# Kazakh Dombra

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# Overview

**Kazakh Dombra** captures the sound of the dombra (sometimes spelled *dombrya*), a two-stringed lute with a rich tradition in Kazakhstan and the surrounding regions. It can be played as a solo instrument, as part of an ensemble, or to accompany epic songs and poetry. In fact, the dombra has historically been an integral part of the oral history of Kazakhstan passed down through generations. The bright, percussive tone of this instrument lends itself to quick rhythmic playing, strums, and rapid solo lines.

To truly do justice to this instrument, we worked with Sergei Smorgov (aka Fyzer) to produce and record it locally in Kazakhstan, capturing over 1,500 recordings spanning all key articulations and styles. We hope you'll find this library enjoyable to play, easy-to-use, and a brilliant addition to your tracks!

# Sound Content

The library features 6 deep-sampled Combinator patches that cover all playing techniques. There is also a folder with dozens of NN-XT patches that are essentially components of the Combinator patches; for example, muted down strokes on the D string, or tremolos on the G string. We recommend using the Combinator patches for simplicity and playability.

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** generally adds vibrato.

### Patch List

#### Kazakh Dombra Maj Trill

Whole note (major) trills mapped from C2 to C5. Each note trills to the next whole note; for example, pressing C2 will trigger a trill between C2 and D2.

#### Kazakh Dombra Min Trill

Half note (minor) trills mapped from C2 to C5. Each note trills to the immediate next note; for example, pressing C2 will trigger a trill between C2 and C#2.

#### Kazakh Dombra Sus KSW

A huge patch containing a wide variety of articulations and playing styles across both the D and G strings. The default mapping spans C2 to C5 and triggers normal sustained notes. Below C2 (B0 to B1) various chokes are triggered, which are useful for either layering with normal notes for extra attack, or using as mostly non-pitched rhythmic strums.

Low velocities trigger mutes while higher velocities trigger open picked sustains. The highest velocities trigger mordents (quick pitch bends up and then down again).

The keyswitches are triggered by **pressing and holding** the keys below, and then playing from C2 and up.

**C0**: Triggers hammer-ons. These are essentially sustained notes with a faster, smoother attack. **C#0**: Triggers pull-offs. Similar to hammer-ons but recorded by pulling off from a string as opposed to hammering on with the fingers.

**D0**: Slides from the played note up the neck.

**D#0**: Slides from the played note down the neck.

#### Kazakh Dombra Sustains

Similar to the KSW patch above, but without any of the keyswitch functionality.

#### Kazakh Dombra Tremolo

Freely played tremolos with volume controlled by the modwheel, mapped from C2 to C5.

#### Sustain Down Up KSW

The same patch as Kazakh Dombra Sus KSW.

### Credits

Kazakh Dombra was produced and designed by Sergei Smorgov (Fyzer), and recorded by Asset Abdrakhmanov. It was edited and programmed by Iain Morland and Andrew Aversa.

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 (<u>admin@impactsoundworks.com</u>) or tell the world at our Facebook page here: <u>http://www.facebook.com/ImpactSoundworks</u>

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 <u>support@impactsoundworks.com</u>.

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