



REAL HANDPAN



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Best Service & Wolfgang Ohmer  
present

# REAL HANDPAN



Real Handpan is a detailed virtual replica of one of the most famous percussive instruments of modern times.

In collaboration with Wolfgang Ohmer, a handpan player from the very beginning, a realistic-sounding instrument with various playing styles and the special sonic charm of the handpan was created, which could only be captured by a true expert in the field.

In addition to the accurately sampled instrument, the library offers some exciting functions, switchable pad sounds, modulation options and effects that make it easy to create new sound worlds!

# The Interface



## 1. Articulations / Pads

The middle part of the GUI contains all the articulations of the library, as well as switchable pads, which can be accessed by clicking on the headline or the arrows. While the articulations can be changed via keyswitches in the lower playing area (coloured keys), the pads can be switched on and off with the buttons to the left of the pad names.

For more information on the articulations, see page 7.



## 2. Main Settings / Noises

Main Settings controls the sound of the main articulation (**SUSTAIN**).

The transients (**SLAP**) has been separated from the rest (**BODY**) to allow precise adjustment of the sound. **SLAP** also offers an alternate, which can be switched with the "**ALT**" button.

The **NOISES** knob controls the volume of the handpan noise sounds, which are accessible above the playing area. The **NOISES** area remains playable at all times, regardless of the selected articulation).



## 3. Pads

The **PADS** section controls the volume of the pad mix (**VOL**) and also offers a couple of macro functions that control all pads equally. With **DAMP** the treble of the pads can be softened a bit, also **ATTACK** and **RELEASE** change the envelope of all pads globally, which allows a fast, holistic sound adjustment.

## 4. Delay

A simple stereo delay. The two delay times (**L / R**) can be changed by dragging up and down with the mouse. For a finer adjustment please hold the shift key on your keyboard while dragging. **FDBK** controls the decay time of the delay and **DRY / WET** controls the mixing ratio. Clicking on the name turns the effect On / Off.

## 5. Reverb

The efficient reverb offers different rooms with low CPU usage. These can be changed as with the delay by dragging up and down with the mouse. **TIME** changes the reverberation time, with **DAMP** the reverberation can be damped and **DRY / WET** regulates the mixing ratio. A click on the name switches the reverb on / off.

## 6. Eq

The Eq is there to shape the sound balance of lows (**LO**), mids (**MID**) and highs (**HI**) and offers an adjustable mid frequency (**FREQ**). The Eq can be switched on / off by clicking on the name.

## 7. Filter / Filter Envelope

The global filter section offers an adjustable low pass (**LP**), band pass (**BP**) and high pass (**HP**) filter with adjustable resonance. The filter type can be changed by dragging with the mouse, as with delay and reverb. Additionally the **FILTER ENVELOPE** can be switched on (click on the name to switch on/off) to modulate the frequency. Since the filter sits at the end of the signal path, the pads are also modulated when they are switched on, which can lead to exciting sounds!

## 8. Master Section

**MAIN VOL** controls the output volume and **PAN** the panorama of Real Handpan. **ART ENVELOPE** is the main envelope of the articulations, so it does NOT control the pads (the **PADS** section has its own attack / release parameters, see point 3.).

This allows you to shorten the release of the articulations, while the pads have a long decay!



# Articulations

Real Handpan contains the most important articulations to compose amazingly realistic melody and rhythm passages, which can be controlled via keyswitches. Through his many years of experience as a Handpan player, Wolfgang Ohmer knows how to use the special sound characteristics of the instrument and which areas need to be emphasized - with up to 57 velocity groups per key, Real Handpan reproduces them in great detail! The sampled instrument has the key of D minor (aka Kurd 9), accordingly the percussive sounds are mainly based on the note D, while all basic articulations like sustain are freely playable chromatically.

**Sustain (Main)** : Hits with the fingertips, starting at the round inner edge of the tone field (dimple) with increasing intensity more towards the harder sounding outer edge (intensity (SLAP) controllable in Main Settings, see page 5).

**Mute 1**: soft attack on the damped tone field

**Mute 2**: hard attack on the damped tone field

**Flam**: short "drum roll" with the fingertips, at higher velocities with the fingernails (rasgueado)

**Shoulder Harmonies**: sounds, played with knuckles between the tone fields.

**Percussion**: Sounds played in the area around the central dome, produced with various striking techniques.

## Keyswitches

Real Handpan offers three different keyswitch configurations:

1. Real Handpan: after activating a keyswitch, it remains activated until another is pressed.
2. Real Handpan (hold KS): All keyswitches except **Sustain** remain activated only when the key is held down (hold mode). When released, the articulation jumps back to Sustain.
3. Real Handpan (Hold KS Mutes and Flams only): Only Mutes and Flams are in Hold mode.

# Pads

The pad section offers 6 pad sounds specially tuned to the handpan, which can be mixed individually or in combination with the original sound and offers the possibility to quickly create a background atmosphere, which supports the played melodies / harmonies.

The first three pads are created using the Handpan itself, while pads 4 to 6 are based on synthesis.

**Particles Pad:** This exciting pad contains long phrases in random variation and intensity of the played key and is ideal to support melodies and held chords - e.g. with long release time!

**Soft Pad:** The atmospheric sound of a Handpan arises among other things from the fact that the sound vibrations in the sound body reverberate, as with a piano played with sustain pedal.

The Soft Pad is a good way to emulate this effect.

**Reverse Pad:** soft handpan sustains played backwards - highly recommended in combination with Particles Pad and long release!

**Warm Pad:** soft synth pad that sounds an octave lower than the handpan, great for quiet, slow pieces. With DAMP in the PADS settings you can make the pad sound even softer.

**Synth Pad 1:** Overtone-rich synth pad that sounds an octave lower than the Handpan. In combination with Warm Pad you can create interesting sound variations.

**Synth Pad 2:** Related to Synth Pad 1, but sounding an octave higher, this pad offers the brightest sound and is well suited in the mix with the other pad sounds as well as "solo" in conjunction with the Handpan!



**Tip:** Although there is no mute function for the handpan itself, you can still mute it by turning down BODY and SLAP to 0 in the Main Settings! This can help if you only want to play the pad sounds.



# Wolfgang Ohmer



Wolfgang Ohmer, active as composer and multi-instrumentalist in various projects from pop, ambient to world music.

Since the acquisition of his first handpan (Panart-Hang) in 2011, the sounds of handpans have been at the forefront of his compositions.

He has released several albums and EP's.

# Credits

Wolfgang Ohmer: Handpan Recording & Production

Dan Corches: Developement, GUI & Manual

Recording: KlangArt Projektstudio Berlin

Handpan played and recorded by  
Wolfgang Ohmer

For technical support, please contact  
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For more information and updates, please visit  
[www.bestservice.com](http://www.bestservice.com)