

audiowiesel

# **HAMMERED ACOUSTIC GUITAR**

produced by Frank Herrlinger and Daniel Szwedek

Manual

[www.audiowiesel.com](http://www.audiowiesel.com)

## About Hammered Acoustic Guitar

First of all, we would like to thank you for your interest in our very first official sample library called 'Hammered Acoustic Guitar' (HAG).

The idea of this sample project was born in November 2011. We came together to record some unique and powerful sounds using an Ibanez AE guitar which we "played" with wooden drum sticks and brushes. The whole concept was about creating a unique custom virtual instrument for our own private use. Since then, we have spent an enormous amount of time and effort to incorporate lots of cool features in order to make it fun to play in an easy way. There are three different versions of HAG available:

### 1) Hammered Acoustic Guitar (Core)

We experimented a lot and after many different approaches of processing and manipulating the original audio data we are glad to announce that you not only get the main sounds of this instrument (sticks and brushes) but also our special 'Dirty Slam Hits' (FX processed and distorted string hits). This was not intended to be included in the current version but there you go!

### 2) Hammered Acoustic Guitar (Percussion & FX)

This is a an unique collection of percussive sounds and effect recordings. Obviously, all sounds are created using the same acoustic guitar. Some of the samples are heavily processed but thanks to our 'morphing feature' you are able to play dry sounds as well – if you wish so.

### 3) Hammered Acoustic Guitar (Full)

This version includes both packages, 'Core' as well as 'Percussion & FX'. Simply said, you get everything!

We really hope that you have lots of fun and great results with our custom library. If so, please share your work with us and the public and talk about HAG with your friends.

We do what we love!

Yours,  
audiowiesel

## **Credits**

### **Produced by audiowiesel.com**

Frank Herrlinger & Daniel Szwedek

### **Recordings, Engineering & Editing**

Frank Herrlinger

Daniel Szwedek

Markus Illko

### **Concept, Scripting & Mapping**

Frank Herrlinger

Daniel Szwedek

### **Graphics & GUI design**

Ryo Ishido

Daniel Szwedek

Frank Herrlinger

### **Logo design**

Sabine-Beatrix Bauer

**Special thanks go to our great friends and all beta testers!**

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## Installation

In order to use HAG you have to have the full version of Native Instruments' Kontakt 5.1 (or higher). This library does not work with the free Kontakt Player.

To install HAG simply extract the compressed file to your preferred folder. Please don't change the original folder structure inside the archive since this will lead to errors concerning the GUI or "files not found" messages in Kontakt.

For Windows users:

<http://www.win-rar.com/download.html>

For Mac users (OSX):

<http://www.unrarx.com/>

In order to give you a short and quick overview of HAG, here are some features we would like to point out to you:

- up to 9x round robin per note per velocity (Core)
- up to 7 velocity layers (Core)
- ensemble function with up to 4 guitars at the same time (Core)
- morphing feature included in percussion patches (Percussion & FX)
- 4 tonal fx patches (Percussion & FX)  
[1 /w 16 ambiences, 3 /w random detune function]
- size Core content: 1.2 GB Kontakt .ncw format
- size Percussion & FX: 1.2 GB Kontakt .ncw format
- sample resolution: 44,1kHz / 24bit stereo

For a detailed description of every patch, please proceed to the corresponding section in this manual.

## Patch List

### HAG Percussion & FX Library

#### Percussion Patches

Perc - 00 - MASTER Ens. MW  
Perc - 01 - Low Drum1 MW  
Perc - 02 - Low Drum2 MW  
Perc - 03 - Mid Drum MW  
Perc - 04 - Metal MW  
Perc - 05 - Nails MW  
Perc - 06 - Bongo MW  
Perc - 07 - Wood MW  
Perc - 08 - Brush MW  
Perc - 09 - Swish MW  
Perc - 10 - Hihat1 MW  
Perc - 11 - Hihat2 MW  
Perc - 12 - Saw MW

#### FX Patches

##### HITS

FX - 01 - Bend Hits MW  
FX - 02 - Dungeon Hits MW  
FX - 03 - Rattle Bends MW  
FX - 04 - Rattle Hits (full) MW  
FX - 05 - Rattle Hits (low) MW  
FX - 06 - Rattle Hits (strings) MW  
FX - 07 - Slam Hits MW  
FX - 08 - Reverse Slam Hits MW  
FX - 09 - Combined Blasts MW

##### UP-DOWNERS

FX - 10 - Mangled Up-Downers MW  
FX - 11 - Mangled Up-Downers (Gritty) MW  
FX - 12 - Mangled Downers MW  
FX - 13 - Mangled Downers (Gritty) MW  
FX - 14 - Mangled Bends MW

##### AMBIENCES / TONAL

FX - 15 - Ambiences & Pads KS MW  
FX - 16 - Darkness (full) MW  
FX - 17 - Darkness (amb) MW  
FX - 18 - Darkness (sub) MW  
FX - 19 - Short Drones MW  
FX - 20 - Lost Pings (Tonal) MW  
FX - 21 - Bell Ambience (Tonal) MW  
FX - 22 - Plucked (Tonal) MW

### HAG Core Library

#### Core Patches

Core Master  
(including the following presets ...  
Sticks, Mellow Sticks,  
Brushes, Mellow Brushes,  
4 factory ensemble presets,  
4 user presets)  
Dirty Slam Hits MW  
Core - Baroque Pad 1 & 2  
Core - Grunged Bass 1 & 2  
Core - Highlands Ensemble 1 & 2  
Core - Highlands Ensemble (Magic)

##### SOUND DESIGN

FX - 23 - High Riser MW  
FX - 24 - Arising Shadows MW  
FX - 25 - Up in the Air MW  
FX - 26 - Don't turn around MW  
FX - 27 - Glorious Thunder MW  
FX - 28 - Impacts long MW  
FX - 29 - Impact Hits MW  
FX - 30 - Supernova MW  
FX - 31 - Visions MW

## Core Library

### Brushes & Sticks (normal and mellow)

Those two presets are identical in their structure and can be described as main patches. These twins offer a wide dynamic range (up to 7 velocity layers) and up to 9x round robin. These sounds are great for harmonic rhythms as well as accents or melodic lines. The mellow presets give you a more intimate sound which is very suitable for a piano-esque playing.

### Ensemble Presets

These are combinations of Brushes & Sticks sounds. You can create wide stereo images with the internal mixer and its 4 channel strips.

### Dirty Slam Hits MW

Hard hits which are mangled and distorted in order to achieve an aggressive sound with its own character. This patch is great for accents, song entries or just to add a little bit of dirt to your production.

Note: Be careful with low sound material. Have an eye on your volume meter before you hit any key so your ears and your equipment don't take any damage.

## Master Patch

### Menu Navigation

The buttons menu consists of the two switches “**Presets**” and “**Mixer**” as well as the four **LEDs** in the middle. Each LED brings to the settings page of a dedicated guitar (2x sticks, 2x brushes).



*Preset Page*

Note: The “**Save**” button saves all settings in all 4 guitars as well as the mixer settings. Hit the button first (it starts blinking) and select your user preset slot. It will stop blinking and all settings are saved to that slot. Previous settings will be overwritten.



The following picture shows the settings page of the first channel (which is Sticks1).



*Settings Page*

"*modern*": This button switches between a soundscape with character to it and another one which is tuned to perfect pitch (modern).

"*mellow*": This changes the dynamic range of the selected guitar. Use "mellow" to decrease the dynamic range for a more piano-esque performance.

"*LPF*": Low-pass filter to cut off the high end.

"*rel. vol*": Volume of release samples

"*magic vol*": This adds something special to the sound, more depth and timbre, especially in the high register.

"*A,D,R*": Attack, Decay and Release

"*transpose*": 1 octave down or 1 octave up

"low, mid, high": Gains knobs for equalization

"select string": This slider gives you control over the sound source used for playback. 'Standard' is the default mode, but you can choose separate strings or complete randomness as well.



*Mixer Page*

This is a quick overview of the in-built **mixer** section. Next to all standard functions you can even choose dedicated Kontakt outputs for each guitar to apply individual effects to each guitar.

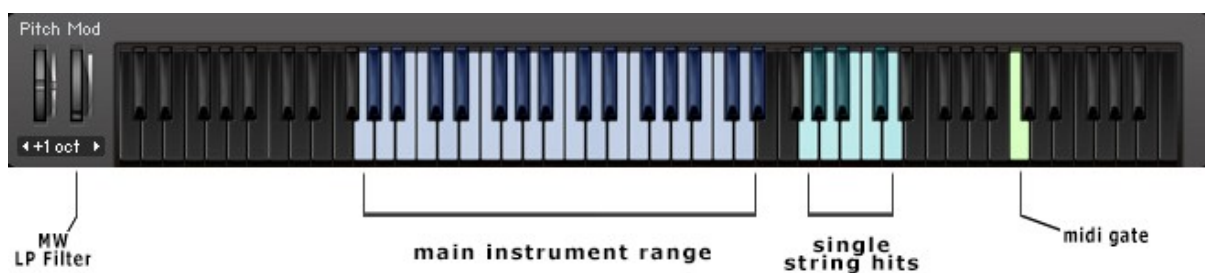
## Dirty Slam Hits MW

This is our bonus patch to the Core content. The sound is heavily processed and the mapping gives you different options to incorporate these samples into your tracks. The “MW” in the patch name stands for “modwheel” and indicates that there is a function assigned to the modwheel. Be sure to check it out!



*Main Page*

“string hits vol.”: This slider only affects the volume of the ensemble hit sounds mapped to the blue keys. This is an additional layer to the distorted main sound.



The green key on the right side is a **midi gate**. By pressing and releasing this key in combination with other keys you can create a nice stutter effect.



*Settings Page*

On the other page you find a **3-band parametric equalizer**. Switch through the bands by clicking on the LEDs in the middle of the knobs.

## Percussion & Fx Library

### Percussion Section

This section is all about **percussive sounds created with our acoustic guitar**. The master ensemble patch lets you play all sounds in one go and it is a nice overview of what is included. All sounds use 9x round robin and are velocity-sensitive.

The single sound patches are intended to give you much more control over pitch, tune and effects. Be sure to check out the **modwheel** on all patches since they add a nice **space** to the main sound. Our special feature in this section is the **morphing slider**, don't miss it!

### FX Section

We all know that it is lots of fun to add FX sounds to our tracks. That is exactly the reason why we have created this section. Moreover, it's perfectly suitable for sound design, too. Like all percussion patches, the **modwheel adds space** to the main sounds, so be sure to make use of this function.

We have included several hits, bends, downers and also **some tonal patches** with a cool **"play-it-out-of-tune" slider**. This way you really can create some horror atmospheres very easily.

A special note should be made to the **"Ambiences & Pads" patch**. This is a collection of **16 different sounds** which are **accessible via key switches**. For a detailed description of all patches please refer to the corresponding section in this manual.

Note: Be careful with low sound material. Have an eye on your volume meter before you hit any key so your ears and your equipment don't take any damage.



## Percussion Section

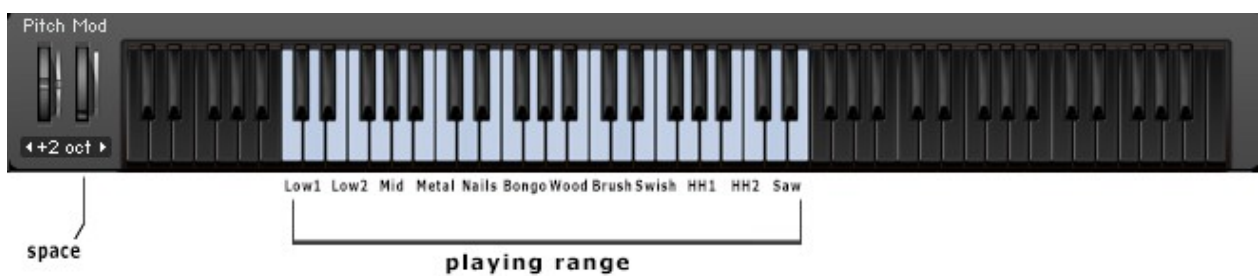
### Percussion Master Patch MW

By using the **morphing slider** you have the option of introducing another unique sound layer to each of the main sounds. This function can also be controlled by using midi CC#11 (expression).



*Main Page*

All other controls are already explained in the section about Core.



For a better playing performance, each sound is mapped to two white keys. Low sounds can be found on the left side of the keyboard and they increase in frequency as you move on to the right side.

Next to the regular EQ on the settings page you will find another control which lets you define the **range of your pitch bend wheel**. The max value is two octaves (12 semitones down, 12 semitones up).

## Percussion Single Patches MW

The single patches can be regarded as an extension to the percussion master patch. All functions are identical, but you have much more control over each sound (e.g. amount of space using the modwheel, amount of morphing using CC#11, settings for volume, pan and pitch). Each single patch contains of two keys colored in cyan and some more in blue.



The cyan keys give you the same sound as found in the master patch. Again, two cyan keys are used for better playability. Hitting on the blue keys pitches the sound up- or downwards; depending on the direction you are moving.

Feel free to combine different single patches with the master patch in order to find your personal taste of sound.

## FX Section

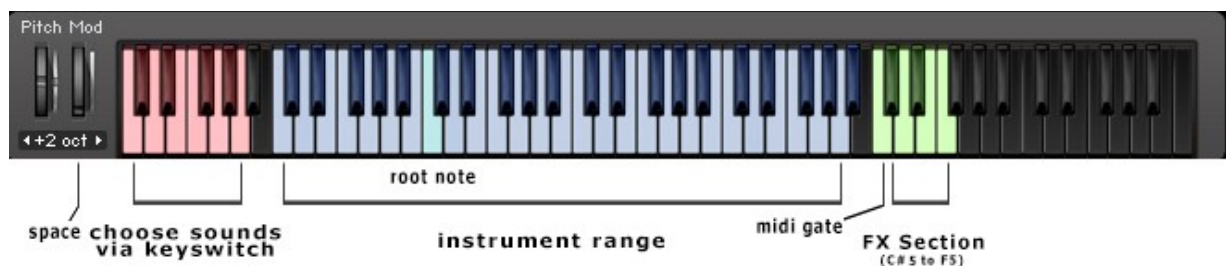
### FX Hits MW, FX Up-Downers MW

Most of the FX patches use the same structure, so it will be easy to get the hang of it. Hits and atonal sounds can be chopped using the **midi gate function** (press and release C5 on your keyboard). In order to control the density of this pulse, use the slider on the main page.



*Main Page*

The following picture gives you a quick overview of the mapping.





At the bottom of Kontakt's keyboard you see red-colored keyswitches which let you navigate through different sounds.

Note: The selected sound (via red keyswitches) and the state of FX keys (green = effect is turned off; yellow = effect is turned on) are saved with your project.

In case the settings of the FXs don't satisfy your needs, use the wrench icon and go inside the instrument. FXs are located in groups, on busses or on an instrument level. Simply make the change of the desired setting there and re-save the instrument (using a new patch name).

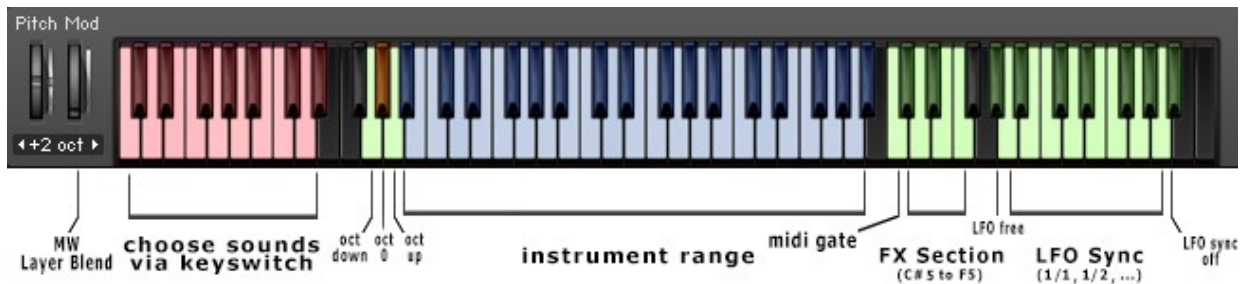
## FX Ambiences & Pads KS MW

You will discover **16 different ambience sounds** via keyswitch. Use them as pads, bass sounds, or drones. The integrated **free LFO and midi LFO** (synced to your host tempo) really makes it easy to create some nice rhythmical pulses.



*Main Page (Ambiences & Pads)*

This patch differs a little bit from the others and therefore it is explained separately. Don't be put off by the mapping, it may look a little bit wild, but once you know each function, it gives you total playability.



As usual, the red keys move through different sounds; be sure to check out all of them. Next comes our transpose function for switching easily through wide ranges. The selected key becomes yellow.

G1 = transposes the sound of all blue keys down an octave

Ab1 = no transposition

A1 = transposes the sound of all blue keys up an octave

Above the midi gate function and the FX keys, you see all necessary keys to make use of the tempo-synced midi LFO. This feature is based on midi data only so it works right away by pressing the corresponding keys. You'll notice that this function stays turned on until you press the release key, which is the highest of the green key (Bb6). This also resets the midi gate function at the same time.

Note: In case your midi notes are not quantized to the grid, the midi LFO synchronizes every 16<sup>th</sup> note automatically. This is also true when changing sync patterns during playback. But for better results we recommend quantizing.

In case you want to use the free LFO, you have to turn it on first by clicking on the red LED on the main page or by pressing Ab5 on your keyboard. The knob located on the left side of the main page controls the frequency of the free LFO (this function can also be accessed by using midi CC#11).

The density slider in this patch is multi-functional. It controls several things at the same time (density in free LFO, density in tempo-synced LFO and density in midi gate function).

The LFO width slider only applies to the free LFO.

## FX Tonal MW

Some patches contain the extension '(Tonal)' in their file name. These patches have a special feature, that is '**random detune**'.

We did not make it totally random since this would lead into results which can't be reproduced. Here is what we did: Imagine the slider to be divided into three equal parts. The first part follows a mathematical equation to detune the notes and so does the second part. The last part really brings in randomness. So keep in mind: If you care about having the same result every playback don't use the third part of the slider! Or in other words: If you want to bring some chaos to your tracks, use it to its maximum!



*Mapping (FX Tonal patches)*

On top of the playable range you will find the FX keys colored in green, they are set up exactly the same way in all FX patches.

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and we want to share it with you!