



FRAMEDRUM
X3M

USER
MANUAL

ABOUT STREZOV SAMPLING

STREZOV SAMPLING © is a division of STREZOV MUSIC PRODUCTIONS LTD – a company created by George Strezov – orchestrator, composer and orchestra/choir contractor in Sofia, Bulgaria.

We have been sampling since December 2012 when we started out with Storm Choir 1 and throughout that time we learned and incorporated a lot into our products. Our team is passionate about sample libraries because at the end we are the first customers of the products – we are composers and arrangers working around the world. Our headquarters are based in Sofia, Bulgaria where we record the fantastic musicians and singers that breathe life into the tiny .wav samples that we later include into Kontakt.

DISCLAIMER / PHILOSOPHY

We would like to note that, in our pursuit for more lively and natural samples, we tend to avoid a few things that are considered commonplace. We used some normalization on the samples, but tried to keep the depth of the instrument dynamics. We embrace candid, lively samples that include some natural imperfections.

ABOUT FRAME DRUM X3M

FRAME DRUM X3M is a product using the X3M engine, allowing the user to manipulate the sample material. This opens vast musical possibilities for the working composer.

The concept behind FRAME DRUM X3M is not only to introduce different types of ethnic frame drum instruments, but also to create unique instrument combinations, similar to our previous percussion series, as well as some new sounds and effects.

Our main idea was to record epic frame drums, suitable for all kinds of dynamic music and especially film/trailer. The library has multiple dynamic levels (from very soft *ppp* to blasting *ffff*) and has multiple round-robins (meaning that each instrument has unique samples that get changed every time you press a key).

Main reference for capturing the sound was the traditional middle eastern music and the way percussionists there are using the frame drums – we tried to capture different playing techniques, giving the user freedom in creating realistic sounding ethnic rhythms.

THE X3M ENGINE

The concept behind the X3M engine is quite simple – it is made of 12 zones that you assign different patches to. After making the template of your choosing just plug in and play – nothing else needed!

When you load up **FRAME DRUM X3M** you automatically load all samples inside your “Samples” directory. However, the instruments are built in such a way that not only you have a single patch with all types of percussion you might need, you also have a patch that is optimized and does not hurt your RAM!



How does it work?

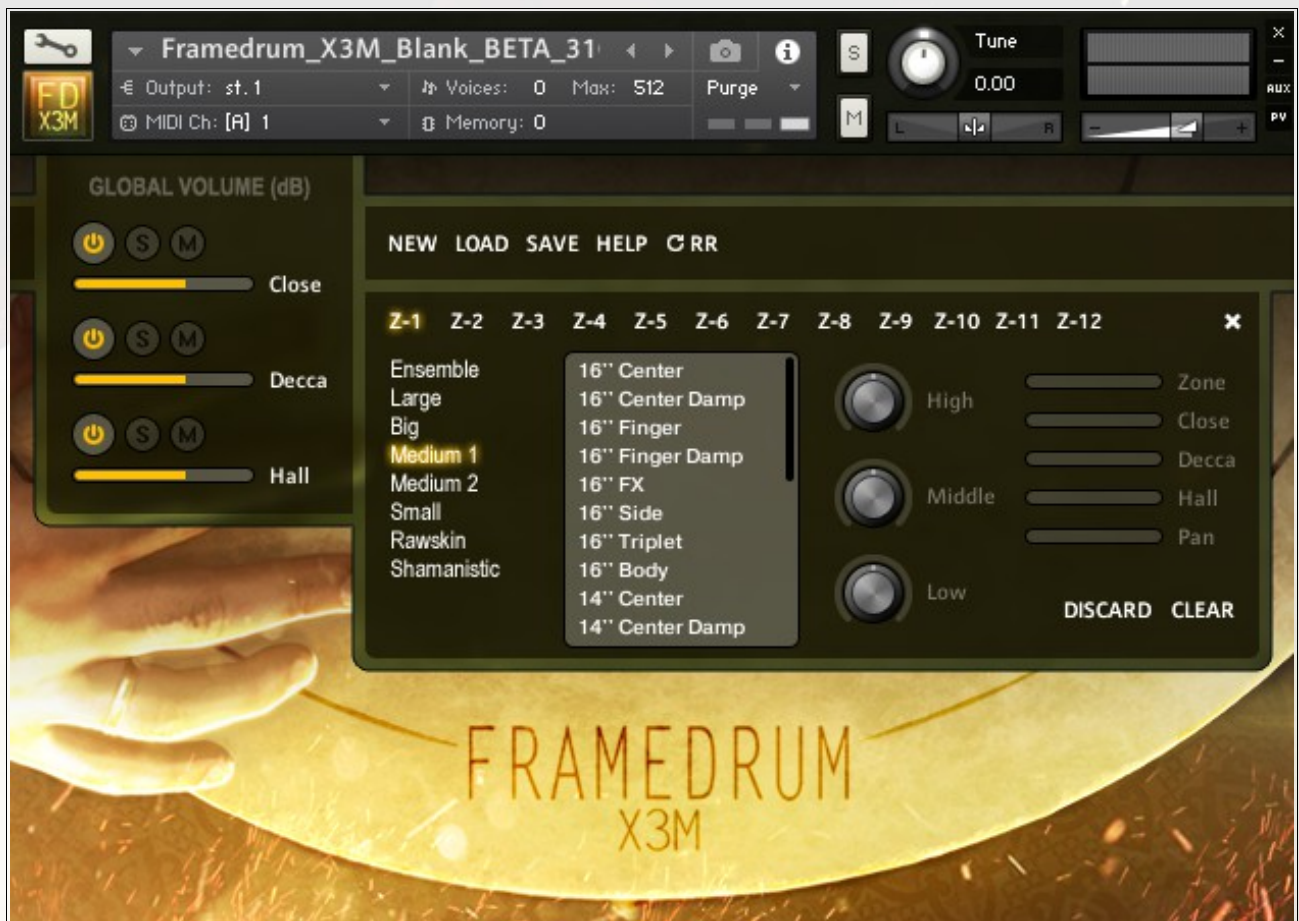
When you open the BLANK patch the main setting you need are displayed here:



You have 6 zones displayed on this page (you can use the arrow to change between pages so that you can see zones 7-12) and you have several controls:

Pitch Knob – allows you to adjust the pitch of the samples. Really useful to load a single instrument two times and then change the pitch of one of the zones. For instance – load up a solo frame drum sound on zones 1 and 2, then decrease the pitch of zone 2 all the way to the left. And now you have even thicker sound of a frame drum – be sure to turn your sub speaker for even more awesomeness!

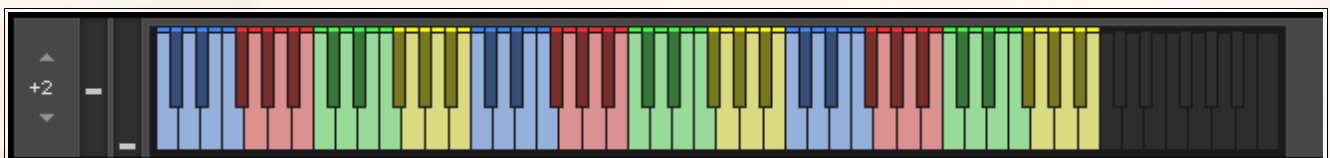
Transient controls – transient attack and sustain work like a compressor; the attack amps up the beginning of the wave file, while the sustain can increase or decrease the sample tail. These are just PERFECT for getting even punchier sound!



When you click on the zone names (ZONE 1, ZONE 2, etc...) you get a new page with the individual zone settings (*as displayed above*). You have a couple of main categories: **Ensemble, Large, Big, Medium 1, Medium 2, Small, Rawskin, Shamanistic**. Each of these categories contains unique samples of different instruments and playing techniques – like for instance a 16” drum that's hit on the center both with a longer release and dampened, or a 16” drum that's hit with a finger snap on the side of the drum (traditional way of playing the frame drums).

How do I load instruments?

Click on any zone (marked Z-1, Z-2, Z-3, ..., Z-12 above) and then navigate through the list of categories; choose a sample that works well for you and then click the “X” button at the top right corner of the detailed settings. There are two additional buttons at the bottom – DISCARD (reverts all changes that you have made to the default values) and CLEAR (removes all samples and settings from the zone).



All 12 zones are marked with different colours to allow for easier playability. Not only that – when you edit the zones **the colour of the edited zone will change to white**. We did this to avoid confusion and to give you clear view of what you are currently editing.

Each zone also has individual controls – three EQ settings, as well as individual zone **volume controls** – sliders to change the volume of all three microphones (Close, Decca and Hall) as well as **changing the overall volume of the entire zone**.



FRAME DRUM X3M also has a global microphone control. You can see it at the right side of the GUI. The library was recorded in Sofia Session Studio with multiple microphone positions and top-notch recording equipment. All three microphone positions sound completely different, allowing you to sculpt the sound the way you like.

By default you have all three microphones turned ON - "Close", "Decca" and "Hall".

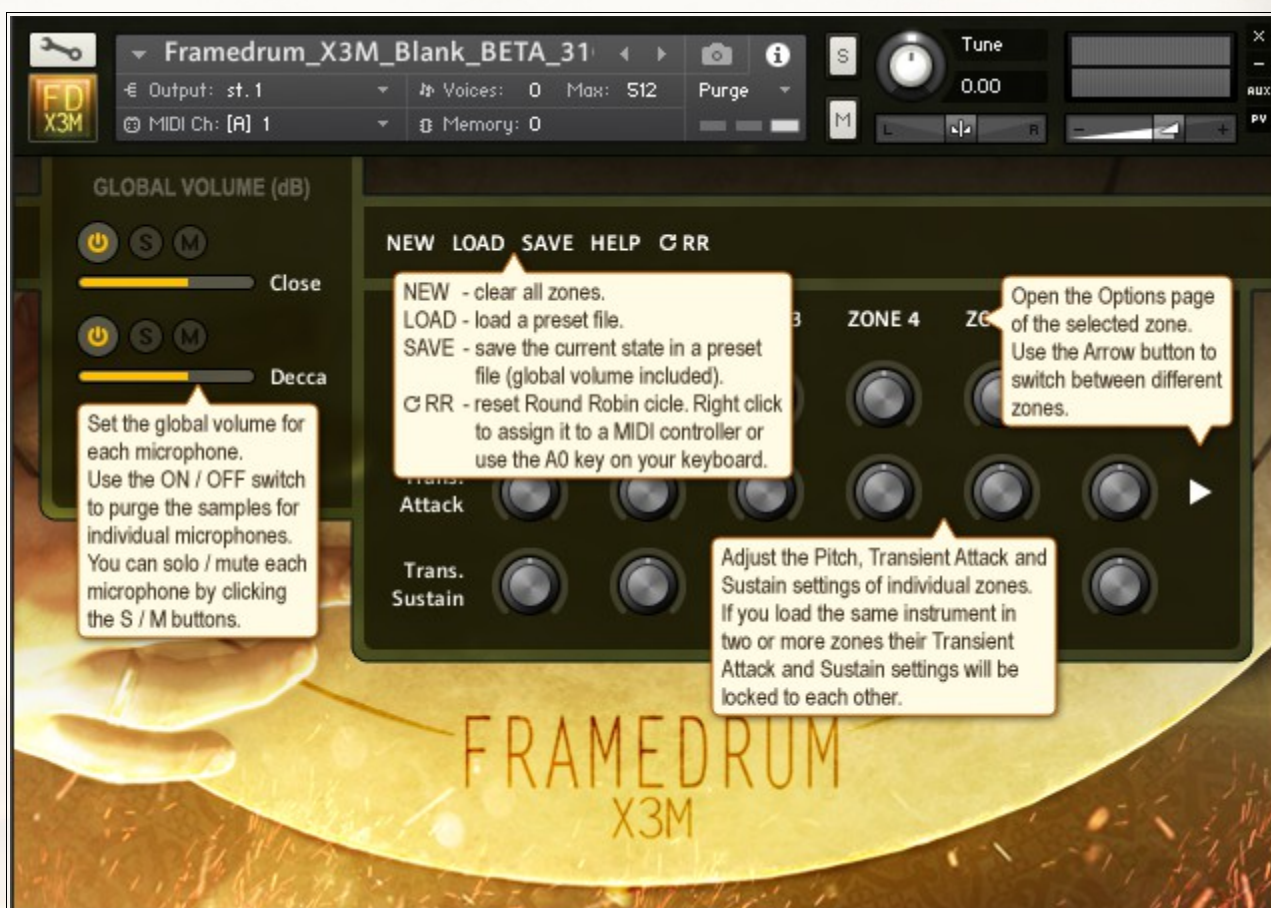
Last but not least, the engine has some really useful controls:

NEW – initializes the template – just like the button CLEAR, but applied to all zones.

LOAD/SAVE – you have the possibility to make your own presets and to save them with just a few clicks of the mouse!

HELP – a build-in "help" file (as displayed below)

RESET RR – resets all Round-robins for the samples.



INSTRUMENT PATCHES

In your "Instruments" directory you will find the following patches:

"FRAME DRUM_X3M_BLANK" - blank template of the engine, ready for you to play around with!

You also have some additional patches that you can load for specific instruments. They are to be found in the sub-folder called "Multi Patches". Here they are:

- **ENSEMBLE**
- **LARGE**
- **BIG**
- **MEDIUM 1**
- **MEDIUM 2**
- **SMALL**
- **RAWSKIN**
- **SHAMANISTIC**

Here is a detailed list of all samples included:

ENSEMBLE

Framesurdos (*4 dyn x10RR*)
Rattle Snakes (*4 dyn x10RR*)
High Skins (*4 dyn x10RR*)
High Hit (*4 dyn x10RR*)
Low Hit (*4 dyn x10RR*)
Skull Island (*4 dyn x10RR*)
Runners (*4 dyn x10RR*)
Slam (*4 dyn x10RR*)

LARGE

21" Center (*3dyn/10RR*)
21" Center Damp (*3dyn/10RR*)
21" Finger (*2dyn/10RR*)
21" Finger Damp (*2dyn/10RR*)
21" FX (*2dyn/10RR*)
21" Side (*3dyn/10RR*)
21" Triplet (*3dyn/10RR*)
21" Body (*1dyn/10RR*)
Turk Center (*3dyn/10RR*)
Turk Center Damp (*3dyn/10RR*)
Turk Finger (*2dyn/10RR*)
Turk Finger Damp (*2dyn/10RR*)
Turk FX (*2dyn/10RR*)
Turk Side (*3dyn/10RR*)
Turk Triplet (*3dyn/10RR*)
Turk Body (*1dyn/10RR*)

Tunisia Center (*3dyn/10RR*)
Tunisia Center Damp (*3dyn/10RR*)
Tunisia Finger (*2dyn/10RR*)
Tunisia Finger Damp (*2dyn/10RR*)
Tunisia Side (*3dyn/10RR*)
Tunisia Triplet (*3dyn/10RR*)
Tunisia Body (*1dyn/10RR*)

BIG

19" Center (*3dyn/10RR*)
19" Center Damp (*3dyn/10RR*)
19" Finger (*2dyn/10RR*)
19" Side (*3dyn/10RR*)
18" Center (*3dyn/10RR*)
18" Center Damp (*3dyn/10RR*)
18" Finger (*2dyn/10RR*)
18" Finger Damp (*2dyn/10RR*)
18" FX (*2dyn/10RR*)
18" Side (*3dyn/10RR*)
18" Triplet (*3dyn/10RR*)
18" Body (*1dyn/10RR*)
Algiers Center (*3dyn/10RR*)
Algiers Center Damp (*3dyn/10RR*)
Algiers Finger (*2dyn/10RR*)
Algiers Finger Damp (*2dyn/10RR*)
Algiers FX (*2dyn/10RR*)
Algiers Side (*3dyn/10RR*)
Algiers Triplet (*3dyn/10RR*)
Algiers Body (*1dyn/10RR*)

MEDIUM 1

16" Center (3dyn/10RR)
16" Center Damp (3dyn/10RR)
16" Finger (2dyn/10RR)
16" Finger Damp (2dyn/10RR)
16" FX (2dyn/10RR)
16" Side (3dyn/10RR)
16" Triplet (3dyn/10RR)
16" Body (1dyn/10RR)
14" Center (3dyn/10RR)
14" Center Damp (3dyn/10RR)
14" Finger (2dyn/10RR)
14" Side (3dyn/10RR)

MEDIUM 2

12" Center (3dyn/10RR)
12" Center Damp (3dyn/10RR)
12" Finger (2dyn/10RR)
12" Finger Damp (2dyn/10RR)
12" FX (2dyn/10RR)
12" Side (3dyn/10RR)
12" Triplet (3dyn/10RR)
12" Body (1dyn/10RR)
Dervish Center (3dyn/10RR)
Dervish Finger (2dyn/10RR)
Dervish Side (3dyn/10RR)

SMALL

8" Center (3dyn/10RR)
8" Center Damp (3dyn/10RR)
8" Finger (2dyn/10RR)
8" Finger Damp (2dyn/10RR)
8" FX (2dyn/10RR)
8" Side (3dyn/10RR)
8" Triplet (3dyn/10RR)
8" Body (1dyn/10RR)
Bazaar Center (3dyn/10RR)
Bazaar Side (3dyn/10RR)

RAWSKIN

Morocco Center (3dyn/10RR)
Morocco Center Damp (3dyn/10RR)
Morocco Finger (2dyn/10RR)
Morocco Finger Damp (2dyn/10RR)
Morocco FX (2dyn/10RR)
Morocco Side (3dyn/10RR)
Morocco Triplet (3dyn/10RR)
Morocco Body (1dyn/10RR)
Damascus Center (3dyn/10RR)
Damascus Center Damp (3dyn/10RR)
Damascus Finger (2dyn/10RR)
Damascus Finger Damp (2dyn/10RR)
Damascus FX (2dyn/10RR)
Damascus Side (3dyn/10RR)
Damascus Triplet (3dyn/10RR)
Damascus Body (1dyn/10RR)

SHAMANISTIC

Sanddrum Center (3dyn/10RR)
Sanddrum Side (3dyn/10RR)
Ocean Center (3dyn/10RR)
Ocean Side (3dyn/10RR)
Shaman Center (3dyn/10RR)
Shaman Side (3dyn/10RR)

INSTALLATION / SYSTEM REQUIREMENTS

Native Instruments Kontakt 5.0+ FULL version required
approx. 5GB Hard drive space (~2.4GB for the zip and ~2.6 GB for the unzipped folder)

Internet access

Download the .zip archive, “unzip” and load into your Kontakt Instrument.

LICENSE AGREEMENT

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CREDITS

Recording engineer: Plamen Penchev
Conceptual Design & Scripting: Alexander Koev
Graphic Design: Lyubomir Iliev
GUI Design: Lyubomir Iliev & Alex Koev

Sample editing: Kiril Georgiev
Sample mapping: Alexander Kostov, Lyubomir Goshev, Azad Agassian, Christian Rahnev
Marketing: Robin Birner

Beta testing: Jan Haak / Yannick Süß / Abel Vegas / Chris Schlee/ Alexander Kostov

Contracting by Four For Music Ltd.

Produced by George Strezov