

# Forest Frame Drums

An Impact Soundworks Sample Library  
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## Overview

Welcome to **Forest Frame Drums**, our unique collection of earthy, hand-made frame percussion. 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!

## Sound Content

The library has three Combinator patches, each of which contains ALL articulations and samples for each of the three drums (Forest Drum, Deep Drum, and Small Drum). These articulations are sampled with up to 6x dynamic levels and 15x RR variations!

The NN-XT patches are used within the Combinator patches and contain the same audio, without the bonus effects and tweaks in the Combinator.

Please note that this library focuses on **depth** of sampling as opposed to hundreds of patches with relatively few samples. We meticulously recorded thousands of samples for these instruments with multiple velocity (dynamic) layers, round robin (RR) variations, articulations, and other techniques.

## User Interface (UI)

**All patches** share some common features in the Combinator UI.

- \* Mid-Sweep / EQ: When EQ is enabled, the Mid-Sweep knob controls the frequency boost range.
- \* Squash / Saturator: When Saturator is enabled, the Squash knob controls the depth of the saturation.
- \* Reverb: Adds reverb ambience to the instrument.
- \* Imager: Enables stereo widening.
- \* Release: Controls the release time of the sounds.
- \* Limiter: Adds a hard limiter to prevent clipping.

The Thor instance labeled **Thor FX** adds a couple of additional controls:

- \* DDL / DDL Feedback: Digital delay and feedback amount.
- \* Chorus / Chorus Mod/Rate: Digital chorus and modulation amount/rate.

The **Modwheel** adds vibrato.

## Patch List

**Note: 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

## Credits

Designed by Andrew Aversa, edited and programmed by Iain Morland. Performed and recorded by Jason Gallaty.

Reason conversion by Anthony Mena.

## Troubleshooting and Feedback

Have you used this library in a project recently or have a demo or song that you'd like to share? You can email us ([admin@impactsoundworks.com](mailto: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!](https://twitter.com/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](mailto:support@impactsoundworks.com).

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