Antidrum 3 is a mighty compendium of experimental multi-sampled percussion, melodic sustaining and special effects instruments, created from a vast catalogue of field recordings, found sounds, prepared objects, unique surfaces and noisy contraptions. It's an extraordinarily powerful toolbox of musical paint, spanning a full spectrum with everything from rich bass tones and boomers to tight clicks, clacks, zings, clanks and zips. But don't let the name fool you — Antidrum 3 covers much more than just percussive content. We've captured electronics, tonally resonant surfaces, alarms, appliances, electric toothbrushes, elevators, cattle, giant plate glass windows and all manner of other things to get some awesome melody-making sonic flavors as well. We captured each of these sounds over a 3-year period throughout our many travels around California and Texas, picking up everything from the mundane yet startlingly musical things you'd find around the house to unique one-of-a-kind sounds we discovered out in the field. Open your mind and this library can take you anywhere you want to go.

The library comes equipped with flexible control features, like attack, release, transient offset, dynamic swelling, filter sweep and a robust Arpeggiator system that provides a full range of custom pattern generation options. There's also a complete DSP effects rack, including convolution reverb with dozens of unique spaces, such as cathedrals, churches, halls, bunkers, garages, tunnels, chambers, rooms and plenty of otherworldly FX impulses to fully explore and endless variety of strange and unexpected sonic manipulations.

Here's just a rough list of the kinds of playable instrument sound banks you'll find in Antidrum 3: aluminum pipes tones, barbed wire plucks, bathroom percussion, recording studio construction sounds, office chairs, assorted furniture, cows, sewer drain pipe impacts, drum circle loops and strikes, elevator sounds, fire extinguisher percussion, metal fence percussion and dramatic effects, firework booms, parking garage percussion and effects, hotel room sounds, metal clangs, scrapes and taps of all shapes and sizes, microwave ovens, playground stomps, toys, tape, windows, doors and tons of sound designed boomers, stingers, impacts, effects, sustaining pads, leads and atmospheres all from the raw organic Antidrm 3 source material. It contains 4221 samples, over 3GB of high quality content and 24 master presets for Kontakt, each with key-switchable menu selection from a range of different sound bank options for each main category. The creative possibilities are endless!

Antidrum 3

SOUNDIRON

SOUNDIRON
ANTIDRUM 3

- 24 powerful open-format Kontakt .nki instrument presets
- 4221 Samples
- 3.3 GB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- Exotic and Experimental Tuned Percussion, Melodic Leads, Impact Percussion and Effects
- Sound Designed Pads, Stingers, Boomers, Soundscapes and Atmospheres
- Convolution reverb with a variety of different room, hall and special effect acoustic environments.

Note: The full version of Kontakt 5.1 or later is required for all Kontakt presets in this library. The free Kontakt "Player" and Libraries rack do not support this library.

CREDITS

Recording
Mike Peaslee, Gregg Stephens, Spencer Nunamaker, Chris Marshall

Editing & Programming
Spencer Nunamaker, Gregg Stephens, Mike Peaslee

Sound Design
Spencer Nunamaker, Mike Peaslee & Gregg Stephens

Systems Design & Scripting
Chris Marshall
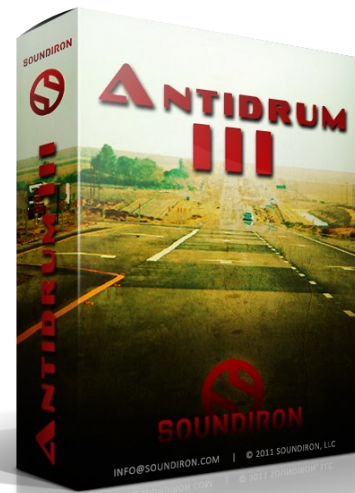
UI Design and Artwork
Chris Marshall and Mike Peaslee

Photography
Gregg Stephens

Documentation
Mike Peaslee

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Format

All of the sample content is included as standard open PCM wav files to allow you easy access to manipulate, reprogram and customize the sounds however you wish.

If you wish to use the optional Kontakt "nki" instrument presets, you'll need to own the full retail version of Native Instruments Kontakt 5.1.0 or later. Please be aware that the free Kontakt "Player" is not a full retail version of Kontakt and does not support this library. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

Fidelity

This library was recorded in a number of different indoor and outdoor environments, out in the elements and often in uncontrolled conditions. You may hear ambient noises, such as wind, wildlife, creaks, thuds, cracks and roomtone in the background in some samples, depending on the recording location and subject matter being recorded. Our goal is to preserve and accentuate the natural human qualities in our instruments without overly sterilizing the recordings.

System Requirements

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 3GB of system ram, a multi-core cpu and a 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some machines.

Download

We provide the Continuata Connect download manager to offer high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You may also need to add special permissions to your security software for the downloader, if it blocks applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is <u>fully</u> complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

Don't move, rename, delete or modify <u>any</u> of the files or folders created during the download until after you see the status message for all files in your download queue display the word "**INSTALLED**". Please don't close the downloader while it's actively downloading, unless you press the pause button first. To resume downloading, press the Resume button. If you need to resume downloading after closing the downloader, run it again and enter your code and press Download again. Then select the same download/installation location on your computer that you chose originally.

If the downloader reports a DL Error or Install Error, it will automatically try to download the file again until it successfully downloads and verifies all the data it needs. It's best to allow it to finish the process before trying to move or access the library data. Please see your download email for more detailed instructions.

If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code. Or, if you used the downloader originally, but you need to re-install the library manually for any reason at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library. Please note that Stuffit Expander and Winzip do not support many types of common rar files.

Kontakt Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files, Quick Load or Database tabs in the Kontakt Browser, or through the main File load/save menu. Launch Kontakt as a virtual instrument plugin inside your host sequencer or in stand-alone mode.

Please allow any current preset to finish loading completely before loading a new one. You can't use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view. The "Add-Library" function does not support this product or any other open-format Kontakt library. This library doesn't require any special activation process.

KONTAKT INTERFACE (PERCUSSION & SUSTAINS)

The Kontakt presets contain a variety of customizable control settings. To view the playable key range of the currently loaded set of samples, click Kontakt's keyboard display button at the top of the main Kontakt program window. The playable range is colored Blue on the keyboard. Key-switches are colored red. To assign any knob, button or menu to a midi CC, right-click on the knob or on the menu's label and select "Learn MIDI CC# Automation". Then move your desired midi controller to assign it. To assign the control to a host automation ID, use the "Auto" automation routing window in the left side Kontakt browser area to drag-drop an automation routing number onto the control you wish to assign it to.

Attack - (CC 74)
This controls the attack envelope shape, allowing you to soften note transients.

Release - (CC76)
This controls the release fade-out time. Lower settings shorten the sound, while higher settings allow sounds to ring out longer.

Edge - (CC78)
This sets the amount of start time offset, allowing you to move the sample start position later into the sound. Use it to sharpen transients or create glitchy sounds, in conjunction with different Attack settings.

Filter - (CC71)
This smoothly adjusts the low-pass filter cut-off frequency and resonance.

Vibrato - (CC72)
This knob adds simulated vibrato pulsing.

Swell - (CC73)
This knob controls dynamics, allowing you to smoothly crescendo and decrescendo note playback volume.

SOUND Menu
This menu lets you select from the available kits or sounds included in each preset. When a kit or sound set is selected from the menu, you can see the active sample trigger keys displayed in **Blue** in Kontakt's internal keyboard display window.

You can also change the currently selected kit or sound bank by using the **Red** keyswitches, located at the bottom of the midi key range while Kontakt's keyboard window is open. You can also use midi or host automation assignments to automate menu item selection in real-time, by right-clicking the "Sound" label or dragging a host automation ID onto it from the "Auto" browser window on the left side of Kontakt.

IMPULSE Menu
This menu lets you selection any of the available room, hall, environmental and special FX convolution impulse response files to process the sound with. This library contains 30 different impulse options. When "None" is selected, the effect is bypassed. Due to the way impulses must be loaded, this menu can't be automated.

ARP (Arpeggiator System)
The Arp function menu, Velocity Table Pop-Up button and Note Length menu all control the integrated arpeggiation system. You'll find more info about the ARP system on the next page. **(Continued on page 5)**
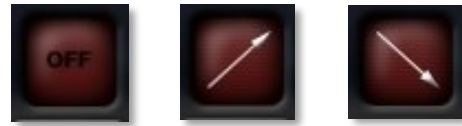
ARPEGGIATOR

The Kontakt presets include a dynamic arpeggiation system with a number of different playback options.

ARP Direction Selector Menu

This menu turns on the Arpeggiator and selects the pattern you want the Arpeggiator to cycle through. When a pattern is selected, the instrument with cycle through all notes that are held down according to the chosen pattern. This menu can be assigned to midi CC automation by right-clicking on the menu's label.

- **Off** - Turns off arpeggiation completely.
- **Up** - Cycles up through the notes, from lowest to highest.
- **Down** - Cycles down from highest to lowest.
- **Up-Down** - Cycles up and down, from lowest to highest and back down again.
- **Down-Up** - Cycles down and up, from highest to lowest and back up again.
- **EZ-Roll** - Repeats all held notes together simultaneously.
- **Random** - Randomizes note selection between any currently held notes.
- **As-Played** - Plays through the notes in the order they were originally played.
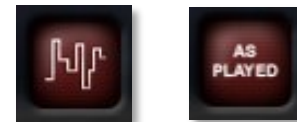

Off   Up   Down

Up-Down   Down-Up   EZ Roll

Random   As Played

Note Length Selector Menu

This menu sets the duration of each arpeggiated note. Each new note in the arpeggiation will begin after the previous one ends, so smaller note lengths equal faster arpeggiations. This menu can be assigned to midi CC automation by right-clicking on the menu's label.
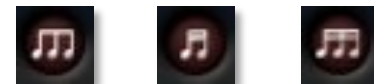
- Quarter Note
- Triplet
- 8th Note
- 8th Note Triplet
- 16th Note
- 16th Note Triplet
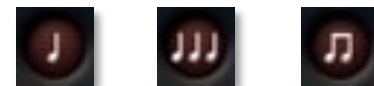
Quarter   Triplet   8th

8th Triplet   16th   16th Triplet

Velocity Graph On/Off Button

Pressing this button will enable the Velocity Step Sequencer and display the Sequencer window on the left side of the GUI. When turned on, the velocity/volume of each arpeggiated note will follow the step sequence drawn on the graph. When turned off, arpeggiated notes will use your originally played velocities.

Velocity Graph On/Off

Mode

This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely.

- **Normal** sets it to run the arpeggiation only while a note is being held down, cycling through all held notes.

- **Hold** this mode will continuously sustain the arpeggiation pattern until a new key or chord is played, at which point the arpeggiation will switch to the new notes you've pressed.

- **Hold +-** this mode will continuously sustain the arpeggiation, with the ability to add and remove notes from the pattern. To add a note, play any key. To remove that note from the pattern, simply press that same note again.

Normal
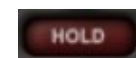
Hold
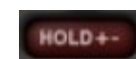
Hold + -

Step Sequencer Table

Use this graph to draw midi note velocities for the arpeggiation being played. Each note played will advance the step sequencer by one and it will loop back around when it reaches the end. Use the Number field to the left of it to add or subtract the number of steps.
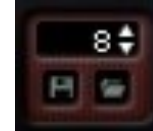

Velocity Graph

Number Of Steps

Use the Up or Down arrow buttons or type in the number of steps you want the Step Sequencer Table to cycle through.

Number Of Steps

Save   Load

Save Table Sequence

Save your custom sequences as nkp presets by pressing this disk icon button. Then use the browser window to select the location you wish to save your preset to. We recommend using the "Data" folder.

Load Table Sequence

Load your previously saved custom step sequences (nkp presets) by pressing this folder icon button. Then use the browser window to locate your previously saved presets

KEYSWITCHES
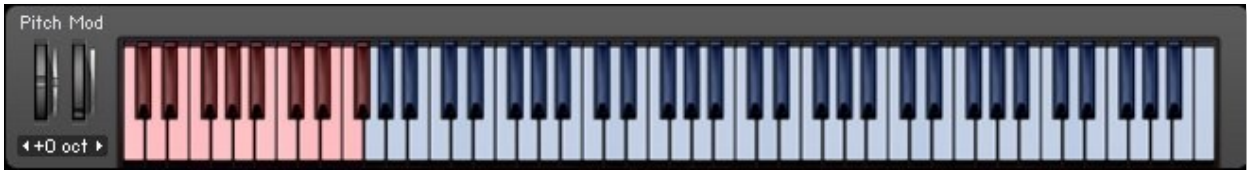
You can change the Sound menu selection by using midi key-switches. Simply play the lowest midi keys to switch between different Sound menu items. One key is assigned to each menu item. Open Kontakt's keyboard display window to see the active key-range of each Sound menu item (**BLUE keys)** and the Sound menu item selection key-switches (**RED keys)**.

To open the keyboard window, press the "**Keyb**" button in the main Kontakt header bar.

KONTAKT INSTRUMENT PRESETS

All Percussion Metallic.nki

This master preset puts nearly all of the metallic percussion sounds in this library into one easy-to-play ensemble percussion bank, with a unique percussion sound set for each key. Each sound has up to 12 round robin variations and up to 5 velocity layers each. There are enough unique sounds here to more than fill an 88-key range, so use your DAW's piano roll editor or your midi controller's transposition settings to reach everything.

All Percussion Jalopy.nki

This master preset puts nearly all of the esoteric non-metal percussion sounds in this library into one easy-to-play ensemble percussion bank, with a unique percussion sound set for each key. Each sound has up to 12 round robin variations and up to 5 velocity layers each. There are enough unique sounds here to more than fill an 88-key range, so use your DAW's piano roll editor or your midi controller's transposition settings to reach everything.

Aluminum Tube.nki

This preset includes all of the different tuned and untuned instruments we created with a large diameter aluminum tube. It has a warm, bass-heavy tone when played down low and a clear, crystalline sound in the higher registers. Use the Sound menu to select from any of the 7 unique tuned percussion sets. The final menu item arranges all of them together as an untuned percussion bank.

7

Ambient Antecedence.nki

20 distinct ambient pads, sustains, soundscapes and drones created with the help of our proprietary sound design techniques from the raw acoustic library source recordings. The first 20 Sound menu choices provide you pitched/tuned chromatic playablity for each ambiences. The final menu item arranges all of them together as an untuned atmospheric bank.

Ambient Deepstone.nki

15 distinct ambient pads, sustains, soundscapes and drones created with the help of our proprietary sound design techniques from the raw acoustic library source recordings. The first 15 Sound menu choices provide you pitched/tuned chromatic playablity for each ambiences. The final menu item arranges all of them together as an untuned atmospheric bank.

Barbed Wire.nki

This preset includes all of the different tuned and untuned instruments we created with barbed wire fencing in a remote nature preserve. They have a twangy, punchy, discordant and dark quality. Use the Sound menu to select from any of the 7 unique tuned percussion sets. The final menu item arranges all of them together as an untuned percussion bank.

Bathroom.nki

Everything from drips to toothbrushes, arranged in percussive and sustaining instruments that are actually quite musical in their own way. There are 9 individual sound options and a combined sound bank to choose from.

Boomers & Stingers.nki

This powerful collection of sound designed trailer and cinematic effects is perfect for hybrid scoring, game sound design, heavy duty drum tracks and anywhere you need ass-kicking power and drama to shine through in your mix. Each sound set is created in unorthodox ways from our source recordings to give them a unique and nuanced character, but they hit hard. You'll find boomers, stingers, thunderous roars and tons of different bass kicks and slams.

Chair.nki

Recorded with large executive office chars, this bank covers thuds, thumps, squeaks, creaks, screeches and rattles, arranged in percussive sets and single-shot effects arrays, plus an all-in-one menu option.

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Drainpipe Hit.nki

These are 3 different large steel tunnel impact recordings, captured inside a storm drain culvert pipe. The 4th menu option combines them all into a single untuned ensemble bank.

Fire Extinguisher.nki

These are 5 different metal fire extinguisher taps, grabs, impacts and rattles, set up as tuned percussion. The final menu option combines them all into a single untuned metal percussion ensemble bank.

Garage.nki

These are 6 different metal and door percussion sets recorded inside garages and parking structure. The final menu option combines them all into a single untuned percussion ensemble bank.

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SOUNDIRON

Gates.nki

This preset includes all of the different tuned and untuned instruments we created from metal gates in a remote nature preserve. They have a resonant, bassy, clangy and dark quality. Use the Sound menu to select from any of the 9 unique tuned percussion sets or the single-shot long effects bank. The "All" menu item arranges all of the sound sets together into a combined metal percussion bank.

Kautron.nki

This set of instruments was literally created from cow and calf recordings, plus tons of effects and sound design tricks, to build a terrifyingly powerful collection of cinematic trailer effects, hard-hitting bass synths and organic synth pads. Don't let the humble origins of these sounds fool you — these sounds kick ass.

Metal Clangs.nki

This preset includes lots of unique tuned and untuned metal instruments captured from a variety of different objects, surfaces and environments. Use the Sound menu to select from any of the 14 tuned percussion sets. The final menu item arranges all of them together as an untuned percussion bank.

Metal Scrapes & Taps.nki

This preset includes lots of unique tuned and untuned single-shot effects and percussive metal instruments captured from a variety of different objects, surfaces and environments. Use the Sound menu to select from any of the 15 tuned percussion sets. The final menu item arranges all of them together as an untuned percussion bank.

Microwave.nki

Microwave oven beeps (looping sustains and staccatos), running drones, door opens and door closes. The beeps have been prepared to function as cool "organic synth" leads, excellent for EDM, glitch and retro. They have a surprisingly rich tone and great playability, with lots of round robin variation. Use the Sound menu to select from any of the 11 tuned percussion sets and sustaining or staccato leads. The final menu item arranges all of them together as an untuned percussion bank.

Miscellaneous.nki

This preset has all sorts of odds and ends that really don't fit neatly into any other category. You'll find things like plucky pings, foot stomps, squeaky toys, tape rips, firework booms, plastic wobbles, elevator and urban drones, drum circles, massive stone boulder smashes and debris sounds, shouts and more. Use the Sound menu to select from any of the 16 tuned percussion, sustain and single-shot effect sets.

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Ottoman.nki

This is a metal-framed ottoman foot bench with a great resonating tuned metallic percussion tone, played with sticks and mallets. It has 14 tuned percussion sound sets available to choose from and an all-in-one final Sound menu item that puts them all together into an untuned metal impact percussion array.

Scaffolding Close.nki

This is a 20 foot tall construction scaffolding made of steel and aluminum. We climbed up, on, in, under and around it from top to bottom with sticks and mallets to get a massive variety of metal percussion sound sets. This preset captures the sounds at a very close proximity, for detail and clarity. There are 26 sets to choose from, plus an All combo percussion option to play them all together as an untuned impact percussion ensemble.

Scaffolding Far.nki

This is a 20 foot tall construction scaffolding made of steel and aluminum. We climbed up, on, in, under and around it from top to bottom with sticks and mallets to get a massive variety of metal percussion sound sets. This preset captures the sounds from an elevator position about 15' away from the scaffolding, in a large, high vaulted and reverberant indoor space. There are 26 sets to choose from, plus an All combo percussion option to play them all together as an untuned impact percussion ensemble.

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Studio Construction.nki

This is a hodgepodge of construction sounds we recorded during the building of our custom studio. We've got lots of nailgun bangs, power tools and compressors, thuds, bangs, impacts and all sorts of other cacophony. There are 25 different playable sound sets and effects arrays to choose from.

Window.nki

We recorded bassy, resonant mallet rubs, tabs, scrapes, knocks and other effects on car windows and other solid glass surfaces of all kinds, with 17 different sound sets to choose from and an all-in-one combo to play them all together as an untuned percussion bank.

Wood.nki

This preset offers wooden objects and surfaces of all different kinds and recorded in all sorts of locations, played with hands, sticks and mallets. There are 10 tuned and impact percussion sound sets and one combined all-in-one untuned percussion ensemble set.

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DSP EFFECTS RACK

The FX Rack tab contains our advanced, flexible FX Rack that integrates many of Kontakt's built-in effects. The following section describes all of the available effects. The FX Rack is accessible in all presets by clicking on the UI tab at the bottom of the instrument labeled "**FX Rack**."

EFFECT TYPES & CONTROLS

MOD MULTI-FX

The Mod FX module features Chorus, Flanger and Phaser.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down menu to select the active effect.

Rate - This knob controls the Rate of the selected effect.

Feedback - This knob (not available in Chorus mode) control the amount of feedback for the active effect.

Phase - This knob controls the Phase of the active effect.

Depth - This knob controls the depth (intensity) of the selected effect.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but

DYNAMICS (COMPRESSOR)

The Dynamics FX module is a configurable compressor.

Power Button - Toggles the effect on and off.

Threshold - This knob controls the volume threshold of the compressor.

Ratio - This knob controls the ratio of the compressor. The value is displayed to the right.

Attack - This knob controls the attack time of the compressor.

Release - This knob controls the release time of the compressor.

Makeup - This knob controls the makeup of the compressor.

DRIVE (DISTORTION)

The Drive FX module features a variety of distortion types: Distortion, Skreamer, Tape Saturator and De-Rez effect (Lo-Fi).

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down menu to select the active distortion effect.

Drive - This knob controls the amount of the distortion effect.

Volume - This knob controls the output level of the distortion effect.

Degrade - This knob (only available in De-Rez mode) controls the amount of bit crushing and sample rate reduction that the Lo-Fi effect applies.

Lows - This knob (when available) controls the level of low (bass) frequencies.

Highs - This knob (when available) controls the level of high (treble) frequencies.

Tone - This knob (only in Skreamer mode) controls the tone level of the Skreamer effect.

AMP SIMULATOR

The Amp FX module is a configurable amp simulation effect. It includes the "Twang" and new "Jump" amp simulators.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down to select between the available amp types: twang and jump.

Volume - This knob controls the volume output level of the amp simulator.

Drive - This knob controls the amount of extra gain on the amp simulator.

Lows - This knob controls gain of low (bass) frequencies.

Mids - This knob controls the gain of mid-level frequencies.

Highs - This knob controls the gain of high (treble) frequencies.

Boost Button - This button (only available in the Jump amp sim) toggles Hi Gain mode on and off. The Volume is adjusted -9dB when activated to maintain relative volume while increasing the drive.

Presence - This knob (only available in the Jump amp) adjusts the presence of the effect.

SPEAKER CAB SIMULATOR

The Cab FX module is a configurable cabinet (speaker) simulation effect.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down to select between the available cabinet types including the Rotator cabinet effect.

Volume - This knob controls the volume output level of the cabinet sim.

Air - This knob controls the amount of the "Air" in the cabinet effect, simulating distance between the virtual microphone and speaker cabinet.

Size - This knob controls size of cabinet effect, effectively the dimensions of the simulated speaker.

Fast Button - This button (available only with the Rotator cabinet type) toggles the rotation effect of the cabinet from slow to fast.

CONVOLUTION REVERB

The Reverb FX module allows users to load reverb impulses to simulated real-world spaces or effects.

Power Button - Toggles the effect on and off.

Custom Button - Turning this "On" bypasses the our built-in impulses so you can save presets with your own impulses in the Insert FX module through Kontakt's Editor view.

FX Menu - This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

Rooms Menu - This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.

Lo Pass - Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

Hi Pass - Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Size - Sets the simulated room size of the convolution.

Delay - Sets the amount of pre-delay time before the wet signal is returned

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

DELAY

The Delay FX module is a configurable Delay effect.

Power Button - Toggles the effect on and off.

Rate - This knob controls the time between delays. Higher values mean a longer time between delays, creating a more pronounced echo.

Damping - This knob controls the damping of the delay effect, which attenuates and damps each successive echo.

Pan - This knob controls the amount of stereo panning of the delay effect.

Feedback - This knob controls the feedback of the delay effect. High values can cause and endless loop.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

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