

ZEROG

IMPROMPTU:
TEXTURAL PERCUSSIONS

EVOLVING PERCUSSION INSTRUMENTS



USER MANUAL

A KONTAKT POWERED VIRTUAL INSTRUMENT

THANK YOU FOR PURCHASING IMPROMPTU TEXTURAL PERCUSSIONS

Thank you for purchasing Impromptu Textural Percussions!

ITP is an experimental Kontakt 6 library featuring 30 patches and almost 6GB of samples (when uncompressed).

ITP is dedicated to the creation of complex soundscapes using only percussion instruments recorded by percussionist extraordinaire Hugh Wilkinson.

Please note: You need the full version of Kontakt 6.4.1 in order to run ITP. It will only work in the Kontakt Player in demo mode.

The instruments featured are:

- Glockenspiel
- Vibraphone
- Crotales
- 3 different Cymbals (Chinese, 17" & 18")
- Waterphone
- Snare Drum
- Tambourine

In addition to this, a number of sound design patches using various percussion instruments as source material are also provided. These have an organic quality that are bound to come in handy on many occasions.

INSTRUMENTS OVERVIEW

THE IMPROMPTU ENGINE

The centrepiece of ITP is the Impromptu Engine; a system that utilises loops of improvised, un-synced snippets combined with a granular synthesizer.

We recorded 3x round robins in three different intensity layers that you are able to crossfade between using the central knob which is mapped to the mod-wheel by default.

Playing a note with the mod-wheel completely down will trigger a sparse improvised loop on that pitch; start moving the mod-wheel up to gradually crossfade to the medium and finally, to the dense layer.

Impromptu patches are provided for Glockenspiel, Vibraphone and Crotales.

We have also created bonus Impromptu patches for Cymbals (Chinese, 17" & 18") and Snare Drum (played both with brushes and sticks). These are more experimental in nature and perhaps not as immediate to use but can lead to rather interesting sounds.

BOWED

Crotales, Cymbals, Glockenspiel, Vibraphone and Waterphone are also available as bowed instruments. These patches are fantastic for creating beautiful, ethereal atmospheres (make sure you try turning the "Diffusion" switch on and blending them with the granular engine) for spooky soundscapes.

NB. The central knob is deactivated for these instruments as no other layers are present.

For the Cymbals-Bowed patch, the three different areas on the keyboard trigger the three different cymbals recorded.



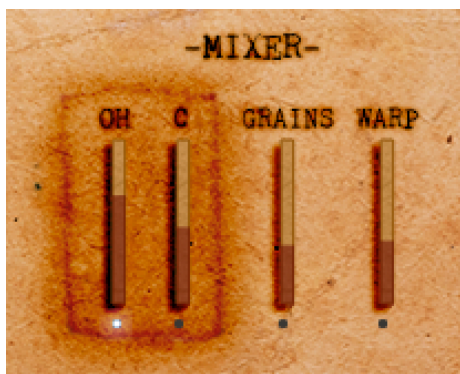
Similarly, the two different areas on the Waterphone patch trigger samples recorded with and without water on the instrument.

OTHER PATCHES

Other patches with more traditional articulations are also provided. These are all aimed at textural writing and feature the granular engine and multiple round robins. The central knob is again deactivated for these instruments as there are no other layers present.

MIXER

The signals (mic positions) available depend on the patch loaded.



Some instruments were recorded with three microphones - a stereo overhead array with an additional close mic. Others with two microphones (a close and a mid-room) and some with an X-Y stereo array.

Below is the legend for the symbols used:

OH - Stereo Overhead

C - Close Mic

MID - Mid-Room Mic

SIGNAL - Stereo mix down, present as the only available mic position on selected patches

GRAINS - Fader controlling the output level of the granular engine

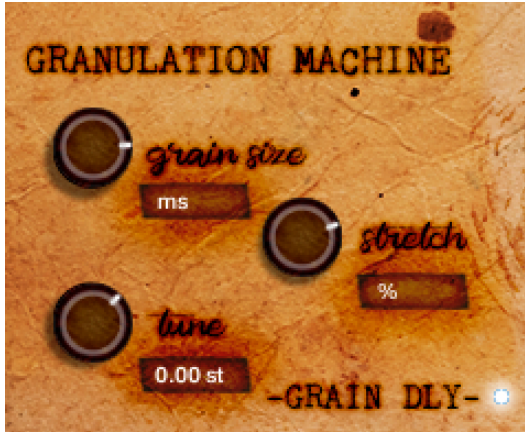
WARP - An additional pre-rendered, processed granular layer.

The small lights at the bottom of each fader activate the corresponding signals. Turning them off purges the samples thus

freeing up RAM.

THE GRANULATION MACHINE

The granulation machine is the ITP's granular engine.



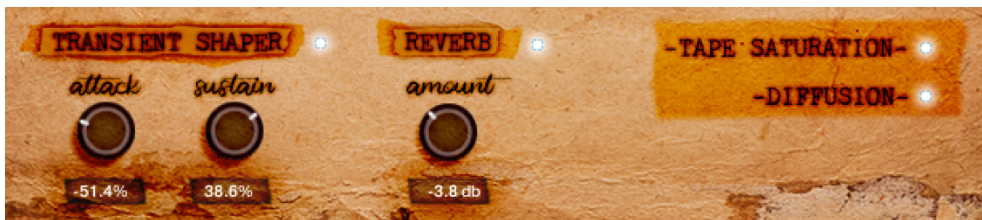
To activate it, make sure to turn the GRAINS mic position on in the mixer:



In the granular engine you have control over grain size, tuning (in semitones) and stretch (expressed as a percentage of the original length). GRAIN DLY activates a dedicated delay for the granular signal.

OTHER EFFECTS

Four effects are available:



* **Transient Shaper** - a dynamic processor which can be used to

accentuate or smooth out the attack of the percussion hits as well as to shape the sustain.

* **Plate Reverb.**

* **Tape Saturation** simulation.

* **Diffusion** - a switch that activates Kontakt's "Replika Delay" with the diffusion algorithm, great to create a dense ambience for your soundscapes.

NB. You can use Midi CC11 to control midi volume.

Thank you again for your purchase, I hope you enjoy these instruments and that they inspire you to create beautiful music.

Alessandro Mastroianni