MALLETS

Orchestral Melodic Percussion

SONOKINETIC

Mallets

Orchestral melodic percussion

"Subtlety through melody"

CONTENT

2.7 GB sample pool, 4000+ samples

4 Mallet Instruments:
Tubular Bells, Glockenspiel, Marimba, Xylophone

Alternative mallet / beater materials: Wood, Rubber, Wool, Leather & Plastic.

Full sustains up to 10 seconds long

Damped and undamped samples

Multiple round robin samples and transposed round robins

Multiple velocity layers (up to 4 for each instrument), including very hard hits

3 band EQ adjustment

Envelope attack portion control

Custom designed interface

Open Kontakt format for complete user customisation (Kontakt 4.2.4 or 5 Full version only, **NOT** compatible with the free Kontakt Player)

Royalty and copyright free content license

Mallets Reference document (PDF)

Artwork: "Mallets" DVD cover. Designed by Pavel Fuksa

All files in 44.1 kHz, 24 Bit AIFF format.
Programmed for Kontakt 4.2.4 and Kontakt 5

POWERED BY
KONTAKT
SOFTWARE TECHNOLOGY
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Mallets

Sonokinetic BV is proud to announce this library of orchestral melodic percussion essentials. We feel this is a beautiful addition to our orchestral libraries as it allows you to add a percussive element, as well as enhanced definition to fast runs in other sections of the orchestra. These instruments will add a shine to your full orchestral arrangements, but they will come in equally handy in small group composition, where they will easily carry their own weight… Marimba and bass clarinet anyone?

The instruments in the Mallets collection are recorded in the Netherlands, at the 'Muziekcentrum voor de Omroep', the national broadcasting center.

The instruments we sampled are top class and have been used in many broadcast recordings and studio sessions for Dutch National radio and TV. Recordings were captured in a semi-close stereo configuration with Schoeps Microphones, Apogee pre-amps and converters, in a medium sized studio with high ceiling. The Impulse Response used in the instrument is sampled in the much-acclaimed Cinematic Concert Hall in Zlin, Czech Republic, where Sonokinetic's orchestral libraries Tutti, Vivace and Da Capo are recorded. This will make the instruments blend in perfectly with the aforementioned libraries, as well as with other sampled offerings and live recordings.

All Sonokinetic Mallets instruments are played with an assortment of mallets allowing you to choose the brightness and attack you need for your specific project. For **Marimba** and **Xylophone** two different sets of mallets are included, wool (two-zone) and rubber for Marimba, and wood and rubber for xylophone. **Tubular Bells** have been played with a two sided hammer, solid plastic on one side, and leather on the other, giving you the option for either a mellow or a sharp attack. The **Glockenspiel** is played with a brass-tip mallet, which gives it a beautiful presence and makes the instrument cut through any mix. Our Glockenspiel has been sampled with pedal up and pedal down, allowing you to play it like you would a real Glockenspiel. You can choose whether you want the notes to sound the full length (up to 10 seconds) or be damped instantly for very busy parts. If you want an even softer attack for any of the instruments, or you want to suggest more distance, the attack envelope can be changed within the interface.

All Sonokinetic Mallets instruments have been recorded with up to four velocity layers, and four round robins for each. These round robins are tripled by using transposed sets of samples, allowing for many non-repeating repetitions. This is perfect for fast repetitive playing, typical of marimba and xylophone. As with many Sonokinetic libraries, we didn't shy away from also recording very loud hits, mapped to the highest few velocities.

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 Mallets Production Team

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THE INTERFACE

The main UI for Mallets consists of four selection panels to choose an instrument. There are also controls for EQ, reverb and envelope attack.
The four instruments available are Tubular Bells, Glockenspiel, Marimba and Xylophone.

To select one of the instruments simply click on the graphic panel.

The interface background will change to depict the chosen instrument as shown below:

To return to the root menu and choose another instrument, click on the *MALLETS* legend.

THE INSTRUMENTS

Marimba and Xylophone

The Marimba and Xylophone instruments have an option to choose alternate sample sets, played by beaters with heads made of different materials. Marimba beaters are wool or rubber. Xylophone beaters are rubber or wood.

A selection slider at the bottom right of the interface indicates the materials available. You can also select the different materials using keyswitches at the bottom of the keyboard highlighted in red. The chosen key will change to green when selected.

The blue keys indicate the playable range of the Xylophone & Marimba.

Materials   Playable range
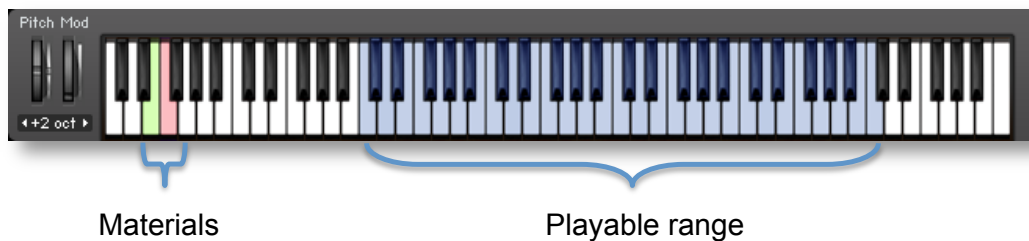
Tubular Bells

The Tubular Bells samples have been captured with both leather and plastic mallets. The blue keyboard mapping of these samples is shown below:

Leather   Plastic
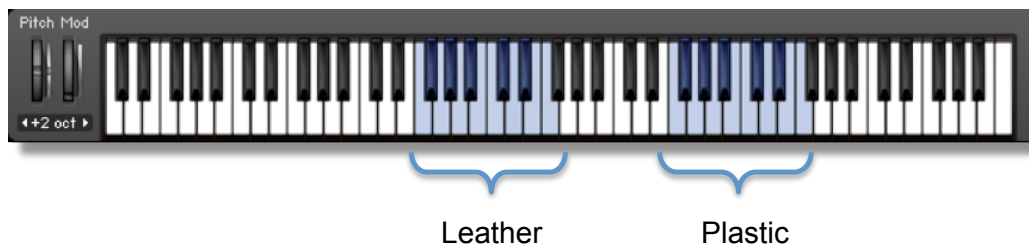
Use the sustain pedal to control the damping of the hits. With the sustain pedal up, the notes will sustain as long as you hold a key down. Upon key release they will be dampened. With the sustain pedal held down, the notes will sustain for their full duration which is around 10 seconds long.

Glockenspiel

We have captured both normal and damped sample sets for the Glockenspiel, which have been played with a brass-tipped mallet. The functionality is the same as for the Tubular Bells: With the sustain pedal up, the dampened samples will be played. Hold down the sustain pedal to play the undamped sample set which allows the notes to ring out for a full sustain, or until you release the pedal again.

EQ

Hold the left mouse button to adjust the LOW, MID & HIGH dials to taste. You can reset the dials to their default positions by holding cmd-click. (on a PC that would be CTRL and left-click)

Default frequencies are 100Hz, 900Hz & 12.4kHz but these can be easily adjusted by opening the Kontakt instrument editor and changing the frequencies in the Insert Effects panel.

IMPULSE RESPONSE (IR)

Mallets comes with a bespoke reverb to simulate a realistic playing environment. Turn this on/off with the button on the left. Adjust the amount of reverb with the dial on the right. The inbuilt IR was captured in the same environment as our Sonokinetic orchestral libraries Tutti, Vivace & Da Capo. This means that the instruments within Mallets will seamlessly meld with the sound of our other libraries. You can further customize or replace the IR within the Kontakt instrument editor Insert Effects panel, shown below:

ATTACK CONTROL

The attack of the sample playback can be controlled with this dial. The default value is set to 0 which will play each recorded sample from the very beginning. Increase the dial to change the attack portion of the playback, resulting in a softer sound or to give the impression of more distance from the instrument.

PERFORMANCE

The default max voice number of Mallets is set to 128. This can be changed in the Kontakt interface by clicking '128' and entering your own chosen value. This may be useful if you are planning to play glissando and want to retain the release portions of all of the individual samples.

PURGING

Mallets purges and loads the samples into RAM as you select the various instruments. Depending on your system you may need to allow a few seconds for the loading to complete before playing the new instrument.

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all the creative best,

Sonokinetic BV

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