

Alive Underground Drums Version 2

User Manual

For Kontakt 4.2.3+

Contents

Page 2 / Introduction

Page 3 / Contents

Page 3 / System Requirements

Page 3 / Installation

Page 3 / Running the Library

Page 4 / 1.1 / The Interface / The Mixer Tab

Page 5 / 1.2 / The Interface / The Compressor Tab

Page 6 / 1.3 The Interface / The EQ Tab

Page 8 / 2.1 / The Sounds / The Drum kits

Page 9 / 2.2 / The Sounds / The Snares

Page 11 / 2.3 / The Sounds / The Cymbals

Page 18 / 3 / Velocity Layers and Articulations

Page 22 / 4 / Key Mapping

Page 23 / 5 / Patches / The Patch List

Page 25 / 6 / V2 features

Page 26 / 7 / Credits

Page 27 / End User Licence Agreement

Introduction

Thanks for purchasing Alive Underground Drums V2!

Alive Underground Drums has been developed by a very small team of people who are passionate about creating the best sounding Kontakt Instruments. It has taken many months of hard work and sleepless nights so please do not share or sell it: you will help us to develop more Kontakt libraries.

AUDV2 has been developed by Nicolas SIGNAT in conjunction with Sampleism.

AUDV2 contains 3 high-end drum kits (Gretsch New Classic, Sonor 3007, Ludwig Legacy), 9 great snares and a host of the finest cymbals on the market.

AUDV2 was entirely recorded in a huge underground car park in high definition (88,2 kHz 24 bit stereo) with a Rode NT4 and a Nagra LB recorder.

Placed at about one meter, the microphone offers a result somewhere between a close mic and an overhead position, with a perfect balance between direct sound and reverberated sound.

Its unique sonority will truly bring character to your music.

Weighing in at 3.9GB in size this is an astonishing collection of high-end drums recorded in a very unique environment and packaged in a wonderful Kontakt interface, giving you ultimate control of the sounds.

Alive Underground Drums is very different from all the virtual drums you've known.

Contents

- 19 Patches in NKI format.
- 3570 stereo samples at 24bit 44.1 KHz in Kontakt .ncw lossless format.
- Original user interface and advanced custom scripting engine.
- 7 Bonus Midi Files

System Requirements

- Full version of Kontakt 4.2.3 +
- 3.2GB disk space

Installation

The library is supplied as a single Zip file. This is a compressed folder that you can open using the built in tools on your computer. Open the file by double clicking and it will decompress the contents.

Once decompression is complete you will have a single folder, this contains all the files needed to use the sample library. Simply copy this folder to the drive where you store your samples. For top performance it is recommended to keep sample libraries on a different drive to that of the OS and program files.

Running the Library

Once inside Kontakt, if you open the file tab in the browser window on the left-hand side you can browse to the instruments of the newly installed sample library. Just double click the NKI you wish to use and Kontakt will load it up. Alternatively you can drag the NKI from your standard OS explorer window into the Kontakt interface. You can also make use of Kontakt's Quick Load feature to make it even easier to load libraries into Kontakt: Please refer to the Kontakt user manual for more information.

The Interface

1.1 / The Interface / The Mixer Tab

Here is the main page. For each channel, select your instrument, and if necessary adjust its volume and ADSR envelope. You'll be able to compress and equalize each channel using the tabs buttons at the bottom of the page.

The routing : for each instrument, the signal goes first into the ADSR envelope modulator, and then is compressed (if activated), equalized and amplified with the volume faders (Mixer tab).



1 - Instrument selection : For each channel you can choose between several elements from all the available kits (see chapters 2.1 to 2.3 for more details).

2 —Channel tag : The channel instrument type.

3- Mute and Solo : You can use the first button to mute a channel and the second to mute all other channels except the selected one.

4- Volume Fader : Use this fader to adjust the volume of the instrument.

5 - Link : Use this button to link several channels together. It will link volume faders and ADSR envelopes.

6 - Offset : You can start the samples of a channel earlier with this parameter (not linkable). Very useful for edrumming if you want a faster response on your pads. (New for Version 2)

7 - ADSR : These knobs control the envelope of each instrument (Attack, Decay, Sustain, Release).

8 - Tabs : There's a tab for the mixer, another for the compressors page, and a last one for the EQ page. You can switch between them with these buttons.

9 - Midi Learn : You can switch two keys with this feature. Enable the midi learn function by clicking on it, select the key you want to move, then select where you want it. (New for Version 2)

**** Tip ****

Holding the « shift » key while manipulating a knob allows you to be a lot more precise.

1.2 / The Interface / The Compressor Tab

Compressors are great to calm loud volumes and cut or accentuate attacks. In AUDV2 there is one compressor for each group of samples, so it's almost if each sample has its own processing. That's quite different from compressing a whole bus, therefore it's very interesting (impossible to do with a real drum).



1 —Activation and selection : When you open the 00 basic raw patch, all compressors are bypassed. By selecting a type of compression, you activate the compressor. Start with the Classic and try the Enhanced or Pro modes if you don't get what you want.

2 —Threshold : Set a value from which the compressor will enter in action. From -68dB to -3dB.

3 —Ratio : Set a value that will determine the amount of compression. From 1:1 to 1:25.

4 —Attack : Set the amount of attack, in milliseconds. Near zero it will cut the natural attack and as you increase it you will have more and more of it, starting from a fast « click » to a full and thick attack. From 1ms to 1kms.

5 —Release : Set the speed of the compressor release. Actually it will change the behavior of the reverberated sound (fast or slow). From 50ms to 2,5kms.

6 —Gain : Since the action of the compressor is to reduce the signal amplitude, we often need a boost to compensate. From -infinite to +24dB.

7 —Link : You can link several channels to treat many compressors at the same time.
The Compressor must be of the same type for the 'Link' function to work

1.3 / The Interface / The EQ Tab

With the equalizers you will be able to fit the drums in the mix and add some depth, some brightness, correct aggressiveness etc ...

The LOW and HIGH parts have high Q to be precise and the MID part has a low Q for a larger correction. Knowing that, you can shape the sound to your liking.



1 —Channel Tag : You know where you are.

2 —LOW : You can set the frequency (from 20Hz to 20 kHz) with the outer knob and the gain (from -12dB to +12dB) with the inner one. The LOW equalizer has a high Q, convenient to boost low frequencies with precision.

3 - MID : You can set the frequency (from 20Hz to 20 kHz) with the outer knob and the gain (from -12dB to +12dB) with the inner one. The MID equalizer has a low Q, convenient to modify the whole color of an instrument naturally.

4 - HIGH : You can set the frequency (from 20Hz to 20 kHz) with the outer knob and the gain (from -12dB to +12dB) with the inner one. The HIGH equalizer has a high Q, convenient to boost high frequencies with precision.

5 - Link : Use this button to link several channels together. All values will be linked.

The Sounds

2.1 / The Sounds / The Drum Kits

The Gretsch New Classic Be-Bop



This little maple kit is a warm jazz kit, with a 16x18" kick, a 8x12" tom and a 14x14" floor tom. Due to its conception, even the hard strokes won't crack a lot. It wears Evans G+ clear drumheads, offering a clear attack with a lot of tone and sustain. « K. 1 » and all « Toms 1 » in the mixer menus belong to the Gretsch kit.

The Sonor 3007



Another high-end maple kit but with a very modern sound this time : 45 Degree bearing edge with clear pinstripe drum heads. It has a bigger kick (20x20") and 3 toms : 9x10", 10x12" and 14x14". You can chose between two versions of the kick : « K. 2-1 » with the front head (no hole in it, matt sound) and « K. 2-2 » without it (big sound with a slamming attack, almost a mic in sound). All « Toms 2 » in the mixer menus belong to the Sonor 3007 kit.

The Ludwig Legacy



An outstanding drum, combining both vintage techniques (the 30 Degree inner cut for example) and modern sound. 8X10", 9x12" and 14x16" toms with a 18x22" kick. The shells are made with maple/poplar/maple layers and wear coated heads for a warmer tone. Definitely a great personality here ! « K. 3 » and all « Toms 3 » in the mixer menus belong to the Ludwig Legacy.

2.2 / *The Sounds / The Snares*

Tama Stewart Copeland Signature 5x14"



A great modern brass snare with its own character, warm and sharp at the same time. Quite medium tuning, for a good versatility.

→ « Snare 1 » in the SNARE channel.

Meazzi Copper Snare 5x14"



Another vintage sound with a higher tuning. Even if the exact model of this one is unknown, it has a really great sound !

→ « Snare 2 » in the SNARE channel.

Sonor 3007 Maple Snare 5x14"



A shell made of wood ! This one, very versatile, has a fine low tuning, providing fat center strokes and cutting rimshots. Ideally suited for rock.

→ « Snare 3 » in the SNARE channel.

Ludwig Black Beauty LB416 5x14"



A legend! Known and loved by many drummers. It has a perfect balanced sound, both beautiful and dirty, with a really nice attack and a certain vintage personality. This one is also made of brass and medium tuning.

→ « Snare 4 » in the SNARE channel.

Pearl Free Floating Maple Snare 5x14"



This snare is a kind of bonus snare, with half articulations (read the next chapter for more details), because it is particularly low. The main center sound is so fat !

→ « Snare 5 » in the SNARE channel.

Gretsch Full Range Ash Snare 6x10"



The highest snare in AUDV2, very shiny, crispy and funky! It comes with all articulations

→ « Snare 6 » in the SNARE channel.

Ludwig Classic Maple Snare 6,5x14"



This one is a nice warm snare from the 80s' with a long and wide sustain. And of course this old lady has got the Ludwig dirty tone !

→ « Snare 7 » in the SNARE channel, basic sound with all articulations.

→ « Snare 8 » in the SNARE channel, with an extra head on the top to get a fat sound, just 2 articulations.

→ « Snare 9 » in the SNARE channel, without the wires, all articulations.

2.3 / *The Sounds / The Cymbals / The Hi-Hats*

Meinl Soundcaster Custom Medium hi-hat 14"



A bright and versatile hit-hat with a quite funky modern sound.

→ « HH 1 » in the HIHAT channel.

Zildjian Avedis vintage hi-hat 14"



This one is very used and has got a beautiful vintage tone, perfect for rock.

→ « HH 2 » in the HIHAT channel.

Velvet Supreme Hi-Hat 14"



These cymbals are hand crafted in Turkey. They've got a rich, complex and powerful response.
→ « HH 3 » in the HIHAT channel.

2.3 / The Sounds / The Cymbals / The Right Rides

Wuhan china 27"



The same massive china cymbal from Alive Cymbals, re-recorded to fit in. Still dirty and growling.
→ « Ride 1 » in the RIDE 1 channel.

Zildjian Avedis vintage ride 20"



Another old cymbal with a very vintage sound, always great for rock.
→ « Ride 2 » in the RIDE 1 channel.

Paiste Twenty Crash 16"



This crash is also very interesting as a ride. It's got a rich sound, quite bright but not as sharp as a lot of modern cymbals.
→ « Ride 3 » in the RIDE 1 channel

Istanbul Agop Turk China 18"



This is another turkish cymbal, warm, dry and quite soft for a china.
→ « Ride 4 » in the RIDE 1 channel.

2.3 / The Sounds / The Cymbals / The Left Rides

Istanbul Agop Custom Vézir Jazz Ride 22"



A complex, soft, rich, warm and mysterious cymbal. One of my favorite so far !
→ « Ride 1 » in the RIDE 2 channel.

Zildjian K Custom Dark Ride 20"



The warmth of the K series with the brightness of modern sound. Rich and versatile.
→ « Ride 2 » in the RIDE 2 channel.

Zildjian A Custom Medium Ride 22"



A very thick ride with an extremely clear and crisp stick definition. Very shimmering and loud when crashed. Ultra modern.
→ « Ride 3 » in the RIDE 2 channel.

Velvet Supreme Ride 20"



A graceful dark ride with some strong crash abilities.

→ « Ride 4 » in the RIDE 2 channel.

2.3 / The Sounds / The Cymbals / The Left Crashes

Meinl Byzance Extra Dry China 18" over Zildjian K Custom Dark Ride 20" stack



A very crispy, trashy and piercing sound with a very short decay. Perfect for accents.

→ « Crash 1 » in the CRASH L channel.

Istanbul Agop Signature Cindy Blackman OM Crash 18"



A powerful crash with a rich and warm tone, and always this mysterious and exotic thing from Istanbul.

→ « Crash 2 » in the CRASH L channel.

Sabian AA Medium Thin Crash 16"



A classic crash sound, well balanced, warm and not too brilliant.

→ « Crash 3 » in the CRASH L channel.

2.3 / The Sounds / The Cymbals / The Centre Crashes

Sabian HHX Evolution Splash 10"



Fast response, dark and sandy tones.

→ « Crash 1 » in the CRASH C channel.

Zildjian A Custom Splash 8"



A shiny modern splash with a funky sound.

→ « Crash 2 » in the CRASH C channel

Meinl Byzance Thin Crash 14" (muffled)



This one has been muffled with a bit of adhesive tape. This technique provides a warmer sound with a faster decay.

→ « Crash 3 » in the CRASH C channel.

Zildjian K Custom Mini China 14"



Modern and explosive, this nasty cymbal is perfect for your intense grooves !
→ « Crash 4 » in the CRASH C channel.

Stack Zildjian K Custom Mini China 14" on Sabian AA Medium Thin Crash 16"



We have cheated a little bit for this stack in order to offer you two in one ! Indeed, on the shock key (G5) we have decided to flip the cymbals, which offers a different tone.
→ « Crash 5 » in the CRASH C channel.

2.3 / The Sounds / The Cymbals / The Right Crashes

Meinl Byzance Extra Dry China 18"



This china is in the style of Istanbul Agop Turk series. It's not a very loud one but it has a very wide and sweet tone.
→ « Crash 1 » in the CRASH R channel.

Zildjian K Custom Dark Crash 16"



A clean and shiny modern sound with the warmth of the K series. Very polyvalent.
→ « Crash 2 » in the CRASH R channel.

Stack Istanbul Agop Turk China 18" on Velvet Supreme Ride 20"



This is the fattest stack in AUD, but not the strongest one. Quite soft in fact.

→ « Crash 3 » in the CRASH R channel.

Sabian AA Medium Crash 18"



A big crash with a classic tone, not too brilliant. Very versatile.

→ « Crash 4 » in the CRASH R channel.

The Instruments

3.0 / *Velocity Layers and Articulations*

There are 6 random robins for everything in AUDV2.

Here are the articulations per instrument, and the number of velocity layers. If a box is empty, that means there is no articulation for the related instrument.

Drum	Basic Hit (Centre of Head)	Rimshot Centre
Gretsch New Classic Kick	6	-
Gretsch New Classic Tom 1	6	4
Gretsch New Classic Tom 2	6	4
Sonor 3007 Kick	6	-
Sonor 3007 Kick (without front head)	7	-
Sonor 3007 Tom 1	6	4
Sonor 3007 Tom 2	6	4
Sonor 3007 Tom 3	6	4
Ludwig Legacy Kick	7	-
Ludwig Legacy Tom 1	6	4
Ludwig Legacy Tom 2	6	4
Ludwig Legacy Tom 3	6	4

Snare	Basic Hit (head centre)	Head Edge	Rimshot Centre	Rimshot Edge	Cross Stick	Buzz
Tama Stewart Copeland 14x5	8	4	8	4	6	6
Ludwig Black Beauty 14x5	8	4	8	4	6	6
Meazzi Brass Snare 14x5	8	4	8	4	6	6
Sonor 3007 Maple Snare 14x5 Low-Med	8	4	8	-	6	6
Pearl Free Floating Maple Snare 14x5 Low	8	-	5	-	6	-
Gretsch Full Range 10x6 Ash snare *	4	3	4	3	3	3
Ludwig Classic Maple 6x14 snare *	9	4	8	4	4	4
Ludwig Classic Maple snare 14x6 extra head *	7	3	-	-	-	-
Ludwig Classic Maple 6x14 snare without wires *	4	3	5	4	4	4

	Tip to edge (closed)	Pedal close	Pedal close-open	Open bell	Edge open at 25 %	Edge open at 50 %	Edge open at 100 %
Meinl Soundcaster Medium HH 14	8	3	3	4	4	4	4
Zildjian Avedis vintage HH 14	8	3	3	4	4	4	4
Velvet Supreme HH 14 *	8	3	3	4	4	4	4

	Ride	Bell	Crash
Wuhan china 27	6	3	3
Istanbul Agop Custom Vézir Jazz Ride 22	6	3	3
Zildjian Avedis vintage ride 20	6	3	3
Zildjian K Custom Dark Ride 20	4	3	3
Zildjian A Custom Medium Ride 22	4	3	3
Paiste Twenty Crash 16	4	3	3
Istanbul Agop Turk China 18 *	5	3	4
Velvet Supreme ride 20 *	6	3	3

	Crash	Crash shock	Edge ride for the stack
Meinl Byzance extra dry china 18 / Zildjian K Custom Dark Ride 20	4		3
Sabian HHX Evolution splash 10	4	1	
Meinl Byzance extra dry china 18	4	1	
Mein Byzance thin crash 14 muffled	4	1	
Zildjian A Custom splash 8	4	1	
Istanbul Agop Signature Cindy Blackman OM Crash 18	4	1	
Zildjian K Custom Dark Crash 16	4	1	
Sabian AA Thin Crash 16	4	1	
Zildjian K Custom Mini China 14 *	4	1	
Stack Zildjian K Custom china 14 / Sabian AA Thin Crash 16 *	3		3
Stack Istanbul Turk china 18 / Velvet Supreme ride 20 *	4		3
Sabian AA Thin Crash 18 *	4	1	

* New on V2

4.0 / Key Mapping

Kick	Basic Hit	C1
Snare	Head center	D1, C3
	Head edge	C#3
	Rimshot center	E1, D3
	Rimshot edge	D#3
	Cross-stick	C#1, E3
	Buzz	F3
Tom 1	Head center	C2, D2, E4
	Rimshot center	F4
Tom 2	Head center	A1, B1, F#4
	Rimshot center	G4
Tom 3	Head center	F1, G1, G#4
	Rimshot center	A4
Hit-hat	Tip to edge (closed)	F#1, G3
	Pedal close	G#1, G#3
	Edge open at 25 %	B3
	Cross-faded between 25 % and 50 %	C4
	Edge open at 50 %	C#4
	Cross-faded between 50% and 100 %	D4
	Edge open at 100 %	A#1, D#4
	Pedal close-open	A3
	Open bell	A#3
Ride left	Ride	D#2, A#4
	Bell	F2, B4
	Crash	C5

Ride right	Ride	B2, C#5
	Bell	D5
	Crash	D#5
Crash left	Crash	A2, E5
	Crash shock	F5
Crash center	Crash	E2, F#5
	Crash shock	G5
Crash right	Crash	C#2, G#5
	Crash shock	A5

The Patches

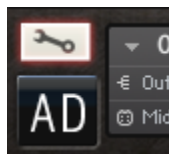
5.0 / The Patchlist

We have prepared for you several patches so you can quickly explore AUDV2 possibilities and have fun with a lot of different kind of sounds. Here's a short description of each one :

Patch name	Content
00_aud_k4_main_raw	Alive Underground Drums with raw, pure sound.
01_aud_k4_main_stereomadness	Stereo Modeler used to expand horizontally the drum.
02_aud_k4_main_gated	Poor dynamic with a quick release to simulate a noise gate effect.
03_aud_k4_main_boost	A little bit of EQ and comp.
04_aud_k4_main_loud	More EQ and comp
05_aud_k4_fx_fat	Pitched to one octave down with comp and EQ.
06_aud_k4_fx_tiny	ADSR with a very short decay and tuned to one octave up.
07_aud_k4_fx_far_away	No attack and a bit of air absorption to have a drum far away.
08_aud_k4_fx_dirty	Guitar stack ahead !
09_aud_k4_fx_submarine	Almost deaf sound.
10_aud_k4_fx_low-fi	Gameboy style
11_aud_k4_fx_wobble	Funny harmonics and delays, quite psychedelic.
12_aud_k4_fx_hell_maelstrom	The drum to rule them all.
13_aud_k4_multi_harmodrum	A multi with 3 AUD loaded, harmonised -12, 0, +12 semitones.
14_aud_k4_all_kicks	A bonus patch with all AUD kicks loaded
15_aud_k4_all_snares	A bonus patch with all AUD snares loaded
16_aud_k4_all_toms	A bonus patch with all AUD toms loaded
17_aud_k4_all_cymbals	A bonus patch with all AUD cymbals loaded

**** Tip ****

You can rework any effect by clicking the wrench in the header and open the « InsertEffects » tab below.



'All' Patches

There are 4 Patches named 'All'. They are designed to allow you to load all of the kicks, snare, toms or cymbals at the same time. They have a unique GUI design and a full suite of editing controls.



6 / V2 features

There are 4 new snares and 8 new cymbals in AUD V2.

You may have seen the Midi Learn button, which allows you to modify the mapping by switching two keys. We've also added an offset knob which sets the start of all the samples of a same channel (useful for edrums particularly). Of course, you haven't missed our fresh new GUI.

Moreover we've added the CC4 controller for the hi-hat opening. It will only work if you modify its value. There are 2 keys that work with it : F#1 and G3

The last patches, the « all » ones, have a GUI now, with a single tab in which you'll find all the basic AUD features such as ADSR envelope, compressor and EQ.

You will also find all the Midi files from the released demos on Soundcloud in a folder called "Midi files".

We've also fixed a couple of glitches :

- > When a channel was in solo mode, the change of its element was leading to a silent channel.
- > Some samples of the Meinl Byzance Extra Dry China (crash 1 in channel CRASH R) had their starts cut.
- > The closed HH keys didn't cut all the opened HH samples if several of them were playing.
- > Some snares had articulations out of tune.

Acknowledgements

7.0 / Credits

Nicolas Signat

Drum Technician / Player, Sound Engineer, Sound Editor and Designer

David Healey [Total Composure]

Scripting, Programming, Technical Support

Glyn Lloyd [Sampleism]

GUI Design (All Patches), Coordinator

Ryo Ishido

Lead GUI Design (Main Patches)

Alive Underground Drums Version 2 is available exclusively at [Sampleism.com](https://sampleism.com)

E.U.L.A.

This End-User license agreement (EULA) is a legal agreement between you and Nicolas Signat for the Nicolas Signat product that this agreement accompanies; including computer software and associated media or multimedia, printed materials and electronic documentation.

By installing or using this product you agree to be bound by the terms of the EULA. If you do not agree to the terms of this EULA you may not install or use the product. All audio samples provided with the product are the property of Nicolas Signat and are licensed to you, they are not sold.

1. Nicolas Signat grants the end-user (licensee) of the product the right to create finished musical works and performances using the audio samples and any other media or software included as part of the Nicolas Signat product.
2. The licensee may use the product for commercial purposes.
3. The licensee may alter the samples within the context of a finished musical work but may not distribute those altered samples outside of that musical context.
4. The creation of sound libraries in any form for commercial use or otherwise that use the Nicolas Signat audio or software, including single samples, loops, audio clips or similar is strictly prohibited. Violations will be prosecuted under local and international copyright law.
5. You may not under any circumstance make any part of the Nicolas Signat product available to others either by duplication, copy, distribution, transfer, upload, download, trade, resale, or loan.
6. The licensee may use this product on multiple computers under the following conditions:
 - a. The use of multiple computers is part of a single audio workstation for the individual licensee.
 - b. The licensee has two non-concurrent sites of work, such as a studio desktop and a laptop for live performance.
7. Nicolas Signat warrants and asserts that all audio samples, graphics, images, scripts, documents, and any other media included with the product is the sole property of Nicolas Signat and that Nicolas Signat has the authority to grant the rights in this EULA.
8. The user agrees to read the manual before seeking help or support from Nicolas Signat.
9. Nicolas Signat will not be responsible if the content of the product does not meet the particular purposes of the licensee.
10. It is the licensee's responsibility to check that the product is compatible with their computer system.
11. The product is licensed "as is". Nicolas Signat will not be responsible for any loss incurred by the licensee from the direct or indirect use of the product.
12. If you have any doubts, concerns, or uncertainties about the terms in this EULA please contact Nicolas Signat or Sampleism before installing or using the product.

Copyright Nicolas Signat ©2013