RARE AND VERSATILE INSTRUMENTS SOUND LIBRARIES

CINEMATIQUE INSTRUMENTS

best service

THANK YOU FOR CHOOSING CINEMATIQUE INSTRUMENTS

ABOUT CINEMATIQUE INSTRUMENTS

During the past 12 years we have been composing music for feature films and documentaries, next to producing bands and solo artists
No matter if we compose for films or produce an artist, we always try and use exceptional and sometimes weird instruments or sounds. If you share our love for "the other way", we hope that you will find inspiration from these instruments to create your own music. Against this background, it is nothing but logical that this present collection contains a lot of odd, rare, and unique instruments.The library is perfectly suitable for all kinds of music productions giving your music a special character. Even though there is a slight focus on film music, you can benefit from these unique sounds in various fields of music productions, too.

We wish you a great deal of fun and inspiration using our instrumnets.
Cinematique Instruments, Cologne July 2012

www.cinematique-instruments.com

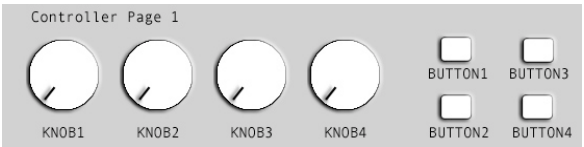
THE INSTRUMENTS OF THIS PACKAGE:

15 different instruments (with variations):
Alto Glockenspiel, Banjo, Bass Harmonica, Bowed Guitar (and Bass), Cement, Chameleon (6 varitions), Clap Trak, Drumboxes (2 variations); Experimental Box 2, Geiger Counter, German Monochord, Guitar Harmonics, Jetlag, Saegezahn, Upright Piano

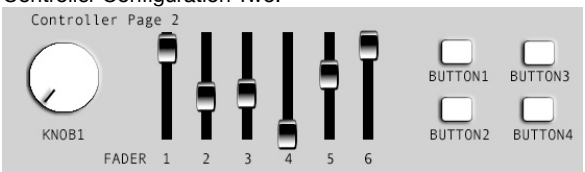
INSTRUCTIONS:

For the entire library there are only existing two different kinds of controller configurations. As shown later we listed for each instrument the name of the controller and its function corresponding to these following pictures above.

Controller Configuration One:



Controller Configuration Two:



ALTO GLOCKENSPIEL

What is an ALTO GLOCKENSPIEL?

The "Alto Glockenspiel" is a percussion instrument, composed of a set of tuned metal bars resting over a frame like a trough. Contrary to the legendary red model of Hohner™ this „alto“ version got an one octave lower range, which sounds more soft and mellow.

What we did?

We recorded the metall bars of the Alto Glockenspiel beaten with thin sticks and soft mallets, in 2 or 3 dynamic layers and three Round Robin variations, mapped in a range from C2 (C1) to F5. There are programmed scripts and fx to provide a lot of opportunities.
The Huge Tuning Fork was beat with a 5kg hammer. Additionally we recorded along the surface with our special microphone movement to get different characters of the long lasting sustain.

The Instruments:

Alto Glockenspiel Gentle:

Knob1 - adds a glassy sounding atmosphere
Knob2 - controls the amount of rotary modulation
Knob3 - controls the amount of reverb
Button1 - gives the instrument a „bell"-like sounding

Alto Glockenspiel:

Knob1 - controls the amount of reverb
Knob2 - gives a wider stereo image

BANJO

What is a BANJO?

The banjo is a stringed instrument with, typically, four or five strings, a long fretted neck and a circular drumlike body overlaid with parchment – today drumheads. Its unique sound comes from vibrating the membrane of the body by plucking the strings with the fingers or a plectrum.

What we did?

The banjo we used is a 5 String Banjo with a 33 cm diameter mahogany body. We played and recorded the banjo in a number of ways to get the typical banjo sound – each in several velocity layer and 2 Round Robin variations. After editing and processing the samples we firstly created a “Banjo Deluxe” patch which provides various styles of the Banjo, shorten notes feature, an octaver, a reverb knob and enhanced scripting. We also added the noises of strumming the banjo to this patch. Secondly we came along with the “Banjo Muted” patch which is a very dry and warm staccato string sound – similar to the “Baritone Ukulele Muted” instrument! mellow.

The Instruments:

Banjo Deluxe

Knob1	- controls the amount of reverb
Knob2	- controls the amount of rotary modulation
Button1	- on/off switch for the warm banjo variation
Button2	- on/off switch for the thin banjo variation
Button3	- on/off switch for the rough banjo variation
Button1	- on/off switch for amped sounding

BASS HARMONICA

What is a BASS HARMONICA?

The double bass harmonica is not exactly a common instrument. It was more popular several decades ago, when harmonica ensembles were more common. The bass harmonica is a double-deck instrument with two hinged bodies, the lower having all the natural notes, and the upper having all the sharps/flats – so it is fully chromatic covering a range of two octaves, starting with EE (like the lowest note on a bass guitar). Each of the holes of the harmonica has two reeds tuned an octave apart - thus this harmonica has 58 reeds total. The double bass harmonica is an "all blow" instrument.

What we did?

It was a tough cookie to catch the real timbre and authenticity of this giant harmonica. Thus we tested several recording settings in which we recorded at least every second note in a long sustained and a short variation. We ran with velocity layer and Round Robin variation and came out with three seperate sample sets recorded with different microphone set-ups. Beside this we recorded a typical flutter fx and added some scriptings to provide more opportunities.

The Instruments:

Bass Harmonica KEY

Knob1 - controls the amount of reverb
Button1 - on/off switch for the speaker simulation

KEY switch: C0 plays long notes, D0 plays short notes

Bass Harmonica Mud

Knob1 - controls the low cut frequency
Knob2 - controls the high cut frequency
Knob3 - controls the amount of reverb

Bass Triple Texture

Knob1 - controls the amount of reverb
Button1 - on/off switch for the rotary simulation
Button2 - on/off switch for the speaker simulation

BOWED GUITARS (&BASS)

What is BOWED GUITARS?

As the name suggests, "Bowed Guitars" is a collection of acoustic guitar and acoustic bass instruments played exclusively with a bow. By playing these instruments this way, you´ll get a special and unique string sound: intimate

and intensive with slight organic scraping. The bass is available as an amped or a clean version. We used a Martin acoustic guitar and a Harley Benton acoustic bass.

What we did?

For each instrument we recorded every note in a short, long and tremolo variation in at least 2 Round Robin variations. The long and short notes are key switched in one patch (not in the amped bass version), in which you can control either the dynamic or the attack by using the modwheel. You also get scriptings for each instrument providing a lot of variations such as length of release, amp simulation, reverb amount etc.

The Instruments:

Bowed Ac Bass long MW KEY

Knob1 - controls the length of the notes
Knob2 - controls the amount of reverb
Button1 - on/off switch for distortion

KEY switch: C0 plays long notes and the Modwheel controls the volume, D0 plays short notes and the Modwheel controls the attack of the notes

Bowed Ac Guit long MW KEY

Knob1 - controls the length of the notes
Knob2 - controls the amount of reverb
Button1 - on/off switch for amp simulation

KEY switch: C0 plays long notes and the Modwheel controls the volume, D0 plays short notes and the Modwheel controls the attack of the notes

Bowed Ac Guit shrt MW ARP

Knob1 - controls the length of the notes
Knob2 - controls the amount of reverb
Button1 - on/off switch for amp simulation
Button2 - on/ off switch for the arpeggiator

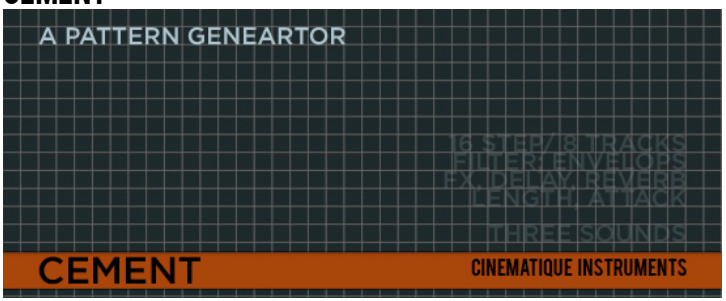
Modwheel controls the attack of the notes

Bowed Guit Ens long

Knob1 - controls the amount of reverb
Knob2 - controls the volume of the guitar
Knob2 - controls the volume of the bass
Button1 - on/off switch to enrich the sound

Modwheel controls the volume

CEMENT



What is BOWED GUITARS?

Cement is a sequencer based pattern generator which is well suitable to enrich your music production and lend it a specific character. As the name suggests you can easily create cementing textures, crawling patterns or a fundament for your musical idea.

What we did?

Cement comes up with three layered instruments which can create numerous sound colors. The instruments are: a sinus synth, a banjo combined with guitar harmonics and a music box. For changing the entire sound character, Cement provides plenty of options to modify the sound to your very own requirements: lowpass- and highpass filter (with a random high pass modulator), distortion- and speaker switches, an alternate sinus sci-fi sound, separate length settings and separate slider to set the amount of two delays and a reverb.

The Instruments:

Cement

Knob1	- controls the amount of reverb
Knob2	- controls the volume of layer Sinus
Knob3	- controls the volume of layer Harmonics
Knob4	- controls the volume of layer Banjo
Button1	- on/off switch for the arpeggiator
Button2	- on/off switch for a delay (½ notes)
Button3	- on/off switch to shorten all notes
Button4	- on/off switch for weirdness (distortion)

CHAMELEON

What is Chameleon?

Chameleon is an instrument which gives you the ability to quickly compose countless variations of certain instrument categories. The principle of Chameleon is based on the simultaneous use of 6 sounds.

The Chameleon Instruments:

Chameleon Blue (string)

Knob1	- controls the amount of reverb
Fader1	- controls the volume of a Monochord
Fader2	- controls the volume of a Banjo
Fader3	- controls the volume of a Guitar
Fader4	- controls the volume of a Synth
Fader5	- controls the volume of a Saegezahn
Fader6	- controls the volume of a Percussion Loop
Button1	- on/off switch for an amped sounding
Button2	- on/off switch for loudness (EQ)
Button3	- on/off switch for more presence (EQ)
Button4	- on/off switch to shorten length

Chameleon Green (texture)

Knob1 - controls the amount of reverb
Fader1 - controls the volume of Berna (Pad)
Fader2 - controls the volume of Noise
Fader3 - controls the volume of a Dulcimer
Fader4 - controls the volume of a Pad
Fader5 - controls the volume of Bells
Fader6 - controls the volume of a Tuning Fork
Button1-3 - same as Chameleon Blue
Button4 - on/off switch for a rotary simulation

Chameleon Red (mixed)

Knob1 - controls the amount of reverb
Fader1 - controls the volume of a Pad
Fader2 - controls the volume of a Marimba
Fader3 - controls the volume of a Synth
Fader4 - controls the volume of Guitar Harmonics
Fader5 - controls the volume of a Percussion Loop
Fader6 - controls the volume of a Spheric Pad
Button1-3 - same as Chameleon Blue

Chameleon White (short)

Knob1 - controls the amount of reverb
Fader1 - controls the volume of Bells
Fader2 - controls the volume of Guitar Harmonics
Fader3 - controls the volume of Chimes
Fader4 - controls the volume of a Percussion Loop
Fader5 - controls the volume of the Lost World Pad
Fader6 - controls the volume of a Dulcimer
Button1-3 - same as Chameleon Blue

Chameleon Yellow (mixed)

Knob1 - controls the amount of reverb
Fader1 - controls the volume of a Percussion Loop
Fader2 - controls the volume of a Synth
Fader3 - controls the volume of Bells
Fader4 - controls the volume of a Marimba
Fader5 - controls the volume of Guitar Harmonics
Fader6 - controls the volume of a Suspense Pad
Button1-3 - same as Chameleon Blue