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Yellow River Sound

PEKING OPERA PERCUSSION

user manual



Introduction

Peking Opera Percussion is the second virtual instrument from Yellow River Sound, who specialized on virtually reproducing traditional Chinese instruments with great passion.

Peking Opera Percussion is a collection of high quality drum and percussion instruments used in traditional Chinese Opera, especially the **Peking Opera**, one of the cultural treasures of China, and **Kunqu Opera**, known as the „teacher“ or „mother“ of a hundred operas.

The library also includes other percussions instruments commonly used in contemporary Chinese music, such as a 4 feet high drum, played in solo and ensemble performances, various gongs and cymbals and the unique Bianzhong that was found the tomb of Marquis Yi of Zeng, an ancient Chinese instrument dated 433 BC consisting of a set of bronze bells that were hung in a wooden frame and struck with a mallet.

Like Yellow River Sounds Gu Zheng, Peking Opera Percussion is produced with top notch sampling, editing and programming, by local Chinese producers, who have a natural understanding of their culture and a sole passion to express the true quality of Chinese instruments. To help you find your way into the rhythm patterns of Chinese opera we included many playable midi templates.



Key features

- 3GB sample library, at 44.1kHz 24bit.
 - Most Chinese percussion instruments included
 - Midi grooves included
 - 2 microphone positions with dry/wet control
 - Powered by Best Service “Engine”
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Concept:

YRS Peking Opera Percussion includes layers in four categories: Jingda, Drum, Bell, Cymbal/ Gong. We sampled the most often used articulations in Chinese percussion and some layers are sampled with up to 16 velocity layers; allowing absolutely detailed and dynamic performing.

Different screen layouts:

Most of the layers have their unique screen layout. You will learn how the real instruments look; while listening to their sound. On some layers, the individual instrument that is actually playing will be highlighted, this will help you to familiarize with the Chinese percussion. Roll crossfade: Drum layers are mapped with roll crossfade, which can be controlled via CC1. This is a helpful feature to reproduce a realistic crescendo.

Close Mic and Room Mic:

All layers have close mic and room mic samples, you can use the dry/wet control to adjust the balance between them.



Interface

The Peking Opera Percussion interface has 4 controls:

1 Volume

2. PAN

3. Pitch:

You can pitch the instruments 2 octaves up or down, the pitch range can be adjusted on the Pro Edit page.

4. Dry/Wet:

Controls the balance between Close Mic and Room Mic, allowing you to add the natural room ambience of the recording stage. This is NOT a reverb control. If you want to reset to the default value, just press CTRL + mouse click.

Play Tips:

Repetition Key G0:

In some layers this key works as repetition for a previous MIDI note, this is useful for fast drum hits which are hard to play rapidly with just one key on a keyboard.

Use compressor when needed:

In order to achieve the most natural sound, we didn't use any compressors while recording. To increase the gain on very low level samples you can use a compressor of your choice. We also suggest to completely turn off the wet signal when using a compressor, otherwise the tail may not sound natural.

Loading:

Some layers are very big, Engine might still be loading files, although the interface already appears to be ready. So please be patient if you hear clicks after playing the first notes.

Instruments

1_jingda

This folder contains 2 sets of Peking Opera Percussion which include Bangu, Ban, Muyu, Gong, Cymbal, MIDI files: the green keys are MIDI files, the lower section are new grooves made by composer Zhang Jian, the higher section are traditional grooves, include various intros and endings, which can be used to reproduce the Peking Opera scene. .

1_jingda_wen

This percussion set is lower in pitch, which is commonly used in non-action type scenes.

2_jingda_wu

This percussion set is higher in pitch, this set mainly used for action, fight or such kind of scenes.

2_Drum

1_Weifeng_kit

Popular Chinese drum set for local people's amusement, such as ceremony, holiday, or just entertainment after work, you may hear the grooves on the street in the evening, while old or mid age people are dancing to it.

2_Drum_set

Full drum set including all the samples in this folder, solo & ensemble, altogether.

3_Jiangu_solo

Big Chinese Drum about 4 feet high, single drum played by one player, it has 3 hit positions on the drum skin, plus stick(left & right), rim (left & right),double/triple hits, mute. B2 note hit roll crossfade by CC1.

4_Jiangu_5P

Big drum ensemble, played by 5 players, it has 2 hit positions on the drum skin, plus stick, rim (fast & slow), double/triple hits, mute.



B2 note hit roll and Bb2 rim roll crossfade by CC1.

5_Huapengu_solo

Smaller Chinese drum with a flowerpot shape, single drum played by one player, it has 3 hit positions on the drum skin, plus stick, rim, double/triple hits, mute(left & right).

B3 note hit roll crossfade by CC1.

6_Huapengu_5P

Huapen drum ensemble, played by 5 players, it has 2 hit positions on drum skin, plus stick, rim (fast & slow), double/ triple hits, mute.

B3 note hit roll and Bb3 rim roll crossfade by CC1

7_Paigu

One set of small drums, a total of 12 pieces, include one shot (C4-B4) and their roll crossfade by CC1 (C5-B5).

3_Bell

1_bian_zhong

This is an important instrument in ancient China's ritual and court music. What we sampled is a replica of the original Bianzhong, Marquis Yi of Zeng, which excavated in 1970s and has a history of more than 2000 years. bian_zhong has 3 rows and some bells have the same pitch on different rows, so they have a different tone. Use the key switch to play the different tones.

2_Qing

One set of small bell type percussion, This is not a one shot layer, please hold for longer sustain.

4_Cymbal_Gong

1_Gong_luo

Includes 4 gongs with various sizes and pitches, some of them are used in the Jingda layer as well.

2_Cymbal_Cha

Includes 2 cymbals with different sizes.

3_Cymbal_Naobo

2 different cymbals with different sizes, some of them are used in Jingda layer as well.

4_Gong_other

Various Gong from different Chinese regions.

Various Gong from different Chinese regions. Please note that C1 is a big gong, which is not mapped as one shot, because it would play too long. It will fade out after you release the key, for longer sustains please keep the key pressed.



5_Yunluo

Small gong set, each of them has a fixed pitch, could be used to play melody lines, sample with 2 kinds of drum sticks, use the key-switch to change between sounds.



6_Shimianluo

Gong set placed on a wood rack, with 10 different gongs at varying pitches, they are mainly use to produce excited atmospheres. It is not a one shot layer, please hold for longer sustain.



Credits

Producer: Zhang Jian

Excutive Producer: Ma Jing

Drum/Perucssion Player: Wang Yi Dong/Wang Jun and team

Recording Engineer: Cao Meng/Jiang Song Song

Editing: Zhang Jian, Ma Jing

MIDI Demo: Zhang Jian

Graphic Design: Ding Jing

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