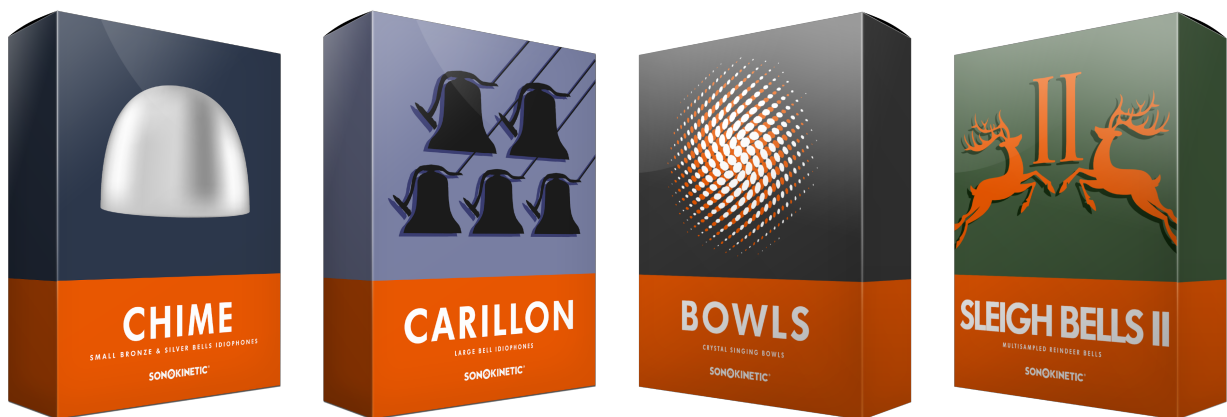


BELLS COLLECTION

MULTISAMPLED AMS BELLS COLLECTION

SONOKINETIC®



Multisampled AMS Bells Collection

SONOKINETIC BV © 2018

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Multisampled AMS Bells Collection

Ringling the changes

This comprehensive bells collection comprises four libraries: Bowls, Carillon, Chime and Sleigh Bells 2. All recorded in our bespoke AMS studio, these varied instruments shine when played together, with a cohesive tone to create one of the most musical collections that we've ever recorded.

BOWLS: Known as the meditative musical sound of tranquility, the bowls we recorded for this instrument have a magical quality and emit pure frequencies. These quartz crystal glass bowls give off such a lush and dreamy tone that we had a hard time tearing ourselves away from the recording. We sampled 4 bowls of varying sizes from 20cm to 25cm diameter, struck with a glass mallet with a rubber finish. We also rubbed the mallet around the edge of the bowls to make them “sing” a light and airy musical note. The samples here have such a gorgeous and complex tone that the AMS microphone system we used for recording gives a completely different character for each of the different mic positions. Give them a try and see what you think of these spiritual sounds.

CARILLON: Recording these Carillon bells was a challenge, but one which we relished. These are real clock tower bells weighing up to half a ton on the biggest set, so it's a very powerful sound which we captured in great detail. Once we had managed to get these large bells into the studio (with the help of some heavy lifting equipment) we set about recording them with two different mallet types. We also captured a rubbed articulation, with a sustained rub around the outside of the bell, either the sound bow or the waist, depending on the size of the bell. Although the strong and stoic timbres here are perfect for dramatic hits, we also recorded plenty of softer strikes which can sound extremely melodic when you play at lower velocities. With the onboard options for sound shaping and reversed articulations, our Carillon ended up being far more versatile than we had ever imagined.

CHIME: Finding the right bells for Chime sent us on a magical mystery tour to source authentic antiques. We didn't want to record factory machined bells but rather remastered hand-cast copies of original clock bells from 17th and 18th century clocks. This collection features designs from the chime bells of Dutch Amsterdam Standing clocks, French Pendules, Comtoises, Dutch Grand Father clocks, Bracket clocks, Carriage clocks and large watch bells. We just love the sound of these bell chimes and each one of them is unique. They are made from a alloy of silver and bronze and hand-tuned to retain the vintage character. The clarity of these bells surpasses those that are usually used for orchestral bell trees and we're proud to have remade and recorded them.

SLEIGH BELLS II: There's no instrument that evokes the magic of the holiday season like sleigh bells. Ever since Santa kitted out Rudolph and his reindeer chums with these tinkling tiny chimes, the season has never been the same. This instrument brings us right back to our childhood, waiting patiently in bed to hear the sounds of sleigh bells overhead - or maybe that's just our imagination? We've sampled sleigh bells once before, but this new collection is hugely expanded, updated and completely re-recorded with new groupings of bells in all sorts of different sizes. You can play everything from 6 bells, up to 100 on a single bell tree, which is a giant sound. Within the instrument there are multiple options for playing long and short shakes, clusters and even sequencing sleigh bell patterns.

We, at Sonokinetic BV, are very proud to introduce Bells Collection to you and can't wait to hear the amazing things you, our valued customer base, will produce with it.

Sonokinetic has established a name as one of the best value & quality sample producers and with this product we'd like to underline that statement. We stick with our unbeatable pricing module and high quality sampling.

We wish you the best inspiration and creativity.

CONTENT

Bowls:	24 Bit NCW	2.21 Gb sample pool, 1750+ samples
Carillon:	24 Bit NCW	7.71 Gb sample pool, 6300+ samples
Chime:	24 Bit NCW	2.42 Gb sample pool, 6300+ samples
Sleigh Bells II:	24 Bit NCW	1.23 Gb sample pool, 2050+ samples

7 recorded microphone types

- Stereophonic / Binaural microphone fitted with an omni-directional matched pair
- Large diaphragm omni directional microphone
- Two large diaphragm cardioid matched stereo condenser microphones
- Bi-directional ribbon microphones with a symmetric figure-8 pickup
- High end open cardioid microphones with matched capsules
- Large diaphragm cardioid microphone
- Dynamic matched stereo microphone pair

5 Impulse Responses recorded in the Cinematic Concert Hall in Zlin

- Close
- Decca
- Balcony
- Wide
- Tutti Mix (approximating the lite instruments in our Orchestral line)

Interface includes multiple playing styles, articulations, sequencing options, clusters, runs, tail lengths, mallet types and more

Custom designed interface

Native Instruments Komplete Kontrol patches

Artwork: "Bells Collection" DVD cover. Designed by Sonokinetic BV

Intelligent Purging system

Native Instruments Kontakt Player Library license

Royalty and copyright free content license

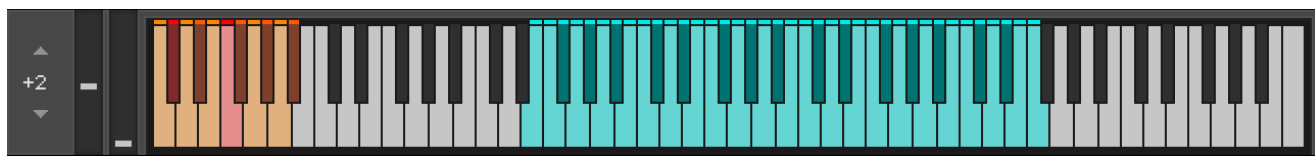
Tutorial videos by Reuben Cornell

All files in 44.1 kHz, 24 Bit NCW format.

Programmed for Kontakt 5.8 and up & Komplete Kontrol



QUICK START GUIDE



This is the main key switch area
The white keys choose main groups
and the black keys choose sub
categories / articulations

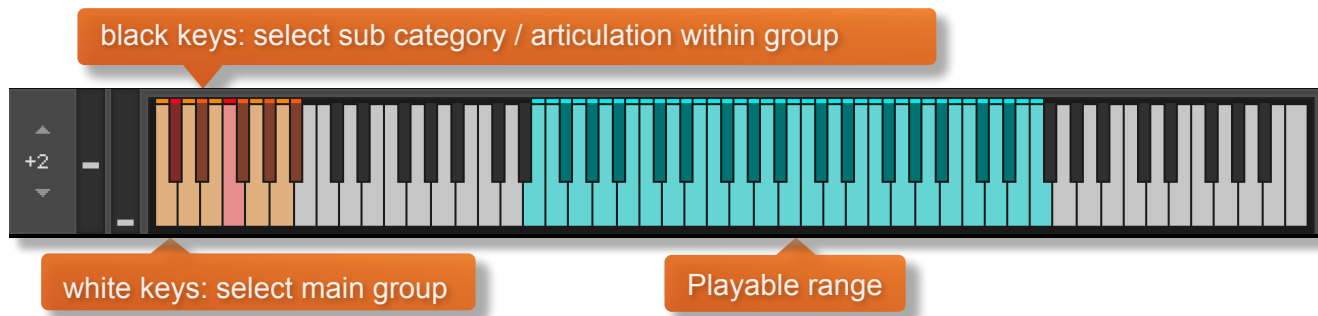
Use the cyan keys to play the instrument

INTERFACE

These are some of the simplest libraries to play, just load into Kontakt and play the cyan keys to hear the instrument. You can click the various legends on the interface to change the type of playback, playing sequences, clusters, runs, different types of hits, tail lengths, mallet types and more. The exact interface changes slightly depending on the bells instrument but most options are the same. The interface for Carillon is shown below:

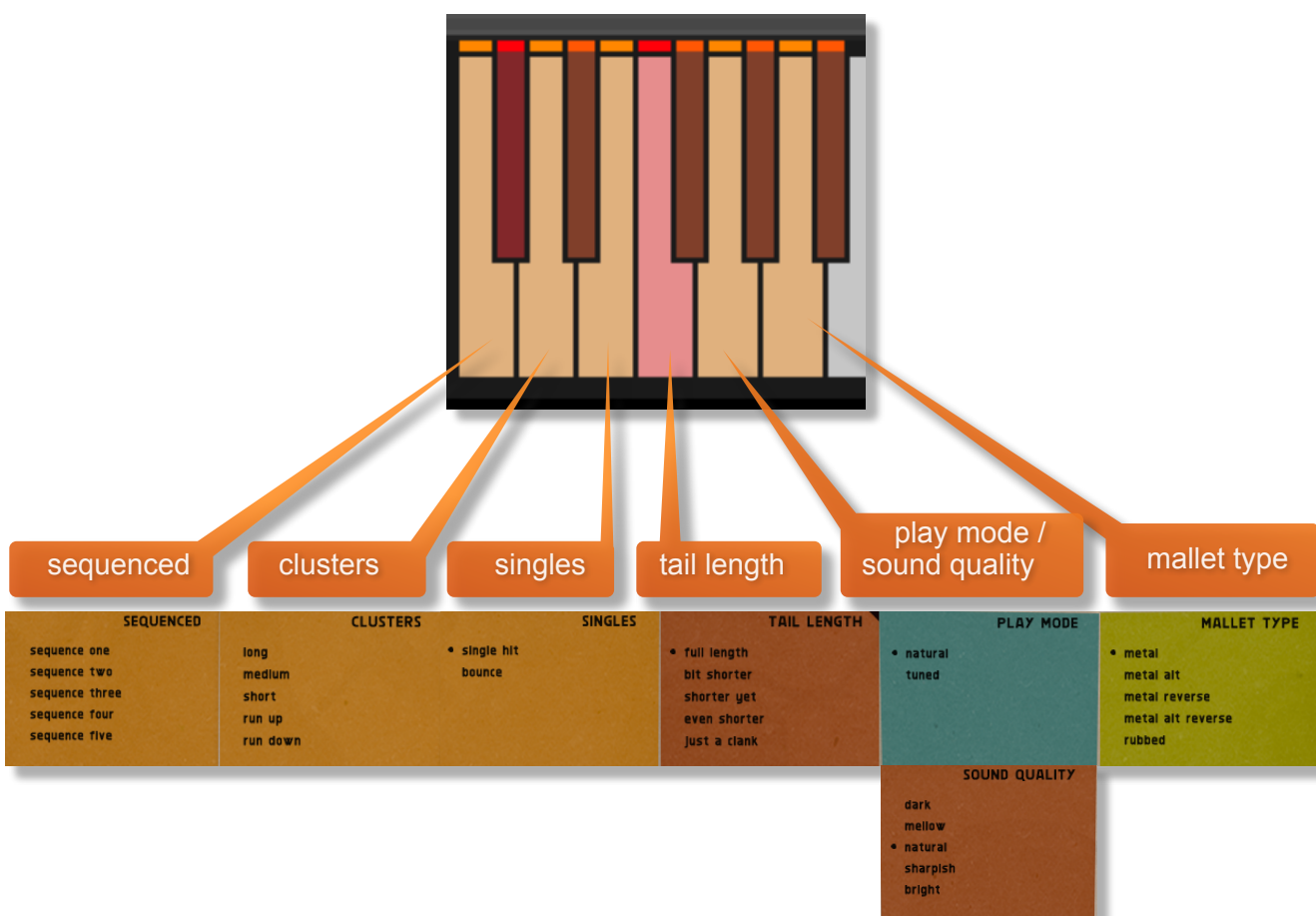


KEY SWITCHES



Because the Bells Collection has a huge number of playing style and articulation possibilities we're using the same key switch solution that was developed for our Woodwinds Ensembles library. This is a two-step system which keeps the number of key switches to a minimum and also standardises the articulation switching across all of the 4 different instruments (although there are a couple of changes for some of them). The group of **orange** key switches at the bottom of the keyboard have two uses and are split into white key and black key functionality.

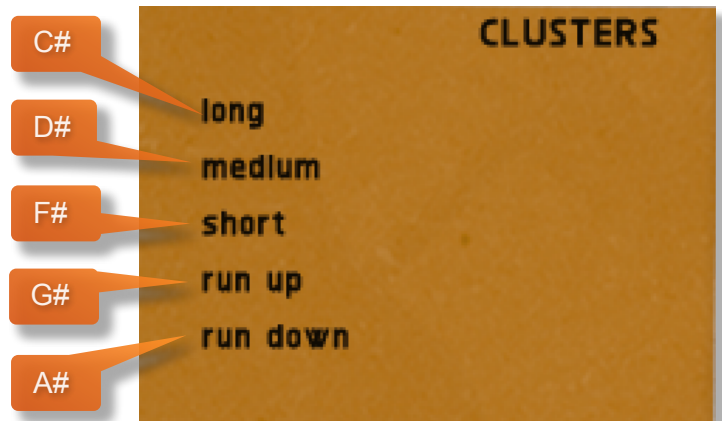
Playing functions have been split into 6 groups - sequenced, clusters, singles, tail length, play mode / sound quality and mallet type. The **white keys** select articulation groups (shown below).



There are additional key switches at MIDI F1, G1, A1 and B1 which relate to aspects of the sequencer or clusters when you're using those groups.

F1 and G1 turn the velocity and pitch sequencer displays on and off. A1 activates triplets with on and off controlled by velocity. B1 resets the currently selected sequence.

The **black keys**, from C# up to A# select an playing style / articulation within the selected group. Which one this is will depend on the group selected, but the keys from C# to A# will always correspond to the articulations as read from top to bottom in each articulation group.



For example, if you wanted to choose **clusters short**, you would select the **D** key switch for the **clusters** group and then **F#** for the **short** articulation.

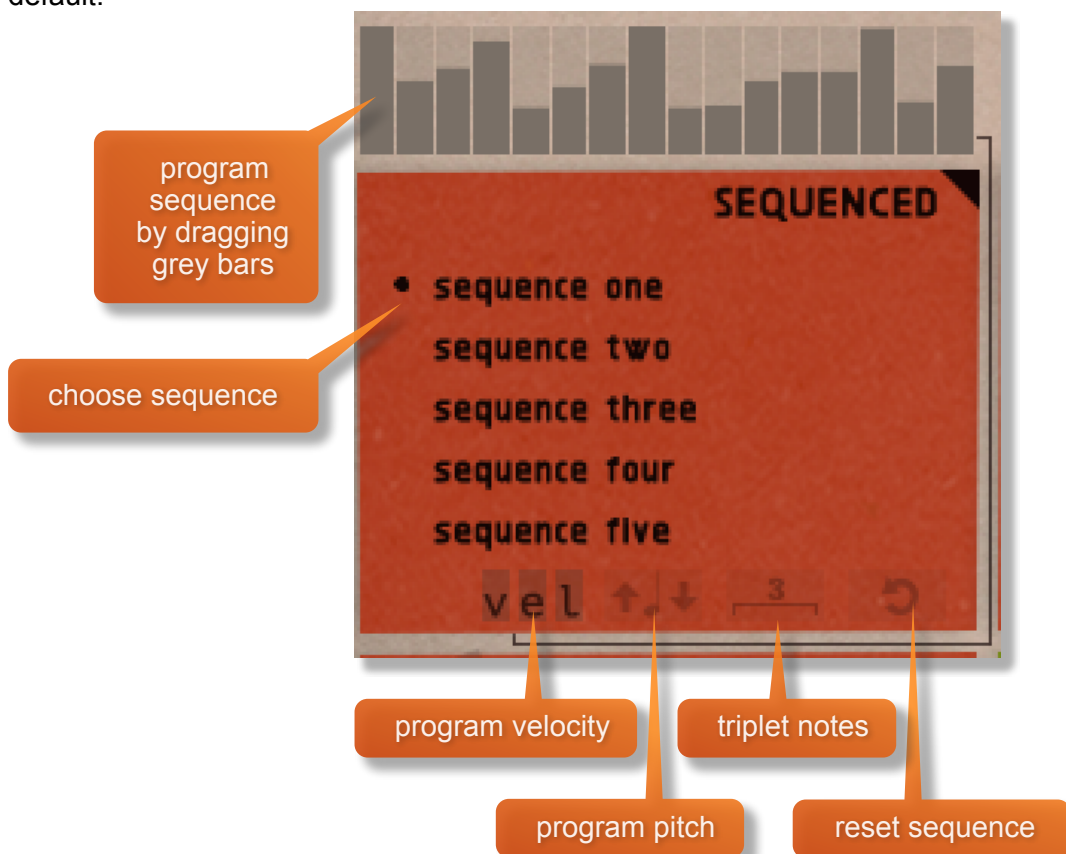
The engine will remember whichever articulation you've last used in each articulation group - so it's easy to go back to it just by pressing one key switch for the group.

You can also choose an articulation by clicking it on the interface.

SEQUENCED

There is an option for playback of 5 different sequences, accessible either by clicking on this part of the interface or by using key switch at MIDI C0. Select sequences 1-5 with the black key switches from C#0 to A#0. These sequences will run in time with your DAW host tempo.

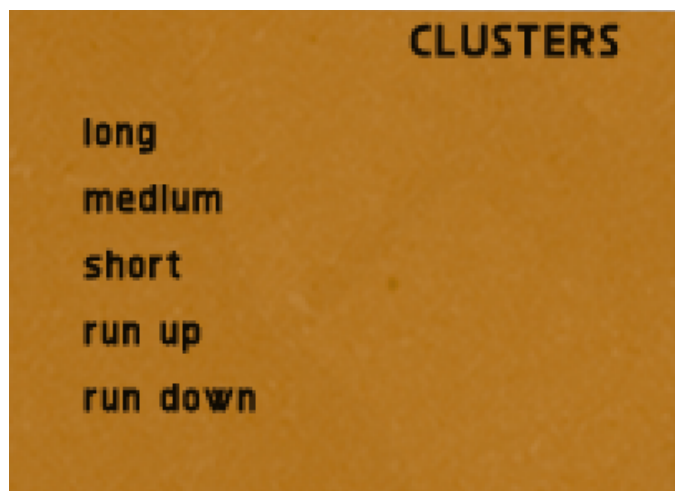
Program a 16-step sequence of velocity and pitch by dragging the grey bars at the top of the interface section, You can also put the sequence into triplet notes. The arrow resets the sequence to default.



CLUSTERS

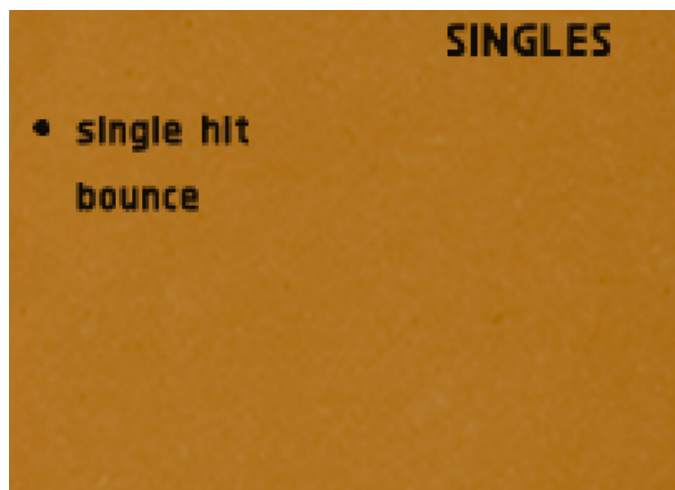
Choose between long clusters, short clusters, short clusters and up and down runs with this control. Click on the interface or use key switches MIDI D0 to choose the cluster group and select the different cluster / run articulations with the black key switches from C#0 to A#0. Runs also have sequence functions available.

NOTE: Clusters are generated dynamically based on the position in your DAW so they should always play back the same way on each restart of your track, but will be different in different locations.



SINGLES

Choose either single hits or bounces (MIDI simulated) by clicking on the interface or use key switches MIDI E0 to choose the singles group and select the different singles articulations with the black keyswitches C#0 and D#0.

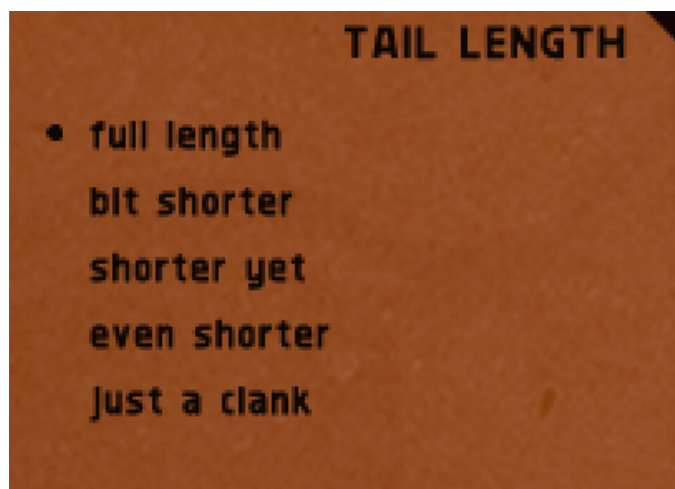


TAIL LENGTH

Choose different length of release tails on the interface. Or use key switches MIDI F0 to choose the tail length group and select the different tail lengths with the black key switches from C#0 to A#0.

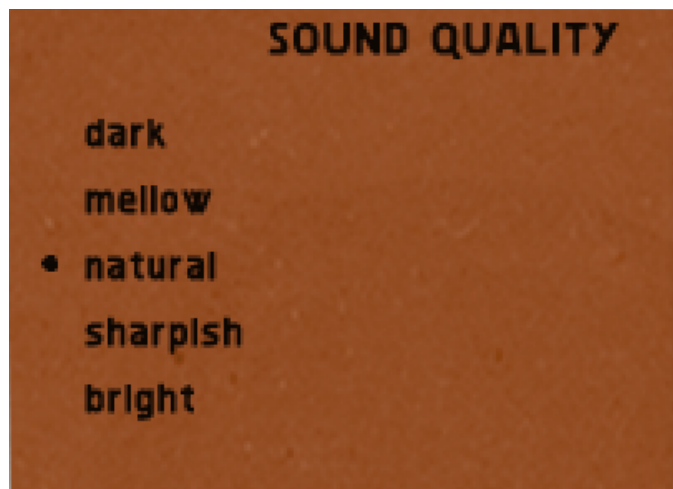
SUSTAIN PEDAL:

Some of the samples in the bells collection are very long. You may wish to curtail these long release tails during playback. Pressing the sustain pedal will introduce a 4 second release envelope giving a subtle fade out to the sound.



SOUND QUALITY (CARILLON)

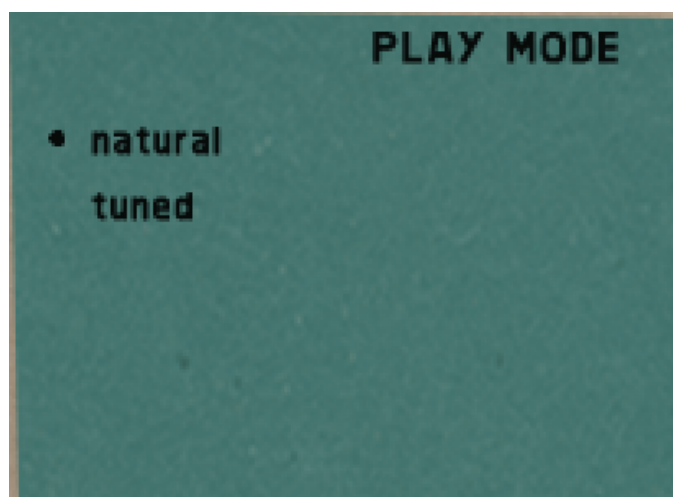
Choose different timbres of sound length on the interface. Or use key switches MIDI G0 to choose the sound quality group and select the different timbres with the black key switches from C#0 to A#0.



PLAY MODE (CHIME / BOWLS)

Choose different tunings of the chimes and bowls on the interface. Or use key switches MIDI G0 to choose the play mode group and select the different tunings with the black key switches C#0 and D#0.

Natural tuning is closest the pure tuning that we captured at the time of recording. Tuned mode has been manually chromatically tuned.



MALLET

Choose mallet types on the interface. Or use key switches MIDI A0 to choose the mallet type group and select the different tunings with the black key switches from C#0 to A#0.

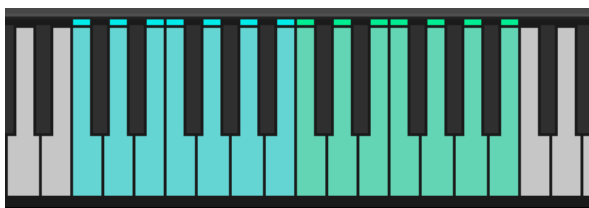
Different mallet types are available for different instruments. The "reverse" type are the regular samples played back backwards in the Kontakt engine.



SLEIGH BELLS SPECIAL FUNCTIONS

We wanted to include extra functionality with the sleigh bells so that means some parts of the interface are a little different.

Single shakes are chosen here, either short, long, alternating between short and long, or shorts in the left hand and longs in the right, indicated by the mirrored sets of playable keys shown below.



SINGLES

- short
- long
- alternating
- left short right long

PLAY MODE

- spread over keys
- pitch stretched

There are two different playing modes; **spread over keys** and **pitch stretched**.

Spread Over Keys: Maps the 7 different sets of sleigh bells to a mirrored key range.

Pitch Stretched: Allows you to choose one of the 7 sets of sleigh bells and maps it over the mirrored key range at different pitches. The pitch range is set by this numbered control on the interface. 1 is a very subtle pitch range and 4 is the most extreme.

Choose the size of the bell tree either on the interface or by using the key switches in the normal way.

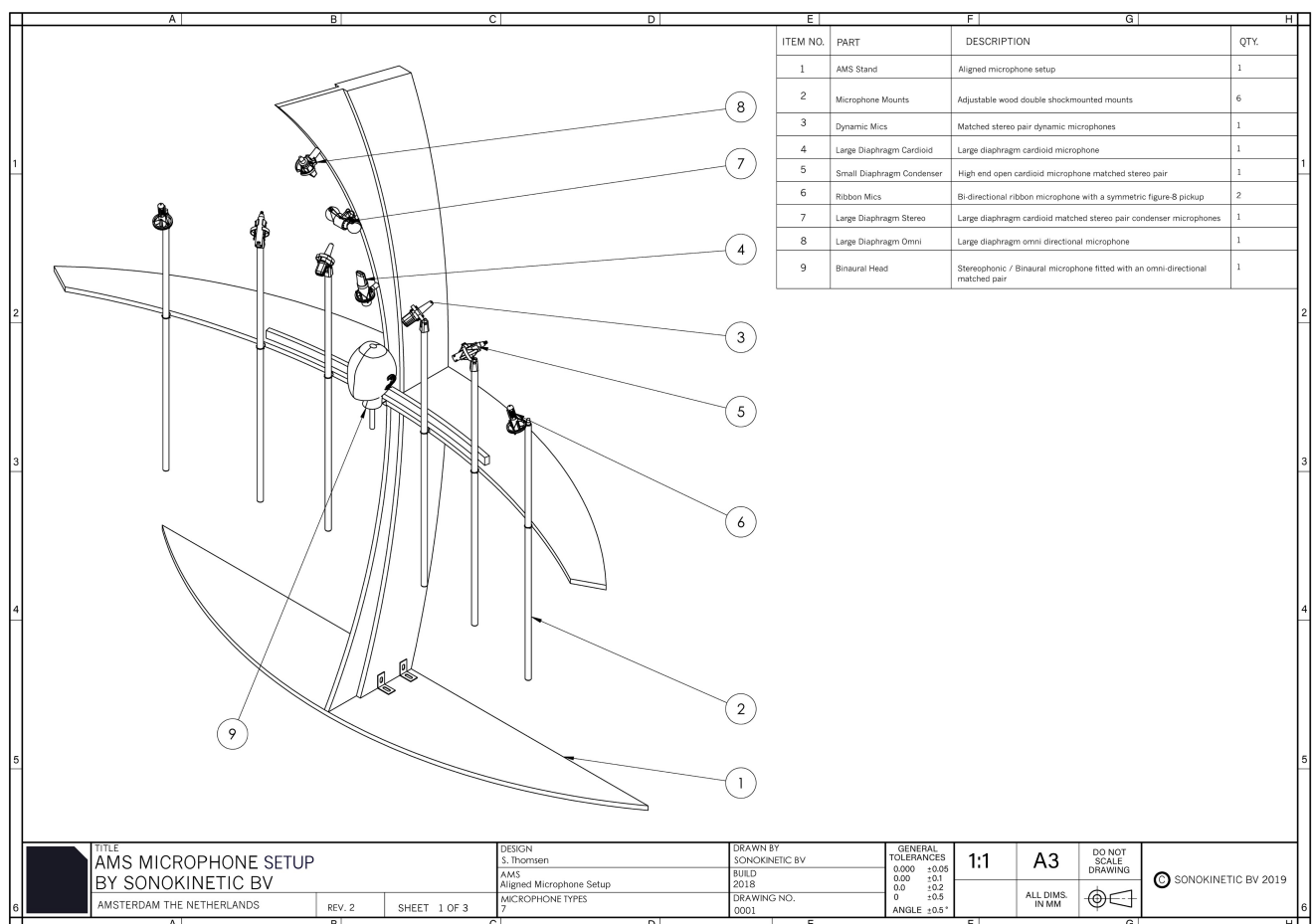


MANY BELLS	FEWER BELLS
100 bells	15 bells
50 bells	• 12 bells
30 bells	6 bells
25 bells	

ALIGNED MICROPHONE SETUP PANEL (AMS) - MICROPHONE MIXING

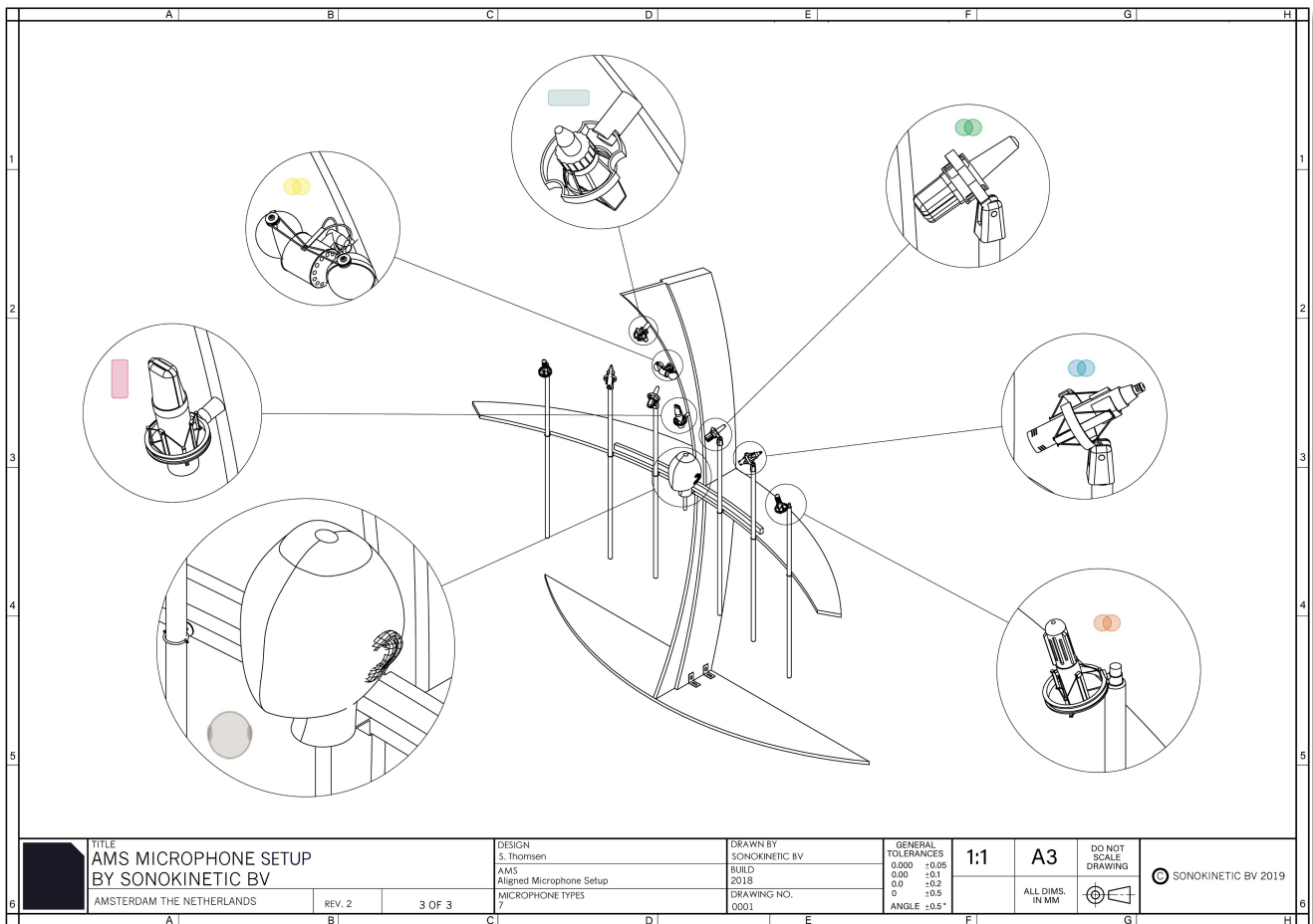
Click the microphone graphic to open the AMS panel.

We recorded this collection with our new Aligned Microphone Setup, a bespoke and standardised microphone array we shorten to “AMS”. The specially designed recording space is unique to Sonokinetic libraries. It has very low wall, ground and ceiling reflections and we’ve taken advantage of that by constructing a new design of microphone rig and setting up an array of 10 mics to capture instruments in precise detail. These include cardioid, condenser and ribbon microphones. There’s also a binaural head in the centre of the array, which is perfect for those mixing surround and simulated 3D sound scores or producing audio for immersive video games.



The recordings from these mics have been integrated into a new tool within the library to enable the user to mix and match their favourite microphones, adjusting the level, panning and stereo width of each set. This gives precise control over the signal. Each mic position can be assigned an impulse response, captured from the Zlin Concert Hall. This recreates the popular Close, Decca, Wide, Balcony and Mixed positions that Sonokinetic have been using for almost a decade.

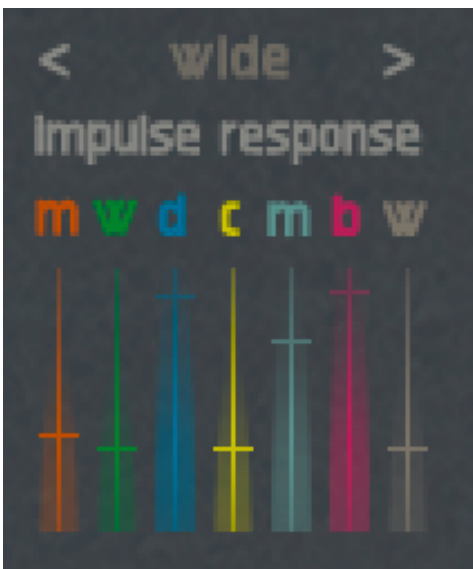
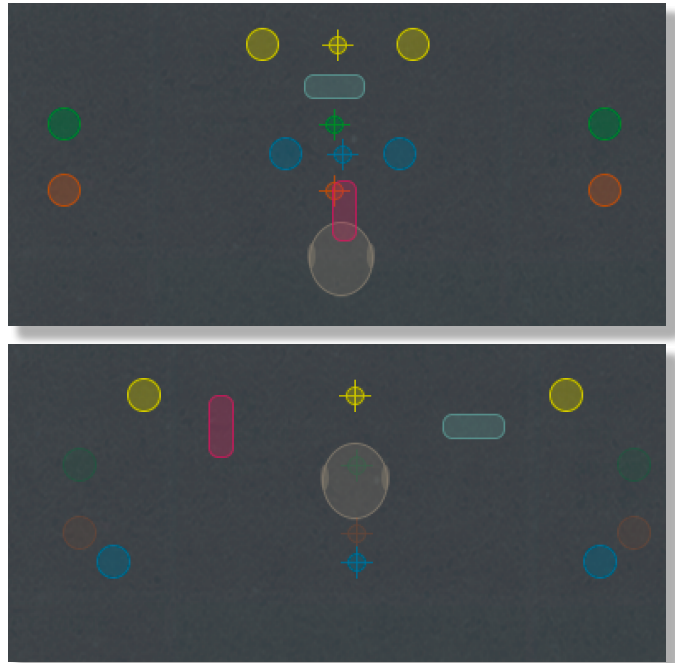
So you get the best of both worlds, a standardised, yet easy to mix array of quality mic signals, plus reverb options to place these recordings into a physical space to match the rest of Sonokinetic’s instrument libraries.



AMS is really straightforward to use - simply click a coloured mic icon to enable or disable it. Dragging the microphone icons within the AMS field will adjust volume on the Y axis, panning on the X axis, and for the stereo pairs you can change the width of the signal. Control+command click to reset to the level, panning and width to default.



Use the different microphones to create your own bespoke array and soundstage. The signal from each microphone sounds different, so the only limit is your creativity.



On the left of the AMS panel you'll find the impulse response controls which use specially recorded reverbs within Kontakt. Use these to assign any of the 5 different convolution reverbs to any mic position. These impulse responses are based on the Zlin Concert Hall positions where we usually record our orchestral products. Dragging the slider all the way down will bypass the IR for the accompanying microphone.

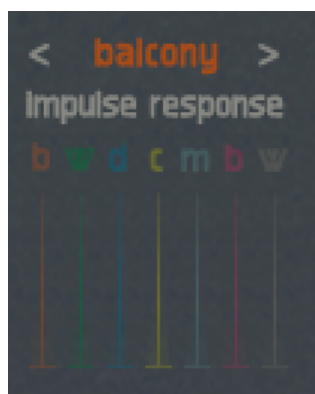
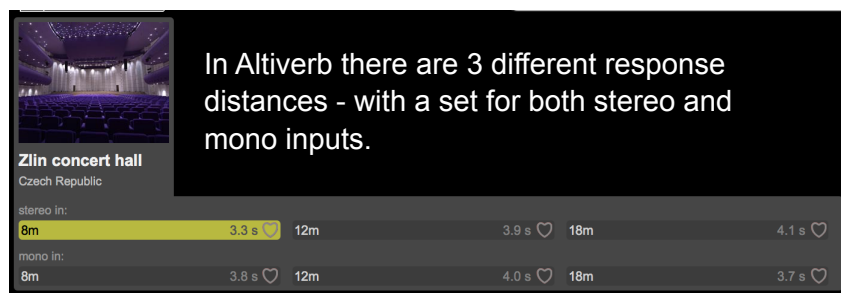
The positions are shown on the interface by their lower case letters: Close (c), Decca Tree (d), Wide (w), Balcony (b) and Mixed (m), which is most similar to the mixed Tutti position we include with many orchestral libraries.

ALTIVERB - ZLIN CONCERT HALL IMPULSE RESPONSE

[AudioEase Altiverb 7](#) is the industry standard convolution reverb plugin and contains many different reverb ambiences, captured from real life space, including lots of different concert halls. Sonokinetic records the vast majority of our orchestral products in the Zlin Concert Hall and we've actually captured an impulse response from the hall, which can be used within Altiverb to place other sounds in the same space.



There's lots of scope for this, for instance you can use Altiverb to place Sonokinetic libraries that haven't been recorded in the hall with those that have. For example, our Mallets library was captured in a relatively dry studio environment but if we want it to gel with a Sonokinetic orchestral library just turn off the Mallet's onboard reverb and run it through the Zlin Concert Hall reverb in Altiverb.



You can even use our instruments with built in AMS, like the Bells Collection, although we recommend choosing your favourite mics within the AMS panel and then disabling the onboard reverbs so the reverb doesn't become too overwhelming.

NATIVE INSTRUMENTS KOMplete KONTROL

Bells Collection is designed specifically for Native Instruments Komplete Kontrol keyboards. If you are a user of one of these controller keyboards you can make use of all the niceties that come with the NKS standard, which include:



Key lights on your keyboard showing the corresponding colours of the Bells Collection key switches, audio previews and graphical displays. In addition, the rotary controls of your keyboard will be automatically assigned to the most commonly used functions in Bells Collection.

There are also some great accessibility features built in that make using the instrument from your keyboard that much more intuitive and fun!

for more information, check our website:

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watch our Vimeo tutorial videos:

<https://vimeo.com/sonokinetic>

access your own user area:

<https://www.sonokinetic.net/checkout/login/>

...or if you have any questions about Bells Collection
or any other Sonokinetic product, send us a support query at

<https://support.sonokinetic.net/>

all the creative best,

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