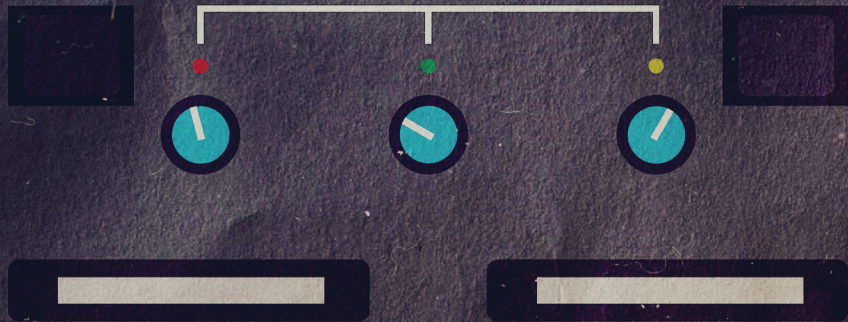**Wendel From Mars** is a collection of 1536 drum one-hits, and 7x 16 Hit Kits from the Wendel Jr. Drum Replacement machine .

The drums were sampled directly from the Wendel Jr's original cartridges straight into our Apogee Symphony MKII at 96kHz - using the ERM Multiclock as an audio trigger.

We then processed additional color versions of all samples, recording to tape with varying degrees of saturation, compression / expansion, and gating. Both 96kHz and 44.1 kHz versions of the sample pack are available.
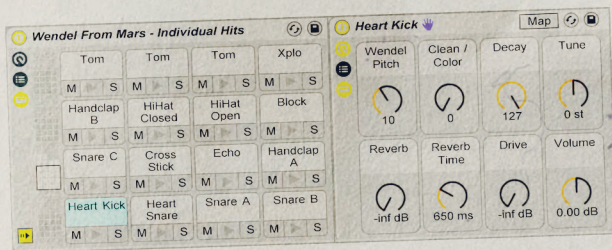
Gear Used: Wendel Jr, Apogee Symphony MKII, Otari MX5050, API 560, 550B, Overstayer Modular Channel, Overstayer Saturator, SSL Channel Dynamics, Moog Lowpass Filter, Summit Audio TPA 200B, and SPL Transient Designer.

WAV Naming Conventions

Kick <u>Heart</u> Wendel **<u>01</u>.wav**
Block Wendel *Color A* <u>01</u>.wav

Kick = Drum Voice Name

Color A = Heart Kick is the name used on the original cartridge. We used the original names of the Wendel samples where possible, or a slightly modified version of the name for clarity.

01 = Represents the first (lowest) pitch within the group samples

Heart = The first version of the Processed sample for that voice. Unprocessed samples don't have this signifier, but are placed in a folder named "Clean" to help differentiate them.

▪ 24 bit 96 kHz (with a 44.1 kHz option as well)

▪ 7 kits folders each contain 16 hits, with no duplicate samples between folders

▪ Normalization and gain changes have been been applied to balance the volumes between drum hits - to balance the Hi Hats to the Kick Drum, for instance. Loudest samples are peaking at -.5dB

These sessions were built with **Ableton** 9.77, to ensure compatibility with both Ableton 9 and Ableton 10 users. If you are an Ableton 10 user, you may need to click the small "upgrade" for certain devices if you wish to edit them further.

<u>Individual Hits Rack Macros:</u>

Wendel Pitch: This macro selects one of the 24 pitches we sampled for each drum voice - effectively allowing you to control the pitch of the Wendel samples without implementing any digital Ableton tuning. **Clean / Color:** Cycles through the clean sample group first, followed by the various processed "color" sample groups. **Decay:** A combination of Amp Decay and Amp Release. **Tune:** Transpose the pitch of the sample +/-48. **Reverb:** Ableton's reverb effect amount - with parameters fine tuned for each drum voice. **Reverb Time:** Ableton's reverb time, with default times tuned for each drum voice. **Drive:** A combination of Ableton's saturation drive and output amount. **Volume:** Ableton Simpler's volume for each drum rack pad.

<u>Kits Rack Macros:</u>

Cutoff: Ableton's filter - set to Low Pass for all hits. **Res:** Ableton's filter resonance - set to 0 by default. **Decay:** A combination of Amp Decay and Amp Release. **Tune:** Transpose the pitch of the sample +/-48. **Reverb:** Ableton's reverb effect amount - with parameters fine tuned for each drum voice. **Reverb Time:** Ableton's reverb time, with default times tuned for each drum voice. **Drive:** A combination of Ableton's saturation drive and output amount. **Volume:** Ableton Simpler's volume for each drum rack pad.

Logic, Kontakt, SFZ, Reason, FL Studio:
64 Individual Hits Instruments, organized in 20 drum voice categories.
7x Kits Instruments each with 16 hit kits.

Reason Kong, Maschine, Battery:
All contain 7x instruments each with 16 hit kits.

MPC 1000 & 2500:
Contains 16 bit .WAV versions of all 7x 16 hit drum kits, separated into 2 .PGM drum programs.

MPC Live & MPC X:
Contains 24 bit WAV versions of all 7x 16 hit drum kits, separated into 2 .XPM drum programs.

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