IDIOPHONES

multi-mic mallet instruments

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MULTI-MIC MALLET INSTRUMENTS

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Idiophones

Multi-Mic Mallet Instruments

Presenting Idiophones, a collection of tuned percussion that complements our expansive range of orchestral libraries. These instruments are captured in expressive detail and with meticulous attention to sound quality and performance, offering new recording and interface concepts that open up a new world of creative possibilities.

In order for the scripted tremolo and sequencer articulations to sound completely natural we have captured an obscene amount of attack round robins, up to 20 per note per velocity layer!

Featuring meticulously captured xylophone, glockenspiel, crotales and marimba, this versatile collection offers unparalleled realism and a highly-flexible sound. Every nuance and subtlety of these instruments has been captured with the utmost precision, preserving their organic charm and character. From the delicate yet captivating tones of the xylophone, to the warmth and resonance of the marimba, these idiophones offer a sonic palette that will complement your cues in unexpected ways.

Microphone mixing options are completely overhauled, allowing you to customise and shape the soundstage with precision. With 7 stereo microphone positions on offer, you have complete control over the spatial characteristics and tonal balance. Tailor the sound to your liking, from an intimate studio timbre to a more traditional orchestral setting. Idiophones mic and soundstage options empower you to create a signature sound, immersing your listeners along the way. We've also provided bespoke preset mix options for speedy plug-and-play.

The performance engine utilizes the dynamic key switching system found in our orchestral woodwind and string libraries. The scripting deftly reproduces clusters, bounces, sequences and tremolo, all with different beater materials. Intelligent playback of sticking and tremolo mean less time choosing articulations and more time composing.

We, at Sonokinetic BV, are very proud to introduce Idiophones 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.

With warm regards,

The Sonokinetic Idiophones Production Team

CONTENT

Over 150000 samples (!) (~19 GB sample content) in 24 bit 44.1 kHz NCW format

For Kontakt Player 7 : compatible with Komplete Kontrol and NKS

4 recorded Idiophones: Marimba, Xylophone, Crotales, Glockenspiel

7 recorded microphone positions - fully mixable

- Ribbon (stereo pair)

- Small Diaphragm (stereo pair)

- Dynamic Mic (stereo pair)

- Omniphonic

- Binaural Head

- Cardioid Stereo

- Cardioid Classic

-

Primary controls include

- Mallet: wood, rubber, brass, plastic, soft, medium, hard

- Style: single hit, bounce, cluster, tremolo, auto trim

- Grid: 5 sequences

- Tail: tiny, shorter, full

- Sound: 5 presets

Custom designed interface

Dynamic Key Switching

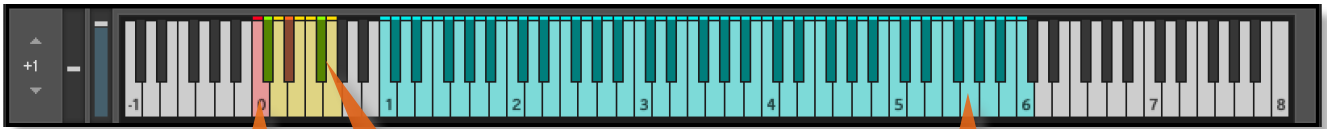Native Instruments Kontakt Player Library license

Royalty and copyright free content license

Idiophones Reference document (PDF)

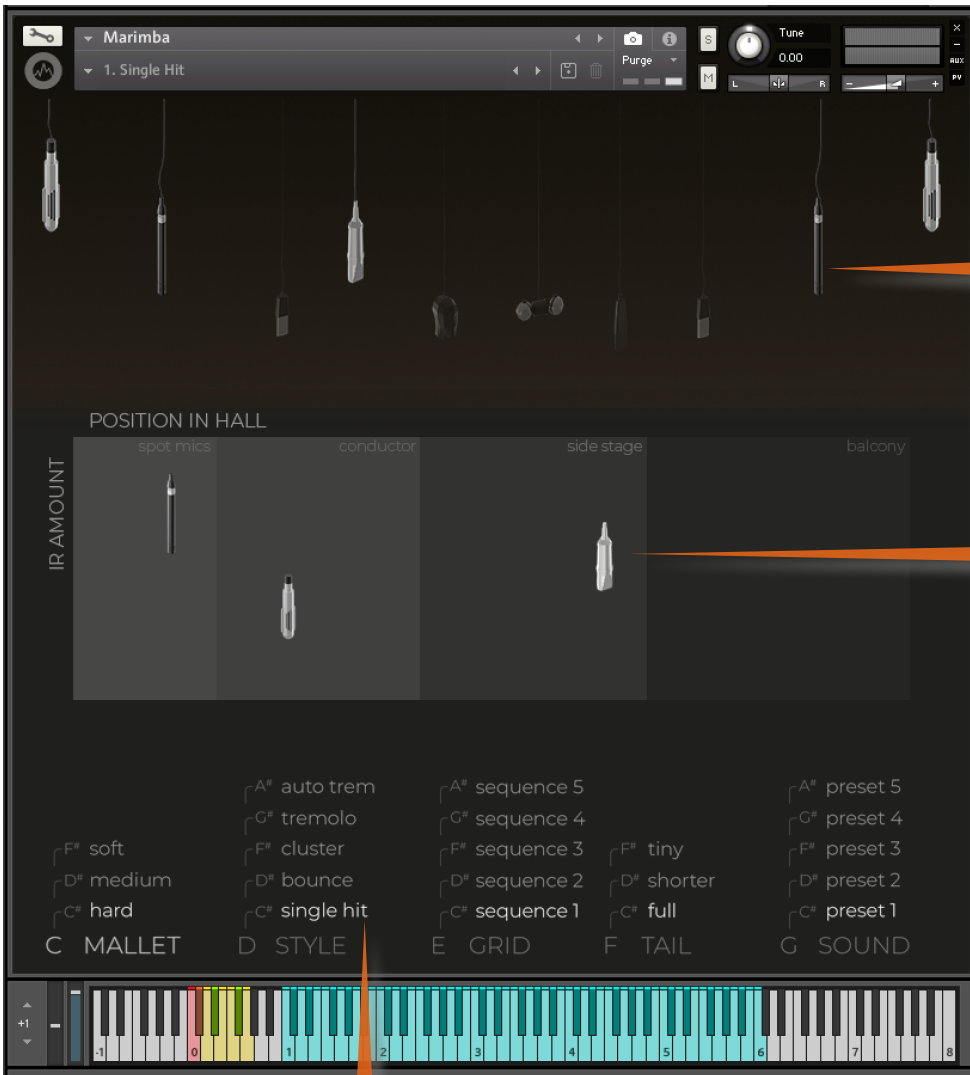Artwork: "Idiophones" DVD cover. Designed by Sonokinetic BV

QUICK START GUIDE

Yellow keys: select one of the primary controls: mallet, style, grid, tail, sound

Black keys between the yellow keys select an secondary control

Load any of the 4 patches (crotales, glockenspiel, marimba, xylophone) and play in the blue key range shown here

Microphone mixing options. Drag mic icons up and down to set levels

Microphone soundstage options. Drag mic icons around the matrix to set IR type, pre-delay time (dly) and wet levels (amt)

Primary and secondary controls are selected either by key switch (see above) or by clicking in the interface.

IDIOPHONES FUNCTIONS

INTERFACE

Shown below is the main interface for the xylophone instrument, in both Zen mode and Edit mode. The 4 different instruments (crotales, glockenspiel, marimba, xylophone) operate in the same way with only very minor differences in their playable ranges and beater selections. These differences will be highlighted throughout this manual when necessary.
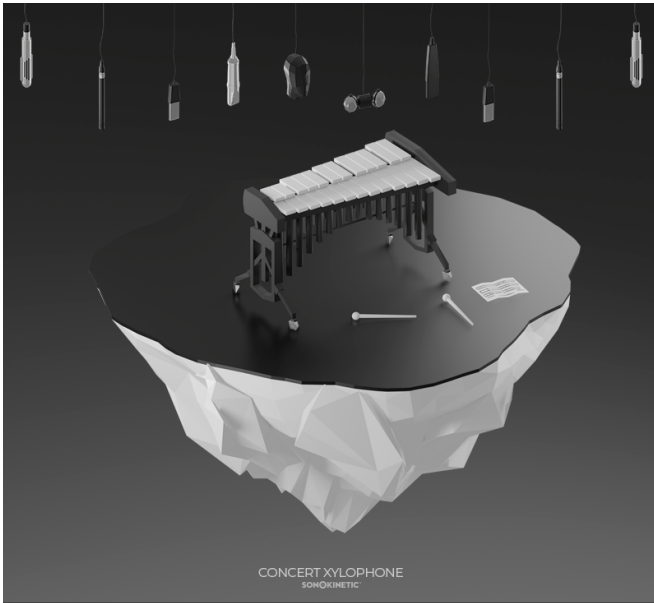
Zen mode
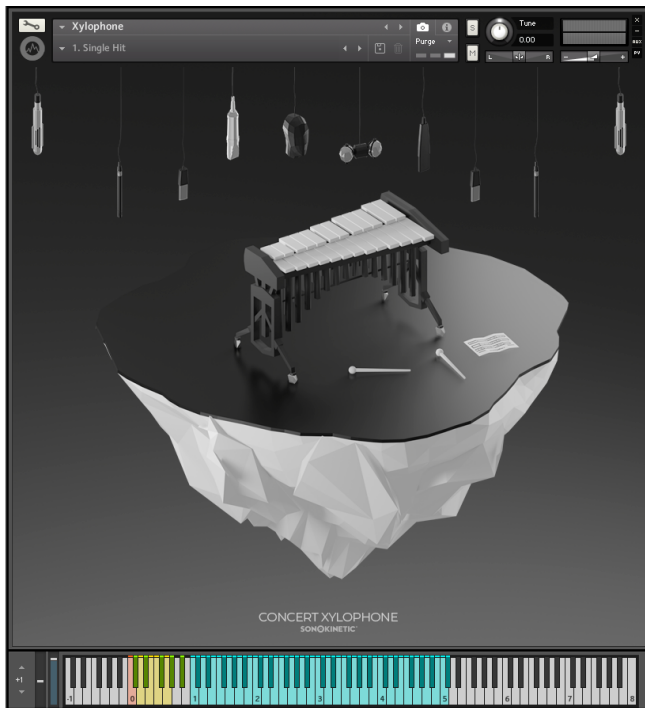
**Edit mode**
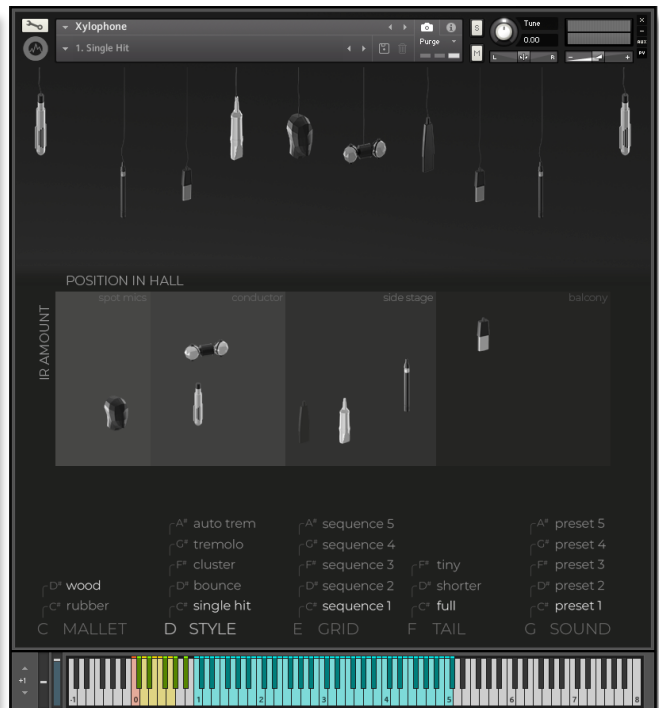
ZEN MODE / EDIT MODE

To streamline the instruments, we've provided two different views of the instrument. Swap between the two views by clicking on any background image or away from the main windows.

CONCERT XYLOPHONE
SONOKINETIC

"Zen mode" only shows an image of the current instrument and the mic signal mixing options. To mix the mics, just drag the various mic icons up and down to set the levels. Bear in mind that at their lowest level some mic icons may be behind the instrument image, but they can still be dragged upwards.

"Edit mode" displays the additional options for each instrument, including the soundstage window and articulation options. This more detailed view also displays pop-up text for the mic levels and soundstage positions.

Note that key switching functionality is identical in both modes, but you can only see the full options on screen in Edit Mode.
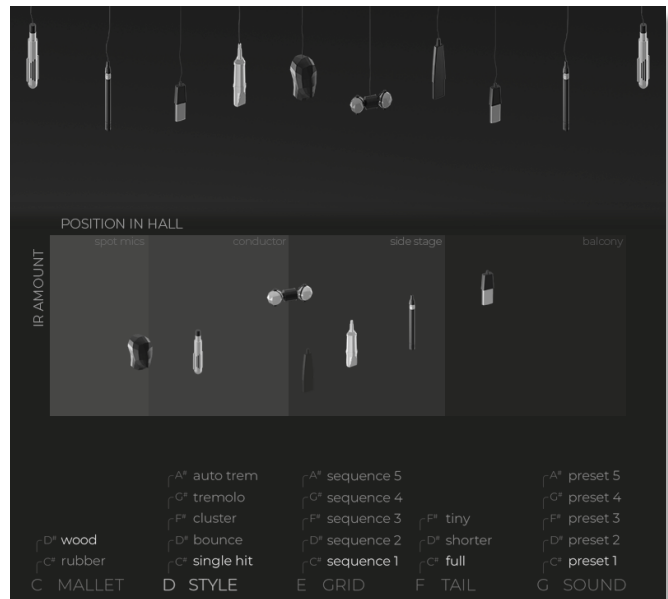
ZEN MODE

MICROPHONE MIXING

Idiophones uses a new mic mixing system, unique to these 4 instruments. Each instrument was recorded with a range of different microphones, in both stereo and mono versions. In total there are 7 different mic signals that can be mixed in any way you see fit.

The mics hang from the top of the interface and you simply drag them to set the levels. Whilst dragging, the exact dB levels and microphone name will be shown in pop-up text:

Available mics are: Ribbon (stereo pair), Small Diaphragm (stereo pair), Dynamic Mic (stereo pair), Omniphonic, Binaural Head, Cardiod Stereo and Cardioid Classic.

A special mention for the Binaural Head position, which can envelop your listener in the sound like no other.
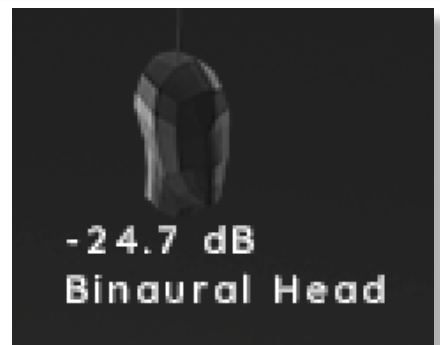
EDIT MODE

SOUNDSTAGING

Due to the manner in which the instruments have been recorded, we didn't capture multiple mic positions within a physical hall. However, the sound staging window can be used to place microphone signals into a virtual space that will end up sounding incredibly close to the normal Sonokinetic hall positions of Close, Decca tree, Wide and Balcony. Instead of using recorded mic positions placed in the space, we use impulse responses captured from a hall. As you can see, with Idiophones the options are Spot, Conductor, Side Stage & Balcony. Just drag the icons of the microphones around the soundstage window to set Position In Hall (X axis) and IR Amount (Y axis).
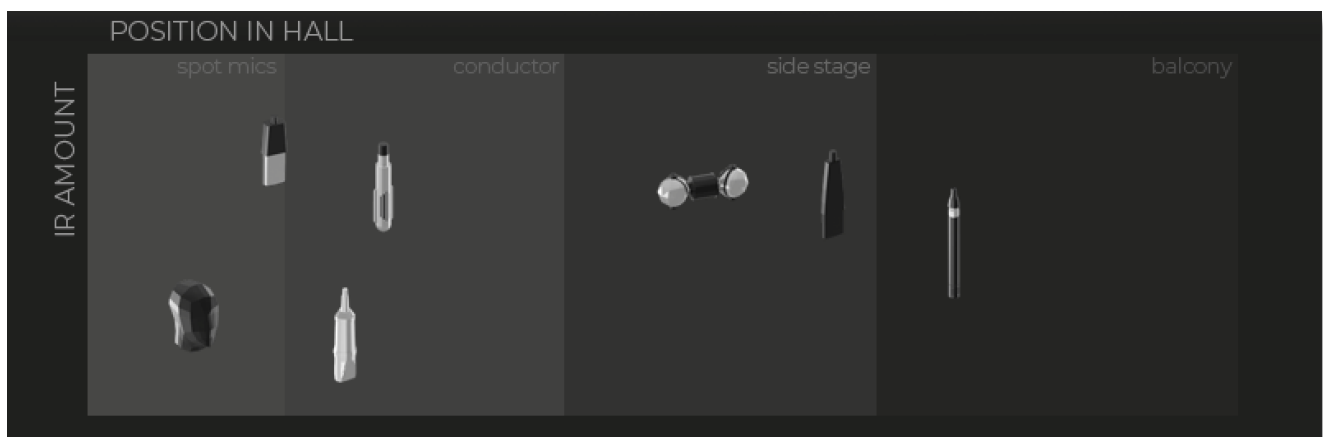
When you click or drag a mic icon, you'll see pop-up text that displays the wet amount of impulse response being used (amt), the pre-delay time (dly) and the impulse response in use (Spot Mics, Conductor, Side Stage or Balcony). All 7 mics can be placed into the soundstage simultaneously, allowing for some complex mic setups if you desire.
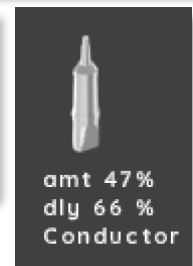
PRIMARY / SECONDARY CONTROLS

Opening the Edit View reveals a window at the bottom of the interface displaying the various primary and secondary controls for Idiophones. These are articulations and styles that each instrument can play. The options can be chosen by clicking on the text or via key switches.

MALLET - KEY SWITCH MIDI C0
The 4 different instruments have several mallet options which play in different timbres, although they're individually specialized for each instrument. Marimba has soft, medium and hard playing styles (shown here). Xylophone has wood and rubber mallets. Glockenspiel has plastic and brass mallets. Crotales has a brass beater.

STYLE - KEY SWITCH MIDI D0
From a single hit to automated tremolo, these options cover all the different playing styles of these idiophones. For bounce, cluster, tremolo and auto trim, you'll see additional options above. These include number of notes, time spread, tonal spread, level, speed, hit, end, humanize and sticking. More about all of these options below.
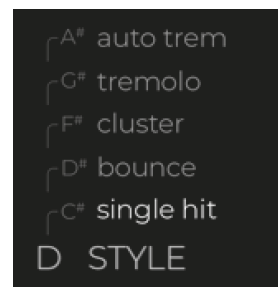
GRID - KEY SWITCH MIDI E0
These 5 sequences allow automatic playback based on either velocity or pitch, up to a maximum of 24 steps. Playback speed, sticking and pitch range is also adjustable. More about all of these options below.
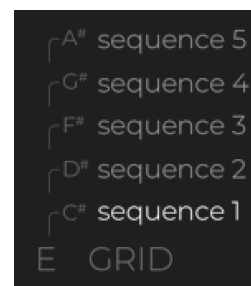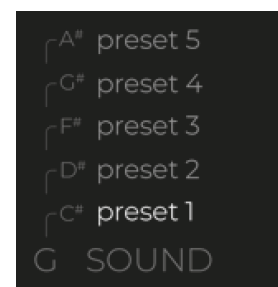
TAIL - KEY SWITCH MIDI F0
For control over the sustain tail length of the samples, select one of the 3 tail length options here.
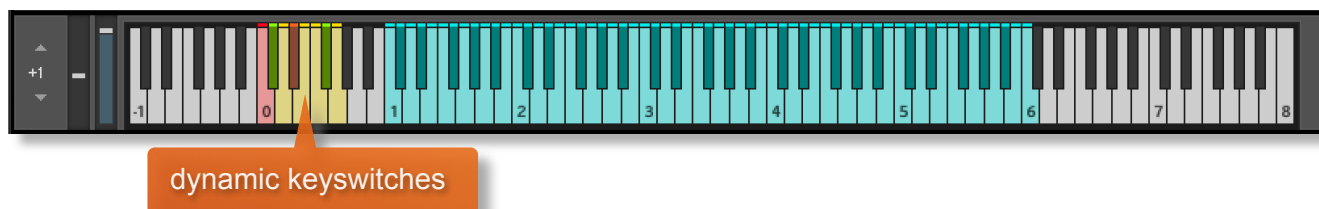
SOUND - KEY SWITCH MIDI G0
5 presets for sound are available. Once selected you'll see options for a 4-band EQ appear in the interface. Adjust the Low, Low Mid, High Mid and High EQ settings. More about all of these options below.

DYNAMIC KEY SWITCHES

Idiophones features a large number of available mallet types, articulation styles, grid sequences, tail lengths and preset sounds. All of these performance modes are available to select on the fly, using key switches. We've used a similar key switch concept as found in our Orchestral Woodwinds and Orchestral Strings collections. This means that you use a combination of black and white key switches in an octave range (**C0 - A#0**) to choose primary categories (white keys) and secondary options (black keys).

dynamic keyswitches

Some examples to demonstrate:

You would press key switch **MIDI D0** and then **MIDI F#0** to choose STYLE > CLUSTER

You would press key switch **MIDI F0** and then **MIDI D#0** to choose TAIL > SHORTER

You would press key switch **MIDI G0** and then **MIDI A#0** to choose SOUND > PRESET 5

SUSTAIN PEDAL

Press your sustain pedal to cut short the tails of the playback, effectively dampening the sound.

STYLE

Single hit: plays a single hit per note press.

Bounce: simulates a mallet bouncing on a note - note number and timing can be adjusted.

Cluster: simulates a cluster of notes playing - note number, timing and tonal spread can be adjusted. Note that the cluster will be different at different positions in your project as it uses the bar position to generate a random cluster. Therefore clusters will perform the same way on replay, but vary in different places in your composition.

Tremolo / Auto Trem:

Level: loudness of the tremolo performance

Speed: affects the playback speed of the note repetitions. Note that this can be switched to MIDI CC #11 for manual adjustment during playback, resulting in a more expressive tremolo performance.

Hit: play an emphasised note at the beginning of the tremolo

End: play an emphasised note at the end of the tremolo

Humanize: make the playback more / less human with velocity imperfections

Sticking: simulates a percussion player playing with two or more mallets. The various settings are:

Chord: notes will be played simultaneously, so all mallets will hit at the same time. This works best for slow to medium tempos.

Alternate: notes in an interval/chord will be played non-consecutive, like when the player moves his hand with two sticks from side to side, or alternates two sticks on the different notes. This is most useful for faster tempos, where it will sound more natural than the 'Chord' setting.

Auto: based on sequencer tempo and tremolo speed, the engine will decide between Chord and Alternate automatically.
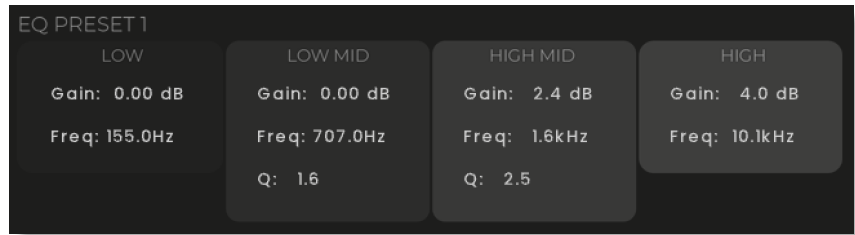
GRID

5 sequences can be programmed and selected with key switches or via the interface text. The sequence can either control the velocity or pitch, selectable under the "table controls" legend. Click and drag within the table to adjust the values.
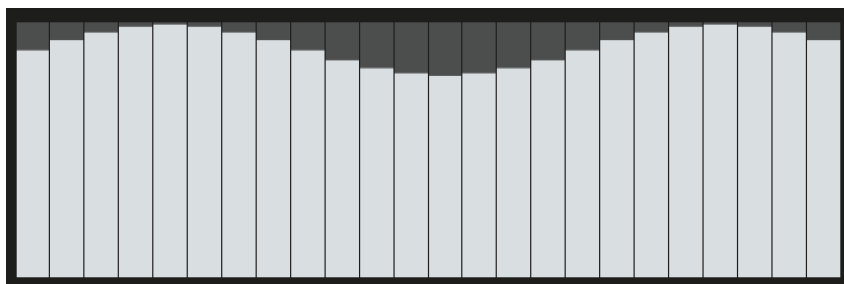
Number of steps, playing speed, sticking and pitch range are adjustable.

SOUND

5 different EQ sound presets are available within Idiophones, selected either by clicking on the text in the EDIT window, or via dynamic key switch G. We have pre-selected some useful options already, but you can change the 4 band EQ however you see fit.

EQ PRESET 1			
LOW	LOW MID	HIGH MID	HIGH
Gain: 0.00 dB	Gain: 0.00 dB	Gain: 2.4 dB	Gain: 4.0 dB
Freq: 155.0Hz	Freq: 707.0Hz	Freq: 1.6kHz	Freq: 10.1kHz
	Q: 1.6	Q: 2.5	

You'll see options for Low, Low Mid, High Mid and High EQ settings. These have Gain, Frequency and Q factor numbers. Click and drag to adjust.

SNAPSHOTS

For speed and ease of use, we've provided many Kontakt preset snapshots of instruments, mallets, soundstaging and articulations. These snapshots contain standardized microphone settings and soundstaging in categories; Dry / Moist / Wet. If you want the instruments to automatically sound cohesive without having to do too much parameter tweaking, you should use these preset snapshots.
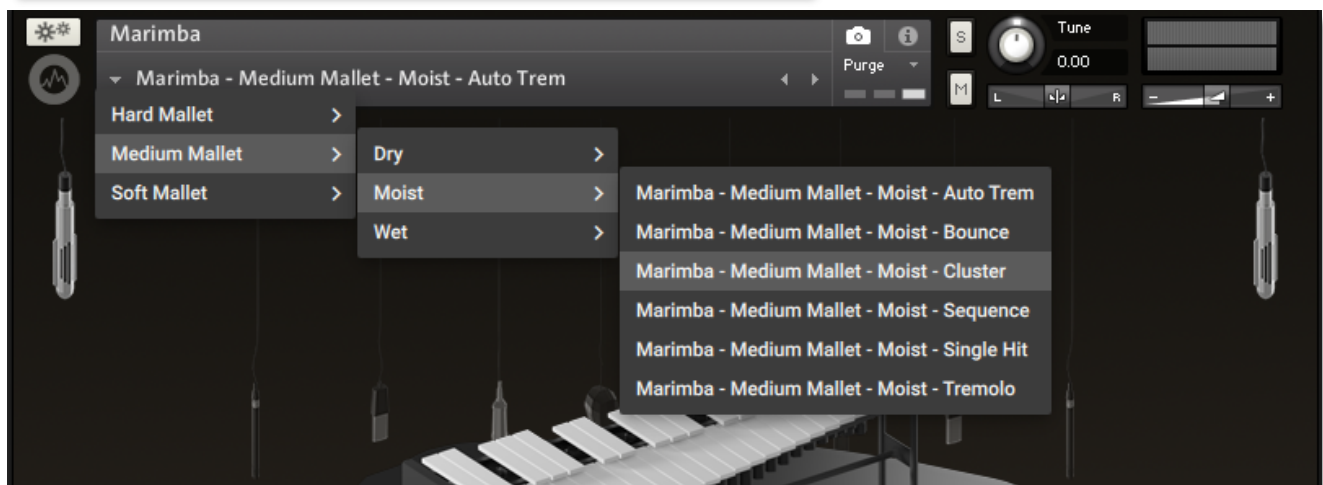
NATIVE INSTRUMENTS KOMPLETE KONTROL

Idiophones 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 colors of the Idiophones 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 Idiophones.

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

MANAGING CPU AND RAM

Idiophones is designed to be streamlined, but the multiple microphone positions and soundstaging options can push Kontakt hard, in terms of size and processing. Therefore, it's useful to know how to limit the memory and processor impact of Idiophones within your own system. Although we've covered some of these aspects already, the following processes will help to conserve RAM and CPU:

- Use fewer microphone positions and deactivate the others by dragging the mic icons to the bottom of the interface

- Instead of using the onboard Idiophone soundstaging, opt for a send channel DAW reverb / soundstage plugin of the entire audio signal

- Ensure Kontakt or your DAW's audio buffer size is large enough to prevent artefacts when playing Idiophones.

TIPS AND TRICKS

- Help text is available within the Kontakt interface. To see it, make sure you've enabled the Kontakt Info pane: https://www.native-instruments.com/ni-tech-manuals/kontakt-manual/en/user-interface-elements

- The Idiophones instruments are sampled at many velocities. Make use of them by playing softer or louder on the keys.

- To keep a consistent sound between instances of Idiophones, use the snapshot presets provided.

- **Auto Trem** mode enables you play single notes, and then automatically switch to tremolo when 2 or more simultaneous notes are detected. This means less articulation switching for you.

- **Cluster** playback will be different at different positions in your project as it uses the bar position to generate a random cluster. Therefore clusters will perform the same way on replay, but vary in different places in your composition.

- Activate the **Sticking** option to play back chords in a realistic fashion, with simulated playing over 2 or more virtual sticks.

- All controls can be set to their default position by holding **cmd / control** whilst left-clicking.

- You can right-click on almost any control within Idiophones to assign a MIDI CC controller. This may come in handy for automating microphone levels as they play.

- The soundstaging options of Idiophones mimics the positions of other Sonokinetic orchestral libraries. Use these spot, conductor, side stage and balcony positions to blend the sound of the Idiophones with other libraries.

- Please refer to our online tutorials concerning Idiophones. We offer comprehensive dedicated video tours concerning this instrument at https://www.youtube.com/sonokinetic

for more information, check our website:

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