



## Bulgarian Tupans for NI Kontakt 5.5.1+



A large double-headed drum often used in Bulgarian folk music, the tupan is capable of everything from powerful bass rumbles to cutting high end strikes. We recorded hits and noises using a variety of sticks and brushes, and have created a virtual drum ensemble for dramatic and realistic performances.

Bulgarian Tupans features:

- 61 unique deep-sampled articulations
- Solo and ensemble performance modes
- Multiple round robins and velocity layers
- 2205 stereo 24-bit WAV samples
- 1 program for NI Kontakt 5.5.1+ with scripted performance controls and GUI

## Introduction

The tupan is a drum commonly used in Bulgarian folk music. It is capable of everything from deep, powerful bass rumbles to distinct cutting notes in the high end.

Similar in construction to the Turkish davul and other drums from the Balkans and Middle East, the double-headed tupan can produce a huge variety of sounds and clattering noises.

Typically, it is played with a wooden spoon-shaped beater on the bass side and a thin stick on the treble side. It can also be played with other types of drumsticks or with the hands.



We recorded a tupan made in 2005 by Paicho Georgiev in Plovdiv, Bulgaria. Our recording includes all zones of the instrument, performed using a variety of drumsticks and articulations. We used a traditional large beater on the bass head. We played the treble head with sticks, hands, fingers and a brush.

Our Kontakt performance script enables you to layer multiple instances of the tupan for a dramatic and realistic ensemble sound, as well as shaping the dynamics and applying effects.

The Precisionsound Team

Bulgarian Tupans requires the full version of Kontakt 5.5.1+, and will not work with the free Kontakt Player, or with earlier versions of Kontakt. If you are running an earlier version of Kontakt, please update it through the Native Instruments Service Center before loading Bulgarian Tupans.

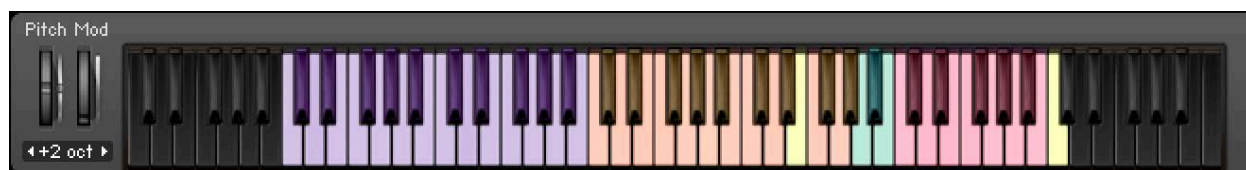
If you use Vienna Ensemble Pro to host Kontakt, please select *Preferences > Plugins > Rescan All* in Vienna Ensemble Pro after updating Kontakt through the Native Instruments Service Center.

## Sound Mapping

The playable range of our Kontakt instrument is C1 to C6 inclusive.

The Kontakt on-screen keyboard is colour-coded to show how the sounds are mapped:

- Purple zone (C1 to B2): beater hits on the bass head
- Peach zone (C3 to G#4): stick & brush hits on the treble head
- Yellow zone 1 (E4): brush stroke loops
- Green zone (A4 to B4): rim shots
- Pink zone (C5 to B5): hits using hands and fingers
- Yellow zone 2 (C6): palm stroke loops



## Bulgarian Tupans Page



The first page of the interface gives you access to key controls over the dynamics and performance.

**Attack:** sets the time in milliseconds for the sound of the drum to reach full volume when a note is played.

**Decay:** sets the time in milliseconds for the sound of the drum to die away to silence when a note is released.

**Velocity:** sets the relationship between how hard you strike the keys (MIDI velocity) and the volume of the sound.

At 0%, the volume of the sound is unaffected by how hard you play. At 100%, the volume of the sound is strongly affected by how hard you play.

**Tune:** sets the pitch of the hits in cents.

- ① The loops are not affected by the **Attack**, **Decay** or **Tune** dials.

**Solo / Trio:** switches between playback of a single drum (solo), and an ensemble of three drums (trio).

Both playback modes have round robins for a realistic sound, with six round robins in solo mode, and two round robins in trio mode.



**Offset:** sets the delay between the three drums in trio mode, up to 1000ms (1 second). When this dial is zero, three drums sound simultaneously when a note is played. When the dial is above zero, the second and third drums are delayed independently in time, up to the value of this dial.

**Humanize:** sets the amount of random variation in the offset times for the second and third drums in trio mode. If **Offset** is zero, then this dial has no effect.

① **Offset** and **Humanize** affect the sound only in Trio mode.

## FX Page



The second page of the interface gives you access to four effects for sound shaping.

### Equalizer

*Lo Gain*: sets the volume of low frequencies, between +/-10 decibels.

*Mid Gain*: sets the volume of mid frequencies, between +/-10 decibels.

*Mid Freq*: sets the centre of the frequencies controlled by the *Mid Gain* dial.

*Hi Gain*: sets the volume of high frequencies, between +/-10 decibels.

- ① The Hi and Lo EQ frequencies have been pre-tweaked by Precisionsound to suit the instrument.

## Stereo

*Width*: sets the stereo image of the instrument. At 0%, you hear the instrument's natural sound, recorded in stereo.

Turning the dial counter-clockwise towards -100% narrows the stereo image, until the sound is mono at -100%.

Turning the dial clockwise towards +100% stretches the stereo image for an extra-wide effect.

## Reverb

*Level*: sets the volume in decibels of the convolution reverb effect.

*Type*: changes the impulse response of the convolution reverb. Eighteen impulse responses are available, ranging from short springs to churches and cathedrals.

You can also disable the reverb by setting this menu to "Reverb off".

## Delay

*Level*: sets the volume in decibels of the delay effect.

*Time*: sets the gap in milliseconds between delay repetitions.

*Feedback*: sets the extent to which repetitions generated by the delay are fed back into the delay, to produce more repetitions. At 100%, the delay continues regenerating indefinitely.

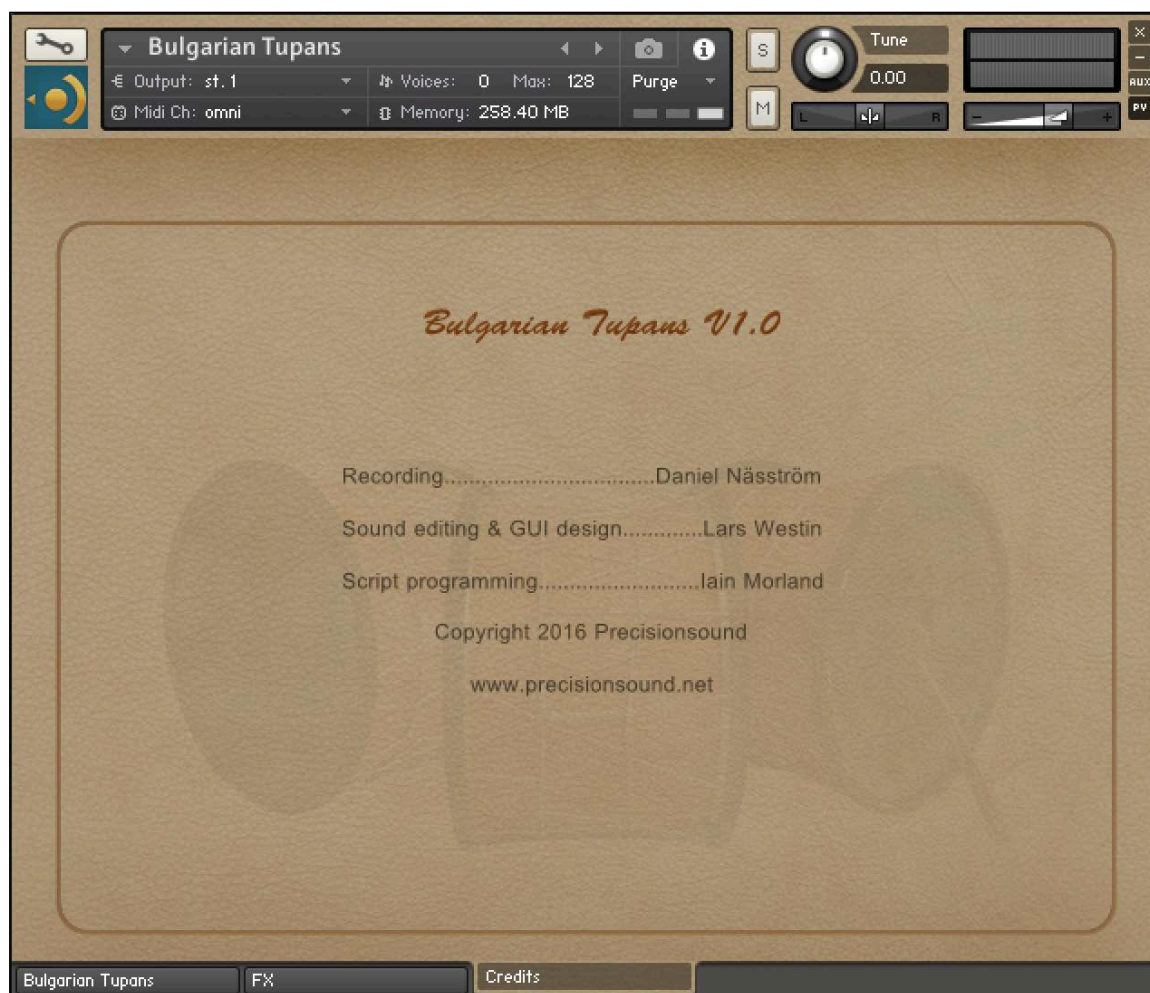
*On/off*: enables or disables the delay effect.

*Tone*: sets the high-frequency damping of the repetitions generated by the delay, where 0% provides no damping, and 100% provides full damping for a darker sound.

*Spread*: sets the stereo image of the repetitions generated by the delay, where 0% is mono, and 100% is full stereo for a ping-pong delay effect.



## Credits



Recording: Daniel Näsström

Sound editing and GUI design: Lars Westin

Script programming: Iain Morland <http://www.iainmorland.net>

This product includes impulses from the free Bricasti M7 library by Acousticas, used under license.

The manual was written by Iain Morland.



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