

DRUM VAULT

TOM ARSENAL

The **Tom Arsenal** was created at Drumforge to give you an ambitious, one-of-a-kind TCI / Wav pack spanning 4 different rooms and 4 unique collections of drums. Each collection of toms was specifically chosen and tuned to perform best for the room it was recorded in. You will not find another collection of tom sets on the market that offers such a unique diversity of sounds, drums, and rooms in one package.

Each room has a specific array of engineering setups to give you complete control over the type of tone and ambiance your tom needs in your mix. Instead of telling you what microphones, drums, and gear we used, we decided it was better to let you only use your ears to find exactly what sounds and works best for your unique style.

To achieve this type of user experience, common musical names were used like “tight,” “depth,” etc to reflect the types of tones that were created to be used in a mix. While some of the names may overlap across different rooms, the mixing doesn’t always correlate. What matters is not what was done in mixing, but what texture inspires you to create.

Each room is unique, as are the toms and equipment used in that room. This results in an unprecedented collection of toms that will inspire you for a long time to come. Let’s take a look at each individual room and discover how these sounds were created.

THE WOOD ROOM

The wood room is a room where every surface is made of wood. It's got a lively character which is very versatile. The collection we sampled had a lot of modern, tight-sounding drums which are ideal for heavier genres but work great for many other genres.

This room has the most engineering setups of any room due to its size, the amount of gear in the studio, and its unique tonal attributes. A lot of API and Neve gear were used to capture and mix these sounds. Some high-end hardware reverbs were also used to add additional size to a few of the engineering setups.

ENGINEERING SETUPS:

DIRECT - A direct microphone for a punchy tom sound to cut through a mix.

BODY - A microphone to add bottom end, body, and resonance to the drum.

SMACK - A wide overhead sound used to add stereo punch and attack to the tom.

SPLAT - A highly compressed middle room microphone pair to give you a balanced amount of ambiance. Not too tight or big, but very versatile and with different compression characteristics than any other setup.

LENGTH - A long room that is used to glue the tom sound to the mix.

DEPTH - Wide long-tail room for massive size and ambiance.

VERB - An epic reverb to make the tom sound super ambient.

Very useful for metal genre drums.

THE BRICK ROOM

The brick room is a medium-sized brick room where the floor is wood, but all the walls are brick. It's got a bright, but natural character. It can be tight, but we've given you options to achieve more ambiance. A lot of vintage gear and boutique microphones were used to capture and mix these sounds. Some high-end hardware reverbs were also used to add additional size to a few of the engineering setups. You may find these toms sound a bit more natural and organic compared to the other rooms, yet still retain a lot of punch.

ENGINEERING SETUPS:

DIRECT - A direct microphone for a punchy tom sound to cut through a mix.

BODY - A microphone to add bottom end, body, and resonance to the drum.

SMACK - A wide overhead sound used to add stereo punch and attack to the tom.

SPLAT - A highly compressed middle room microphone pair to give you a balanced amount of ambiance. Not too tight or big, but very versatile and with different compression characteristics than any other setup.

LENGTH - A long room that is used to glue the tom sound to the mix.

DEPTH - Wide long-tail room for massive size and ambiance.

THE VIBE ROOM

The vibe room is a smaller, yet surprisingly powerful sounding room, with lower ceilings. This room has a really punchy characteristic. A nice mix of modern and vintage gear was used to capture and mix these drum sounds. Some high-end hardware reverbs were also used to add additional size to a few of the engineering setups. You might find the character of these toms to be punchy and modern in this room.

ENGINEERING SETUPS:

DIRECT - A direct microphone with a powerful hit sound.

SMACK - A wide overhead sound used to add stereo punch and attack to the tom.

SPREAD - A tight, mid-room ambiance to add width to the tom.

DEPTH - A unique reverb sound to add glue and an exciting tail to the drums.

Automate up during fills!

LENGTH - A hallway microphone, “bombed out” with a vintage compressor for massive size and ambiance.

THE HYBRID ROOM

The hybrid room is half wood, half-concrete room with a lot of baffling and high ceilings. A lot of vintage gear was used to capture and mix these sounds, including some really unique old tube preamps. The room has a very versatile and live sound to it. Some high-end hardware reverbs were also used to add additional size to a few of the engineering setups.

You will find a large variety of organic tom sounds that have a lot of versatility in this collection. They are great for a very large variety of musical styles. This was the most unique collection of tom drums recorded out of all the rooms with some very rare pieces sampled.

ENGINEERING SETUPS:

DIRECT - A direct microphone with a great smack sound.

AIR - A mic 3 feet up from the tom to give it a more natural feel and some air

TIGHT - A warm overhead sound to add detail to the tom.

SMACK - A warm middle room sound to add attack and body to the tom

LENGTH - A highly compressed mid room microphone pair with a lot of crunch.

DEPTH - A long dry ambiance for size and air.

VERB - A tight ambiance for size and character. Great to automate up during fills.

PROCESSING METHODOLOGY

The samples in the Tom Arsenal are mix ready. Mix ready doesn't mean they will fit perfectly in your mix immediately. It means they are mixed to be competitive to commercial standards. While they are mix ready, they are not over-processed, meaning you can add a lot of additional processing if you like super-hyped drum sounds. They take well to additional transient modification, compression, and eq.

Each room was mixed so that its unique character is highlighted. While it could be argued that certain rooms may lend themselves more to certain genres of music, you should be able to cover a very wide variety of sounds in each room. Whatever your mix requires, you should be able to easily find your sound in the Tom Arsenal.

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