MONZTER DRUMZ

The next logical step in the Monzter seriez is here… Monzter Drumz!

These samples were produced with ease of use and awesome sound in mind, straight out of the box. Drums recorded and mixed at Panic-Room Studios in Sweden by master producer "PLEC" behind the board.

"This is a small boutique set of samples from my private stash that tend to cover a large area of metal and hard rock tones, from slow to extremely fast styles. All samples have been made to fit in straight away with heavy guitar and bass tones so very little additional tweaking would be needed in the final mix."

The sample library feature KICKS, SNARES, TOMS and CYMBALS and work together with your favorite sample player as well as with the very popular drum replacer plug-in "Drumagog", to get you going with fast and easy replacement or enhancement of already recorded drums. For Cubase users we have thrown in a couple of bonuses, like a custom drum map to make navigation around the kit very easy, and also a Cubase Track Archive that works with Cubase 4 and 5 that lets you import a prepared setup of Drumagog inserted audio channels and MIDI channels all routed and ready to go into any session you might be working on.

Drums used in the Monzter Drumz SampleSet

KICKS:
Mapex Orion 22"
Sonor Delite 22" (two versions w. different processing)

SNARES:
Mapex Black Panther Brass Snare
Sonor Delite Maple Snare

TOMS:
Mapex Orion 10", 12", 14", 16"

CYMBALS:
16" and 18" Sabian and Zildjian chinas, crashes and splashes.
Zildjian K Custom Dark Hats 14"
Zildjian K Custom Ride
Zildjian Ping Ride

ARTICULATIONS:
Cymbal Chokes
Cymbal Rolls
Closed, Semi Open, Open Hats
Edge and Bell Rides

Drums were sampled using close and overhead mics. Artificially produced ambience is also provided.

Multisample formats

NI KONTAKT:

Folder: PSMD/

(Compatible with all versions of NI Kontakt from v. 1.53 to the latest version 4)

3 nki programs;

"Monzter Drumz Close"

"Monzter Drumz Overhead"

"Monzter Drumz Ambience"

3 nkm multiprograms with small adjustments in balance to get you started;

Grind Master

Melodic Metal

Black Album

APPLE/LOGIC EXS24:

Folder: PSMD/

3 exs programs;

"Monzter Drumz Close"

"Monzter Drumz Overhead"

"Monzter Drumz Ambience"

STEINBERG HALION:

Folder: PSMD/

(Compatible with all versions of HALion from v. 1.12 to the latest version 3)

3 fxp programs;

"Monzter Drumz Close"

"Monzter Drumz Overhead"

"Monzter Drumz Ambience"

SOUND FONT (SF2):

Folder: PSMD_Sf2/

16bit Sf2 format for use with other sampleplayers like Cakewalk Dimension, Propellerheads NN-XT and others.

"Monzter Drumz Close"

"Monzter Drumz Overhead"

"Monzter Drumz Ambience"

The multisampled kits contains 665 mono and stereo 24bit WAV samples.

Other formats and content

DRUM MAP:
Folder: PSMD/
Folder: PSMD_GOG/
Folder: PSMD_Sf2/

For Cubase users we've made a special drum map. This map will allow you a faster workflow and more convenient editing because all similar samples are put next to each other with names to let you know what every key does rather than jumping around the keyboard looking for them. Although the keyboard mapping is very similar to your other favorite drum samples library, having a drum map will greatly improve your work pace.

 GOG's:
Folder: PSMD_GOG/Monzter Drumz – GOG/

To use the gogs, put the folder called "Monzter Drumz - GOG" into your gog files folder (Drumagog/Gog Files) and they will show up as a separate folder within Drumagog. The GOG files feature only the Close mic'd drums from the full version (except the snare which is a blend of close and overhead, specifically for the GOG) and are intended to be used as sample replacements and enhancements on real drum recordings.

More info on Drumagog can be found at www.drumagog.com

WAV's:
Folder: PSMD_GOG/ Monzter Drumz – WAV/

The individual wav files that make up the GOGs are also provided for use with other drum replacers.

TRACK ARCHIVE:
Folder: PSMD_GOG/

We've also supplied you with a special Track Archive for Cubase users that feature KICK, SNARE and TOMS already set up and routed with Drumagog inserted Audio and MIDI channels that you can import into any session you're already working on, to kick start any replacing or MIDI programming you wish to make. Just go to the File menu in Cubase and select Import > Track Archive.

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