PRECISIONSOUND

Sun Drum
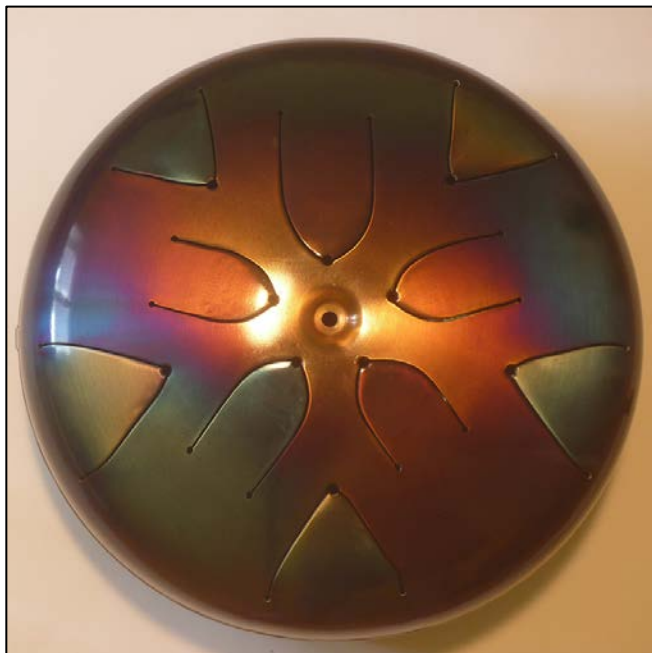**for NI Kontakt & Logic EXS24**

The Sun Drum has a clear and open sound that is less metallic than a traditional steel pan, thanks to its uniquely shaped tongues and thermally modified metal. We recorded mallet hits in open and muted playing styles.

The Sun Drum features:

- Open and muted chromatic articulations
- 6 round robins and up to 4 velocity layers
- 540 stereo 24-bit WAV samples
- 1 program for NI Kontakt 3+ with scripted performance controls and GUI
- 3 programs for NI Kontakt 2
- 3 programs for Logic EXS24

Introduction

The Sun Drum is a modified diatonic version of a traditional steel pan. It's a member of the Hang Drum family and was handmade exclusively by Sun'diibaad in Prague.

The Sun Drum has a clear and open sound that is less metallic than a traditional steel pan. Its forward yet slightly hollow sound is created by uniquely shaped tongues and thermally modified metal.

The drum is available in 8-tone or 10-tone versions with ten different tunings. Our particular drum is tuned to an ancient 432Hz scale.

It was played with a medium rubber mallet in open and muted configurations.

The muted playing style involves hand muting all tongues except for the one currently hit. This is useful for chromatic lines. In the open playing style, the tongues are allowed to resonate for a rich, coloured sound. This is useful for notes at the end of musical phrases.

The natural range of the drum is F#2 – D#2. For this library, we stretched it for a playable range of C2 – C5 inclusive.

We hope you enjoy playing the Sun Drum!

The Precisionsound Team

Sun Drum for NI Kontakt 3,4 & 5

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

Sun Drum Page

On the front page of the GUI, named "Sun Drum", you can choose an articulation and adjust the instrument's pitch and dynamics. From left to right, the controls are:

Articulation

Articulation: sets the current playing style. Two articulations are available, Open and Mute.

In the Open articulation, all tongues of the Sun Drum are allowed to resonate. In the Mute articulation, only the currently struck tongue resonates.

This menu can also be controlled with keyswitches on your MIDI keyboard:

Keyswitch	Articulation
C1	Open
C#1	Mute

ⓘ The currently selected articulation will be remembered after you save and reopen the Sun Drum instrument.

Tuning

Pitch: sets the pitch of the instrument, between -/+30 cents. This is separate from the *Tuning* dial on the Tremolo + Arp page, described below.

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.

Release: sets the volume in decibels of the samples that trigger when notes are 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.

Tremolo + Arp Page

On the Tremolo + Arp page, you can generate chromatic note patterns with human variations for a realistic performance. From left to right, the controls are:

Mode

Rate: sets the time interval between generated notes, synced to the host tempo from 1/64 to 1/4. When *Rate* is turned fully clockwise, the *Speed* dial becomes active, and the time interval between notes can be set freely.

Speed: sets the time interval between generated notes, from 50 to 1500 milliseconds, independent of the host tempo.

Speed is active only when *Rate* is fully clockwise.

Tremolo + Arp Menu: activates either tremolo or an arpeggio pattern. Tremolo mode is monophonic, requiring only one note to be held. Arpeggio mode is polyphonic, requiring at least two notes to be held.

This menu can also be controlled by the following MIDI keyswitches:

Keyswitch	Mode
D1	Off
D#1	Tremolo
E1	Arpeggio Up
F1	Arpeggio Down
F#1	Arpeggio Up and Down
G1	Arpeggio Down and Up

Additionally, the *Tremolo + Arp Menu* is controllable by the Sustain Pedal (MIDI CC64), which when pressed activates the most recently used tremolo/arp mode.

CC1 Accelerate/Decelerate: sets the effect of the modwheel (MIDI CC1) on the tremolo and arpeggio.

In "accel" mode, raising the modwheel increases the rate at which notes are generated. In "decel" mode, raising the modwheel decreases the rate at which notes are generated.

This button is also controllable by keyswitches G#1 (accelerate) and A1 (decelerate).

Humanize

Timing: sets the amount of random variation in the time interval between generated notes.

Velocity : sets the amount of random variation in the velocity and volume of generated notes.

Tuning: sets the amount of random variation in the tuning of generated notes. Such variations are offset from the global tuning set by the *Pitch* dial on the Sun Drum page.

   ⓘ If the *Tremolo + Arp Menu* is Off, the Humanize dials have no effect.

Stereo + EQ Page

On the third page of the GUI, named "Stereo + EQ", you can shape the tone of the sound and set its stereo width. From left to right, the controls are:

Stereo

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

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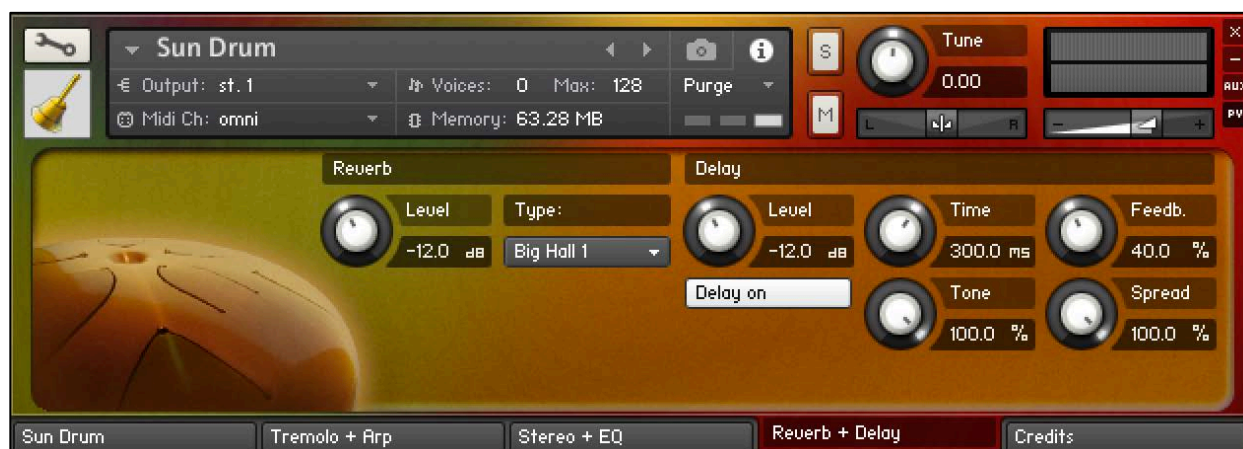
On the fourth page of the GUI, named "Reverb + Delay", you can apply a delay effect and a high-quality convolution reverb. From left to right, the controls are:

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
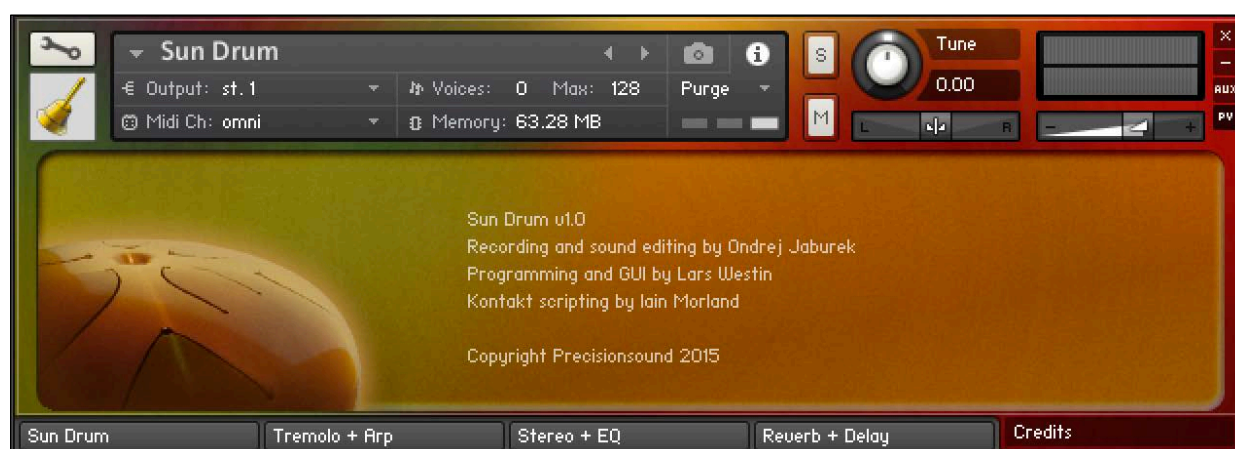
Recording and sound editing: Ondrej Jaburek
Programming and GUI graphics: Lars Westin
Kontakt scripting: Iain Morland http://www.iainmorland.net

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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