Engineer Series: Hammer Klavier

An Impact Soundworks Instrument for Kontakt 6.6
Created in partnership with Mattias Krantz

INTRODUCTION

The moment we heard Mattias Krantz's new experiment — replacing every single hammer on an upright piano with **real, metal hammers** — we knew we'd found something **truly unique** that could inspire musicians around the world. It's not quite like anything you've ever heard before. The sound is reminiscent of a particularly powerful and full-voiced harpsichord, with the dynamic responsiveness of a regular piano and the percussive nature of a hammered dulcimer.

While it's a fun conceptual experiment, we think you'll find that **Hammer Klavier** is also beautiful and a delight to play! Mattias worked with us to record his instrument in great depth; it has been carefully sampled to the fullest so that it's every bit as playable and realistic as a standard piano. We created it with the same love and care that makes our Pearl Concert Grand a staple choice for many composers.

Think of this not as a sound design toolbox but as a **custom upright piano with a unique voice**. While Mattias might have destroyed a piano to get this great sound, we think you'll agree it was worth it.

What is the Engineer Series?
Mattias Krantz is a guitarist and YouTuber known for his wild, imaginative experiments with pianos and guitars. We are collaborating with him to bring his unique instruments to composers and musicians around the world. Hammer Klavier is the first instrument in this series, but it won't be the last!

INSTALLATION

1. Download Native Instruments [Kontakt 6 Player](#), which will also install **Native Access**.

2. Open Native Access, click "Add a Serial", and input your Hammer Klavier **product code**.

3. The product will be downloaded and installed through Native Access. You can then load **Kontakt Player** as a plugin in your DAW, and load **Hammer Klavier** from the "Libraries" tab.

SNAPSHOTS & SCRIPT TABS

Hammer Klavier uses Kontakt's native "**snapshots**" feature to handle various types of presets. We've extended this feature allowing you to save and load **specific types of snapshots** without overwriting your entire patch.

To support this, **Hammer Klavier** uses **two** separate scripts: one for instrument editing, the other for mixing and effects.
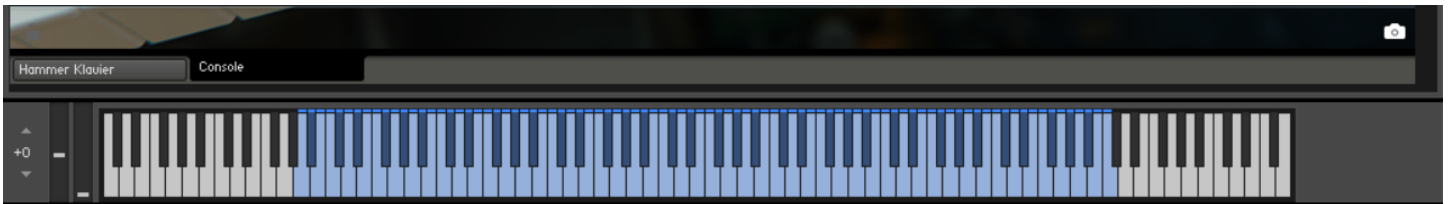
Each of these tabs can save or load its data **independently**! For example, you can load a mixer setup from **Console** without affecting your mapping, or load a specific performance preset without affecting your FX.

At the bottom of each tab's UI, you'll see two icons in the lower left and lower right: a **Lock**, and a **Camera**.

When the **Lock** icon is **enabled** (white), the contents of that tab **will not be overwritten** when you *load* a new Snapshot. When the **Camera** icon is **enabled** (white), the contents of that tab will be *saved* when you save a snapshot.

You can save *your own* snapshots using whatever combination of tabs you'd like. Make sure to check your Lock/Camera settings when saving and loading.

MAIN CONTROLS

IMPORTANT: Virtually every slider and button on the interface can be MIDI learned! Simply right click and then move the desired MIDI CC (in your DAW, or on a physical MIDI controller) to create a link.

Also, you can **hover** over any control to see help text at the bottom of the Kontakt UI. Try it!

KEYS Section

Here you can "stack" additional voices to create a wider, richer, and/or more detuned effect. The three knobs will not do anything unless "Stacking Mode" is set to 2 or 3 voices.

Stacking Mode: Sets the total number of voices played with each key press.

Detune: Increasing this knob will tune the voices further away from each other.

Spread: Sets the panning spread of the voices. At 0, the voices are not panned. At maximum, the voices are panned as wide as possible.

Volume: Sets the volume of the *additional* voices.

Playback Tab

Transpose: Transposes incoming MIDI input by semitones.

Bend Range: Sets the maximum pitch bend range when using the pitch bend (wheel) controller.

Attack, Decay, Sustain, Release: Sets the volume (amplitude) envelope of the piano.

Tone: Decreasing this knob applies a gentle filter that reduces the brightness of the piano.

Sample Offset: Adjusts the start point of each sample. At 0, each sample is played from the very beginning. This results in a noticeable 'lag', because the physical piano's hammers take a little time to strike the strings after a key is pressed.

Key Noise: When enabled, the **Volume** knob controls the loudness of the actual key presses of the piano. This does not affect the tone (hammers) - just the key presses.

Anti-Rep: When enabled, the **Chance** knob controls how often neighboring pitches will be used as extra note variations (for example, when playing C3, the sampled C#3 may be used as an extra variation.)

High Dampers: When disabled, high notes will be released when the key is lifted. The default **enabled** state is how a real piano works.

Round-Robin: When enabled (default), note and key round robins will be used (every note has two recordings total, or 2 RRs - key noises have 5).

Perform Tab

VEL > VOL: Controls how much MIDI velocity affects volume. The higher this knob value, the greater the correlation between velocity and volume.

Dynamic Filtering: Controls the amount of extra filtering applied depending on MIDI velocity. At max values, **low** velocity notes will be **more** filtered (less bright).

Vel Curve / Table Editor: Changes incoming MIDI velocities to make the instrument more or less sensitive overall.

Microtuning: Microtuning allows fine tuning of individual notes to approximate historical or non-western tuning systems. You can toggle Microtuning on/off and save/load presets from the menu button.

- **Microtuning Key:** Sets the root (aka tonic) note the microtuning indices start from.

- **Microtuning Table:** Allows manual adjustment of pitches in the scale.

CONSOLE TAB

The second tab at the bottom of the GUI is where you can find Console, our extensive mixer and effects rack. Since this is deep in scope and features we've created a separate manual for it.

Console Manual

CREDITS

Lead Producer: Andrew Aversa
Recording & Performance: Mattias Krantz
Programming: Mario Kruselj, Theodore Chatzilamprou
Editing: Kent Kercher
UI Design: Paulo Nunes

TROUBLESHOOTING

Having trouble with **Hammer Klavier**? Use it in a project you want to tell us about? Drop us a line via our **Contact page** (but be sure to **read the FAQ** first!)

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