

ZERO G

KADA

PAN PAN PAN PAN PAN PAN PAN PAN

L R L R L R L R L R L R L R L R

M S M S M S M S M S M S M S M S

STEREO WIDTH

OUTPUT

0 0 0 0 0 0 0 0 0 0 0 0 0 0

SURDO I SURDO II SURDO III SNARE MASTER REPIQUE I REPIQUE II AGOGO PANDERETE

DRY

REVERB

WET

PlateLarge

EQ TRANS COMP TAPE

BELL DB DB SOLID G-EQ DB BELL

HZ -20 +20 Q -20 +20 KHZ Q -20 +20 KHZ -20 +20 KHZ -20 +20 KHZ OUTPUT

LF LMF HMF HF

40 600 1 1 1 1 15 24

+2 -

KADA USER MANUAL

INTRODUCTION

Thank you for purchasing KADA library.

KADA is an incredibly realistic percussive instrument of Batucada and Samba instruments. Every sample has been carefully crafted to maintain the life and realism of each instrument.

The main idea behind KADA is to create an authentic listening experience, as if the ten musicians from a traditional samba band were playing a carnival in your studio. We have done this by giving every sound 8 velocity layers each containing 8 round robin repetitions. This creates an amazingly real reproduction of a live carnival band.

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

FEATURES:

- Over 1150 samples in 48KHz, 24-bit
- 8 Channel Mixer
- Volume, Pan, Mute, Solo, Attack and Sustain controls for each instrument.
- Master Convolution Reverb with 16 room impulses.
- Stereo Width Control
- 8 Velocity Layers for each instrument
- 8 Controlled round robins.
- EQ, Compression and Tape Saturation for each channel
- Automatic Dynamic Velocity

KONTAKT REQUIREMENTS:

KADA 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 the FULL version of KONTAKT V 6.7.1 or later to work, otherwise it will not run, or the library will run in demo mode; the library cannot be added to KONTAKT using the add library tab.

Copy the entire KADA folder to your hard drive and double-click on the KADA.nki or use the file browser or quick load to load it.

RECORDED/SAMPLED INSTRUMENTS:



SURDO I



SURDO II



SURDO III



SNARE



REPIQUE I



REPIQUE II



AGOGO



TAMBOURINE

SURDO I - The surdo is the largest and deepest drum in the bateria.

SURDO II - There are 3 surdo in the bateria. This is the middle pitched surdo.

SURDO III - This is the highest pitched surdo.

SNARE - This is also called the Caixa De Guerra. It's a snare drum played with a stick.

REPIQUE I - Also called Repinique. It's a metal, two-headed high-pitched drum.

REPIQUE II - Often used as a lead instrument, they can be played with sticks or hands.

AGOGO - A cowbell with two pitches. It has the highest pitch of the bateria instruments.

PANDARETE - Tambourine or Tamborim. It is played with a beater or fingers. Both sounds are included.

THE MIXER SECTION:

KADA includes an 8-channel mixer for full control of the batucada kit.



SURDO I has been selected

With 8 separate and independent channels for each percussion instrument (Surdo, Snare, Repique etc.). Each channel has an individual volume fader, pan, solo and mute controls.

THE KEYBOARD:

The Keyboard is coloured so that you can see what keys each instrument is mapped to.



Each instrument is mapped to at least 2 keys with different samples on each key for ultra-realistic and highly nuanced results.

SURDO I - Red
SURDO II - Yellow
SURDO III - Violet
SNARE - Blue

REPIQUE I - Green
REPIQUE II - Cyan
AGOGO - Purple
PANDARETE - Orange

STEREO WIDTH CONTROL:

This slider governs the size of the stereo field for the instrument as a whole. It is at its widest all the way to the right. If it is all the way to the left, then the output signal is basically mono.



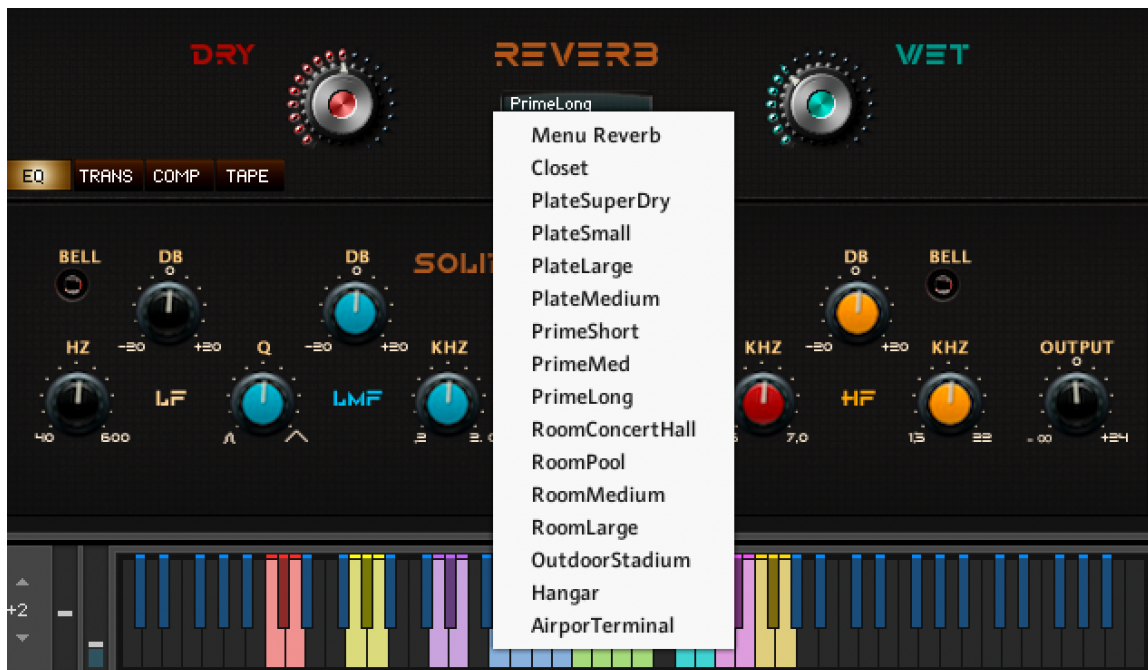
OUTPUT CONTROL:

This slider governs the output volume for the instrument as a whole. All the way to the right and it is at full output volume. All the way to the left, then the output signal is zero.



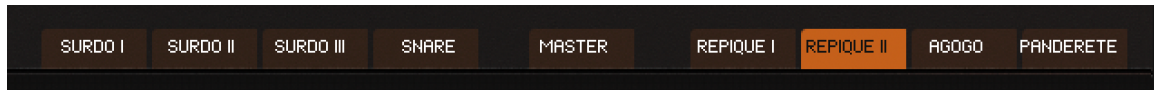
CONVOLUTION REVERB:

The high-quality Convolution Reverb which is universal to all the channels, has 15 different reverb responses that should meet all your requirements.



INSTRUMENT EFFECTS:

You can select an instrument by clicking on its name below its volume fader. Once an instrument is selected you can then add EQ, Transient Master (Attack & Sustain), Compression and Tape Saturation individually to that particular instrument. If you click on the MASTER channel any changes to the EQ, Compression, etc will affect all the instruments.



REPIQUE II has been selected

SOLID G-EQ:

The SOLID G-EQ is a hi-end EQ that has four frequency ranges – Low, Low-Mid, Hi-Mid and High.



Use the Hz/KHZ to adjust the frequency and the Q knobs to adjust the bell curve of the selected frequency. You can switch between bell and shelf curves for LF and HF.

The Db knobs increase or decrease the gain of the selected frequency whilst the Output knob controls the overall volume.

TRANSIENT MASTER:

Using the Transient Master, you can alter the drum sound in two ways.



The Attack knob will change the time of the attack of the instrument. Moving the knob clockwise will shorten the attack and make it sound like it is being hit harder. Moving the knob anti-clockwise will soften the attack.

The Sustain knob can lengthen (clockwise) or shorten (anti-clockwise) the sustain of the instrument.

The Output knob again controls the overall volume.

SOLID BUS COMP:

With the SOLID BUS COMP you can add power to your drums in a very musical way without making your sound dirty and squashed.



The Attack knob adjusts the time in Ms, that it takes for the compressor to react.

The Release knob adjusts the time in Ms that it takes for the compressor to stop affecting the sounds after the input falls below the threshold

The Threshold knob sets the exact level that the input signal must exceed in order to begin compressing the sound.

The Ratio knob determines how much compression will be applied.

The Mix knob adjusts the amount of compressed signal to your sound.

The Makeup knob increases the level of the compressed sound.

The Output knob adjusts the overall volume.

TAPE SATURATOR:

The TAPE SATURATOR can give your instrument an analogue feel.



The Warmth knob adds analogue warmth to the sound.

The HF knob allows you to roll off the high frequency content of the instrument.

The Gain knob increases the gain!

The Output knob adjusts the overall volume.

ENJOY!

Credits:

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