



the kick

user manual



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Here comes the first release of our new „Groove Butter“ series.

„the kick“ features 99 different kickdrums which are playable over three octaves. We are working on a few other drum instruments like that one in the near future. Watch out.

We have recorded a lot of different drummachines in the last years and now selected some of the rare ones and run them thru our saturation, compressing, cleaning process and finally build a nice GUI for you to have lots of fun by turning 44 knobs to get a satisfying kickdrum experience for musicans and also the listeners.

There are some totally clean and original sounding famous kick drums and also some which we have hardly overworked to get some more modern or aggressive results to fill the toolbox for different music genres too.

You got 99 variations to start with. All presets are velocity sensitive in a very musical way and also tuned. Add some extra drama by using the pitchbend in combination with other effects you got here in a very handy and intuitiv GUI design.

You have the possibility to make the sound more epic and stereo by using the reverb, delay and flanger section. Here you can go real crazy if you want to.

In the mid section of the instrument you will find some more tone focussed effects like a compressor, a saturation unit, a powerful overdrive / distortion section and finally the low and hipass filters.

On the left side of the instrument you got a few knobs to build up the total shape and mood of the drum sound by using tune, amplitude and pitch envelopes, a section to manage the speed of the sample and also a very useful transient shaper to add some extra attack and punch to the drums.

the modulation section



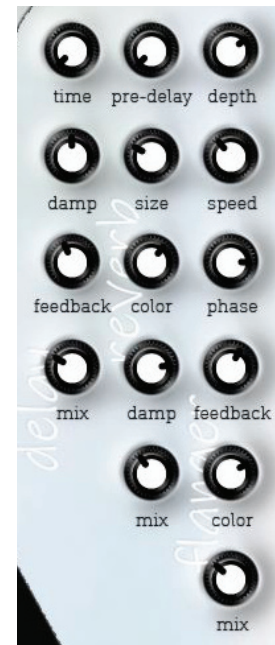
In the Mastersection you can form the overall shape of the Sound and make it as loud as you want it in your situation.

You got a volume knob to set the overall loudness. Followed by a tune knob to get back to the tune / pitch you maybe lost after doing some processing with all the knobs available.

Next comes the amplitude and pitch envelopes section to make it smooth and add some interesting movement to the the sound.

In the speed section you can change the feel and mood of the drum and make it shorter and sharper or more slow and smooth. Use the smooth and grain knobs to make it sound punchy and natural.

Finally we build in a transient shaper to give the drums some extra attack and even more sharpness or make it bigger by turning the sustain knob clockwise.



On the right side of the instrument you'll find the effects parts to make it spaced out or really ambient sounding..

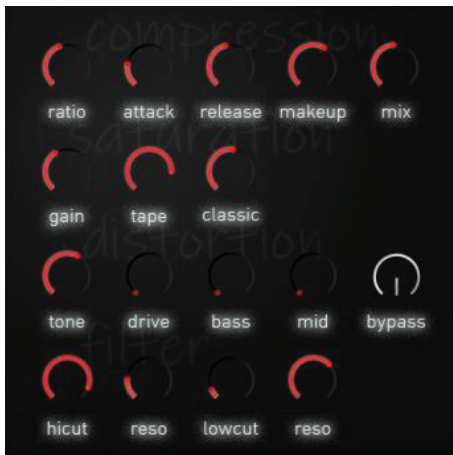
We build in three classic effects we think were very useful when it comes to drum programming.

A delay, a reverb and a flanger with maximum flexibility to form the final drum sound.

Use short delays for classic chorus effects or offbeat kicks without the need to actual play them.

Make „berlin techno“ style reverb kicks by finetuning all the reverb knobs till you get the classic big room techno sound.

Add some extra stereo width and movement by using the flexible flanger unit.



In the middle of the instrument you'll find the digital looking part. Here you can absolutely turn the original into something new.

First there is a compressor section with ratio, attack, release, makeup and mix knobs to give you total flexibility while compressing the drums to your taste. We want to have the famous new york style compression available too.

From there we run the audio thru a saturation section where you can add more or less phatness to the signal. Make decent changes or do massive overdrive effects to make it fit your vision. Use the gain knob to set how much tape saturation gets added to the original.

Next you got a distortion unit to make drastic changes or just add some warmth. Use the bypass button to mute that unit.

For sure everybody and every signal needs a low and hipass filter. So as final step of that section you can make it fit again by cutting some high frequencies and add some lows or vice versa.

You can automate all the knobs to make the signal working and moving together with your song arrangement.

Check the demotrack here: <https://youtu.be/nkSHdQCx9g8> or here: <https://soundcloud.com/ferpect-instruments/the-kick-demo>
For a short overview of some of the 99 instrument presets and to get a feeling of whats possible and how the different patches sound.

Specifications

- 99 Kontakt Instruments
- 1.887 Samples (44.1kHz / 24Bit)
- 4 different drummachines recorded
- processed in the box and thru outboard gear
- 95,1 MB Filesize
- Formats: Kontakt and WAV

Installation

It is recommended that you preserve the internal folder structure, but you can also place the instruments and samples into separate folders. Kontakt will ask for the new path the first time you run the instrument. Kontakt 5.8 or higher is required to run this instrument.

Credits

Samples, Script and Programming by Sebastian Ixkes

GUI Design and Manual by Sebastian Ixkes

Produced by Ferpect Instruments

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Thank you for buying Ferpect Instruments „the kick“ the first installment of our new „Groove Butter“ series!

We hope you get a lot of alternativ kicking drums out of this instrument!

Feel free to send feedback, ideas or just contact us:

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