



DrumTaste Brush User Guide

Welcome to Acousticsamples

Thank you for using the DrumTaste Brush library. We hope you enjoy playing the instrument and wish it supports your musical ideas or even better: inspire new ones.

In this User Guide we will provide you with an overview of how to use the DrumTaste Brush library.

If you have any questions, feel free to email us at:
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or use the contact form on our website
www.acousticsamples.net

The DrumTaste Brush library, produced by
Acousticsamples



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Requirements and Installation



Interface and Parameters

DrumTasteBrush is a Brush Kit featuring a mix of many different instruments:

- 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)



Default interface

This is the default interface of the plugin. Each element was recorded with 3 microphones positions and you can adjust the pan, volume or mute each one independantly. You can also click on the elements on the interface while adjusting the microphones.



Settings

In this panel, you can change most of the aspects of the library to make it sound just like you want. You can adjust:

- The Mapping Presets: we made some presets of the most popular drums formats (GM, V-DRUMS, IMAP, NSKIT) or you can create yours.
- The Midi Learn: you can remap any element to any key quickly by pressing the current key of the element you want to move, clicking on Midi Learn and the pressing the target key.
- The Hihat controller: we implemented an advanced hihat behavior, by default on C#2, the sample triggered will depend on the value of the controller, just like on a real Hihat.
- Overheads: here you can choose wether the overhead microphone position is mono or stereo.
- Sample cycling: there are 4 different samples for the same velocity (round robins), but you

can change how they will be played (random, in sequence of 4 or 3 or without it).

- The Sensitivity will set the minimum volume for velocity 1 and give you access to all the dynamics that you want.
- The Reverb. We use a convolution reverb and you can adjust the amount of reverb applied to the whole drumset.

Features

1.42Gb uncompressed, 709Mb compressed in lossless flac format, around 3382 samples.

3 microphone 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 drum per position) and only 6 vel layers for the two ride cymbals.

Custom mapping, you can assign every element to any key simply by pressing a key and assigning a sample.

Mappings presets: GM, V-DRUMS, IMAP, NSKIT (NDK) or default one.

Stereo and Multi-output versions to make the mixing possibilities even easier.

Hihat with 5 levels on openness and triggering from one key depending on a controller value (any controller) and automatic closing sound.

Playable instrument, right hand and left hand mappings.

Detailed snare, 6 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.

Advanced UVI scripting giving you access to a simple yet powerfull interface and advanced features.

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