

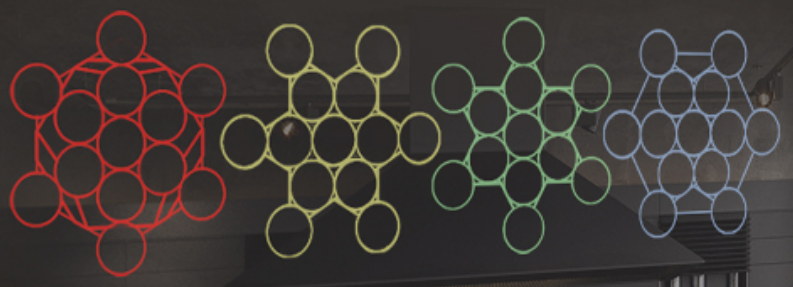


ZERO-G  
SAMPLE LIBRARIES



# KITCHENOLOGY

DOMESTIC PERCUSSION MACHINE

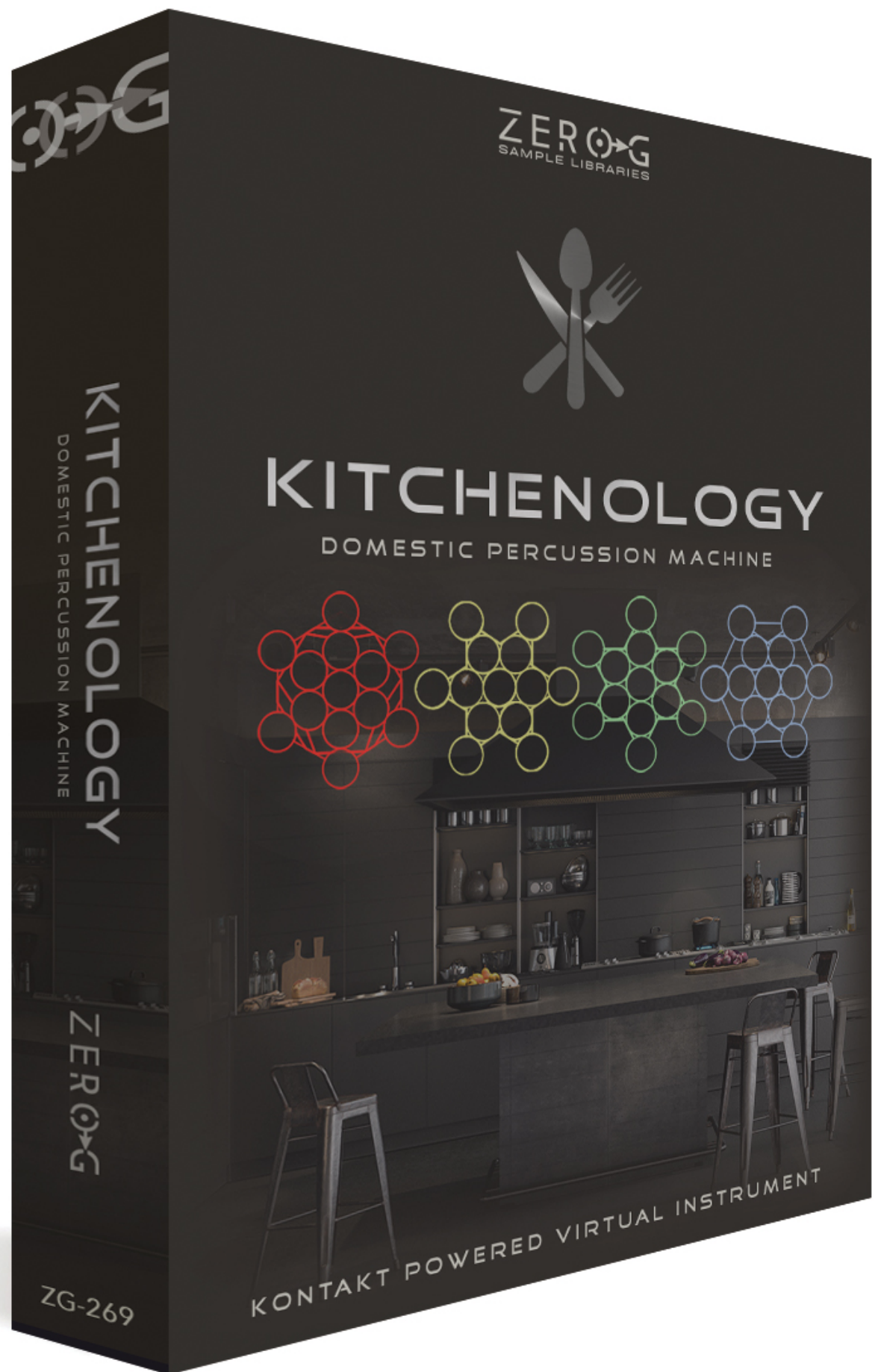


KITCHENOLOGY  
DOMESTIC PERCUSSION MACHINE

ZERO-G

ZG-269

KONTAKT POWERED VIRTUAL INSTRUMENT



# KITCHENOLOGY USER MANUAL

## 1. INTRODUCTION

Thank you for purchasing Kitchenology library.

Kitchenology is an incredible percussive instrument that can also be used for sound design and SFX and enables the user to discover unique sounds using unusual sources, midi grooves, and IR samples. Kitchenology was created by recording amazing multi-instrumentalist Charlie Dalin playing 48 different kitchen items and noises with 12 round robins for each sample. Some recorded items such as cups and glasses can play one tonal octave.

The main idea behind Kitchenology is to have 4 groups of instruments with minimal effects to keep sounds as natural as possible, with the addition of an independent convolution reverb for each group; included IR samples besides groups/instruments, editable parameters can create endless possibilities and different atmospheres. Some samples were recorded with different additions such as adding cloth to a bowl to get a kick drum sound and to make the library as usable and percussive as possible.

There are 4 busses each with 12 individual instruments to give a total of 48 kitchen instruments/utensils all recorded in high definition 48KHz 24bit audio. We also recorded 114 separate convolution reverbs which when used with the instruments can create a myriad of unique sounds. Kitchenology also includes a huge selection of MIDI grooves covering different styles, tempos, and time signatures. Whether your project is a traditional song or cinematic music, you will find in Kitchenology a sound that fits the part.

This manual will help you to install, use, and understand the instrument, it also covers the most important elements to get you started.

## 2. FEATURES:

- ✓ 7000+ 48,000 Hz, 24-bit compressed samples.
- ✓ 34 Mix Snapshots included.
- ✓ 48 instruments on 4 Buses.
- ✓ Controlled Volume, Pan, Reverb Send, Round Robins, Tune, AHDSR, mute, solo, for each instrument.
- ✓ Master Convolution Reverb on each bus with 114 room impulses.
- ✓ 250 MIDI grooves.
- ✓ Key switch mode.
- ✓ Drag and drop MIDI to DAW.
- ✓ Swing and quantize functions with double and half speed synced to host tempo.
- ✓ 12 controlled round robins.
- ✓ Automatic Dynamic Velocity.
- ✓ Automatic Midi mode when used inside DAW.

### 3. RECORDED / SAMPLED INSTRUMENTS:

Bus 1 – Red group

2x steel bowls, Chinese basin, metal plate, metal pot, copper plate, enamel pot, metal tray, glass salad bowl, clay salad bowl, clay pot, yogurt pot.

Bus 2 – Yellow group

5x Jar, 5x water glass, Tea cup, coffee cup.

Bus 3 – Green group

chopsticks, hook, copper ladle, silver ladle, cutlery, knife, fork, spoon, knife sharpener, salt shaker, grater, steel bottle.

Bus 4 – Blue group

2x Plastic containers, 2x plastic cups, 3x plastic jugs, measuring cups, steel cup, metal can, steel pot, tea kettle.

### 4. ABOUT KONTAKT / KONTAKT PLAYER:

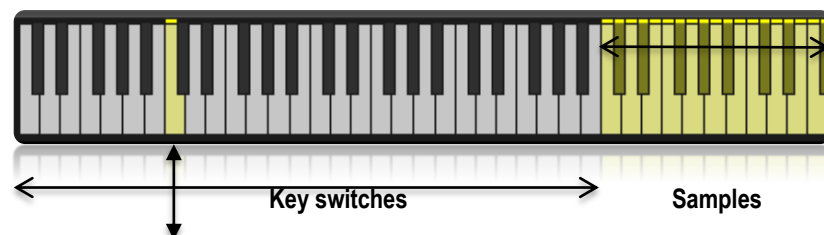
Kitchenology is a KONTAKT Instrument therefore, you must have KONTAKT installed on your computer in order to use this instrument. Refer to KONTAKT documentation to learn how to load and configure KONTAKT Instruments. This library requires full KONTAKT V 6.6.0 or later to work, otherwise it will not run or you will get library running in demo mode; the library cannot be added to KONTAKT using the add library tab, use file browser or quick load to load it. KONTAKT and KONTAKT PLAYER are trademarks or registered trademarks of Native Instruments GmbH.

### 5. INSTRUMENT SELECT:

In order to play sounds, you will need to select the instrument or sound you want to play. You can select instruments using:

#### 5.1 Key Switches: KS

Enable key switches by setting the key switch button to ON - the first switch to the left of instrument parameters. Once set to ON, you will be able to see key switches on the keyboard and select instruments via keyboard key switches. The keyboard key switches are colored according to buses colors.



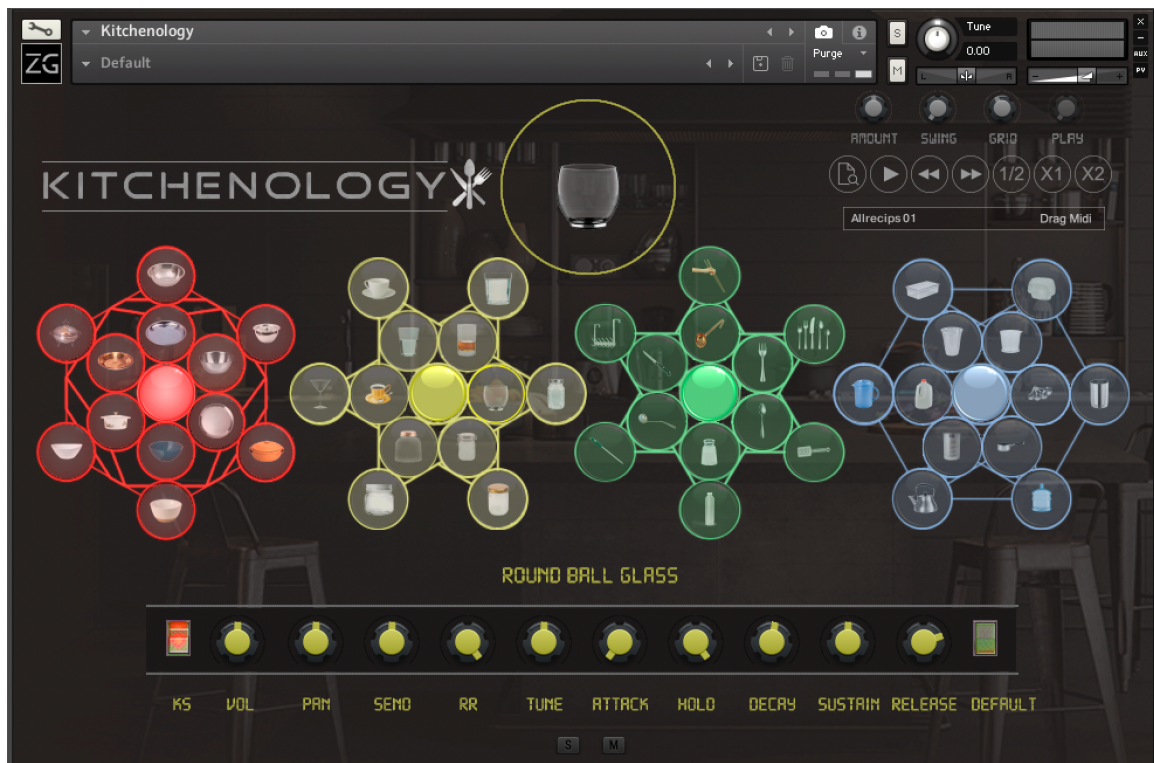
## 5.2 Mouse:



Jar 1 on the yellow bus is selected

Instruments can be selected using (mouse-clicking) the small instrument icons on the interface. The selected instrument will be indicated by:

- The zoomed instrument image with bolder icon outline.
- The name of the instrument will show above the instrument parameters panel.
- A larger image of the selected instrument will appear in the centre of the GUI.
- If the Key switch (KS) is enabled, key switches will follow the selected instrument.



Bus 2 / Round Ball Glass is selected

## 6. INSTRUMENT PARAMETERS:

Once an instrument is selected, its parameters will appear on the instrument parameters panel. All parameter knobs can be automated via Kontakt's learn midi CC# automation. The value of a knob will show in a label under each knob.

- 6.1 VOLUME:** Controls the selected instrument volume.
- 6.2 PAN:** Controls the stereo panorama of the selected instrument.
- 6.3 SEND:** Controls the reverb send amount of selected instrument. Reverb settings and room IRs can be adjusted by selecting the bus that instrument resides in (ie red, yellow, blue or green).
- 6.4 RR - ROUND ROBINS:** Controls the number of samples (1 to 12) played randomly for each instrument.
- 6.5 TUNE:** Changes the pitch of the selected instrument. The range of the tune knob is limited to values that are relatively realistic to the particular instrument.
- 6.6 ATTACK:** Adjusts the attack time.
- 6.7 HOLD:** Adjusts how long the sound stays at maximum volume.
- 6.8 DECAY:** Adjusts how quickly the sound fades out after the hold time has passed.
- 6.9 SUSTAIN:** Adjusts the sustain of the sample volume envelope.
- 6.10 RELEASE:** Adjusts the release time of the sample volume envelope.
- 6.11 DEFAULT:** Resets all parameters of the selected instrument to its default settings.
- 6.12 MUTE / SOLO BUTTONS:** mute / solo the selected instrument.
- 6.13 KS:** Enables the key switches.

⚠ All parameters can be fully automated via MIDI, right click on any channel controller to use the 'learn midi CC' automation function and control or record automation via MIDI.

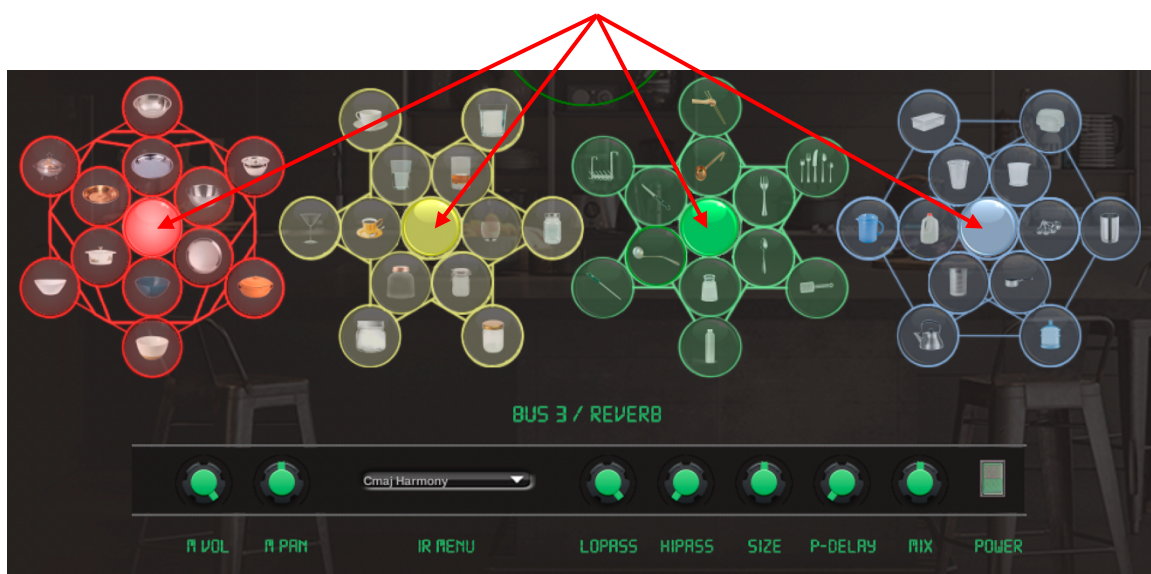
⚠ To reset a controller to its default value Ctrl+left click "Windows". Command+ left click "Mac".



*Instrument parameters panel.*

## 7. BUS SELECT:

Kitchenology consists of 4 buses / groups of instruments, each bus contains 12 instruments. Buses are colored: red, yellow, green, and blue. To select a bus, simply click the colored circle located in the middle of instruments bus / group. Once a bus is selected, bus / reverb parameters will show replacing selected instrument's parameters. Each bus has a dedicated convolution reverb loaded with 114 IRs.



## 8. BUS/REVERB PARAMETERS:

Once a bus is selected, a label will show the bus number and you can edit bus and reverb parameters:

- 8.1 MASTER VOLUME:** Controls the volume of the selected bus.
- 8.2 MASTER PAN:** Controls pan of the selected bus.
- 8.3 ROOM IR MENU:** Selects the desired reverb IR sample.
- 8.4 LOW PASS:** This knob attenuates frequencies above the chosen cutoff frequency of the reverb.
- 8.5 HIGH PASS:** This knob attenuates frequencies below the chosen cutoff frequency of the reverb.
- 8.6 REVERB SIZE:** This knob controls the size of the selected reverb.
- 8.7 PRE-DELAY:** This knob determines the pre-delay before the reverb starts.
- 8.8 MIX:** This knob controls the wet/dry mix of the reverb.
- 8.9 POWER:** This switch turns the reverb on and off.

⚠ All parameters can be fully automated via MIDI. Right click on any channel controller to use the 'learn midi CC' automation function and control or record automation via MIDI.

⚠ To reset a controller to its default value Ctrl+Left click "Windows". Command+ left click "Mac".

## 9. THE METERS:

The Meters represent the output of the selected instrument in play mode - when you are playing/recording instruments, they also represent the output of the selected bus in midi mode - when you are previewing/using MIDI grooves in a DAW. The color of the meters will change according to the bus/instrument selected. The reverb signal does not pass through the meters, so the meters only represent the output of the instruments/buses not the effects for the instrument, so you should use the Kontakt main instrument meters for proper metering.



Bus 2 meters

## 10. MIDI GROOVES:

The MIDI grooves panel offers a browser where you can access the MIDI grooves that come with the library that can be used to quickly create percussion parts for a song or production. You can edit several parameters to change the selected MIDI beat. Grooves can also be dragged into your host. The groove panel at the top right of the interface allows you to preview the groove using the play button and then select through the variations of that groove with the previous/next groove buttons - arrows.



MIDI GROOVES PANEL

**10.1 AMOUNT:** The amount knob changes the amount of "groove" in the beat. The center value is the original sounding played beat. When the knob is turned all the way to the right, the beat is completely quantized and "machine-like". As the knob is turned to the left, the beat gets looser until it sounds very "sloppy" when turned all the way to the left. Depending on the type of music, all knob positions can be useful for different styles.

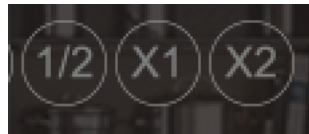
**10.2 SWING:** The SWING knob adjusts the amount of swing in the beat. Swing allows for rhythmic shifting of a groove where the first note in a series plays longer than the one that follows. When the knob is all the way to the right, the swing is the most severe. When all the way to the left, a “negative” swing is applied, where the first note in the series is shorter than the one that follows. Different time signatures affect the swing in different ways, so it is often best just to try the SWING knob to see how it sounds with the selected groove.

**10.3 GRID:** The GRID knob allows you to select different quantization timings for the SWING knob. For example, selecting 1/8 will push the grooves towards or away from the 8th notes of the beat when using the SWING knob.

**10.4 MODE INDICATOR:** Modes are selected automatically, a greyed knob located at the upper right corner of the instrument interface is used as a mode indicator. The mode indicator knob cannot be controlled or automated, it is just used as an indicator of modes:

- **PLAY MODE:** is active when playing/recording your own notes using the instrument, allowing one instrument to be played/recorded at a time.
- **MIDI MODE:** is active when using/dragging MIDI grooves inside a DAW, allowing up to 48 instruments to be played simultaneously through the included MIDI grooves only.

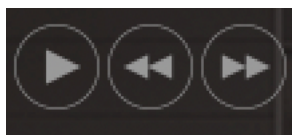
**10.5 TEMPO BUTTONS:** The TEMPO selection buttons allow you to immediately change the tempo of the groove or fill to be half the speed or double the speed of the original. This can be useful when a song is recorded at a high BPM tempo, but the feel of the song is actually half of that speed or vice versa.



*The Tempo Buttons*

**10.6 PLAY BUTTON:** The PLAY button allows you play/stop selected MIDI groove. Playback is always synced to the host tempo and/or KONTAKT master BPM, it also follows the host song position if available.

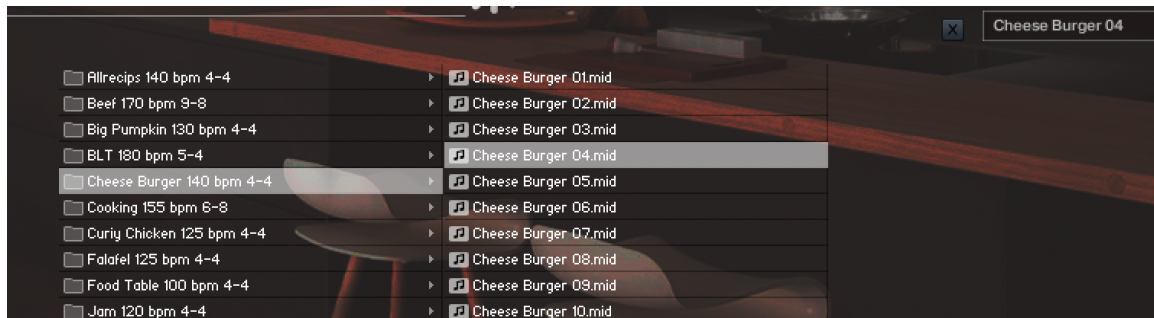
**10.7 NEXT/PREVIOUS GROOVE BUTTONS:** These buttons are used to skip to the next or previous groove or fill, they can be used whether playback is running or not.



*The Play and Next/Previous Buttons*



**10.8 BROWSE BUTTON:** The browse button allows you open/close MIDI grooves browser to select desired MIDI groove. To close browser click the browser button again or use the X button.

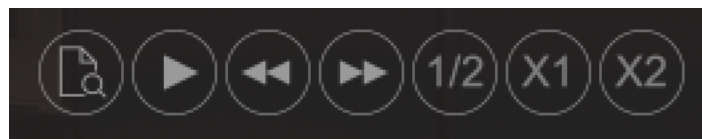


*MIDI GROOVES BROWSER*

**10.9 GROOVE DISPLAY:** Displays the active loaded MIDI groove name, the active groove display is also used to drag and drop MIDI grooves or fills to your DAW.



*Groove Display*



*Browse Play Previous Next Tempo buttons*

## **11. MIX SNAPSHOTS:**

**11.1 SNAPSHOTS:** Kitchenology Includes 25 mix snapshots for the included 250 MIDI groove files. Names of snapshots match the names of the MIDI grooves. In addition, an extra 9 snapshots are included that could be useful as a starting point for creating your own mix snapshots. Also included is a default snapshot that sets all instruments, busses, and reverb parameters to their default value.

**11.2 INSTALLING SNAPSHOTS:** To install the included snapshots, simply rename included folder (Kitchenology snapshots) to Kitchenology then place it in the following directory:



The root on a Mac is: **Macintosh HD/ Users/ 'Username'/ Documents/ Native Instruments/ User Content/ Kontakt**

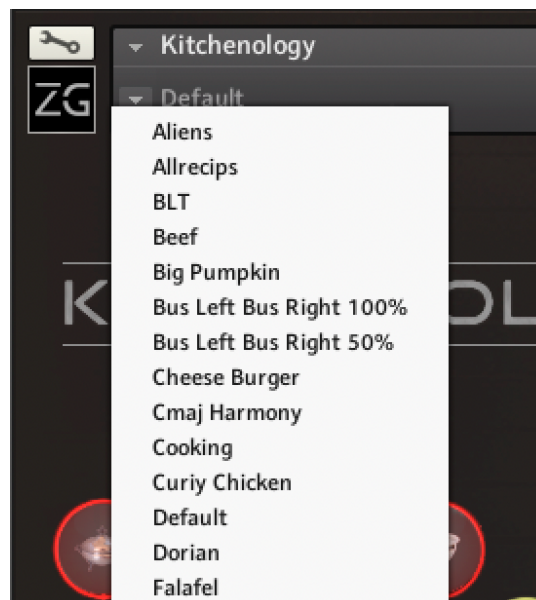


On Windows it is: **C:/ Users/ 'Username'"/ Documents/ Native Instruments/ User Content/ Kontakt**



If the directory User Content does not exist – you can just create it.

**11.3 LOADING SNAPSHOTS:** Once snapshots are installed, they will appear in Kontakt's snapshot menu. To load a snapshot, simply select it from the Kontakt's snapshots dropdown menu. When you load a snapshot for the first time, all instruments, busses, and reverb parameters are loaded except for the MIDI groove file, that is why it is advised to load the first MIDI groove that corresponds to the snapshot name, then re-save the snapshot overwriting existing one. Next time you load the snapshot it will load all parameters with the corresponding MIDI groove.

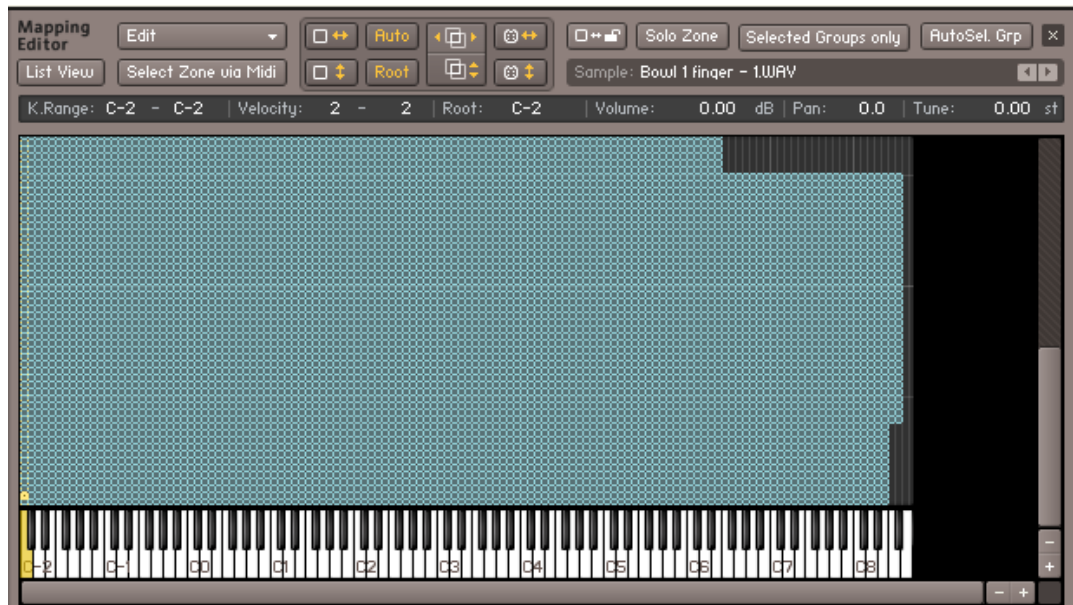


## 12. MULTIS:

Kitchenology includes one multi file that enables you to make use of the full 48 instruments through 48 midi channels. You can create your own beats – grooves in play mode. You can also create your own multis.

### 13. SAMPLE MAPPING & VELOCITY:

Kitchenology is programmed to randomize velocity by default in both play and midi modes. Users can adjust the number of round robins playing by using the RR knob while playing samples is always random. The RR knob default value is 12 which is the maximum number of round robins. Sample playing is randomized through velocity; users should not face any issue with velocity in play mode when recording/playing in a DAW because the touch response for velocity to volume envelope is re-scripted.



Sample mapping for Kitchenology is not traditional in anyway, that is why editing MIDI grooves notes or velocity inside a DAW might result in unwanted sounds. You can use included multi file to make your own grooves.

### 14. Credits:

**Recording Artist:** Charlie Dalin  
**Scripting & MIDI Grooves:** Fayez Saidawi