

# FALLOUT

MUSIC GROUP



## HST

HYBRID STUDIO TAIKO



MADE FOR  
**KONTAKT**  
PLAYER

In Collaboration With:

Isaku Kageyama & Taiko Zentrum

## NKS

NATIVE  
KONTROL  
STANDARD®

Thank you for purchasing Fallout Music Group's HST (Hybrid Studio Taiko)!

We have teamed up with Taiko Legends Isaku Kageyama and Rannoch Purcell (Taiko Zentrum) to bring you a collection of Taiko like no other. From ensembles to individual instruments, we have dozens of unique drums, most recorded with 10 round robins and 4 velocity layers each in close, studio environments, giving you unprecedented control over your sound. The recordings and mixing are tight and punchy, made specifically for quick action sequences.

In addition to the original Taiko recordings, HST adds hybridized versions of each sample, allowing you to blend between a rich, studio taiko sound and an aggressive hybrid taiko sound, again with 10 round robins and 4 velocity layers for each drum.

From massive 30" Odaikos to various Bachi sticks and Chappas, HST has you covered.

We hope you enjoy using this as much as we have enjoyed making it.

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# SYSTEM REQUIREMENTS

HST requires Native Instruments KONTAKT or KONTAKT PLAYER (version 6.7 or later).

This instrument is NKS compatible.

HST contains nearly 3,000 samples, both natural studio taikos and hybridized taikos. There are 4 different Kontakt instruments included:

HST Full: This is the full set of drums in one instrument, with each drum loaded on a single key. This is ideal for creating your own ensembles.

HST (Ens Low Dbl Map): This instrument only has the Low Ensemble samples loaded. The samples are double mapped 2 octaves above for easy playing.

HST (Ens High Dbl Map): This instrument only has the High Ensemble samples loaded. The samples are double mapped 2 octaves above for easy playing.

HST (Solos Dbl Map): This instrument only has the Solo percussion samples loaded. The samples are double mapped 3 octaves above for easy playing.

# USER INTERFACE



Regardless of which instrument you load, the interface will be the same. The only difference will be the colored key mapping for each instrument.

The default view above, provides access to the Volume, Mute, Attack and Release for the studio taikos and the hybridized taikos as well as the “Wrecking” knob for adding extra power, grit and compression.

FX are accessed by clicking on the STUDIO, HYBRID or GLOBAL buttons.

## GLOBAL FX



When you click on the “GLOBAL” button, the global FX panel is displayed. Clicking the button again will close the panel.

At the bottom are the insert FX, which include:

- Low Pass Filter Frequency (LP): Sets the global low pass filter frequency for the instrument. This is a quick way to darken the entire sound - or automate this for some nice fade-in filter effects.
- High Pass Filter Frequency (HP): Sets the global high pass filter frequency for the instrument.

At the top are the send FX, which include.

- Plate Reverb: Adjust pre-delay, decay and amount.
- Hall Reverb: Adjust pre-delay, decay and amount.

## STUDIO FX



When you click on the “STUDIO” button, the Studio FX panel is displayed. Clicking the button again will close the panel.

These insert FX will only be applied to the natural studio taiko samples and include:

- Saturation: Amount and Output
- Equalizer: 3 band EQ to cut or boost low, mids and highs.

## HYBRID FX



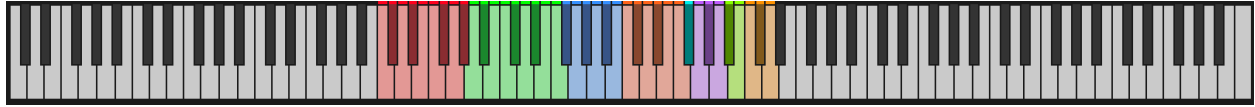
When you click on the “HYBRID” button, the Hybrid FX panel is displayed. Clicking the button again will close the panel.

These insert FX will only be applied to the hybridized taiko samples and include:

- Saturation: Amount and Output
- Equalizer: 3 band EQ to cut or boost low, mids and highs.



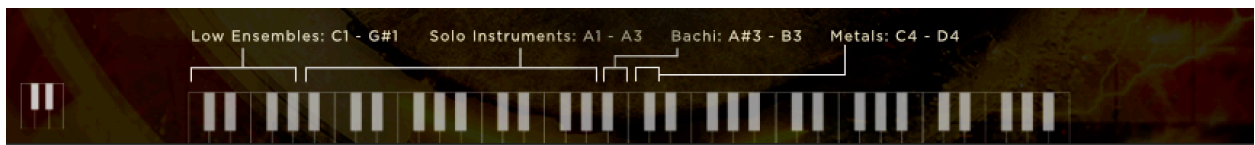
## Keyboard Mapping (HST Full Instrument)



The HST Full instrument has the complete set of percussion samples spread across just over 3 octaves. The low ensembles are at the bottom, followed by the solo percussion, and then the high ensembles as follows:



To get a closer, more detailed view of the keyboard mapping click on the keyboard icon at the bottom left of the instrument. It will popup the following view, which can be closed by clicking the icon again:



C1: 4 Odaiko ensemble: Very low, boom style percussion for adding depth and low end

C#1: 30" Odaiko ensemble: Very clean, low percussion with a slightly longer tail

D1: 16" & 18" Chudaiko ensemble: A perfect match to the lower Odaiko ensemble to add some mids and high end while keeping the same clean, tight sound

D#1 - F1: Low custom ensemble: These are really tight, punchy low end recordings. The first note is a center hit, the second note is an off-center hit, and the last note is a rim hit

F#1 - G#1: Low custom ensemble 2: A companion to the previous low ensemble, this adds a slightly higher and different sound. Again, The first note is a center hit, the second note is an off-center hit, and the last note is a rim hit

A1 - F2: 3 different solo 30" Odaiko sets, each with a center, off-center and rim hit. Play this in different combinations and even with the ensembles to create your own unique ensembles.

F#2 - B2: 2 different solo 18" Chudaiko sets, each with a center, off-center and rim hit. Play this in different combinations and even with the ensembles to create your own unique ensembles.

C3 - F3: 2 different solo 16" Chudaiko sets, each with a center, off-center and rim hit. Play this in different combinations and even with the ensembles to create your own unique ensembles.

F#3: A unique prototype 10" solo drum to add some extra high/mids to your mix.

G3 - A3: Shimedaiko set, with a center, off-center and rim hit. Use this to add extra high end to your total mix.

A#3 - B3: Bachi stick ensemble. The first note is Oak, the second is Maple.

C4 - C#4: Metal Atarigane ensemble. The first note is open, the second is closed.

D4" Metal Chappa ensemble

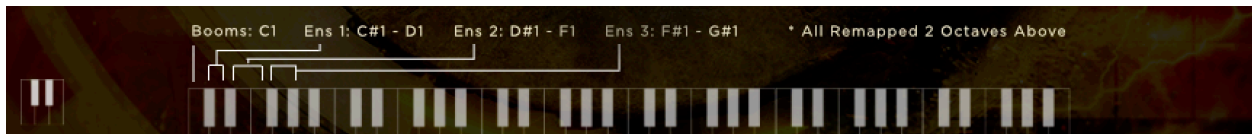
## Keyboard Mapping (Ens Low Dbl Map Instrument)



The HST Ens Low Dbl Map instrument has only the low ensemble samples, but double maps them 2 octaves above. This gives much more flexibility of playing in your percussion patterns easily.



To get a closer, more detailed view of the keyboard mapping click on the keyboard icon at the bottom left of the instrument. It will popup the following view, which can be closed by clicking the icon again:



C1: 4 Odaiko ensemble: Very low, boom style percussion for adding depth and low end

C#1: 30" Odaiko ensemble: Very clean, low percussion with a slightly longer tail

D1: 16" & 18" Chudaiko ensemble: A perfect match to the lower Odaiko ensemble to add some mids and high end while keeping the same clean, tight sound

D#1 - F1: Low custom ensemble: These are really tight, punchy low end recordings. The first note is a center hit, the second note is an off-center hit, and the last note is a rim hit

F#1 - G#1: Low custom ensemble 2: A companion to the previous low ensemble, this adds a slightly higher and different sound. Again, The first note is a center hit, the second note is an off-center hit, and the last note is a rim hit

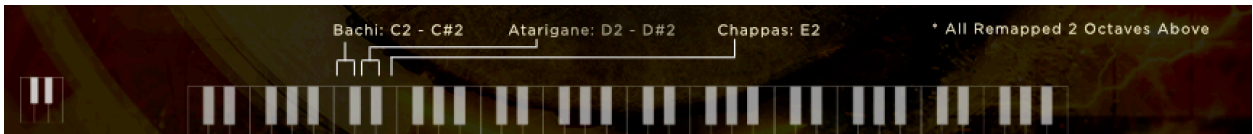
## Keyboard Mapping (Ens High Dbl Map Instrument)



The HST Ens High Dbl Map instrument has only the high ensemble samples, but double maps them 2 octaves above. This gives much more flexibility of playing in your percussion patterns easily.



To get a closer, more detailed view of the keyboard mapping click on the keyboard icon at the bottom left of the instrument. It will popup the following view, which can be closed by clicking the icon again:

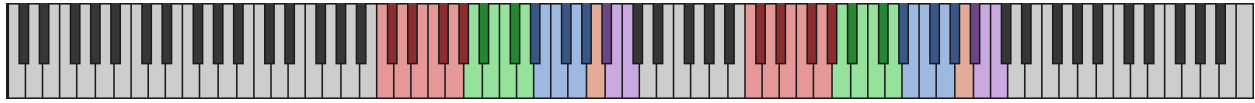


C2 -C#2 : Bachi stick ensemble. The first note is Oak, the second is Maple.

D2 - D#2: Metal Atarigane ensemble. The first note is open, the second is closed.

E2: Metal Chappa ensemble

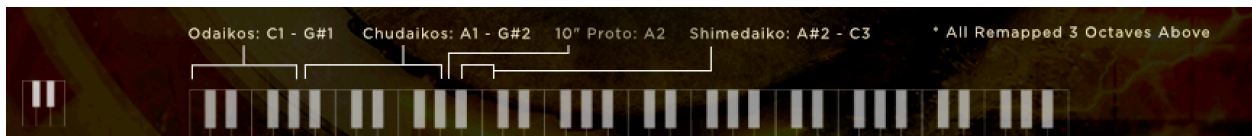
## Keyboard Mapping (Solos Dbl Map Instrument)



The HST Solos Dbl Map instrument has only the solo percussion samples, but double maps them 3 octaves above. This gives much more flexibility of playing in your percussion patterns easily.



To get a closer, more detailed view of the keyboard mapping click on the keyboard icon at the bottom left of the instrument. It will popup the following view, which can be closed by clicking the icon again:



C1 - G#1: 3 different solo 30" Odaiko sets, each with a center, off-center and rim hit. Play this in different combinations and even with the ensembles to create your own unique ensembles.

A1 - D2: 2 different solo 18" Chudaiko sets, each with a center, off-center and rim hit. Play this in different combinations and even with the ensembles to create your own unique ensembles.

D#2 - G#2: 2 different solo 16" Chudaiko sets, each with a center, off-center and rim hit. Play this in different combinations and even with the ensembles to create your own unique ensembles.

A2: A unique prototype 10" solo drum to add some extra high/mids to your mix.

A#2 - C3: Shimedaiko set, with a center, off-center and rim hit. Use this to add extra high end to your total mix.

## **CREDITS**

### **Sound Designers (Hybrid taiko):**

Randon Purcell

### **Production / UI Design & Coding:**

Randon Purcell

### **Graphic Design:**

Sam Hayles (DOSEprod Graphic Design Studio - <https://dose-productions.com>)

### **Mixing & Mastering:**

Austin Seltzer: <https://www.seltzersounds.com>

Randon Purcell

### **Taiko Recordings & Performance:**

Low ensemble and solo recordings: Isaku Kageyama (<http://isakukageyama.com>)

Custom low ensembles, Bachi, and Metal recordings: Taiko Zetrum: <https://www.taikozentrum.de>)

- Rannoch Purcell
- Simon Goedecke
- Claudia Cifrodelli
- Katja Rehnbaum
- Martin Ross