



WOODY

user manual

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We found a beautiful old african balafon in a friends beautiful old studio.

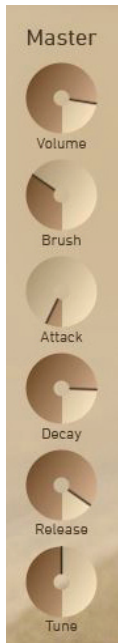
So we could not resist to make a carefully sampled Kontakt instrument from that wonderful sounding classic instrument.

We have recorded this beauty with different microphones and preamps and also in different locations to get some interesting resonances and on some also a little room from the beginning. We then processed this recordings with different hardware saturation and also with some state of the art software tools to make them sound woody, natural and warm. The sounds are carefully tuned and really clean.

From there we build a custom GUI for you to manipulate the original until you get the Balafon / Woody sound you are looking for.

You got 48 variations to start with. 24 x brush and 24 x sticks. Each instrument has 49 notes. You got some presets which sound more like the real instruments and some which sound like a piano or flutes, some more like soft pads or mystic drums. Velocity is also set to a very musical level for authentic playing.

the modulation section

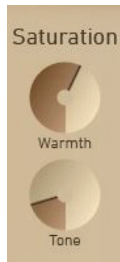


In the Mastersection you can form the overall shape of the Sound and make it as loud as you want it in your track.

You got a volume knob to mix the original tonal element and also a brush knob to mix in the sound that appears by hitting the toneblocks with the brush. This knob is only available for the „brush“ samples (24 presets).

Next you got three knobs for to shape the timing. Attack, decay and release knobs let you form the sound into your mix. Make it sharp and short or long and smooth like you want it.

At the end of the first row you got a tune knob to make some decent changes to the final pitch of the sound.



In the saturation area you'll find two classic tools to phatten up the original signal to your taste.

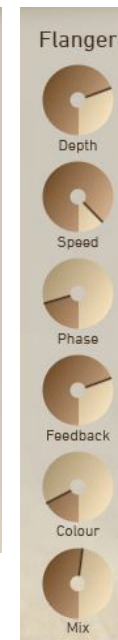
First you got old skool tape saturation to make it warmer.

Next comes a simple saturation knob to form the tone and make it little more present.



In the filters section you got the recommended and useful lowpass and highpass filters to make the sound round and smooth.

Here you can make the bass really dominant and raw or go the other direction and kill the low frequencies or let the mids scream.

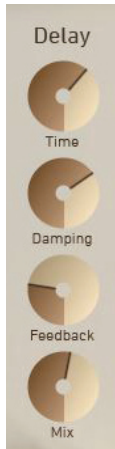


Next comes the extended modulation section. We put together three useful effects to make this a fun tool for endless musical experiences.

A chorus, a phaser and a flanger with all the knobs we believe make sense or fun.

By using these knobs you easily get some very interesting results on your own.

the modulation section



The delay section on this instrument is kept simple.

With shorter values you can make dramatic changes to the overall feeling of the sound. Make it hollow or sharp. If you turn the time knob to the higher values you get also the classic delay effects.

Use the damping and feedback knobs to make it sound real natural or dubby and totally out of space.



For the reverb section we decided to make some more adjustments possible. Here you can place the instrument in a room and make it sound very epic.

You get the classic predelay and size knobs to do the standard settings for reverb. With these settings you place the instrument in a bigger or smaller room and near or far away from the listeners.

We furthermore bring the colour and the damping knobs to your toolkit to do some more tricks like give the reverb a bit of colouring. Try to let it sound more natural by turning the damping knob so it reduces some higher frequencies like it happens in a real room.

tutorial & demotrack

Check the demotrack here: <https://youtu.be/Vo3fmXHVWUs> or here: <https://soundcloud.com/ferpect-instruments/woody-demo>

For a short overview of some of the 50 instrument presets and to get a feeling of whats possible and how the different patches sound.

Specifications

- 48 Kontakt Instruments
- 1.761 Samples (44.1kHz / 24Bit)
- 4 different Sticks / Brushes recorded
- 247 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 „Woody“!

We hope you get a lot of natural magic out of this instrument!

Feel free to send feedback, ideas or just contact us:
ferpect.instruments@gmail.com



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