



ROOT STUDIO
SOUND LIBRARY

True Mallets

VOL. 2

Deep Vibes

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Welcome

Congratulations on your purchase of True Mallets Vol. 2 - Deep Vibes!

This manual will guide you through the features of the library and offers a detailed look at the library contents. We sincerely hope that our library will prove to be a great source of inspiration for your music projects! If you have any questions, comments, or suggestions for future sound library projects, we'd like to hear from you. You can contact us at info@root-sounds.com.

About Deep Vibes

Why another vibraphone library? Frankly, many players are not satisfied with three velocity layers. And even that much is what you only get with the better ones, since lots of libraries have only two layers. Now consider that the typical vibes library gives you sustained notes only. After all, you can shorten the notes with your pedal, right? Well, we think the sound of a damped note (with the pedal of the instrument in the 'up' position) is different enough that it should not be omitted from a detailed sampled set. So we give you damped and ringing notes, each in four velocity layers and all of those in left and right hand strokes for even more subtle timbral variety.

The motor available on most instruments polarizes the musicians community - some would never dream of giving up the motor sound while others loathe it for the lack of purity. Sampling musicians are even more polarized, because they are faced with a tough decision: either play only single note lines or put up with an unnatural motor (timbral tremolo) sound. That is because

any free playing will result in the motor of the sampled notes being out of phase with respect to one another. This gives away the fact that we are listening to a sample instead of the real instrument. Another problem is the motor itself which is quite noisy. Whether that adds to the realism or is simply a nuisance is a decision we leave up to you, however, once you start playing chords, you can quickly build up quite a bit of noise from layered motor sounds. *Deep Vibes* employs a different strategy which not only keeps all motor notes phase locked no matter when you play them, but you can even control the motor speed in real time from your MIDI controller! Note that this is only available in the NI Kontakt instruments, because Logics EXS sampler does not have the required resources. On the odd chance that you actually do wish to play single note lines only (or perhaps you actually like or don't care about an unnatural motor sound), then we also provide you with a patch that has the motor sound recorded right into the sample. This one works on both NI Kontakt and Logic EXS platforms. On rare occasions, this may be preferred, however, you give up the option of controlling the motor speed.¹ You might also want to add the motor noise patch as a drone to this instrument. Otherwise, the noise would stop as soon as you stop playing notes which we think is ridiculous.

All of the above makes *Deep Vibes* perfectly capable of playing just about any musical style in a very convincing manner, but we don't stop here. In addition, you get a whole bunch of variations and special sounds to spice up your vibes track even more, like up and down glissandi, dead notes, hits with the butt of the mallet sticks, bowed notes, adlibs, and more. For a complete listing, please see the instrument reference guide below.

¹ Actually, even this can be thought of as unnatural, because if you repeat notes on a real instrument, the motor will be in different phases. On a sampled instrument, each note will always be in the same motor phase.

Format and compatibility

Deep Vibes comes in two formats:

- .exs format for the EXS24™ (Apple Logic Pro/Express, Garageband)*
- .nki format for Kontakt™ (Native Instruments)²

To use the library, you need to own at least one of the above products (or one that can read/import one of these file formats).

*All trademarks and trade names belong to their respective owners.

²You need the full version of Kontakt (v5.1 or higher). The free Kontakt player will only play the sounds in demo mode for a limited period of time.

Installation

After you downloaded the archive, you need to unpack it first. Depending on your system, this may happen automatically after downloading. Otherwise, simply double click the archive. After unpacking, you may delete the packed archive. Better yet, store it on a backup drive, should you wish to install the library again at a later date.

The master library folder includes the following:

- ◆ **Deep Vibes Instruments** (folders with instrument definitions for all supported products)

If you do not require all supported instrument formats, you may delete the extra sampler instrument definitions to keep the instruments folders easier to manage; however, unused formats are usually filtered out by the plugin browser in your DAW anyway, therefore the extra files may not even appear when loading sounds. They are also small files and do not use much disk space.

- ◆ **Deep Vibes Samples** (folders with samples used by the keyboards instruments)

- ◆ **Documentation**

- *Deep Vibes* guide (this document)
- *Deep Vibes* mapping (detailed descriptions of the instrument definitions)

It is highly recommended that you use a separate hard disk for audio files in addition to your system drive. If you have only a single hard drive, like on a portable computer, then of course you can also use that. You may not be able to play back as many tracks and instruments smoothly, however.

Installing for EXS24 mkII on Macintosh

The EXS24 mkII expects its instrument definition files in this specific location:

HD/Library/Application Support/Logic/Sampler Instruments

You may store your instruments in another place (like an additional hard drive), but then you must place an alias or shortcut of the instruments folder only in the above location by dragging it while holding down cmd-alt (cmd-option), otherwise the EXS24 will not find it. **Caution:** Avoid dragging the entire library folder (or an alias) to this location, otherwise Logic will scan all the samples on startup as well, significantly increasing scanning time. The best thing to do is to create a folder named **Deep Vibes** in the above location first, then cmd-option drag the instruments folders to this folder to create aliases or shortcuts. This will keep your hard disk organized and the drop down menu in the EXS24 tidy and speed up scanning time when launching Logic Pro. Avoid moving instruments and samples around inside the library folder or renaming them, because this will break the link between them.

Installing for NI Kontakt (Macintosh and Windows)

Drag the library folder to where you keep your other Kontakt libraries. Avoid moving instruments and samples around inside the library folder and renaming them, because this will break the link between them. You may then need to manually search for samples when you are trying to load an instrument inside Kontakt.

Please note that the library does not show up in the scrolling lists of libraries that are supplied by Native Instruments or certain other 3rd party products. Instead, you load them with the normal file menu. You can also use the Quickload function. A detailed video explanation can be found on our web site.

If Kontakt keeps asking for the location of samples, please see our online video tutorial on how to fix missing samples. You can find this video on our web site and Youtube and facebook channels.

About the instruments

Deep Vibes has a range of four octaves, from C3 through C7, where middle C (MIDI note 60) is C4. Please note that real vibraphones (and the actual instrument that was used to record the samples) have a range of F3 through F6. The extra notes provided by *Deep Vibes* are generated notes which do not exist in real instruments. It is important to be aware of this, should you do mock-ups for real orchestras and provide sheets for percussionists. For MIDI scores, you might find it convenient to have the extended range.

The sound was sampled for a wide stereo image. Most composers appreciate this spacious arrangement, but if you find it too much, you can simply narrow the space by panning the left and right channels slightly towards the center in the sample player's edit window or your mixing console.

The volume on all instruments is scaled so that with an assumed maximum of four notes hit at once (4-mallet technique), you are unlikely to overload the output. If you play more notes from your sequencer, you may need to reduce the output volume to prevent distortion.

ECO setups

If you prefer to keep things simple or need to conserve memory resources, you may want to use the ECO (economical) setups in the single hits sections. They contain the exact same sounds and layers as the full version, but without the alternating left and right hand strokes. If your music does not contain a lot of repeated notes, you can just as easily load this setup and you will

probably not notice much difference while saving 50% memory.

Notes on the instruments

For full mapping details, please refer to the separate mapping documentation.

Hits

- Combis:* a combination of one or more of the other hits instruments. Particularly useful are the pedal switching combis that accurately switch between pedal up/down sounds. They are available with both motor on and motor off. KSW (key switching) instruments have even more articulations. The Kontakt version also has a full switching hits instrument that is not available on the EXS.
- Damped:* the standard sound with the pedal in the up position.
- Pedal:* the standard sound with the pedal in the down (sustain) position.
- Motor dyn:* the dynamic motor instrument lets you adjust the motor speed in real time using the modulation wheel (MIDI controller #1). It also keeps the motor modulation phase locked among all notes which is what happens in a real vibraphone. This instrument is only available on Kontakt.
- Motor fix:* the fixed motor instrument has the motor sound recorded into the samples which gives you an accurate representation of the actual motor sound, but has the noticeable problem that each note has its own vibrato phase. This may sound unnatural when playing anything other than single lines.
- Secco:* also called dead notes, this is a lesser used technique where the mallets remain on the key after the hit, making

for a choked sound. This broadens your color palette for solo work. For obvious reasons, this instrument sounds most authentic in slow to moderate tempos.

Sticks: for extra variety, mallet players may flip the mallets around and play with the shaft.

Glissandi

These samples are grouped into upward glissandi starting on C2 and downward glissandi starting on C3. Each direction is split into three single octave glissandi and one glissando across the entire keyboard. Just like the single hits, glissandi are also provided with pedal up and pedal down samples.

Bowed

In this classic extended technique a string bow (normally from a double bass) is used to excite the vibes keys. Even though this technique is by nature confined to one or two notes at a time on the real instrument, don't be afraid to try chords in a MIDI arrangement. In fact, we have included some tonal variations that don't exist in their real life counterpart, but are very pleasing to use.

Extras

In this section we have included some goodies to round out the library with some unusual sounds. From adlibs that create instant 'fairy tale' style atmospheres, to heavy stomps on the pedal, to the noises created by motor operation, these are great additions to your arsenal of hidden gems.

About the performer

We are very excited that mallet virtuoso Nils Rohwer contributed his talent and stellar technique to the True Mallets series. Nils has been a professional percussionist and mallet player for over thirty years. His performances are heard in concerts and festivals around the world. He is also an accomplished composer and recording artist and runs his own drum and percussion school.

Nils plays a Musser instrument.

For more information or to contact Nils, please visit his homepage at www.nrohwer.wix.com/music-for/

If you have not done so already, you might also want to check out **True Mallets Vol. 1 - Concert Marimba**, where Nils has provided thousands of samples using his fabulous Vancore marimba.

License agreement

Usage of the samples in the Deep Vibes library ("the sounds") is subject to this license agreement. By using the sounds, you agree to all the terms and conditions of this agreement.

The samples and sounds contained in this library are licensed, not sold to you. This non-exclusive, non-transferable license is granted only to the individual end user who has purchased a license from root-sounds. All samples remain the property of root-sounds and are licensed only for use in the creation of a recorded or live performance that includes the licensed samples as part of a derivative musical work.

Use of the sounds in multimedia or games is limited to use within original musical compositions ("derivative work").

You may:

- use the sounds in the context of musical works without paying any additional license fees ("license free").
- store a copy of the sounds on another medium (DVD, hard disk, flash drive etc.) for the sole purpose of a backup copy.

You may not:

- copy, give away, trade, lend, rent, redistribute or resell the sounds to another party.
- post the sounds to another person or group of persons over the Internet or place them in a network that is accessed by multiple users.
- create another sample library that includes our sounds, whether in modified or unmodified form.

Credits

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|--------------------|--|
| Producer: | Stefan Schramm |
| Performer: | Nils Rohwer |
| Assistant editor: | Constantin Altemeyer |
| Music Demos: | Nils Rohwer Jonathan Bridges |
| Kontakt Scripting: | Benjamin Orth http://www.benjaminorth.com |
| Graphic Design: | Stefan Schramm |
| Proofreading: | Anatol Locker |

Special thanks to Nils Rohwer and the beta test team!