An Impact Soundworks Sample Library

Concept, Recording, Sound Design by Abel Vegas
Kontakt Scripting by Nabeel Ansari
Artwork by Constructive Stumblings

OVERVIEW

Thank you for purchasing **Shou Drum**, a wonderful and unique instrument with beautiful sounds. This steel-tempered, tuned percussive instrument produces a lovely tone great for atmospheric music, film & game scoring, evolving textures, and ambient moods. We recorded the shou using a variety of implements such as brushes, fingers, and various mallets, all with deep-sampled variations, and each providing its own attack timbre and harmonic profile.

Along with the suite of natural sounds, which also include unpitched strikes and rhythms of various kinds, we've also created a small collection of evocative designed sounds. These include playable tonal instruments and atmospheres to create even more immersive and meditative compositions.

Powering the **Shou Drum** is a custom Kontakt engine with a number of useful features from volume, mic mixing, and volume/pitch envelopes, to a powerful poly-arpeggiator and microtuning script. These tools make the **Shou** very fun to play, and easy to tweak.

We know you will enjoy the **Shou Drum** and its distinct, pure tone. Whether you're creating contemplative film scores, New Age, hybrid music, or jazz, the creative possibilities are sure to inspire!

INSTALLATION

1. Install the **Pulse** application if you don't already have it. **Pulse** is a cross-platform desktop app that lets you download and install your libraries with blazing speed!

https://pulsedownloader.com/

2. Once **Pulse** is installed, open it and enter your Shou Drum download code. Follow the instructions to download and install the library.

3. Finally, load the included Shou Drum NKI in Kontakt. No activation is needed, as this is not a Kontakt Player instrument.

Optional: Please see our Kontakt workflow tutorial for information on adding instrument files to the faster Quickload window or the Kontakt Database.

SOUND CONTENT

The **Shou Drum** includes tuned multisamples of each playable 'tongue' on the drum. Each sample has a number of round robin variations, each recorded with multiple beaters and techniques, and captured using a mono shotgun & stereo X/Y mic setup.

The articulations are as follows:

Big Rubber: Mallets with large rubber heads.
Brushes: Percussion brushes striking the drum.
Small Rubber: Mallets with small rubber heads.
Brushes Back: Performed using the reverse side of the brushes for a metallic tone.
Fingers: Performed by tapping with fingers.
Timpanis: Felt timpani mallets.
Untuned Strikes: Percussive hits and brief phrases/rhythms that are not particularly tuned or tonal.
Untuned Brushes: As with strikes, various motions and strokes using the brushes without producing much tone.

The **Designed** patch includes **10** additional sounds created using various offline processing and sound design techniques.

SCRIPT ENGINE

Main UI Page
Controls Listed from Left to Right

Section (1) – Navigation Tabs
These buttons switch to different pages of the UI, highlighting the page that is currently selected.

Section (2)
Volume: Controls the instrument's overall output volume.
Tune: Controls the instrument's tuning.
Trans (Transpose): Transposes incoming MIDI notes without actually tuning the samples.
Vel > Vol: Controls the degree to which velocity affects volume. At 0%, velocity has no effect on volume.
Offset: Sets the sample playback offset. Higher values chop off the instrument attack more significantly.

Section (3)
Mic Mixer: Controls the volume of the Shotgun mic and X/Y mics. Click the mic pictures to load/unload from RAM.
Articulation Dropdown: Switches the active articulation. This can also be done via keyswitch (C0 to G0).

Section (4)
Volume Envelope: Controls the amplitude (volume) envelope of the sound using attack, decay, sustain, release.
Pitch Envelope: Similar to the volume envelope, but with an additional depth control ("Pitch"). At 0, this envelope does nothing.

Arpeggiator UI

Section (1)
Arpeggiator: Enables or disables the arpeggiator as a whole. When off, this whole page does nothing!
Gate: When enabled, switches to 'Gate' mode. Rather than retriggering notes, this instead applies a dynamic volume gate (i.e. trance gate) to the sound.

Section (2)
Use MIDI Pitch: When enabled, the **Pitch** table is not used. Instead, the arpeggiator uses whatever notes are being held.
Use MIDI Vel: When abled, the **Velocity** table is not used. Instead, the arpeggiator uses the velocity of the held notes.
Sync: Changes the beat sync of the arpeggiator – i.e. quarter notes, sixteenth triplets, dotted eighth, etc.
Steps: Controls the # of steps in the arpeggiator/gate.

Section (3)
Pitch Table: Acts as a sequencer, transposing the played note by a certain number of semitones. A value of "0" (middle of the y-axis) means there is no change in pitch.
Velocity Table: Changes the volume/velocity of each step in the arpeggiator.
Length: Modifies the release time (length) of each step.

Tuning UI

Section (1)
Key: Sets the root key for the tuning table.
Preset: Offers a variety of pre-made scales and custom tunings.

Section (2)
Tuning Table: Sets custom tuning for each note in a scale.

FX UI

Section (1) – (4)
Controls for Delay, Chorus, EQ, and Convolution Reverb effects.

CREDITS

Instrument Design, Recording, Editing: Abel Vegas
Scripting: Nabeel Ansari
Artwork: Constructive Stumblings

TROUBLESHOOTING & FEEDBACK

Have you used **Shou Drum** in a project recently? Got an awesome track you'd like to share? Drop us a line (admin@impactsoundworks.com) and we might post it on our website! Or, tell the world at our Facebook page here: http://www.facebook.com/ImpactSoundworks

We encourage all our users to share and promote their work. Word of mouth is the #1 way people find our samples, so it also helps us to produce more great libraries for you!

 For any technical support issues regarding the library, don't hesitate to email support@impactsoundworks.com.

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