An [Impact Soundworks](#) Sample Library
Compatible with Kontakt 4+

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INTRODUCTION

Welcome to **Forest Frame Drums**, our unique collection of earthy, hand-made frame percussion for **Kontakt**. The frame drum is among the most ancient of instruments, having been used in diverse cultures throughout the world for many centuries. Though there are countless variations, we chose to sample a set of hand-made, animal-skin drums from the Ojibway tribe with a particularly warm and deep sound. While other frame drum libraries have opted for a more 'epic' and cinematic sound, we opted for a traditional approach that offers more flexibility and authenticity.

Forest Frame Drums features three intricately-sampled instruments, performed using fingertips, hands, thumbs, sticks, and mallets on various parts of each drum. The primary **Forest Drum** was recorded close in a naturally ambient space which adds a pleasant 'splash' on loud hits. The **Deep Drum** is naturally quieter, but even lower-pitched and bassier, recorded very close. The **Small Drum** is the simplest of the three with a naturally higher pitch; great for accompaniment.

We hope you will enjoy playing **Forest Frame Drums** and using it in your compositions, from traditional world rhythms and instrumentals to subtle underscore and even dramatic trailer pieces!

INSTALLATION

To use the library, you must first ensure that you have the **full version** of Native Instruments KONTAKT 4 (or higher).

http://www.native-instruments.com/en/products/komplete/synths-samplers/kontakt-5/

Verify that you have downloaded **all RAR files** for the library, and proceed to extract **part1 only** using a program like WinRAR (PC) or UnRarX (Mac). Place the extracted folder in the location of your choice. Then, using Kontakt's file browser, or by dragging and dropping from the folder, load an .NKI from the **Instruments** folder.

SOUND LIBRARY CONTENT

There are three instruments included with the library: the **Forest Drum**, **Deep Drum**, and **Small Drum**. Each patch contains all articulations for that drum with extensive sampling (up to 6x velocity, 15x round robins!) Below is a list of articulations and mapping for each drum.

All articulations are on WHITE keys, starting at C2!

Forest Drum
C2: Finger center
D2: Finger mute
E2: Finger rim
F2: Fingertips center
G2: Fingertips mute
A2: Fingertips rim
B2: Thumb center

C3: Hand center
D3: Hand mute
E3: Hand rim
F3: Hand side
G3: Dull hit side
A3: Dull hit wrist
B3: Scrape center

C4: Mallet center
D4: Mallet rim
E4: Stick center
F4: Stick rim
G4: Stick side
A4: Stick side variation

Deep Drum
C2: Finger center
D2: Finger rim
E2: Thumb center
F2: Thumb rim
G2: Hand center
A2: Hand rim
B2: Bends

C3: Fingerpad gliss
D3: Fingertip gliss
E3: Muted gliss
F3: Palm slam w/ release
G3: Palm slap cradled w/ release

C4: Stick center
D4: Mallet center
E4: Hit side
F4: Rolls
G4: Rain

Small Drum
C2: Hand center
D2: Thumb center

USER INTERFACE

We've created a graphical interface for each drum which adds some useful features and editing capabilities.

Ensemble Section

Ensemble: This activates ensemble mode, which simulates the sound of multiple drums playing. All controls in this section apply only when ensemble mode is ON.

Voices: Sets the # of ensemble voices. More voices naturally adds a bit more phasing and slop.

Spread: Sets the true stereo spread of ensemble voices.

Tightness: Sets the timing randomization of the ensemble voices. Lower values = tighter, higher = sloppier.

Release: Sets the release time for the instrument as a whole.

Stereo Width: Enhances or collapses the stereo field for the instrument.

FX Section

Limiter: Enables a master limiter to prevent volume spikes.

Saturate: Enables light warming saturation, useful for adding extra volume and thickness.

Saturation Depth: Controls the depth and intensity of the saturation effect.

EQ High / Mid / Low: Allows for boosting or cutting of common bass, mid and high frequencies.

Reverb Section

Reverb: Enables convolution reverb for the instrument.

IR Menu: Selects the active Impulse Response. We've included five with the library!

Length: Controls the length of the impulse response from shorter to longer.

Wetness: Controls the amount of reverb added to the dry signal.

High / Low Pass: Filters the reverbed signal. High pass = cuts low freqs, low pass = cuts high freqs.

CREDITS

Lead Producer: Andrew Aversa
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TROUBLESHOOTING & FEEDBACK

Have you used **Forest Frame Drums** in a project recently or have a demo or song that you'd like to share? You can email us (admin@impactsoundworks.com) or tell the world at our Facebook page here:
http://www.facebook.com/ImpactSoundworks

You can also catch us on Twitter at @ISoundworks!

We encourage all our users to share and promote their work. Word of mouth is the #1 way people find our samples, so it also helps us to produce more great libraries for you! For any technical support issues regarding the library, don't hesitate to email support@impactsoundworks.com.

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