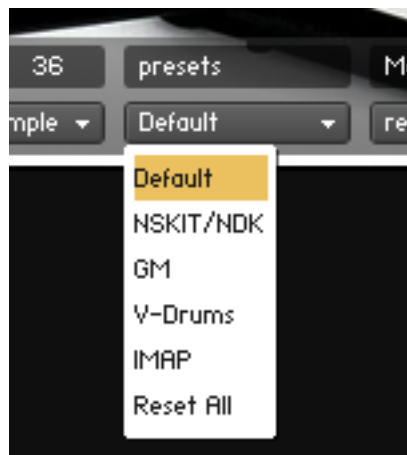
A - The front interface

- On the front interface you can adjust two things: the mapping key by key or by preset or the sensitivity.

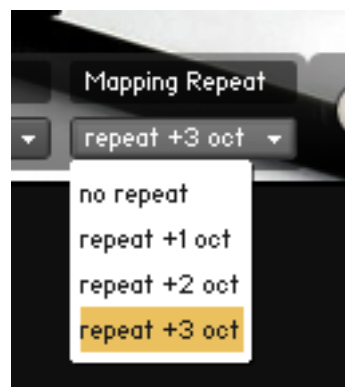
The mapping key by key is a simple mapping process, simply press a key, the note name and midi number will appear in the little box and then you simply have to choose which sample will be triggered by this key. You should know that another sample might already correspond to that key so if you want to map everything by hand, just select the «reset all» preset to un-map all samples first.



You can also select some presets to the commonly used mappings such as NSKIT, V-DRUMS, GM or IMAP and there is also a special mapping, the default one that takes advantage of all the possibilities of the library.



The mapping repeat allows you to choose whether or not to repeat the mapping a certain amount of octaves higher. You can disable that feature by simply setting it to no-repeat.



The sensitivity knob will let you adjust the response of the library to velocity. If set to 0, all the samples will play at the same volume whereas at 100, the lowest velocities will be almost silent.

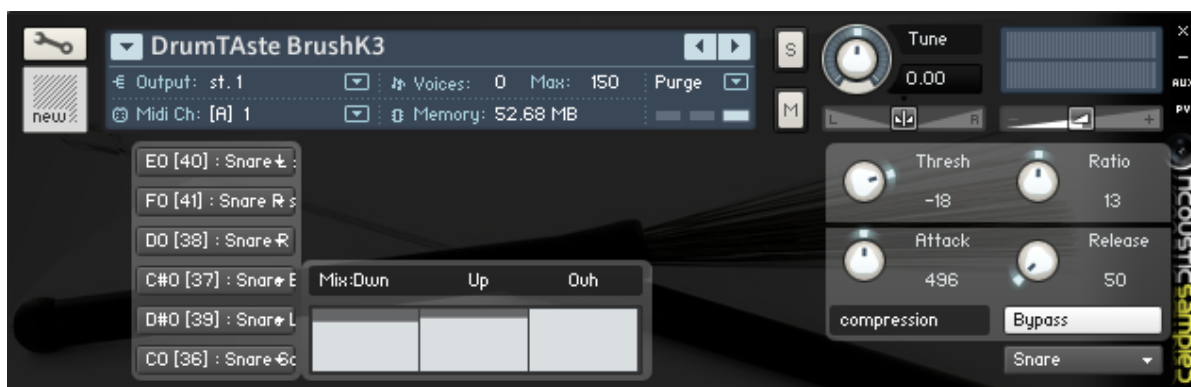
- Then you can click on the «Map & Mix» button to edit the mapping and mix the elements of DrumTaste Brush more in depth.

B - The mapping edition

So first select the element you want to mix, compress or map from the Map & Mix menu.



Now you should get to that interface for example if you choose the snare.



- Here you can edit every element mapping to fit your setup, just click on the element you want and select the right key, or note number. If you don't want to use a sample, just select «none» from the bottom of the list. Some keys were not possible to map in the standard mappings so those ones are set to «none» by default in some pre-sets, but you can reassign them whenever you want.
- Remember that if you assign multiple elements to the same key, then all the elements will play at the same time. This can be a good thing, or not...
- Also remember that what you change here will overwrite what you have done in the first section, the purpose of two mapping areas was to let one choose the way of mapping.
- Here you can mix the three microphone positions. Simply adjust vertically the levels of each position: dwn, ft or ovh (under, above, and the overheads).



- There is also a feature that can controls the openness of the hihat pedal with any controller. Just select the controller number, for example cc#1 for the modulation wheel (by default) and assign the HH cc# Contr menu to a key, be sure to choose a non-assigned key. Then if you play the key and change the controller value at the same time, it will trigger different samples just like a real hihat. By default the closed position is the when the cc# is set to 0 and the open position when the cc# is set to 127, but you can invert that by clicking on the «invert cc# curve» button.



- The hihat closing sound is automatic and is triggered when the controller goes down to 0 (of 127 if you clicked the invert button). Its volume (and velocity) depends on the number of opened hihat samples triggered and its length. Even if you did not trigger an open hihat sample, the closing hihat will be triggered.

- You can also edit the compression of any component of the library separately, that means you can compress the snare without compressing the cymbals like in a real mix. We included a Bypass button to easily turn the compression off.



C - The way brushes samples work

- The way the brush samples is quite simple. Each samples that you trigger will be played to its full length unless you trigger another brush sample. To explain it simply, there is only one voice of polyphony allowed to the brush samples. That simulates the way a real brush would act on a snare, you can't start ten brush movements at the same time except from the small movements while you draw a big circle with the other brush and those samples are not part of the 1 voice script.

- Here is also how the brush samples are named:

- «Brush continuous» is a really long sample of uninterrupted brush action.
- «Brush long» is a complete circle on the snare and with a very uniform sound.
- «Brush long Attack» is the same as the brush long wit starting with an acceleration.
- «Brush short» is only that short acceleration.
- «Brush stop» is the stop brush button, it will stop all the brush voices.

D - Conclusion

Now you just need to play it! The demos songs midi parts are included in the download to show you exactly how to use it.