ZERO-G
SAMPLE LIBRARIES

ELEMENTS
CINEMATIC RHYTHMS

PRODUCED BY STEFANO MACCARELLI
A KONTAKT POWERED VIRTUAL INSTRUMENT

THE ULTIMATE CINEMATIC PERCUSSION INSTRUMENT

Xfonic proudly presents ELEMENTS CINEMATIC RHYTHMS.

Elements Cinematic Rhythms is a brand new Kontakt library for creating contemporary folk, tribal and warrior percussion referencing the aesthetic of soundtracks such as the Last Kingdom, Age of Empires and Assassin's Creed.

Elements Cinematic Rhythms is the ultimate cinematic folk percussion library. Developed by Stefano Maccarelli, the creator of the incredible Ethera Gold series, Elements Cinematic Rhythms is the second chapter of the Elements series and is the perfect add-on to the critically acclaimed Elements Modern Scoring Synth.

Elements Cinematic Rhythms is a collection of over 60 percussion instruments, over 40 hybrid percussion instruments, and over 70 multi-instruments. Each instrument is sampled with up to five dynamic layers, 12 Round Robins and two microphone positions - close and room.

The list of instruments is extensive, from warrior drums to tribal percussion, low, deep percussion all the way up to taikos. You will find the perfect rhythms for your soundtrack.

The instruments have been sampled to maintain a lively and life-like sound with two main microphones. The close mics have a great attention to detail and an intimate sound, and the room mics have a very big lively sound recorded in a large room with great acoustics.

The included XF Core Audio Engine allows you to process the sound in depth enabling you to create an entirely unique and tailor-made set of hybrid percussion.

With the sheer number of possibilities that come with Elements Cinematic Rhythms you get an amazingly powerful and flexible tool to compose perfect percussion tracks that have a fantastic, raw, and authentic sound for your composition. Whether you are a film or TV music composer, video game composer or just a hobbyist or beginner, Elements Cinematic Rhythms is the ultimate percussion library, created by composers for composers.
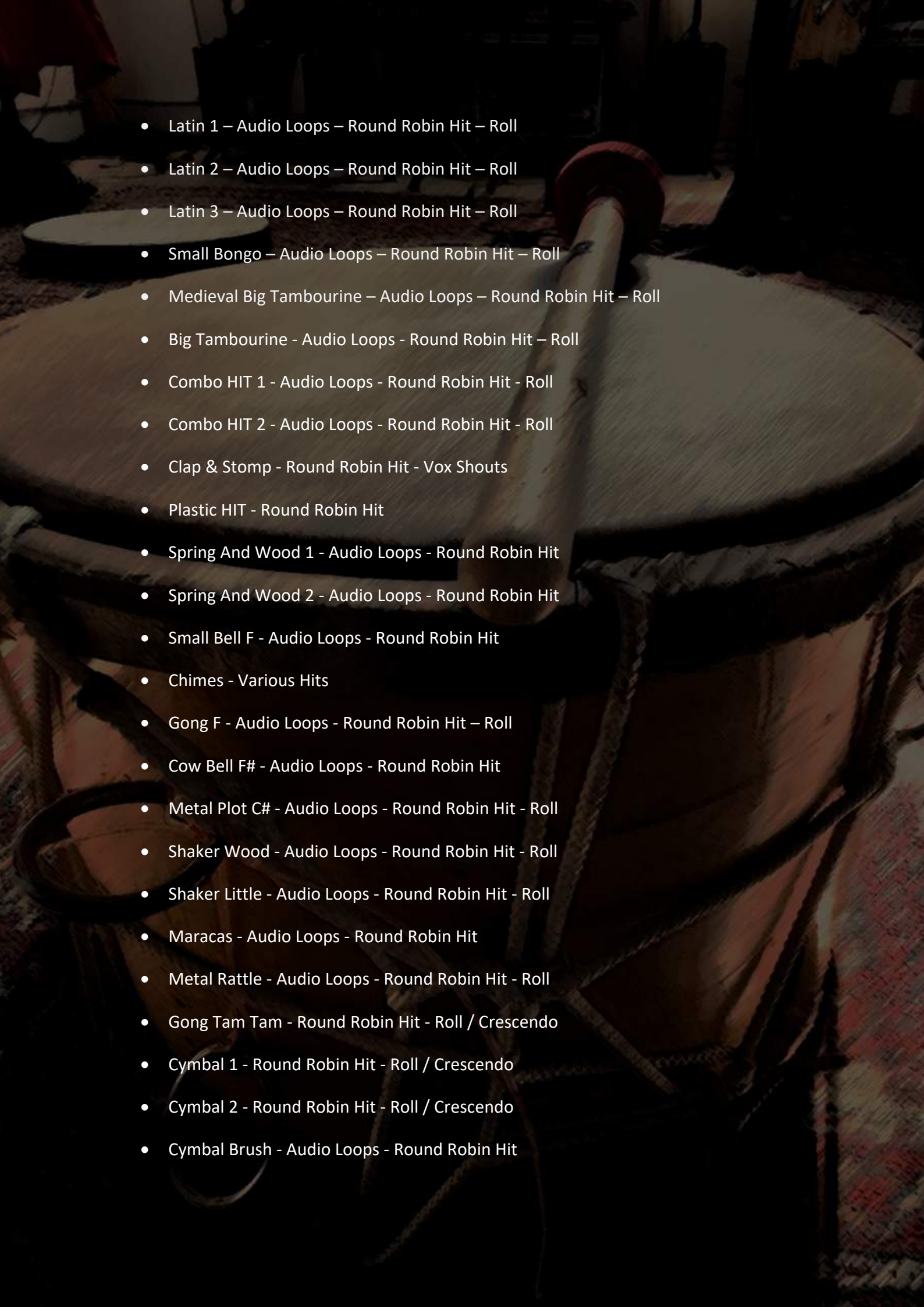
WHAT'S INCLUDED:

- Over 15 GB (Uncompressed) of 24bit, 48Khz samples

- Over 10.200 Samples

- 61 Multi-sampled Percussion Instruments

- 40 Multi-sampled Hybrid Percussion Instruments

- Over 70 Multi-Instruments

- 2 Mics: Close and Room

- Up to 12 Round Robin Hits

- Up to 5 Dynamic Levels mapped on each key and 1 Key multi velocity

- Rolls and Double Hits

- Hundreds of real performance Audio Loops

- Audio Loops and Round Robins mapped on the same Keyboard

- Internal Sequencer

- Sequencer Presets with Hundreds of Rhythms

- Powerful Audio Engine enabling powerful editing of original sounds and unique

  sound creation possibilities

THE FULL LIST

Single Percussion Instruments:

- Warrior Drum 01 - Audio Loops - Round Robin Hit – Roll

- Warrior Drum 02 - Audio Loops - Round Robin Hit – Roll

- Warrior Drum 03 - Audio Loops – Round Robin Hit – Roll

- Bass Drum – Audio Loops – Round Robin Hits – Roll

- Village Drum 01 – Audio Loops – Round Robin Hit

- Village Drum 02 – Audio Loops – Round Robin Hit

- Ocean Drum – Audio Loops – Round Robin Hit

- Two Drums – Audio Loops – Round Robin Hit

- Gran Cassa – Audio Loops – Round Robin Hit

- Drum Kick – Audio Loops – Round Robin Hit

- Frame Drum C – Audio Loops – Round Robin Hit

- Frame Drum D – Audio Loops – Round Robin Hit

- Frame Drum A V1 – Hands – Audio Loops – Round Robin Hit

- Frame Drum A V2 – Hands – Audio Loops – Round Robin Hit

- Solo Tom – Audio Loops – Round Robin Hit

- Double Toms – Audio Loops – Round Robin Hit

- Medium Tom 1 - Audio Loops – Round Robin Hit

- Medium Tom 2 - Audio Loops – Round Robin Hit

- Medium Tom 3 - Audio Loops – Round Robin Hit

- Small Djembe – Audio Loops – Round Robin Hit

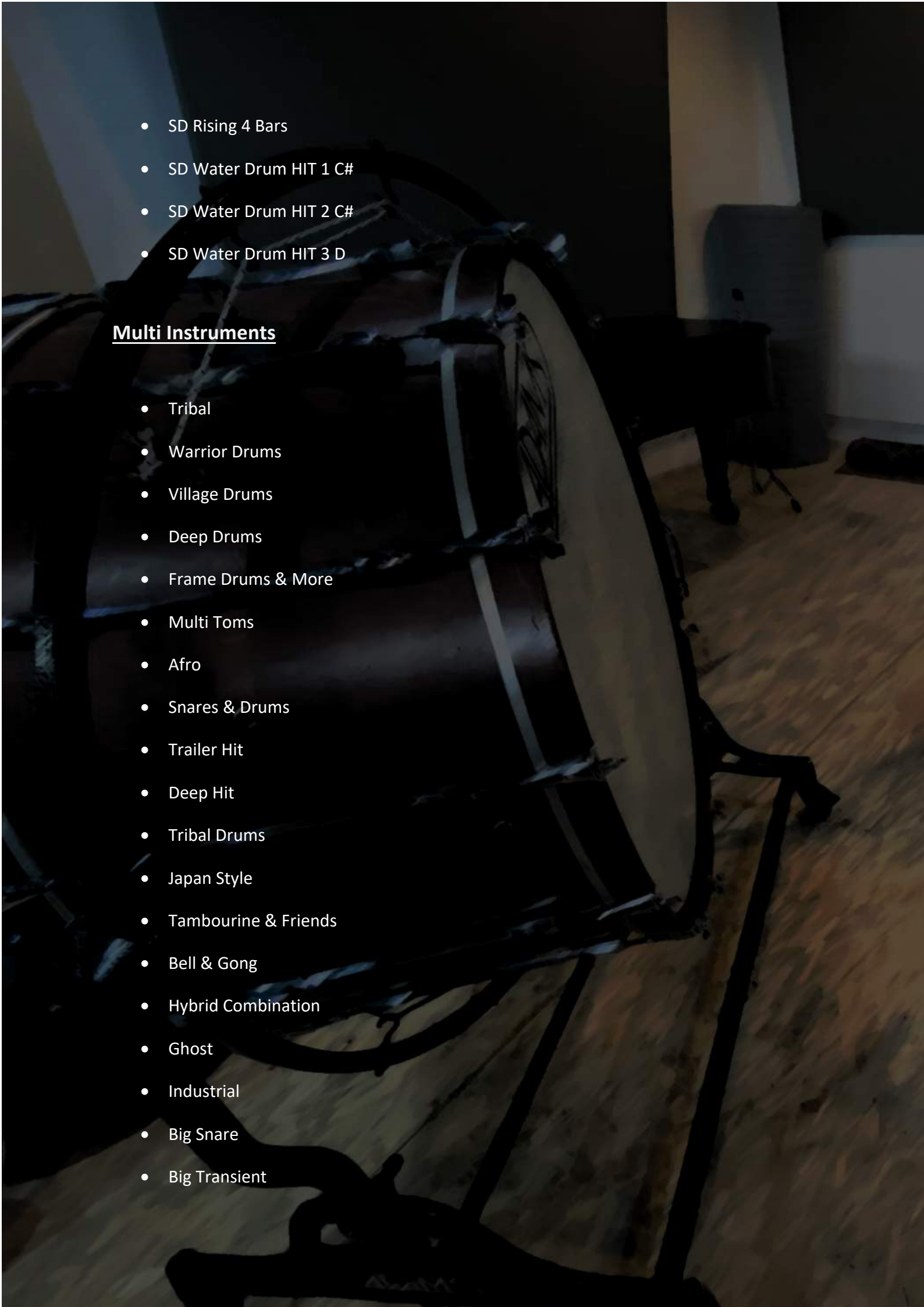- Big Djembe – Audio Loops – Round Robin Hit

- Latin 1 – Audio Loops – Round Robin Hit – Roll

- Latin 2 – Audio Loops – Round Robin Hit – Roll

- Latin 3 – Audio Loops – Round Robin Hit – Roll

- Small Bongo – Audio Loops – Round Robin Hit – Roll

- Medieval Big Tambourine – Audio Loops – Round Robin Hit – Roll

- Big Tambourine - Audio Loops - Round Robin Hit – Roll

- Combo HIT 1 - Audio Loops - Round Robin Hit - Roll

- Combo HIT 2 - Audio Loops - Round Robin Hit - Roll

- Clap & Stomp - Round Robin Hit - Vox Shouts

- Plastic HIT - Round Robin Hit

- Spring And Wood 1 - Audio Loops - Round Robin Hit

- Spring And Wood 2 - Audio Loops - Round Robin Hit

- Small Bell F - Audio Loops - Round Robin Hit

- Chimes - Various Hits

- Gong F - Audio Loops - Round Robin Hit – Roll

- Cow Bell F# - Audio Loops - Round Robin Hit

- Metal Plot C# - Audio Loops - Round Robin Hit - Roll

- Shaker Wood - Audio Loops - Round Robin Hit - Roll

- Shaker Little - Audio Loops - Round Robin Hit - Roll

- Maracas - Audio Loops - Round Robin Hit

- Metal Rattle - Audio Loops - Round Robin Hit - Roll

- Gong Tam Tam - Round Robin Hit - Roll / Crescendo

- Cymbal 1 - Round Robin Hit - Roll / Crescendo

- Cymbal 2 - Round Robin Hit - Roll / Crescendo

- Cymbal Brush - Audio Loops - Round Robin Hit

- Metal Sheet - Audio Loops - Round Robin Hit- Roll / Crescendo

- Chu Daiko - Audio Loops - Round Robin Hit – Roll

- Hira Daiko - Audio Loops - Round Robin Hit - Roll

- Oke Daiko - Audio Loops - Round Robin Hit - Roll

- Shime' - Audio Loops - Round Robin Hit - Roll

- Bass Cajon - Audio Loops - Round Robin Hit - Roll

- Wood Stick 1 - Audio Loops - Round Robin Hit

- Wood Stick 2 - Audio Loops - Round Robin Hit

- Black Tom Hands - Audio Loops - Round Robin Hit - Roll

- Black Snare Hands - Audio Loops - Round Robin Hit - Roll

- Combo Snares - Audio Loops - Round Robin Hit - Roll

- Water Drum C# - Audio Loops - Round Robin Hit

Sound Design Instruments

- SD Loop A

- SD Loop B

- SD Loop C

- SD Loop D

- SD Loop E

- SD Loop F

- SD Loop G

- SD Loop H

- SD Loop I

- SD Loop L

- SD Loop M

- SD Loop N

- SD Loop O

- SD Loop P

- SD Loop Q

- SD Loop R

- SD Loop S

- SD Loop T

- SD Loop U

- SD Loop V

- SD Trailer Hit

- SD Deep Hit

- SD Distorted Tom

- SD Electro Kit - Crunchy

- SD Electro Kit - Marcha

- SD Electro Kit - Mechano

- SD Electro Kit - Popper

- SD Electro Kit - Pounder

- SD Electro Kit - Pusher

- SD Electro Kit - SixOSix

- SD Electro Kit - Wonky

- SD Hats ToolKit

- SD Hybrid Tribal

- SD Kick ToolKit

- SD Snare Tollkit

- SD Processed Stick

- SD Rising 4 Bars

- SD Water Drum HIT 1 C#

- SD Water Drum HIT 2 C#

- SD Water Drum HIT 3 D

Multi Instruments

- Tribal

- Warrior Drums

- Village Drums

- Deep Drums

- Frame Drums & More

- Multi Toms

- Afro

- Snares & Drums

- Trailer Hit

- Deep Hit

- Tribal Drums

- Japan Style

- Tambourine & Friends

- Bell & Gong

- Hybrid Combination

- Ghost

- Industrial

- Big Snare

- Big Transient

- EDM 1
- EDM 2
- Underscoring
- Deep And Slow
- Mechano
- Organic
- Scream
- Tech
- Groovy
- Hard Beat
- Kick and Loops
- Kick and HI Hats
- Kick, HI Hats and Loops
- Hybrid Delay
- Tik Tak
- Bouncing
- Organic Up Tuned
- Multi Toms
- Crazy Rising
- Mega Combo 1
- Mega Combo 2
- Thriller
- Tibetan World
- Valhalla
- Medieval Beat

- Metals and Toms
- Frame Drums A
- Frame Drums D
- Three Toms and Cymbal
- Electro
- Low Deep Drums
- Mega Shaker
- Spring Instruments
- Hybrid Shaker
- Warm Drums
- Drum Kick and Others
- Multi Combo
- Two Drums and Frame Drum
- Funny
- Massive Toms
- Tension
- Atmosphere
- Work Ethos - Metals
- Double Bass Cajon
- Double Bass Cajon + Toms
- Bells, Metals, Cymbals
- Cajon and Metals
- Multi Snares
- Multi Water Drums C#
- Double Water Drums C#

SYSTEM REQUIREMENTS:

Minimum System Requirements

- Intel i5/i7, M1 or equivalent processor

- 8 Gb of Ram

- SSD for sample streaming

- The Full Version of Native Instruments KONTAKT 6.7.1 or above

System Requirements for Optimum Performance

- Intel i9 or M1 Max with 8 or more Core

- 64 GB of Ram

- SSD M2-NVMe for sample streaming

- The Full Version of Native Instruments KONTAKT 6.7.1 or above

IMPORTANT – before using Elements Cinematic Rhythms please set the Kontakt keyboard to +2 octaves so that you can see the correct keyboard layout.

HOW TO INSTALL ELEMENTS RHYTHMS

INSTALLING THE KONTAKT FILES

This library contains Kontakt Formatted files which can be accessed from the Files tab within the full version of Kontakt 6.7.1. As stated on the product page, Kontakt files will only run in demo mode in the free Kontakt Player. From within Kontakt, please ensure you are on the Files tab, and not the Libraries tab and use the browser to locate your chosen install path. Now with the product folder in the bottom of the two left-hand windows, navigate through the folder and find the Kontakt instrument files (.nki) which you can double-click to load into Kontakt. Going back and forth between the library and files tab can slow down workflow, therefore, Native Instruments have included a handy Quick-Load feature within Kontakt. By setting up the Quick-Load feature you can customize the layout and access all your Kontakt-formatted files and libraries in one location.

FILE TAB

Elements Cinematic Rhythms has 2 main categories:

Percussion: **Yellow Instruments**   Sound Design: **Red Instruments**

In the Percussions folder you have over 60 Percussion Instruments which are perfect for creating your Cinematic Rhythms. Warrior Drums, Tribal Percussions, Water Drums, Toms, and more. All the instruments are multi-sampled with up to 12 Round Robin and 5 Dynamics Levels for ultra-realism.

In the Sound Design folder, there are over 40 sound design elements for all your scoring needs.

THE USER INTERFACE

LARGE KNOB:

Adds a Vintage Compressor & Saturation.

INPUT QUANTIZE:

This works only when your DAW is playing,

It acts on the Red Keys (Audio Loops)

Use the Input Quantize when you are playing live to create perfect timing.

After recording we suggest deactivating the Input Quantize.

EXPERT TAB:

Expert Tab opens a special Menu with additional controls.

INFO TAB:

Info Tab opens an info window to help you understand the Keyboard Colour system.

INFO TAB

RED KEYS:

In the red zone you can play the Audio Loops. These are always synced to the DAW's BPM.

YELLOW KEYS:

These are the Round Robin Hits (Up to 12 for each key). Usually, there are two types of Yellow; the Warm Yellow has all the dynamic levels mapped to a single Key. This allows you to play the percussion with two hands for ease of playability enabling you to give excellent live performances.

GREEN KEYS:

In this range there are the rolls and alternative hits.

SEQ KEYS - WHITE AND BLUE KEYS:

These Keys start and stop the internal sequencer.

SEQ TIME - PURPLE KEYS:

With these keys, you can change the sequencer's timing on the fly. For example, you can change the ratio from 8ths to 16ths. We suggest using this live feature with the Input Quantize set to ON so that you can achieve perfect timing when playing live. This is

important during live playing however if you insert the key switches manually then this will not be necessary.

QUANTIZE -BLUE KEYS:

Sets the Input Quantize to ON or OFF

Having the Audio loops and the Round Robins on the same Keyboard, you can play them simultaneously. You can have the best of these two techniques and achieve a rich sound quality using both.

ROUND ROBIN (YELLOW KEYS)

AUDIO LOOPS (RED KEYS)

By Clicking on the EXPERT TAB, you open the expert panel. In this panel you can change many of the sound parameters.

Attack: Sets the Attack Time

Offset: Sets the sample starting point

Decay: Sets the Decay Time

Sustain: Sets the Sustain Time

Stretch: Sets the quantity of Time Stretching (Audio Loops Only)

Tra S: Sets the Sustain Transient Shaping

Tra A: Sets the Attack Transient Shaping

Close Mic: Sets the level of the Close Microphone

Pan Close: Sets the Pan Pot for the Close Mic

Room Mic: Sets the level of the Room Microphone

Pan Room: Sets the Pan Pot for the Room

Tune: Sets the Sample Pitch in Cents (Useful for pitch fine-tuning)

Loop Close: Sets the level of the Close Mic for the Audio Loops

Loop Room: Sets the level of the Room Mic for the Audio Loops

Saturator: Add a Soft Type Saturation

Reverse Loop: Sets the Level of the Audio Loops in Reverse mode

Replika: Sets the Level of the Replika Delay (requires more CPU)

Special: Adds an additional FX, (dependant on which Patch is currently loaded)

Warm: Adds a soft Vintage Compression

Filter: Sets a low/band pass filter

Tempo: Sets the Time to Normal or Half (Audio Loops Only)

You can open the Expert Sound Presets by clicking on the PRESETS TAB. These Presets are specific for each instrument. For example, if you have opened Warrior Drum 01, you must load a Warrior Drum Preset. You can SAVE your own Preset by clicking on the SAVE button. When you click on SAVE, you create a snapshot of all the parameters of the HOME Page.

LIMITATION: This feature does NOT save the FX RACK settings.

THE SEQUENCER

In addition to be able to use the Audio Loops and the reproduction and programming of percussion sounds through the various Round Robin Hits, Elements Cinematic Rhythms offers a further option.

The programmable Sequencer allows you to automatically play a rhythm part by assigning it to the Yellow Round Robin buttons. In this way, it will be possible to play the hits manually and interactively using the yellow keys of the keyboard, but at the same time, the internal Sequencer will take care of playing the rhythm part. This allows for engaging real-time performance. Furthermore, the Sequencer can also be used simultaneously with the red zone on the keyboard containing the Audio Loops.

The Enable Button switches the sequencer on.

The Hold Button allows the sequence to keep playing even after you have unpressed the key.

By clicking on the Left-hand Drop-Down Menu, you can change the direction of the sequence. Options are Up, Down, Up & Down, As Played, Random and Poly.

You can change the Time Rate of the Sequencer by clicking on the Right-hand Drop-Down Menu or using the keyswitches. Options are 4th, 8th, 8th T, $16^{th,}$ 16th T and 32nd notes.

The DURATION knob controls the length and release time of each note in the sequence.
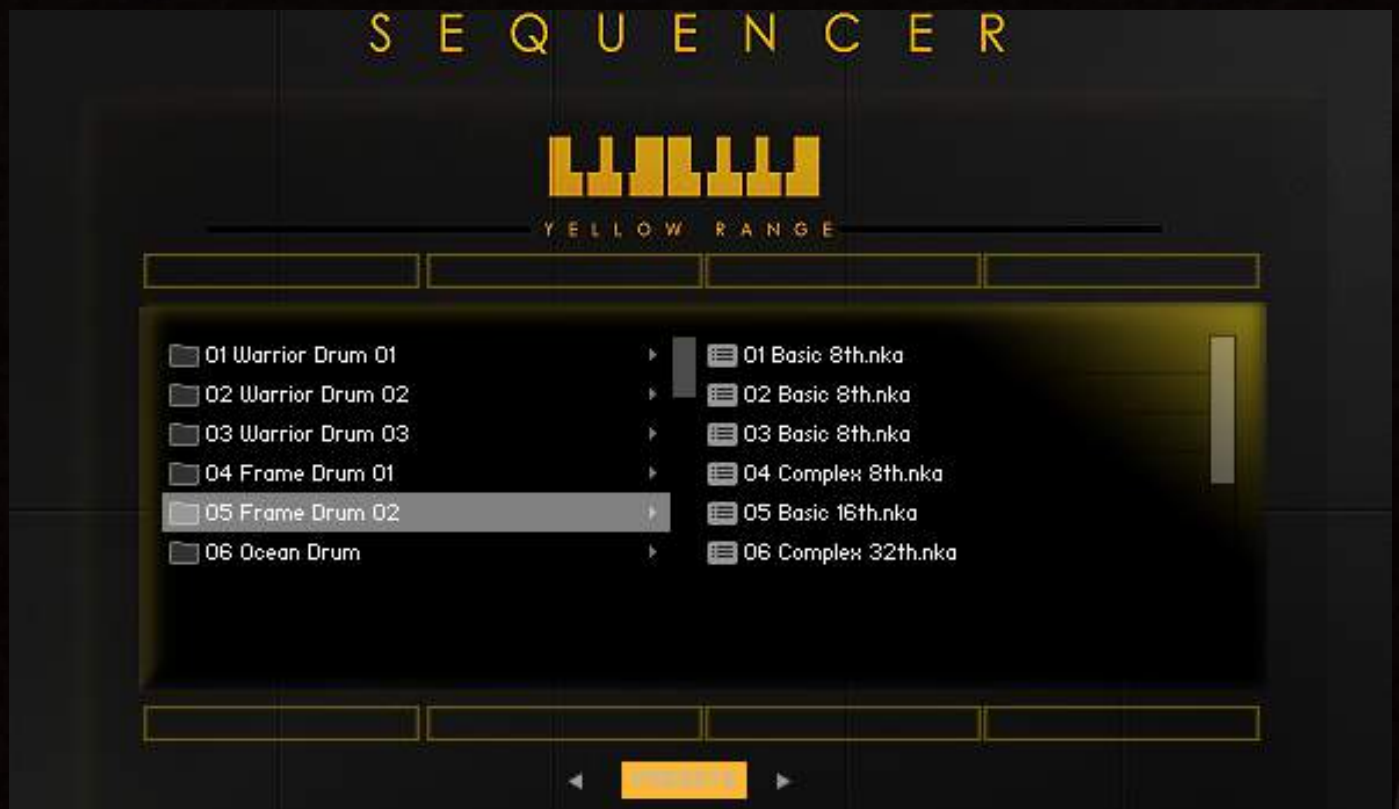
The STEPS knob controls the length of the sequence from 1 to 32 steps.

ATTENTION:

Remember to have your DAW in play mode or Kontakt in Internal mode when you are using the Sequencer. This is necessary in order to accurately synchronize the Sequencer.

NB If you want to use the Audio Loops simultaneously with the Sequencer in a live performance it is advisable to activate the Input Quantize.

By clicking on the PRESETS button you can open the browser window in order to load the Sequencer Presets. You can also save your own presets that you create by clicking on the SAVE button.

Blue Colour: Starts the Sequencer

White Colour: Stops the Sequencer

Purple Colours: Changes the Time Rate

THE FX RACK

ELEMENTS CINEMATIC RHYTHMS comes with a complete FX section which includes a custom-made IR- Convolution Reverb. All controls are fully midi controllable (Right Click on the Mouse then chose Midi Learn).

THE CREDITS

Produced, Scripted and Sampled by:

Stefano Maccarelli

Recorded at:

Abbey Rocchi Studios – Rome

Thanks To:

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Pietro Rocchi

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Rita Superbi

Catia Castagna

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