

# ↑IMPACT↓: STEEL

*(Gigastudio 3 Library)*

## **INTRODUCTION**

This library was performed, recorded, designed, and produced by Wilbert Roget, II.

I wanted to fill a gap I'd found in popular commercial sound libraries – several other products have metal hits and “found” percussion, but none are extensively sampled and usable as individual instruments. My goal therefore was to create a unique, detailed and playable library with the same amount of multisampled detail one would expect from a high end percussion bank.

There are 6 main patches, 8 special/alternately-mapped patches, and 17 FX patches in all, totaling 73 articulations, 602 samples, and 862mb of content. The instruments were recorded in a medium-sized recording booth, insulated yet retaining some ambience and “air” in the samples; this facilitates mixing with small ensembles and rooms as well as large orchestral forces.

All samples are 24-bit, 44.1 kHz.

# PATCHES DESCRIPTION

All main **Impact: Steel** patches are mapped without overlap, and can be loaded onto a single channel for instant playability of all instruments. On a MIDI keyboard, hits are mapped to black keys, while scrapes, rolls, and tremolos are mapped to white keys. This should increase ease of playing without a dedicated drum controller.

An additional set of "(LR)" patches is included as well, with left/right hand hits separated onto two adjacent notes. This facilitates playing fast passages, and allows direct control over variation samples.

## C4 = Middle C

**Large Steel Frame 1.gig** – Deeper hits, scrapes, tremolos and rolls from a three-sided 15"x15"x7" frame.

**0 = Large Steel Frame 1 RR:** Round robin hits, rolls and scrapes.

- C2: Soft mallet roll (3 velocities)
- C#2: Soft mallet hit 1 (7 velocities, 2 variations)
- D2: Hammer tremolo
- D#2: Soft mallet hit 2 (7 velocities, 2 variations)
- F2: Chain scrape slow
- F#2: Hammer hit 1 (7 velocities, 2 variations)
- G2: Chain scrape medium
- G#2: Hammer hit 2 (7 velocities, 2 variations)
- A2: Chain scrape fast
- A#2: Hammer hit 3 (7 velocities, 2 variations)
- C3: Dime side-scrape slow (3 velocities)
- D3: Dime side-scrape medium (3 velocities)
- E3: Dime side-scrape fast (3 velocities)

**1 = Large Steel Frame 1 (LR):** Similar mapping as above, but with left hand / right hand variations mapped to adjacent keys. For example, the Soft Mallet Hit on C#2 has the alternate hand on D2, F#2 hammer hit becomes F#2 and G2, and so on. There are no scrapes, rolls, or tremolos on this patch.

**Large Steel Frame 2.gig** – Higher pitched hits and scrapes from a three-sided 15"x15"x7" frame.

**0 = Large Steel Frame 2 RR:** Round robin hits and scrapes.

- C#3: Rod hits 1 (7 velocities, 3 variations)
- D#3: Rod hits 2 (7 velocities, 3 variations)
- F3: Dime edge-scrape slow (3 velocities)
- F#3: Muted rod hits (7 velocities, 3 variations)
- G3: Dime edge-scrape medium (3 velocities)
- G#3: Dime hit+scrape (7 velocities)
- A3: Dime edge-scrape fast (3 velocities)

**1 = Large Steel Frame 2 (LR):** Similar mapping as above, but with left hand / right hand variations mapped to adjacent keys. There are no scrapes or rolls on this patch.

**Large Steel Frame Bass-FX.gig** – Same mapping as Large Steel Frame 1, pitch-shifted down and filtered for a much deeper bass. Try layering this patch with the main Large Steel Frame 1 for an even thicker, clearer and more resonant sound.

**Large Cylinder.gig** – Fingered hits and rolls from a hollow metal cylinder, 8.5” in diameter and 7” tall.

**0 = Large Cylinder RR:** Round robin hits and rolls.

C4: Roll (3 velocities)  
C#4: Hits (9 velocities, 3 variations)  
D#4: Lid hits (7 velocities, 3 variations)

**1 = Large Cylinder (LR):** Similar mapping as above, but with left hand / right hand variations mapped to adjacent keys. There are no rolls on this patch.

**Large Cylinder Bass-FX.gig** – Same mapping as Large Cylinder, pitch-shifted down and filtered for a much deeper bass. Try layering this patch with the main Large Cylinder for a deep, clear and mellow bass sound.

**Small Cylinder.gig** – Fingered hits from a hollow metal cylinder, 6.5” in diameter and 3.5” tall.

**0 = Small Cylinder RR:** Round robin hits.

F#4: Hits 1 (7 velocities, 3 variations)  
G#4: Hits 2 (7 velocities, 3 variations)

**1 = Small Cylinder (LR):** Similar mapping as above, but with left hand / right hand variations mapped to adjacent keys.

**Metal Spring.gig** – Plucks and scrapes from a 5.5” metal spring.

A#4: Single pluck (7 velocities)  
C#5: Downwards grate (7 velocities)  
D#5: Upwards grate (8 velocities)

**Single Pluck Tuned.gig** – Tuned plucks from a 5.5” metal spring.

C2-C4: Single plucks, tuned (7 velocities)

**Metal Cone.gig** – Various hits on a bell shape, 6.5” in diameter by 4” tall.

**0 = Metal Cone RR:** Round robin hits.

F#5: Hammer hit, side (7 velocities, 2 variations)  
G#5: Hammer hit, edge (7 velocities, 2 variations)  
A#5: Soft mallet (7 velocities, 2 variations)

**1 = Metal Cone (LR):** Similar mapping as above, but with left hand / right hand variations mapped to adjacent keys.

**FX Clang Ensemble.gig** – A group of percussionists playing Large Steel Frames. Clang Ensemble mapping is identical to the Large Steel Frame 1 and 2 (LR) patches.

**FX Giant Hits (all).gig** – This “sound menu” patch contains processed ambient hits, sculpted from other *Impact: Steel* samples. Try using the modwheel to increase the attack length – this can create very mellow, spooky background hits. Please note that for simplicity, this patch is mapped to white keys only.

- C3: Giant Hit full (2 velocity layers)
- D3: Giant Hit, resonant
- E3: Grey Steel
- F3: Underwater pipe
- G3: Tunnel hit
- A3: Horror hit
- B3: Deep cylinder, mellow
- C4: Deep cylinder (3 velocity layers)
- D4: Bellowing drone hit
- E4: Singing steel hit
- F4: Tearing steel
- G4: Piano scrape
- A4: Horror scrape
- B4: Big bright scrape

**FX Giant Hits - Bellowing Drone / Grey Steel / Horror Hit / Underwater –**

These Giant Hits patches are pitched and tuned, with range C2-C5. The same modwheel→attack control from the previous patch is available.

**FX Sweeps and Textures (all)** – Ambient textures, drones, and sweeps, also sculpted from other *Impact: Steel* samples. These patches feature dynamic low-pass filtering via modwheel, allowing for realtime timbral control.

- C4: Sweep - Deep Crisscross
- D4: Sweep - Falling Scrape
- E4: Texture - Underwater Drone
- F4: Texture - Singing Steel
- G4: Texture - Nuclear Reactor
- A4: Texture - Buzzing Overtones
- B4: Texture - Singing Overtones

**FX Sweep - Deep Crisscross** – A giant moving sweep with a 3D crisscross feel. Pitched and tuned, with range C3-C5.

**FX Sweep - Falling Scrape** – A long, flanged scrape with some initial droning bass. Pitched and tuned, with range C3-C5.

**FX Texture - Buzzing Overtones** – A thick buzzy tone with harmonics and sub-bass. Pitched and tuned, with range C2-C5.

**FX Texture - Nuclear Reactor** – A complex tone with strong pitched content, moving harmonics, sub-bass and both mellow and edgy components. Pitched and tuned, with range C2-C5.

**FX Texture - Singing Overtones** – Has a slight buzz, subtle bass, and a focus on the harmonics, producing a twisted yet angelic timbre. Pitched and tuned, with range C2-C5.

**FX Texture - Singing Steel** – A very thick, spooky tone without much pitched content, and some sub-bass. Pitched and tuned, with range C2-C5.

**FX Texture - Underwater** – A very mellow sound, with subtly evolving harmonics and a prominent sub-bass. Pitched and tuned, with range C2-C5.

# TROUBLESHOOTING AND FEEDBACK

Please register at [www.impactsteelsounds.com/forum](http://www.impactsteelsounds.com/forum) for technical support, updates, and other interaction. We're especially interested in user demos!

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