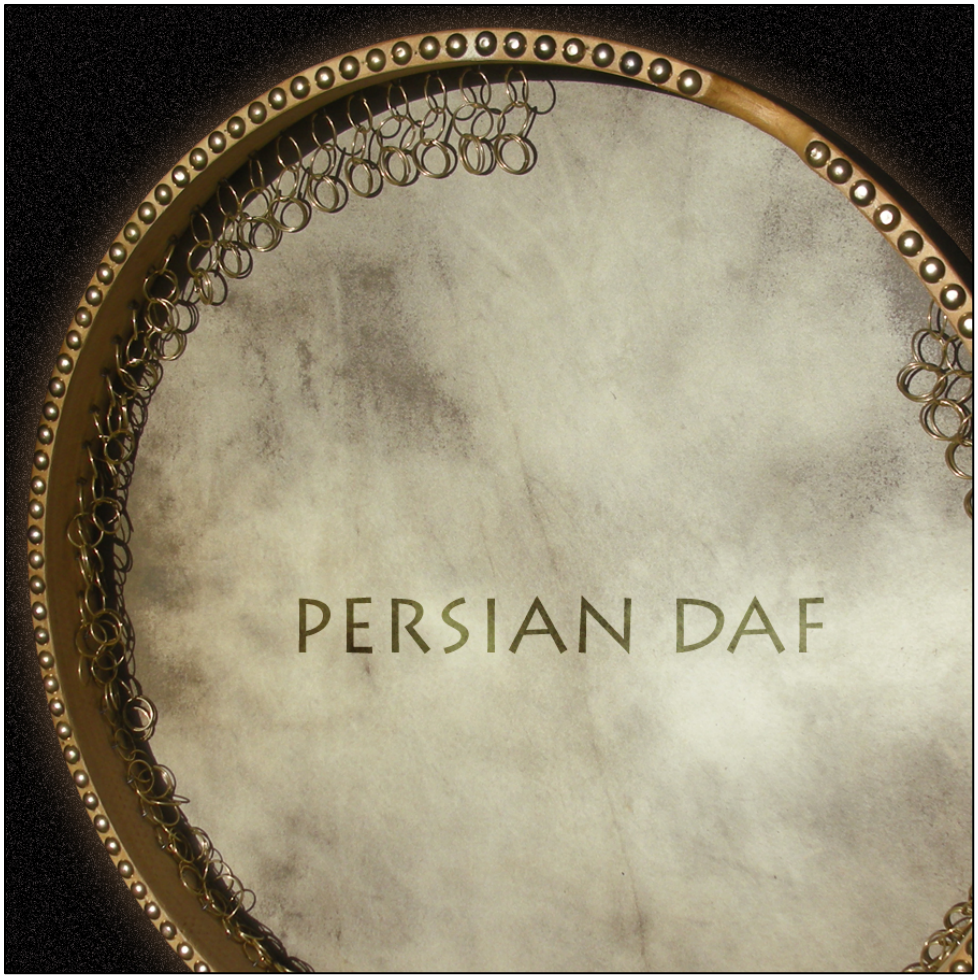
PRECISIONSOUND

Persian Daf
for NI Kontakt & Logic EXS24



The Persian Daf is a large handmade frame drum with a goatskin membrane and metal ringlets. Used traditionally for complex rhythms in chanting rituals, the Daf is capable of both sonorous hits and rattle-like textures.

The Persian Daf features:

- 123 unique hits, rolls, scratches and shakes
- 4 round robins and 4 velocity layers for all skin hits
- 618 stereo 24-bit WAV samples
- 1 program for NI Kontakt 3+ with scripted performance controls and GUI
- 1 program for NI Kontakt 2
- 1 program for Logic EXS24

Introduction

The Daf (or Dap) is a large Persian frame drum used in popular and classical music. The frame is usually made of hardwood with many metal ringlets attached by hooks, and the membrane is usually goatskin. The Daf is used mostly in the Middle East and Central Asia, to accompany singing and performances on the tambur, violin, oud, saz, and kanun.

Dafs can be played to produce highly complex and intense rhythms, causing one to enter a trance and reach an ecstatic state. For this reason, they have always been connected with religion. In Iran, Sufis use Dafs during their spiritual chanting rituals.

Frame drums are most ancient type of musical instruments, with a simple structure yet a compelling sound. They have different sizes, and in traditional rituals the larger drums are played mainly by men, while the medium size drums are played mainly by women.

Our sampled Persian Daf was handmade in Iran by a master craftsman. It is quite large, with a diameter of fifty-five centimeters. Our Daf has seventy-two hooks, each of which is attached to a chain of four ringlets.

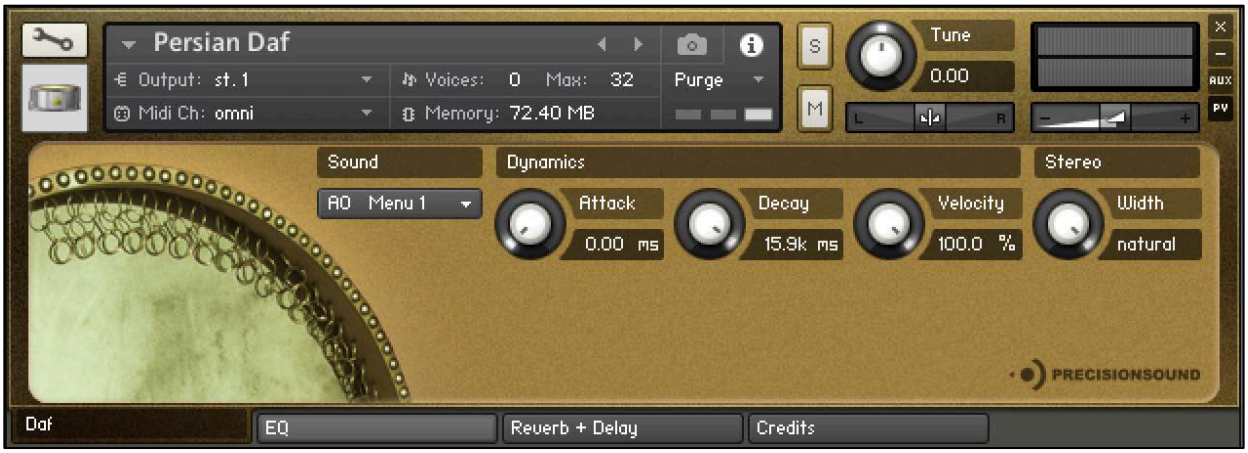
We recorded all the kinds of sounds you would expect from such a beautiful instrument: dums, teks, snaps, stopped hits, chains, rolls and scratches.

The Precisionsound Team

Persian Daf for NI Kontakt 3,4 & 5

The file in NI Kontakt 3, 4 & 5 format requires the full version of NI Kontakt and does not work fully with the free Kontakt player!

Daf Page



On the front page of the GUI, named "Daf", you can select a sound menu, adjust dynamics, and change the stereo image. From left to right, the controls are:

Sound

Sound: selects a sample set to play. Each set is mapped as a menu of articulations from C1 - C6 (menu 1) or C1 - C#6 (menu 2). Menu 1 contains mostly round robin hits, whereas menu 2 contains more sustained chain and scratch sounds. Both menus include numerous rolls.

You can also control the sound menu from your MIDI keyboard using the notes A0 (menu 1) and B0 (menu 2).

ⓘ The selected sample set will be remembered when you save and reopen the instrument.

Dynamics

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

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

ⓘ The Attack and Decay controls affect one-shot hits, rather than longer scratches and rolls.

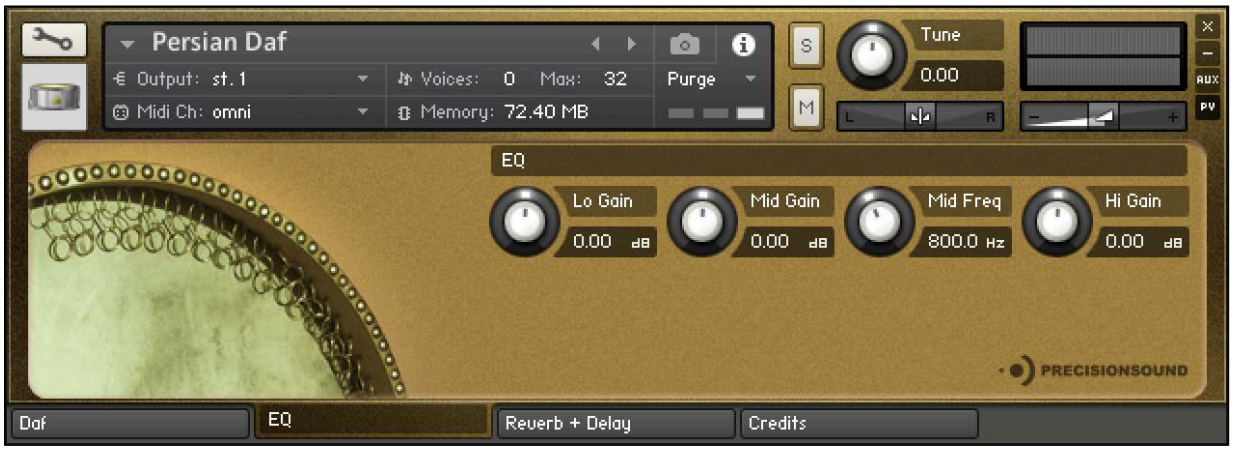
Velocity: sets the relationship between how hard you strike the keys (MIDI velocity) and the volume of the sound.

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.

Stereo

Width: sets the stereo image of the instrument, from mono (0%) to natural stereo (100%).

EQ Page



On the second page of the GUI, named “EQ”, you can shape the tone of the sound. From left to right, the controls are:

EQ

Lo Gain: sets the volume of low frequencies, between +/-6 decibels.

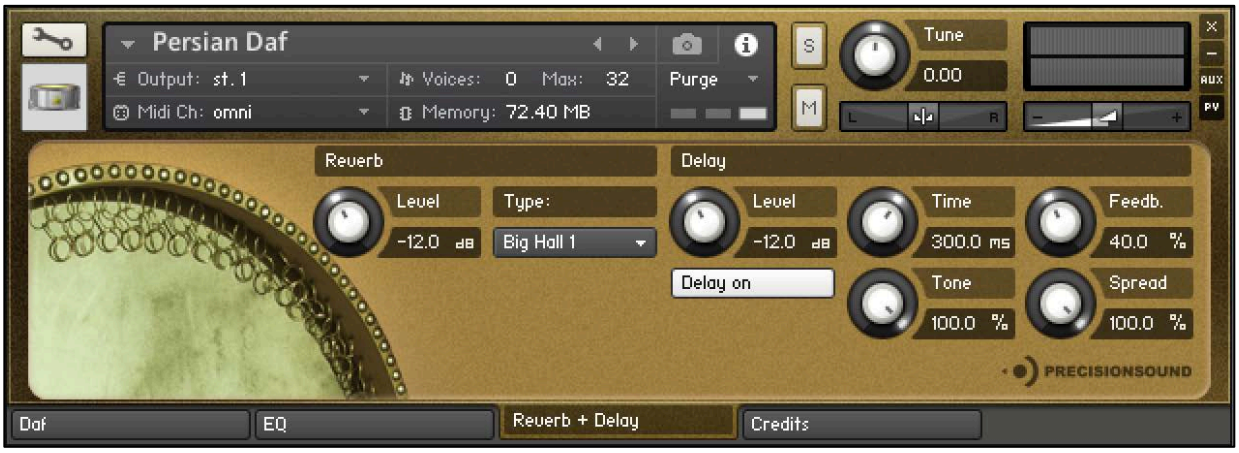
Mid Gain: sets the volume of mid frequencies, between +/-6 decibels.

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

Hi Gain: sets the volume of high frequencies, between +/-6 decibels.

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

Reverb + Delay Page



On the third page of the GUI, named “Reverb + Delay”, you can apply a delay effect and a high-quality convolution reverb. From left to right, the controls are:

Reverb

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

Type: changes the impulse response of the convolution reverb. Seventeen 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.

Delay on/off: enables or disables the delay effect.

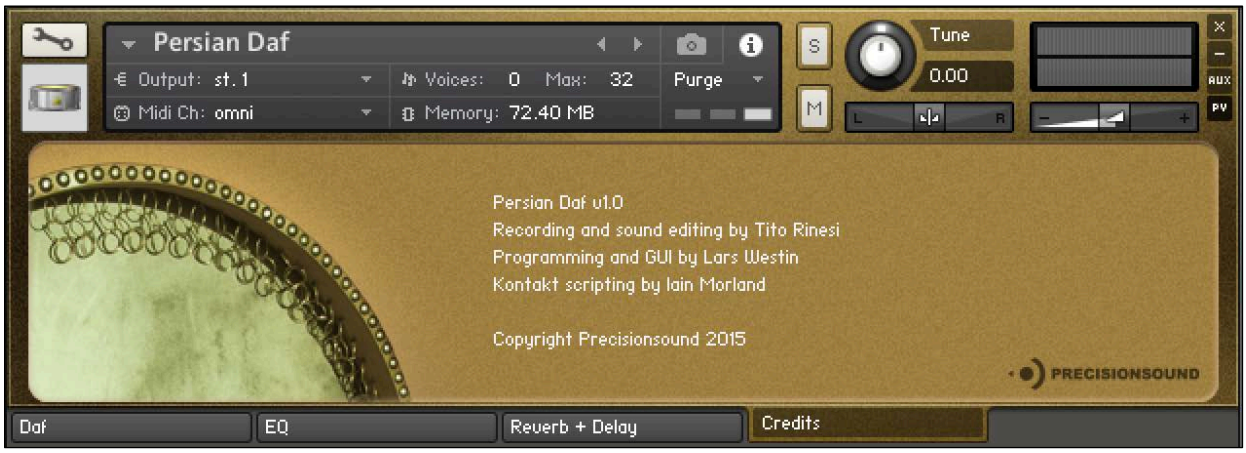
Time: sets the gap in milliseconds between delay repetitions.

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.

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.

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



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Programming and GUI graphics: Lars Westin
Kontakt scripting: Iain Morland http://www.iainmorland.net

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The manual was written by Iain Morland.

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