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INTRODUCTION

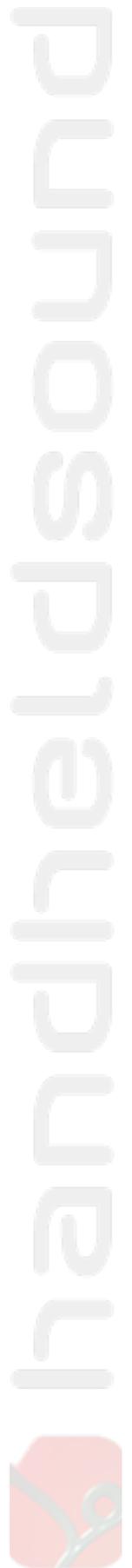
FlyingHand Percussion is a library collection of dedicated Hand-Percussion instruments.

With over 30,000 samples, it represents an authentic and evocative ensemble utilizing a great number of articulations, true replication of the instruments behavior at various playing techniques, and authentic nuances from each of them.

Whether you are composing or playing live, the result is great responsiveness, authentic character, and complete genre freedom to create any type of music.

Percussion instruments in general, and hand Percussion in particular, offer a lot more diversity beyond the stock articulations. Especially when expanding traditional articulations with extended and unique playing methods.

With FlyingHand Percussion, all instruments sound and respond as if playing a real one. Most importantly, each drum fulfills its true musical potential with a multitude of extended articulation techniques using unconventional playing styles.



HANDHELDSOUND PHILOSOPHY

HandHeldSound's vision is to create ultra usable sound library products for composers, sound designers, and music producers. The kind of products that fuse premium innovative quality with simplicity of design and ease of use.

HandHeldSound instruments are a product of love and dedication! Using our products should feel as close as using a real tangible instrument with an organic feel.

The entire production cycle from selecting the instruments, the engineering, processing, and implementation is done with a non-compromising attention to detail. HandHeldSound employs innovative techniques for musical implementation and superior noise reduction techniques.

Finally, HandHeldSound is committed to release ground-breaking, hair-raising, arm flailing, and eye-popping sound libraries and virtual instruments!



INSTALLATION

STEP 1

Download and install our custom download manager. The download manager ensures a proper and reliable download of all contents.

Next, run the download manager and paste your activation code/s to begin the download.

Most often, the content is divided into compressed parts using the RAR compression method.

By the way, we have Emailed you with links and codes to start this process.

STEP 2

After you have completed the download, it's time to un-compress the RAR files.

Both Mac and PC platform have free utilities to successfully do this.

For Mac we recommend: UnRARX

For PC we recommend: WinRAR

**NOTE: you only need to uncompress the 1st RAR part.
Consecutive parts are uncompressed automatically.**

STEP 3

FlyingHand Percussion is a sound library that requires a full retail copy of Kontakt version 4 and above.

In order to add it to your existing Kontakt libraries simply move the entire uncompressed contents to the hard disk of your choice.

When launching Kontakt you can find FHP by using the Kontakt file browser and load any instrument.

NOTE: this product doesn't use the "Add Library" feature in Kontakt, nor is available through the Library Tab. It can be accessed using the browser's Files Tab.



THE INSTRUMENTS

FlyingHand Percussion includes core acoustic instruments, and several types of bonus sound design, metallic and electronic percussion sounds and fx.

CORE INSTRUMENTS

Anklungs – Asian Bamboo rattlers (4 sizes).

Ashiko – 14" Maple Ashiko Drum.

Bass Drum – Gran Casa, Suspended Orchestral Bass Drum

Bells – A variety of Bell-like instruments.

Bongo Cajon – Bongo Cajon with Mahogany heads.

Boomwhackers ® – 'D' and 'G' Boomwhackers.

Claves – The earthy 'Piru' claves.

Clay Drum – Custom made Clay Drum resembling and Udu.

Congas – A hi-end set of Congas.

Cowbells – 3 different types of cowbells.

Djembe – 16" Djembe.

Frame Drums – 16" and 22" Frame Drums.

Kanjira – Indian Kanjira Hand Drum.

Timbales – 14" and 16" hi-end Timbales.

Triangles – Brass Triangle and the one-of-a-kind Trine Instrument.

Naal – Custom made Indian Naal Drum.

Plastic Bottle – 5 Gallon Plastic jug.

Shakers – Assorted Shakers including Plastic, Wood, and Bamboo.

Bonus Metal, Electronic, & FX

Morphosis – Electro Acoustic Drums synthesized from the resonances of found objects including electronic drum sounds.

Mutants – Cinematic Sound fx, re-pitched instruments and Virtual ensembles.

Custom Reverb Impulses – various custom impulses with a variety of rooms and halls.



RECORDING AND SAMPLING

Above all, FlyingHand Percussion's premise was to record ethnic Hand Percussion instruments in such a way so that they become truly thematic and suitable for any genre of music.

There are two main attributes that allow such result - an expansive set of articulations and an extended dynamic range!

FHP features 50dB of dynamic range and a multitude of standard, and non-standard articulations, which help bring the instrument to life, showing off its true musical potential.

When recording the instruments we modified the studio to be as transparent as possible, enhancing the raw sound of each drum while leaving it unaffected by acoustics.

Each instrument features up to 3 microphone positions, and way too many velocity layers/round robins, covering a wide collection of articulations utilizing multiple drum zones and different hand strokes.

Having so many articulations and offering such a wide dynamic range without sample normalization, comes at a price...Noise.

We are very proud of the (*lack of*) noise in our samples. This is due to a laborious, crazy, and uncompromising process that took a long time to perfect. The result is a virtually noiseless sample library without any trace of artifacts or loss of fidelity.

We are bringing this new level of fidelity to ALL our products line!

FHP includes a set of scripted performance controls we collectively call - **Legato Drumming™**.

Legato Drumming, which applies exclusively to hand percussion, maximizes the correct feel and response from the instrument by replicating resonances, noises, motion and certain 'delicate dirtiness' that happen when playing a real hand drum. Additionally, it simulates dynamic muting and resonance control of the drum head, adding a whole new element of realism, automatically.

ARTICULATIONS

Instruments in FHP feature numerous articulations. The mapping is very straightforward and you should be able to play freely in no time.



As a general rule, each acoustic instrument features a mirror-based mapping concept. The **black-shaded key** marks the split point between Left and Right hand samples. It also encourages you to play like a Percussionist when triggering notes - alternating hands.

The articulation bar indicates which articulation is played while the red circles simulate the drum zone relevant to that articulation.

Blue keys represent regular multi-velocity articulations.

Green keys represent special performances such as fills, rolls, and combination strokes.

PLAYING TECHNIQUES

FHP is designed to simulate playing a real hand Percussion instrument.

It includes a large amount of articulations ranging from common to extended techniques.

When playing, remember to look for the black-shaded key to quickly see how to trigger left and right hand samples.



Using this technique is vital for creating realistic grooves.

Due to the sheer amount of articulations, there are often 'closely related' articulations mapped on adjacent keys. By playing trills on the keyboard, alternating hands, it is easy to create realistic fast passages such as fills and buildups that bring out tonal nuances from each instrument.

As mentioned earlier, the mapping is mirror-based. This means that the notes around the split point are mirrored.

In the above image, the split point is **D3**. It means that **C3** and **E3** are similar articulations. **C3** corresponds to the Left hand and **E3** to the Right hand. The note mapping fans out from the split point with matching articulations on each side (hand).

There are a several exceptions and they will be described later on...

FHP features an extra wide dynamic range (around 50dB) with lots of velocity layers and plenty of round robins.

Experiment with all the dynamics as you play, to get the most out of the instrument.

FHP makes a distinction between open strokes (those that ring out) and muted strokes (muffled). This information is specified in the articulation bar. However, not every open stroke has a muffled counter part. FHP's real-time performance engine "Legato Drumming™" controls the articulations behavior based on your playing style. But more on that later on...

In addition to multi-sampled articulations, FHP features sampled fills, buildups, short performances, and combination strokes with almost every instrument - marked with the **green keys**. They are usually around the edges of the mapping but sometimes disbursed around the keyboard.

Spend some time playing and triggering all the articulations. Remember - even though they often cover a lot of ground, they are mirroring the Left and Right hands, so it is a lot easier to just start playing intuitively.

Each instrument also features multiple drum zones such as: Center, Off Center, Edge, Rim etc.

In most cases, playing around the split point will trigger articulations corresponding with the center zones of the instrument and as you fan out towards the edges of the mapping, the articulations correspond to the outer zones of the instrument.

The articulation bar and red circles will help you orient yourself.

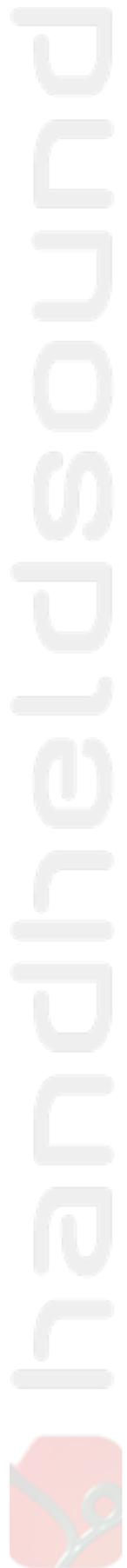
The mapping in FHP is very consistent but some exceptions exist due to the various types of instruments such as the following:

- Dual-head instruments - Naal
- Hand-exclusive instruments - Kanjira
- Battery instruments - Congas, Bongos, Timbales
- Toys/Shakers etc.

With these types of instruments, the mapping was modified to accommodate the authentic playing style. In the Naal and Kanjira, for instance, the split point marks the Left and Right hands, but the articulations are exclusive and non-mirrored.

In the Congas, Bongos and Timbales there are 2 split points. One for each instrument in the battery.

With toys, shakers, Bells and the like, the mapping tends to be linear since no one holds and plays a shaker with both hands unless they are a 2 year old.



SPECIAL CONTROLS

Each instrument loads with all included microphone positions on separate mixer channels (left side). The **load** functionality allows you to purge/reload any mic position from memory.

The **mixer** channels are straight forward and allow basic channel/master output mixing and channel muting.



All core instruments load with a custom set of **reverb impulses** ranging from small rooms to huge halls. Use the reverb pull down menu on the right side to load the impulses. The **reverb knob** controls the reverb (wet) amount.

The center of the user interface simulates the **drum head surface**. As you trigger MIDI notes, the articulation bar will indicate which articulation is playing and red circles will flash in the appropriate drum zone.

Below the articulation bar there is a set of performance knobs.

- **Legato:** Controls the Legato Drumming™ level
- **Cutoff and resonance:** control a Low Pass Filter
- **Release:** alters the amplifier envelope's release time.

Some instruments (dual head and battery types) will also feature a **spread** knob below the channel mixer to control the stereo spread between each drum head or instrument in the battery.

LEGATO DRUMMING

As described before, FHP includes a set of scripted performance controls we collectively call - **Legato Drumming™**.

Legato Drumming responds to speed and dynamics and adds appropriate drum and hand motion sounds in real-time. You can notice this when moving from various articulations Especially when alternating between open and muffled strokes.

Another element of Legato Drumming is to control drum resonance. When playing a very resonating articulation (such as a pinky slap on the Djembe) and then playing a muffled articulation, the ringing articulation will be dynamically subdued. But, if the muffled articulation note is immediately released, then some of the sustained resonance of the previous stroke (the ringy slap) will remain. Just like a real drum!

This creates an opportunity for a TOTALLY different way of programming Percussion. The held time of a note, makes a difference! It makes sense - especially with hand Percussion.

In order to effectively muffle a skin of a drum, the Percussionist must rest their hand on the drum head for a certain period of time in order to play a truly muffled tone. And there are always hybrids (Think the slap techniques on a Conga for instance).

FHP takes care of this for you, in real-time! It even includes hand sounds as they leave the drum head if the note is held long enough.

This is taken another step further by turning ANY open stroke to an authentic muffled stroke if a muffled note is kept down while playing an open stroke - just like a Percussionist will sometime play with one hand while the other one mutes the drum head (again, think conga techniques).

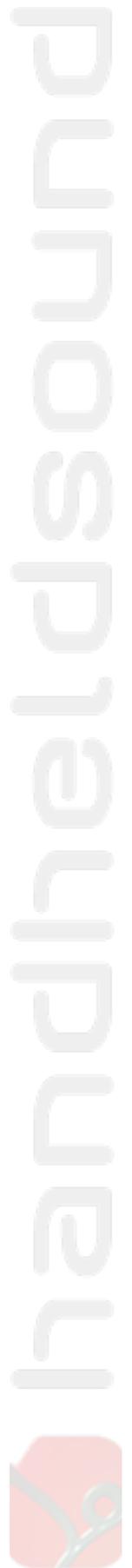
The Legato Drumming system brings your Percussion tracks closer to the real thing. In fact, since it is all done in real-time, almost everything you will play will sound like it is a live Percussionist.

After a bit of experimentation, you'll get the hang of it as it becomes a very natural way to play from a MIDI controller.

Have fun :)

SPECS

- Winner of the 2008 Electronic Musician "Editors Choice Award" for Best Sound Library.
- Over 30,000 individual samples, plenty of velocity layers, 4x Round robin.
- 24 Bit / 44.1Khz
- Up to 3 mic positions.
- Over 50dB of dynamic range.
- Totally noiseless without artifacts!
- A meticulous collection of articulations and extended techniques complete with Left/Right hand samples, multiple playing zones, and combination strokes.
- Legato Drumming™ – dynamic replication of live playing and instrument control in real-time.
- Innovative, consistent, and logical mappings.
- Optimized for studio production and LIVE triggering.
- Bonus 'Morphosis' Electro Acoustic Percussion.
- Bonus Cinematic sfx and virtual Ensembles.
- Custom Reverb impulses.



SUPPORT

We are here for you, so feel free to contact us for questions, comments, praises, complaints, confessions, and if you just want to say hi!

info@handheldsound.com

The best way to keep in touch and hear about special promotions, discounts, offers and news, is by joining our mailing list.

Visit our site at handheldsound.com to join our mailing list!

HandHeldSound



THANKS & CREDITS

Thanks to my family and friends for their understanding, support, comments, and positive feedback!

More thanks...

John Bergamo for the mentoring, Justin for the help with playing and schlepping, the awesome Percussionists I met throughout, colleagues, partners, and future partners, Sweetwater Sound, Demeter Amps, and Berri's Music.

Produced recorded and programmed by **Eitan Teomi**

Instruments played by **Eitan Teomi & Justin De-Hart**

Scripting and additional programming by **Andreas Lemke**

UI by **Eitan Teomi**



EULA

END-USER LICENSE AGREEMENT

INTRODUCTION

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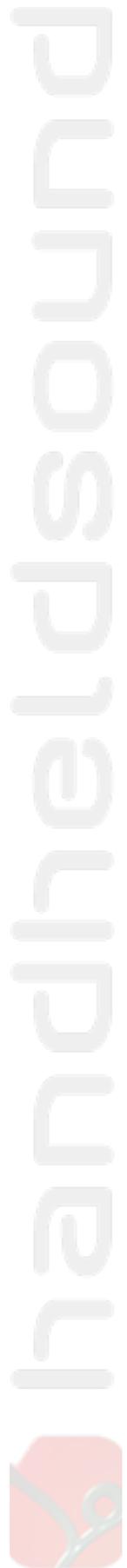
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EPILOGUE

FlyingHand Percussion is how HandHeldSound started. For me, it has a lot of symbolism. A lot of work was put in its production and it involved quite a bit of magic to be released. In its original revision it featured a unique packaging which was kind of revolutionary in this industry. I believe this helped its original success.

In 2008, after a successful debut and some crazy years with ZenDrum performances at the NAMM show, it received the coveted **Editors Choice Award** from Electronic Musician magazine.

Everyone expected the next thing from HandHeldSound and we respectfully responded by going underground :)



We spent the next few years recording, acquiring, developing, deleting, performing, coding, designing, and coming up with some interesting ideas for the future.

This 1.5 release of FlyingHand Percussion marks our 'cork popper' followed with some exciting releases.

HandHeldSound is proud to be extreme... **Extremely Sampled!**

Eitan Teomi, 2013