

KLÜSTERKITT FABRIKATOR

HYBRID CONVOLUTION RHYTHM ENGINE

Reference Manual v1.1

FOR KONTAKT 5.7.1+



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Instrument banks

Klüsterkitt is structured on seven slots:

- two kick drums
- three snare drums
- two sets of hi-hats (closed, pedal, open)

Each slot group (denoted by key colors) has dedicated synthesized, acoustic, and hybrid samples:

- Kicks: synthetic: 90, acoustic: 82
- Snares: synthetic: 92, acoustic: 149
- Hi-hats: synthetic: 42, acoustic: 24

Select an instrument by using a menu or the previous/next buttons. Each instrument has performance controls, three separate filters with dedicated cutoff and resonance knobs, and four send effects routed to its own bus: convolution, saturation, delay, and reverb. Each also has dedicated solo, mute, and master effect toggle switches. For this reason, an instrument cannot be loaded into two slots at once.

All instruments in **Klüsterkitt** have 6 round-robin variations, some subtle, some more noticeable. Even synthesized percussion benefits from subtly shifted phases, pitch and frequency modulations, and variable attack and decay curves. Designed to enhance the [Humanize](#) feature, this percussive variability makes rhythms sound more real, more organic, and ultimately more alive.

Velocity-sensitive filtering adds another dimension of realism: brightest for hard-struck notes, less bright for soft-struck ones.

A drum compressor is highly recommended.

Instrument Panels

Performance Control

Tune: -12 to +12 semitones (48 increments of 50 cents)
Volume: -150dB to 12dB
Sample start: 0ms to 300ms
Sample decay: 66.8ms to 7.7s
Stereo width: -100 (mono) to +100 (full stereo enhancement)
Pan: 50L to 50R

Filters

LP: Lowpass filter with dedicated cutoff/resonance
BP: Bandpass filter with dedicated cutoff/resonance
HP: Highpass filter with dedicated cutoff/resonance

Effect Levels

Convolution, saturation, delay, reverb: 0% to 100% wet level

Global Controls

Octave Transposition

Each instance of **Klüsterkitt**, either standalone or as a part of a multi, can be made triggerable from C0 through C3. Key colors display the active key range.

Multi-Out

In a multi-out instance of Kontakt with mono/stereo output channels enabled (see outputs section), this toggle switch alternates routing slots to either main stereo 1/2 or to stereo channels 1-7 respectively.

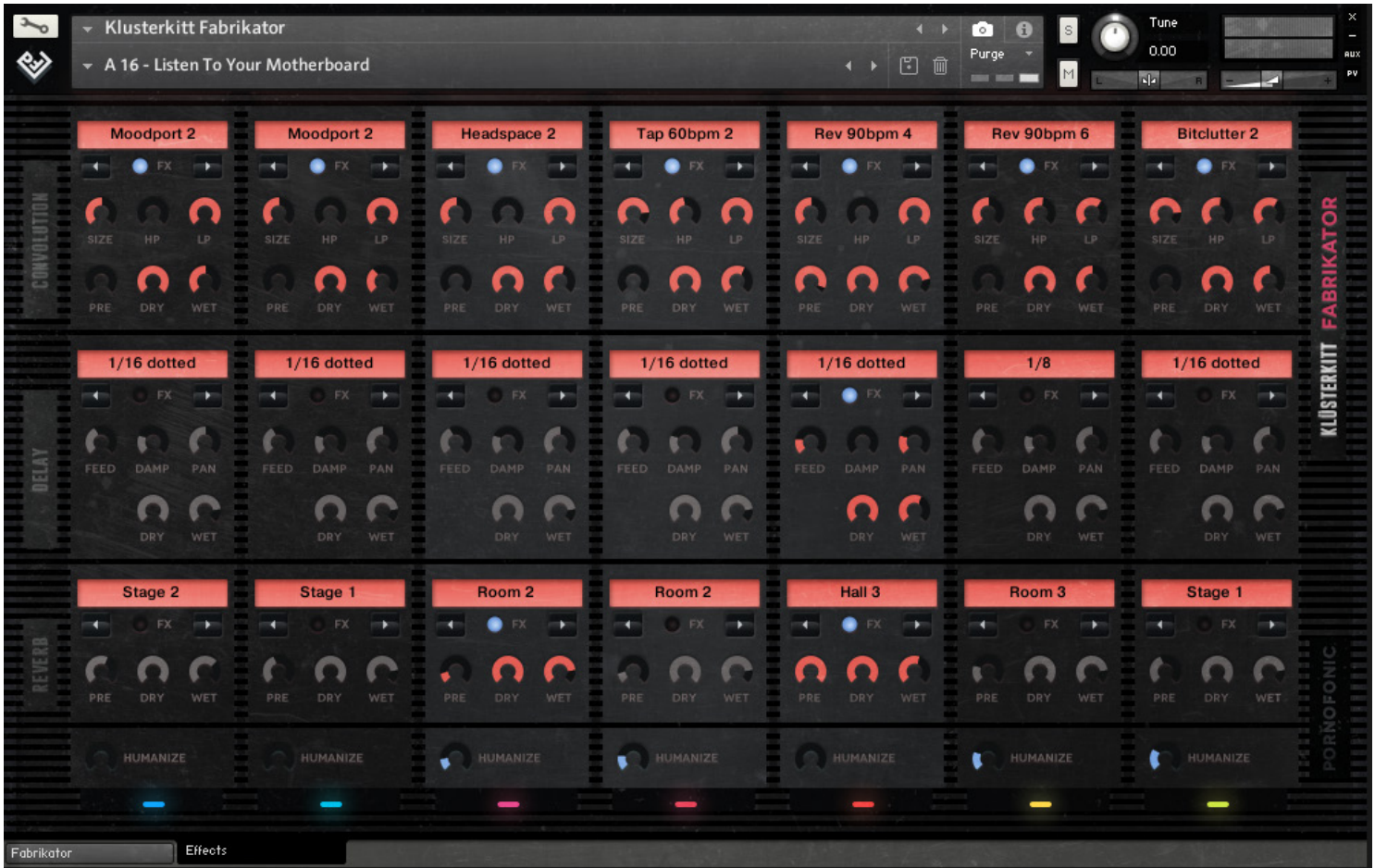
Randomizer

This preserves the current kit's performance controls and randomizes sample banks, convolution choices, or both—determined by the randomization type knob.

Memory slots (2)

Click an available memory slot (blue) to temporarily capture sample/convo settings from the randomizer. Click a full slot (green) to recall settings and empty the slot. Click again to capture new settings...

Effects screen



Convolution Impulse Banks

Moodport (18)	Frequency modeling profiles
Glitchbomb (12)	Digital errors and electronic artifacts
Fringestatic (10)	Vinyl/radio/tape/digital noise and static
Deepsense (12)	ULF boosting and widening
Headspace (12)	LF/MF boosting and stereo imaging
Analogarithmic (14)	Vintage waveforms and effects
Soundstage (12)	Mic-type effects and frequency modeling
Stereovision (9)	Stereo imaging and chorus effects
Drumrust (16)	Acoustic sound distressing
Earphase (18)	Digital sound distressing
Pulsemode (8)	Frequency sweeps
Boomscope (12)	Extended LF/ULF sound distressing

Bitclutter (16)	Digital particulate/granular effects
Electropsyche (14)	Digital noise FX and sound destruction
Echoglitz (10)	MF/HF acoustic noise and artifacts
Tonefield (10)	Acoustic sound effects
Aquatronic (10)	Water-based sound effects
Muckruckus (9)	Industrial sound effects
Terranautic (10)	Nature-based sound effects
Multi-tap/FX delays (54)	Bpm: 60/120, 70/140, 80/160, 90/180
Kludgebase (14)	Quasi-rhythmic glitch effects
Monoflak (16)	Mono noise and artifacts
Humfuzz (12)	Amp feedback, fuzz, and distortion
Pitchcore/Chordflare (48)	Pitched: unisons, fifths, major, minor

Delay & Reverb Presets

Delay (15)	1/32 to 1/2, dotted and triplet, and 1/1
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Reverb (12)	Stage, room, hall, and plate simulations
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Using Convolution

If hybrid percussion samples are the heart of **Klusterkitt**, convolution is its soul. Custom impulse responses give the user a powerful sound modeling tool—and an added dimension of control in creating fresh, expressive rhythms.

Each impulse is a unique frequency soup that will affect different samples in different ways. Some are designed to boost or attenuate discrete frequency ranges, or to expand depth and space while others are designed to enhance the stereo image, create audio effects, or transform samples into harmonic elements.

Interesting syncopations and multirhythms can be modeled using the “delay” impulses together with the

size and **pre-delay** knobs. The **delay** module can be used to enhance the rhythmic feel.

Many of the impulses are designed to add interest and texture to samples. These include natural and acoustic sounds, digital glitches/effects, lo-fi noise/static, mechanical/industrial sounds, and pitched tones.

Note: Convolution doesn’t behave like other effects: the audio signal must be processed with an impulse. Unlike delay and reverb modulation, which can be automated realtime, convolution-specific parameters like size, filtering, and pre-delay cannot be modulated the same way, and individual impulses cannot be pitched. Dry/wet mix levels are still fully automable.

Instrument Snapshots

Kontakt’s snapshot feature is central to the **Klusterkitt** engine. Several factory folders are included with the instrument and are roughly organized by type. These can be a useful starting place for creating new drum sounds and kits. Many of these kits began with the [Randomizer](#) feature.

Save your own snapshots by clicking the camera icon. User snapshots are automatically saved to the Kontakt instrument’s root snapshot folder but these can be organized into your own folders for easier access via Kontakt’s snapshot menu.

Snapshot Folder Locations

Mac OS X: Macintosh HD/Users/Your Name/Documents/Native Instruments/User Content/Kontakt

Windows: C:\Users\Your Name\My Documents\Native Instruments\User Content\Kontakt

Klusterkitt Rhythm Engines

Klusterkitt **Konstruktor** is one of three instruments, each featuring a distinctive palette of percussion instruments: **Fabrikator** (available now). **Rezonator** (later this year).

On the web: pornofonic.com

Requires the full version of Kontakt 5.7 or higher. From freesound.org, thanks to: nf2k, metamorphmuses, cmusounddesign, cosmicd, uagadugu, suonho, tec-studios, duckduckpony, danielsoniii, zeno-izen, digitaldominic, lgarrett, toiletrolltube, benboncan, purge63, jppi-stu, dlenti1, unfa, suprasumm, s-dedalus, inspectorj, schmutz, alegemaate, shutup-outcast, the-semen-incident, papercutterj, samkolber, 1piemanpie, martian, clivew, seanf, olafwis, volivieri, klangfabrik, daveincamas, granizo, afilion, theneedle-tv, phreaksaccount, trebblofang, klankbeeld, cgeffex, lolamadeus, ipears1, chewiesmissus, doty21, mbazzy, groovyrandomness, robertwulfman, gowlermusic, joedeshon, harveyjnz, drmaysta, nursedespise, timbre. Special thanks to Mario (EvilDragon) for sharing his wisdom.

Set Up Multi-Outputs

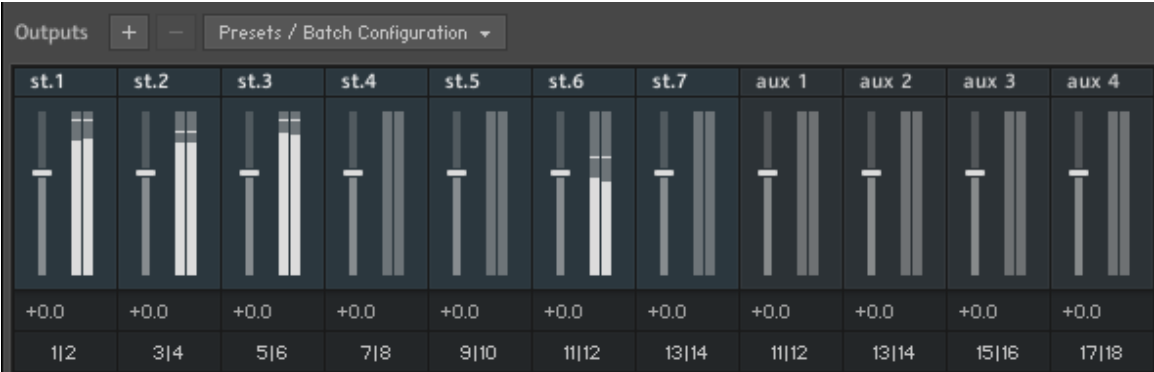
1. In Logic

1. Create a software instrument track.
2. Load the Kontakt plugin as **Multi-Output** (16xStereo, 16xMono, etc).
3. In the mixer view, click the "+" sign (below the track slider) and add 6 more aux channel strips.
4. Select all aux 6 channels, then right-click and choose "**Create track**".

2. In Kontakt

1. Open a **Klüsterkitt** .nki and click the [Multi-Out](#) switch.
2. In Kontakt's **Outputs** pane, click the "+" button and enter these settings:

Quantity:	1-16
Number of channels:	2 (or more)
Host output:	st. 1
Ascending output assignment:	CHECKED
Delete existing channels before creating new ones:	CHECKED
Make this your default configuration:	CHECKED (recommended)



Channel 1 (kick 1) is now routed to the DAW's main track, with channels 2-7 (kick 2, snare 1, snare 2, etc.) routed to all following aux tracks respectively. Convolution, delay, and reverb are included in the signal, if enabled. Automation and third party plugins can be assigned to each track for control over the individual kit slots.