



Kageyama Taikos

An Impact Soundworks Instrument for Kontakt 6.6

INTRODUCTION

The power and presence of Japanese drums, recorded with a focus on authenticity and versatility. **Kageyama Taiko** shines in traditional music and epic orchestral works, but it's equally at home wherever your imagination takes it: pop and rock, jazz fusion, tense underscores, and anywhere else you need expressive, rhythmic performance. Featuring master percussionist Isaku Kageyama on eight distinct drums, each sampled with a variety of playing techniques.

Each drum has 10x round robin variations and 5x dynamic layers, making it simple for you to perform or sequence lively, expressive "aux" rhythm parts.

Kageyama Taikos uses our inspiring new percussion UI that allows for both easy editing and in-depth tweaks. Using this drum engine, you can individually adjust each drum's tone, envelope, pitch, and mapping to suit your workflow.

Plus, with our newly-improved CONSOLE FX rack & mixer (more info below), you can create the perfect mix — complete with EQ, reverb, compression, and spatial effects — without using any external plugins. We hope you find this library truly inspiring!

INSTALLATION

1. Install the **Pulse** application if you don't already have it. **Pulse** is a cross-platform desktop app that lets you download and install your libraries with blazing speed! You'll need to create an account here, but once you do, you can access your purchases from **any** developers using **Pulse**, anytime, from any computer.

<https://pulsedownloader.com/>

2. Once **Pulse** is installed, open it and enter your **Kageyama Taikos** product code. Follow the instructions to download and install the library.

3. In the downloaded **Kageyama Taikos** folder, load the NKI in Kontakt. No activation is needed, as this is not a Kontakt Player instrument.

SNAPSHOTS & SCRIPT TABS

Kageyama Taikos uses Kontakt's native "**snapshots**" feature to handle various types of presets. We've extended this feature allowing you to save and load **specific types of snapshots** without overwriting your entire patch.

To support this, **Kageyama Taikos** uses **two** separate scripts for instrument editing, and mixing & effects.



Each of these tabs can save or load its data **independently!** For example, you can load a mixer setup from **Console** without affecting your mapping, or load a specific performance preset without affecting your FX.

At the bottom of each tab's UI, you'll see two icons in the lower left and lower right: a **Lock**, and a **Camera**.



When the **Lock** icon is **enabled** (white), the contents of that tab **will not be overwritten** when you **load** a new Snapshot. When the **Camera** icon is **enabled** (white), the contents of that tab will be **saved** when you save a snapshot.

You can save *your own* snapshots using whatever combination of tabs you'd like. Make sure to check your Lock/Camera settings when saving and loading.

USER INTERFACE



Each individual drum has its own set of controls, displayed at the bottom of the UI. To change the selected drum, simply **click on its picture**.

Alternatively, click the text **“Select Drum Via MIDI”** in the upper-left corner. Then, playing a MIDI note will select the drum mapped to that note.

The **Smooth EQ** button applies a per-drum EQ that tames some of the most resonant frequencies of each drum, which may help them sit in a full-mix context.

Main Controls

- Volume: Adjusts the volume for the selected drum.
- Pan: Adjusts the panning for the selected drum.
- Tune: Adjusts the tuning for the selected drum.
- Pitch Rnd: Sets the amount of pitch randomization that is applied with each drum hit. For example, a value of “100 cents” means that every note will be randomly pitched anywhere from -100 to 100 cents.

Envelope Controls

Note 1: You can toggle between Volume and Pitch envelopes by clicking on the word “Volume” or “Pitch”.

Note 2: For these drums, it's generally a good idea to leave the volume settings the same to preserve the full signal.

- Attack: Sets a fade-in time at the start of the drum hit.
- Decay: After the attack time has finished, sets the amount of time until the Sustain level is reached.
- Sustain: The level the signal will be set to after the decay time is finished.
- Release: After a note is released, this sets the time to fade out the signal.
- Depth (Pitch Only): Sets the maximum pitch change from the pitch envelope.

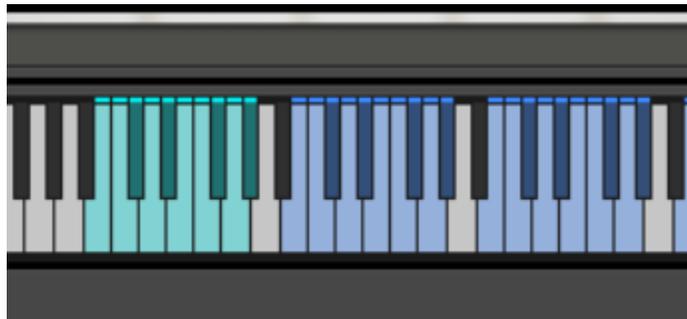
Filter

- Cutoff: Sets the cutoff frequency for the built-in lowpass filter.
- Reso: Sets the resonance amount (peak) for the built-in lowpass filter.

Settings (Global)

These controls apply to *all* drums.

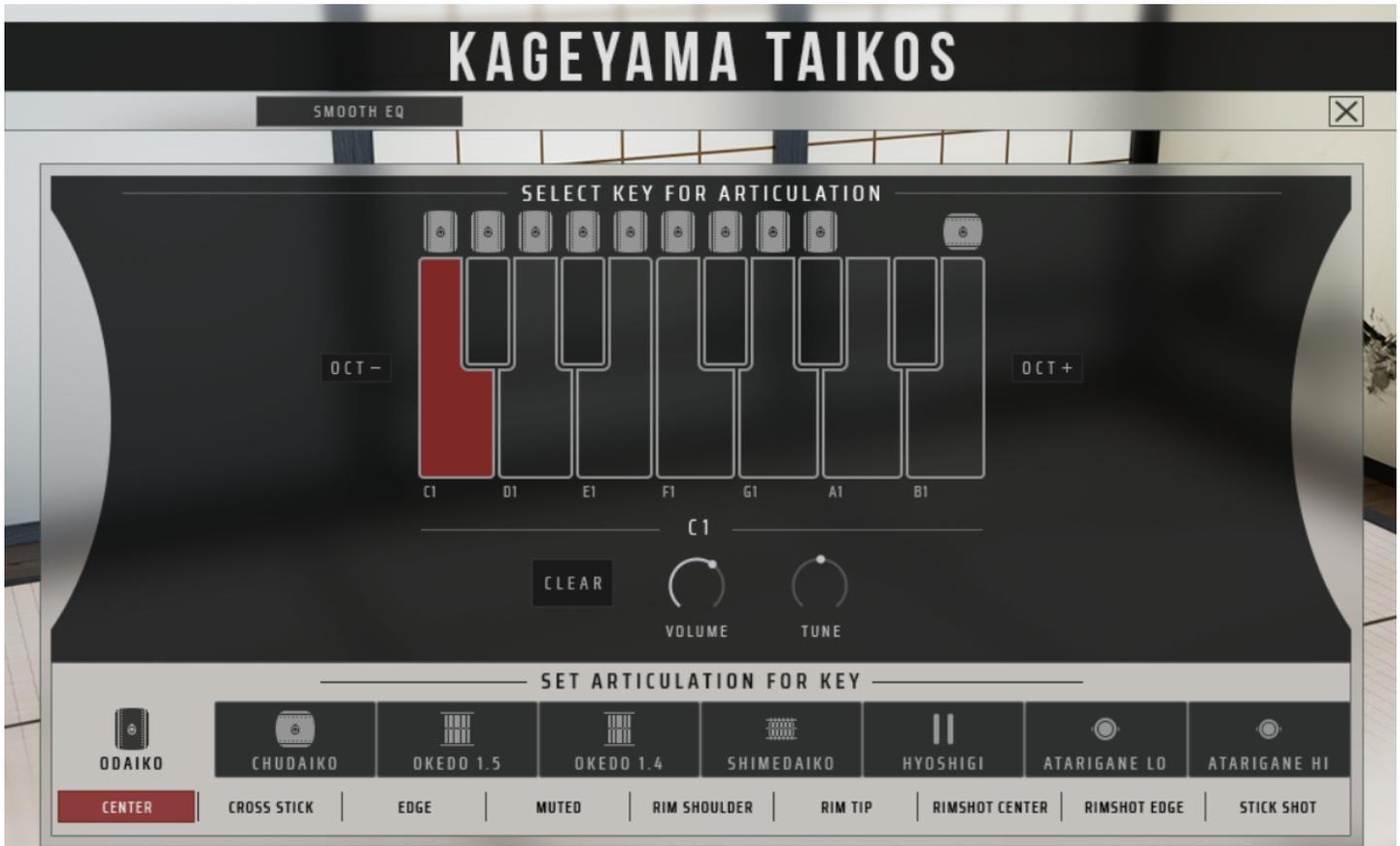
- RR Mode: Sets how round robin variations should be triggered. In **Cycle** mode, the variations play in the same order every time (good for reliable rendering.) In **Random** mode, variations will be chosen at pure random.
- Curve: Sets how incoming MIDI velocities should be curved. By default, no curving is done. Higher curve values will *increase* incoming MIDI, lower curve values will *decrease* it.
- Vol: Sets the degree to which velocity affects the volume of the drum. At a value of 0, velocity does not affect the drum volume at all. However, different dynamic *recordings* will still be played.



Note that the lighter-blue keys show the currently selected drum.

MAPPING PAGE

To reach the Mapping page, click the keyboard icon in the upper right of the UI.



This page can be used to remap drums and articulations.

Simply click a key on the large one-octave display in the UI, then click an articulation/drum in the bottom bank to assign it. You can also **play a key** to select it.

To switch octaves, press the OCT - and OCT + buttons. Or, you can press a key on your MIDI controller and the mapper will jump to that octave.

The icons above the keys represent what drum is already mapped to each key.



Like on the main page, the currently-selected note is highlighted on the Kontakt keyboard too!

ABOUT THE DRUMS

Odaiko - The word Odaiko means “large drum” and is often the centerpiece of a taiko ensemble. Also performed as a solo instrument, the Odaiko is capable of producing a wide range of tones and articulations.

Chudaiko - The word Chudaiko refers to “mid-sized drum” and is the most common type of taiko drum. The drum recorded has a 1.5 shaku (approximately 18 inch) diameter head with shells constructed from a single block of hollowed zelcova wood.

Okedo (1.5 & 1.4) - The Okedo refers to a “barrel drum” that is constructed using multiple staves of wood, similar to a wine barrel. The Okedo 1.5 has a 1.5 shaku (approximately 18 inch) diameter head, while the Okedo 1.4 has a 1.4 shaku (approximately 17 inch) diameter head.

Shimedaiko - The Shimedaiko refers to a “tightened drum” that can be pitched up or down by tightening or loosening the ropes or bolts. The shimedaiko is perhaps the most diverse category of taiko drums with a wide range of construction methods and performance scenarios including religious ceremonies and traditional theatre as well as the contemporary performance stage.

Atarigane (Hi and Lo) - Atarigane are metal bells that are held in the palm of the hand and performed with a mallet. The pitch and resonance of the Atarigane are determined by the thickness of the metal and size.

Hyoshigi - Hyoshigi are woodblocks that produce a dry, high-pitched sound similar to clave. Hyoshigi can be heard at festivals, traditional theatre, and sumo wrestling tournaments.

CONSOLE

The second tab at the bottom of the GUI is where you can find Console, our extensive mixer and effects rack. Since this is deep in scope and features, we’ve created a separate manual, which can be downloaded here:

[Console Manual](#)

CREDITS

Recording & Performance: Isaku Kageyama

Instrument Producer: Andrew Aversa

Programming: David Smith

Editing: Kent Kercher

UI Design: Paulo Nunes

TROUBLESHOOTING

Having trouble with Kageyama Taikos? Use it in a project you want to tell us about? Drop us a line via our [Contact page](#) (but be sure to [read the FAQ](#) first!)

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