

WORLD SERIES DULCIMER & ZITHER

Cinesamples is proud to present our new line of libraries for Kontakt (Full): The **WORLD SERIES!** The first installment introduces the **Dulcimer & Zither**, two instruments of the same family, played throughout the ages in many different cultures. Recorded at the famous **Firehouse Recording Studios** in Los Angeles / Pasadena, and mixed by legend **Tim Starnes**, the Dulcimer & Zither library functions as an additional color in any scoring palette.

The **CS WORLD SERIES: Dulcimer & Zither** library includes three of the most used hammered instruments and their most common articulations in stunning detail and unparalleled recording precision. Each instrument was meticulously sampled and edited to reach the highest industry standards of sampling.



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TIM STARNES

Tim Starnes is one of the most seasoned and sought-after music editors and recording engineers within the film scoring business. He has worked with most of the current and former A-list composers of Hollywood. His credits include productions such as ***King Kong* (2005), *The Lord of the Rings II & III* (2002, 2003), *The Aviator* (2004), *The Departed* (2006), *Remember Me* (2010), *Twilight: Eclipse* (2010), *Hugo* (2011), and *Extremely Loud and Incredibly Close* (2011). Tim Starnes' presence at the composition, recording and mixing phases of the score give him the unique understanding needed to faithfully emulate the sound of Hollywood. After previous successful collaborations such as "Drums of War" Cinesamples is proud to once again be fortunate enough to have him as a recording engineer on this library.**



THE FIREHOUSE RECORDING STUDIOS

The Firehouse Recording Studios are located at the heart of historic Old Town Pasadena, California. Their three studio spaces offer state-of-the-art recording facilities, specializing in film & TV post production as well as popular music production. The Firehouse Recording Studios are most known to have been involved in productions such as ***Pirates of the Caribbean*, *Cold Case*, *Emergency Room*, *Desperate Housewives*, *Glee*, *Last Resort*, *CSI Miami*, *Dancing with the Stars*, *The Secret Life of the American Teenager*, and *7th Heaven*. They are also used by music industry veterans such as Aretha Franklin, Chick Corea, Donna Summer, Herbie Hancock, and Randy Newman among others.**



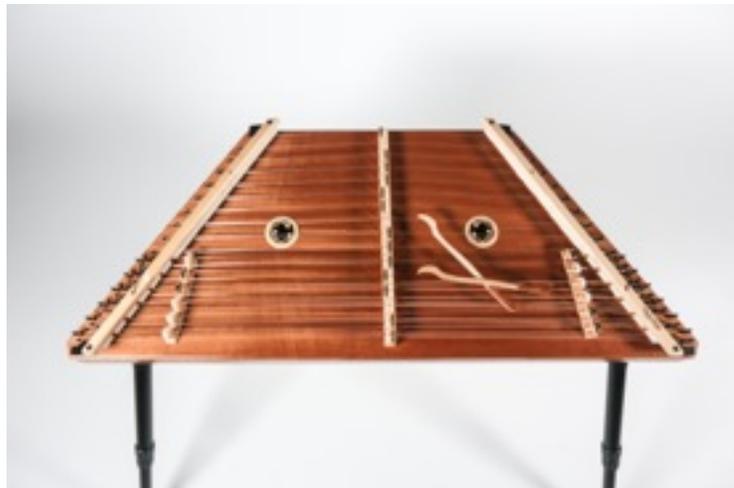
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The **Cinesamples WORLD SERIES: Dulcimer & Zither** is unmatched in its sound and simplicity due to the choice of instruments and recording technique. The library was designed by composers, for composers, with direct feedback from the film music community during its development. The result is a library that is easy to use, composer-friendly, and sounds professionally mixed right out of the box without being too demanding on the hardware.

THE PATCHES

PATCH LIST

- 01 Dulcimer Hammer
- 02 Dulcimer Felt
- 03 Zither
- 04 Ukelin
- 05 FX



TECHNICAL SPECIFICATIONS

- Kontakt (Full) 5.3 or higher
- Kontakt (Full) 5.3 supports: Stand-alone, VST®, Audio Units, RTAS® (PT 9 + 10), AAX® (Pro Tools 11 and higher), ASIO, Core Audio®, WASAPI
- 32-bit and 64-bit support for stand-alone and plug-in versions on both Mac & PC
- CS World Series: Dulcimer & Zither is compatible with all major DAWs and with other music notation software
- PC: Windows 7®/8® (32-bit/64-bit), Intel Core 2 Duo or AMD Athlon 64 X2, 3 GB RAM (1GB free required to load ALL patches)
- Mac: OS X 10.7 (Lion) or 10.8 (Mountain Lion), Intel Core 2 Duo, 4GB RAM
- 10 GB of free hard drive space required
- 7200rpm drive recommended (SSD not required)

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The Instruments

All patches generally contain hits and / or plucks recorded at varying dynamics with up to 10 round robins. Depending on the instrument, we recorded samples using different mallets, hammers, bows, plectrums and finger plucks. We carefully chose the instruments that were to be recorded in order to ensure the best sound quality. The most notable choice was the piano dulcimer which was sampled chromatically (10RR) to reproduce the typical stereo image of the instrument. We also auditioned several mallets and made the most useful and artistic choices.



All short articulations can be accessed through **keyswitches**. For the dulcimer that includes hammer hits; for the zither it includes plucks (Keyswitch C0 - finger pluck v1, pick pluck v2) and hammer (D0); and the ukelin contains plucks (C0), hammer hits (D0) and short marcato bows (E0).



The **modwheel** has a special function in this library. When the modwheel is set to value 1, the patch functions only as described above, controlling different kinds of hits and plucks at varying velocities. However, when the modwheel is set to a value higher than 1, the keys will trigger tremolos. The tremolo velocity increases as the modwheel is moved upwards.

When set back to value 1, the patch will return to its initial setting and only triggers short articulations.



In all patches the **pedal** acts like a normal sustain pedal, sustaining the notes to the actual recorded length and ignoring the ADSR until it is lifted. Note that the pedal of a real dulcimer is reversed as it pulls down the dampers that hover over the strings. Therefore, pressing it down cuts the notes off instead of sustaining them. However, for our customers' convenience, we programmed the pedal to act like a regular piano sustain pedal.

We also included a bonus patch: The FX patch. It contains one-off aleatoric Zither and Ukelin effects such as bowed clusters and glissandi on the white keys only.

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The GUI Functions

All patches share the same general GUI functions: Microphone Positions, Reverb, Arpeggiator, Delay, and the Envelope Control.



There are three different **Microphone Positions** the user can choose from: **Close**, **Room**, and **Full Mix** which contains a mix of Close/ Room and additional microphones. When the Full Mix is turned on, the Close and Room mic function is automatically turned off in order to prevent phasing problems. However, when the Full Mix is turned off, the slider underneath it can be used to balance the Close and Room mics. When the slider is turned all the way to the left, one only hears the Close mic position whereas the right side solely belongs to the Room mic. Everything in between sets the ratio between the two.



We have also provided two common effects for your convenience - **Delay** and **Reverb**. The user can assign Midi CCs to any of the knobs. By clicking on the preset button beneath the reverb control, you can also change to a different reverb preset. When using these built-in Kontakt effects keep in mind that they can be very heavy on your CPU.

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Since these instruments are percussive in nature, we also included 2 of the envelope controls: **Attack** and **Release**. With those controls, the user can decide how close the attack of the notes should be and how long they ring out. By default, the notes do not last for their entire duration but since we recorded 10-20 second ring-outs, one can use the **Sustain Pedal** to sustain the release by the entire length of the sample. If the same note is hit while the previous is still ringing out, the script will cut off the first note as it would be in reality.

The **Arpeggiator** is a new feature we programmed. When holding down more than one note at the same time, the arpeggiator will alternate between those notes depending on the mode. The user can choose “Up”, “Down”, and “Random” from the dropdown menu. This determines whether the held down notes are played from lowest to highest, highest to lowest or randomly. The “Steps” and “Step Duration” knobs determine how many notes are played until the arpeggio cycle begins again and what note value is played. The “Sync” button enables the user to sync the arpeggio to the host tempo.



The Backend Functions

There are two hidden functionalities that were not included in the interface. The user can only access those functions by clicking on the wrench and entering the backend of the instrument. The functions become visible by clicking on the script editor and going to the “Dulcimer Performance” tab.

The first function is unique to the Dulcimer Hammer patch and determines how the drops are accessed. The “toggle_drop_range” button in the top right corner is turned on by default which means the Dulcimer drops are triggered at the highest velocity. However, if users prefer them to be triggered at the lowest velocity instead, they can uncheck that button.



The second hidden function is the velocity crossfade control. Those two buttons determine between which velocities the general crossfade into the next one takes place and how big that crossfade is. To give an example: In the picture on the right, everything played up to velocity value 43 triggers the first velocity layer only. Everything between value 43 and 84 is a crossfade between layer one and two. Everything played on a velocity higher than 84 will trigger the second velocity layer only. However, there will still be a slight natural volume change.

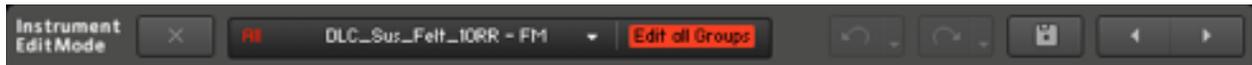


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Backend Tip!

The Dulcimer Felt Mallet patch contains a lot of information on certain frequencies since we left the sound untouched. However, if that frequency buildup in the low mids is not desired one can go into the backend and fix this.

In order to do that, you need to click on the wrench to enter the backend. Make sure you



have all groups selected (the “Edit all Groups” button on the top needs to be highlighted in red). Then go to Group Insert FX and click on the + in a free FX slot (“Add FX”). From the dropdown menu, select “EQ” -> 2-band (you can also choose the 3-band but for this purpose the 2-band is absolutely sufficient). We had our engineer play around with this



patch to find the unwanted frequencies and their necessary volume decrease amounts to successfully EQ the buildup. The picture above shows those values:

Frequency 1: 272.2 Hz	Bandwidth 1: 0.65	Gain 1: -5.0 dB
Frequency 2: 480.0 Hz	Bandwidth 2: 0.80	Gain 2: -2.0 dB

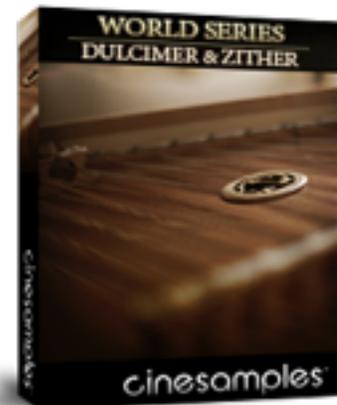
As with any effect in Kontakt, you can also bypass the EQ to compare both versions. Note that this is only a suggestion. We encourage everybody to play around with the EQ themselves to find the sound they desire. This is just meant as a general reference or guideline.

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The CS World Series: Dulcimer & Zither Crew

- Produced by Michael Barry and Michael Patti
- Project Coordinator: Anne-Kathrin Dern
- Scripted by Patrick O'Neil
- Engineer / Mixer: Tim Starnes
- Sample Editors / Kontakt Programmers: Anne Dern, DongRyun Lee
- Quality Assurance: Anne Dern, DongRyun Lee
- Recorded at Firehouse Recording Studios in Pasadena, CA

ENJOY THE CS WORLD SERIES!



For installation assistance, general questions about our products, updates, upgrades, order related questions, product activation or tech troubleshooting, please contact our customer support team via support@cinesamples.com.