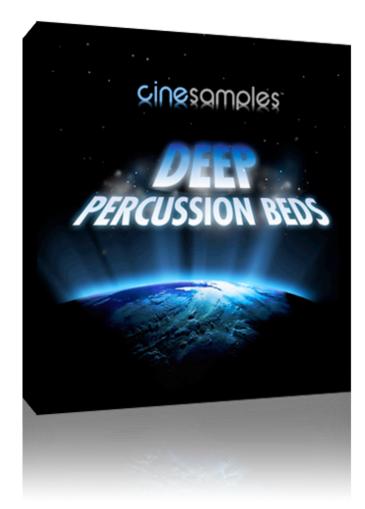CINESAMPLES
PRESENTS

CINESAMPLES
DEEP PERCUSSION BEDS

USER MANUAL AND USER AGREEMENT

Welcome to Cinesamples Deep Percussion Beds

Concepts

The problem with most percussion loops is that they sound ... well ... loopy. Usually orchestral, epic percussion loops have the habit of drawing attention to themselves. They contain so much dynamic thumping that they place themselves in front of the mix whether the composer wants them their or not. The concept of this particular library was to create loops that are devised to be the foundation of a cue, as opposed to the gleaming facade. These loops are specially designed to act as supporting structures in your music, acting as a bed from which to enhance, but not dominate, your cue.

Additionally, we have taken great lengths to create concrete musical variations. This allows your cue to grow organically, as it would with live percussionists. Each loop is constructed by four major parts: VARIATION A, VARIATION B, VARIATION C and Coda/Ending. Using VARIATION A as a starting point, each successive variation grows; adding a new layer of drums, subtracting others, filling out the rhythms, adding stereo spaced ticky-tickies, rolling to the first measure. By the time of the restatement of the opening theme it will probably be appropriate for VARIATION A to be replaced by VARIATION C, perhaps using VARIATION B in transition.

Each Variation is presented as a full mix and as grouped stems, allowing for maximum proficiency.

THE LOOPS (EACH DEMONSTRATED IN THE PREVIEW PATCH)

#	BPM	Time Signature	Loop Name	Static	Driving	Eccentric	Deep	Militaristic	Ethnic	User Notes
1	89	4/4	Soultaker	X			X			
2	134	4/4	Death of a Hero	X				X		
3	154	4/4	Cometeorites		X	X				
4	120	4/4	399	X					X	
5	149	4/4	15 Seconds to Leave		X			X		
6	157	6/4	Ram Setu	X			X			
7	120	4/4	Hour of the Wolf		X				X	
8	94	3/4	Kiss of Lilith	X					X	
9	159	11/4	Behemoth Rising		X		X			
10	109	4/4	Walls of Jericho	X			X			
11	149	4/4	Priminus Opt		X	X				
12	142	7/4	Combat Moon Universica		X	X				
13	149	5/4	Okoloko		X	X				
14	97	4/4	Spectre of the Woods	X					X	
15	90	5/8	Mistress of the Bracelets		X	X				
16	134	6/4	Rise of Shango		X			X		
17	162	3/4	Ruler of Mitnal	X			X			
18	149	9/4	Baku Eater of Dreams		X				X	
19	142	4/4	Arrival of Mahakala		X				X	

#	BPM	Time Signature	Loop Name	Static	Driving	Eccentric	Deep	Militaristic	Ethnic	User Notes
20	105	4/4	NCG1952	X			X			
21	138	6/4	2012	X			X			
22	179	4/4	Ninjas		X	X				
23	168	4/4	Return to Niflheim	X			X			
24	86	4/4	Calling 51 Pegasis	X			X			
25	111	4/4	Buried Alive	X			X			
26	160	4/4	Action Chase		X	X				
27	150	6/4	Hero Arrival	X			X			
28	150	4/4	Open March	X				X		
29	130	5/4	Tension Attack		X					
30	120	4/4	Forward Momentum		X			X		
31	145	4/4	Desert Ride		X			X		
32	93	3/4	Silent March	X			X			
33	150	4/4	Airborne Battle		X	X				
34	120	3/4	Storm		X			X		
35	130	4/4	Tri Drum							
36	165	4/4	Gun Dance		X	X				
37	140	4/4	Side Hook		X				X	
38	90	4/4	East Gate	X			X			
39	100	4/4	To War	X				X		

#	BPM	Time Signature	Loop Name	Static	Driving	Eccentric	Deep	Militaristic	Ethnic	User Notes
40	115	4/4	Market		X				X	
41	120	4/4	Slum Chase		X				X	
42	85	4/4	Heart	X					X	
43	80	4/4	Horde	X				X		
44	130	4/4	Infiltration	X			X			
45	85	6/8	Arena	X			X			
46	160	4/4	Castle		X	X				
47	150	4/4	Light Street	X				X		
48	150	4/4	Full Force	X		X				
49	160	4/4	Island		X	X				
50	160	5/4	Shadow		X	X				

Using this chart you can identify each loop by name, primary tempo and time signature. In the column marked Static/Driving you will notice an X in one of the two boxes. Static represents a grounded pattern with the strong beats of the loop lying primarily on the strong beats of the measure. A driving pattern will have some sort of forward momentum, possibly a sense of syncopation. We have classified the patterns into one or the other although, of course, there may be some sort of crossover between them.

The next group of columns contains the labels of Eccentric, Deep, Militaristic and Ethnic. Each loop will be classified as one of the four. Eccentric patterns can be described as having a sense of urgency, often employing eighth and sixteenth note patterns. Deep patterns are often represented by the lower drums; huge patterns emanating from the deepest portions of the earth. Militaristic patterns either have a march-like feel or strong snare-like characteristics. Ethnic patterns have a touch of foreignness to them.

To help you pick a loop that is appropriate for your cue, you can load the preview nki patch, which allows you to listen to the variation of each loop.

THE PATCHES

Each of the above 50 Suites of Loops has been assigned to one patch. Within each patch you will find the 3 Full Mix Variations and the Coda which will be mapped beginning at (Middle) C3 to Eb3. Consider the Coda to be just a finishing phrase for the suite - ending with a "hit and hold."

Going further up the keyboard you will find the stemmed loops, which are shown in blue in the diagram to the right. They will be grouped according to instrumentation (Low Drums, Metals, Snares). Although each member of a stemmed group is unique, we heartily recommend using only a single member at a time for the sake of clarity.

In order to ease the auditioning process, we have created a master preview patch, which can be found in the root directory. Each loop suite has been assigned to a specific key that, when triggered, will "announce" itself within the Kontakt Interface. This makes it easy, once you have found a loop suite which best fits your cue, to go grab it and add it to your cue. The menu patch is also a good way to get associated with the material for the first time. Notice that the key switches will cycle between the variations in each loop suite for further convenience.

THE INTERFACE

Each loop has been manually tuned and sliced to be synchronized with your sequencer's tempo via Kontakt. You will notice that in each patch's title information there is the original tempo for the loop as well as the master time signature. Tempo syncing is an area that is not quite perfected within Kontakt, yet

we have spent a great deal of time and effort to get the best possible results while staying completely in Kontakt. The tempo sync pulldown menu contains options for syncing in methods other than the default scheme (for example if you had the click going at a half note and needed the loop going at the pulse of a quarter note).

To the right of the GUI you will see the effects options. We have provided the interface with three effects: 3 Band EQ, Reverb, and Compression. By default, they are all in their off position, so if you choose to use these effects simply switch the power button ON (it will become white). The knobs will then display the appropriate values for the different components of the effects.

DEEP PERCUSSION BEDS TEAM

Created and Produced by Michael Barry Michael Patti

Loops Orchestrated by Daniel James Alex Pfeffer
Programed by Mario Krušelj
Interface Created by Blake Robinson

Special Thanks to Tim Starnes

USER AGREEMENT

Please carefully read the following terms which detail the license agreement. To install this library you must agree to the following terms which will become active immediately upon installation. Your license will be terminated upon violation of any of the conditions of the following agreement.

User is provided with a singular commercial license for use in commercial recordings. This license entitles this one individual to install and use DEEP PERCUSSION BEDS on up to three computers or samplers provided they are the sole owner of these devices. Cinesamples also grants the user access to simultaneously use the provided library on any of these three systems at one time. Remember that this library and its contents will remain, at all times, the copyrighted property of Cinesamples and that this library is only licensed to the said user. Certain scripting techniques used in this library may be protected by patents in this company's name.

In no situation may any of the content of this library be resold or repackaged in ANY form. This library may not be distributed by any method or device other then Cinesamples or an authorized Cinesamples dealer.

Upon online checkout Cinesamples will provide you with a personal serial number which will be used to activate your installation application.

During the installation process this number will be embedded into all files used by the library. It is important to keep your serial number and files secure at all times as the content of your library will be directly traceable to you. This license may not be transferred to any other user. It is the sole responsibility and risk of the user to engage in this license agreement. Cinesamples will not be responsible for any damages or losses caused by the use or misuse of this library in any form. All violations or acts of piracy will be swiftly prosecuted to the fullest extent of the law. Allies of our company are everywhere, speak every language, and constantly monitor all channels of distribution. Help us help you! By agreeing to these terms we promise to continue to release future reasonably priced, niche libraries. If you have witnessed any violation of these terms please contact admin@cinesamples.com.