



ELOY DRUMS

ELOY CASAGRANDE

SIGNATURE INSTRUMENT



ELOY DRUMS

INTRODUCTION

GETTING STARTED

KIT VIEW

MIXER

GROOVES

SETTINGS

KIT DETAILS

MIDI MAPPING

MORE FROM BOGREN DIGITAL

Getting Started

Kontakt Setup

Eloy Drums is a virtual instrument built for use in Native Instruments' industry-standard sampler, Kontakt, and the free, streamlined Kontakt Player.

To get started, download [Native Access](#). Then:

1. Claim your copy of Eloy Drums, using your serial number. The serial number will be sent to your provided email address, but it can also be accessed by logging into the account page on our website and viewing your orders.
2. Install Eloy Drums via the "Available" tab in the "Library" section of Native Access.
3. If you haven't already, also install Kontakt, or Kontakt Player.
4. Load the standalone version of Kontakt/Kontakt Player, or load the plugin version inside your preferred DAW.

Using the Instrument

Now that Eloy Drums is up and running in Kontakt/Kontakt Player, you can send MIDI note, velocity, and CC data to the instrument using your DAW's MIDI editor or your own MIDI controller.

Each drum and cymbal is mapped to a specific note on the MIDI piano roll. We'll get into Mapping later on in this manual, but feel free to click [here](#) if you want to jump ahead.

ELOY DRUMS

INTRODUCTION

GETTING STARTED

KIT VIEW

MIXER

GROOVES

SETTINGS

KIT DETAILS

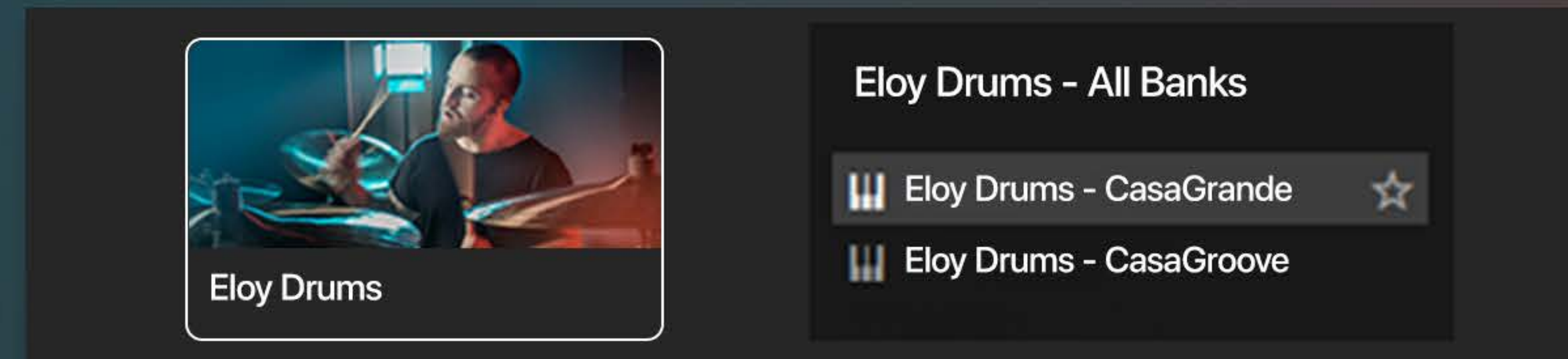
MIDI MAPPING

MORE FROM BOGREN DIGITAL

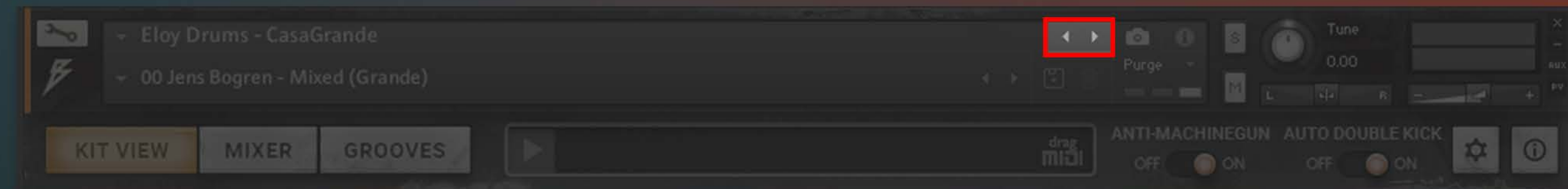
Load Your Kit

In Eloy Drums, there are two complete kits to choose from: 'CasaGrande' and 'CasaGroove'. Each kit is its own separate instrument and so each kit needs to be loaded individually within Kontakt.

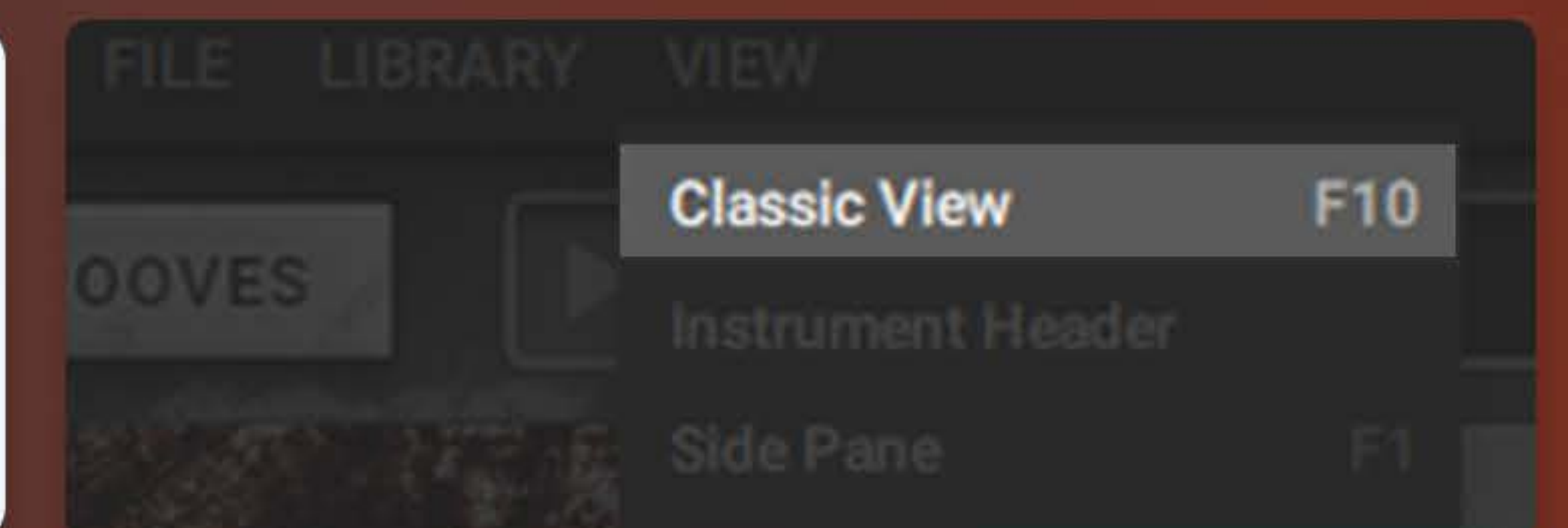
You can choose your kit when you load Eloy Drums by navigating to the "LIBRARY" tab in Kontakt and then clicking on Eloy Drums. With Eloy Drums selected, the two kits and their associated presets will be shown in the right panel. You can then double-click on the relevant kit to load it.



When one of the Eloy Drums kits is loaded, it is possible to switch between them without loading a new instrument. In the "Instrument Header", to the right of the loaded kit name, the arrow keys on the same row can be used to switch between the two kits.

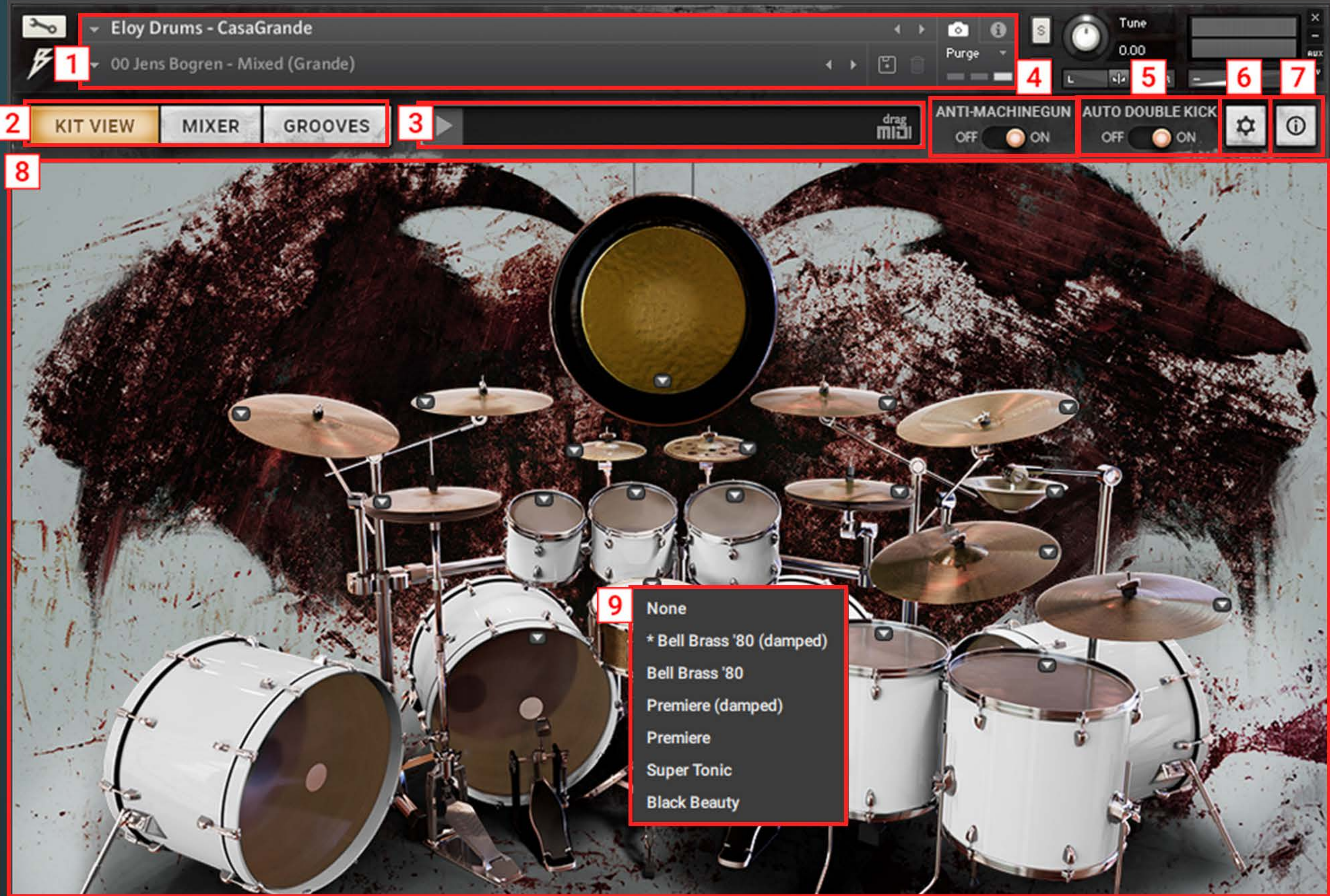


IMPORTANT NOTE: in Kontakt 8, the "Instrument Header" is not shown by default. To display this, click on "VIEW" in the header bar of Kontakt and select either "Classic View" or "Instrument Header".



ELOY DRUMS

Kit View



INTRODUCTION

GETTING STARTED

KIT VIEW

MIXER

GROOVES

SETTINGS

KIT DETAILS

MIDI MAPPING

MORE FROM BOGREN DIGITAL

Kit View Components

1. **Preset Menu:** browse, select, and save presets.
2. **View Selector:** switches between Eloy Drums' Kit, Mixer, and Grooves UI pages.
3. **Groove Player:** after selecting a MIDI file from the Groove Player, drag the file into your DAW track from here. You can also play and pause the currently loaded groove using the button on the left. Find more information about the Groove Player in the 'Grooves' section later in this manual.
4. **Anti-Machine Gun:** automatically adjusts velocities and articulations during fast patterns to avoid robotic-sounding drums.
5. **Auto Double Kick:** automatically alternates between kick main and kick 2 during fast kick patterns.
6. **Settings:** access MIDI Mappings and Velocities.
7. **Info:** displays extra information about Eloy Drums.
8. **Kit UI:** clickable drums and cymbals let you audition the current sound.
9. **Sample Selector:** click the dropdown arrow on any drum or cymbal to select different kit piece options or unload kit pieces altogether.

ELOY DRUMS

INTRODUCTION

GETTING STARTED

KIT VIEW

MIXER

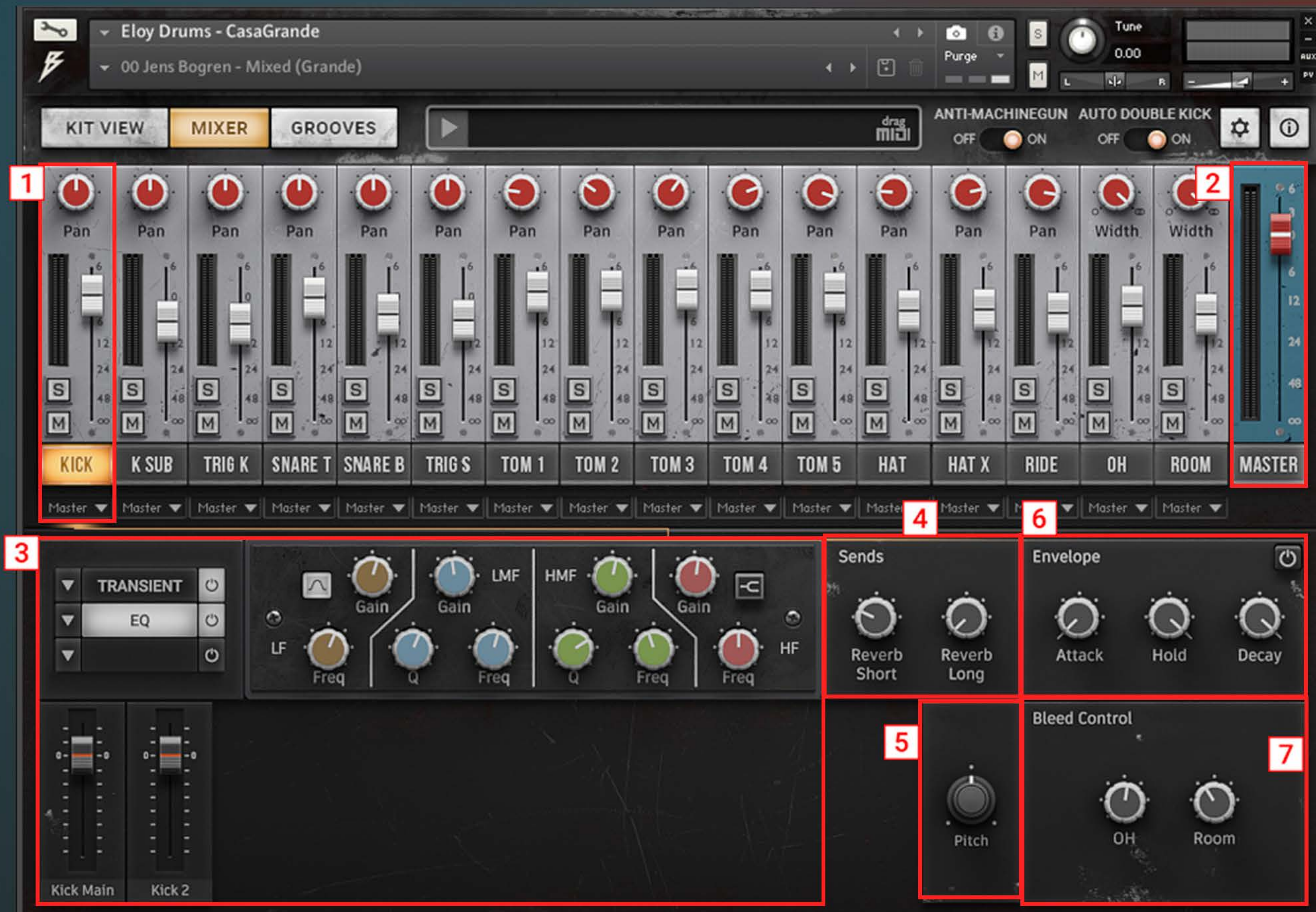
GROOVES

SETTINGS

KIT DETAILS

MIDI MAPPING

MORE FROM BOGREN DIGITAL



Mic Channel Components

- 1. Mixer Channels:** mute, solo, volume, and panning (width for Overhead and Room channels) controls for drum, trigger, cymbal, and ambient mic channels. Click the channel name to access independent tools and effects for each channel.
- 2. Master Channel:** controls the final (master) processing and overall output level of the full drum mix.
- 3. Channel Effects Section:** activate up to three sequential effects on the selected channel. Choose from studio-quality compression, EQ, saturation, and transient shaping.
- 4. Sends:** controls the amount of signal routed from the selected channel to the long and short Master Reverb modules (the master controls can be accessed by selecting the Master Channel).
- 5. Pitch:** controls the tuning of the selected drum (only available for the drum shells and triggers).
- 6. Envelope:** controls the length of the selected channel's attack, hold (sustain), and decay.
- 7. Bleed Control:** controls the amount of bleed for the selected channel into the Overhead and Room channels.

ELOY DRUMS

INTRODUCTION

GETTING STARTED

KIT VIEW

MIXER

GROOVES

SETTINGS

KIT DETAILS

MIDI MAPPING

MORE FROM BOGREN DIGITAL

Tom-linked Bleed Controls



The 'Link Toms' button in the 'Bleed Control' section of the tom channels allows the bleed controls for all toms to be linked. Once linked, adjusting 'OH' or 'Room' will apply adjustments to all of the toms at once.



ELOY DRUMS

INTRODUCTION

GETTING STARTED

KIT VIEW

MIXER

GROOVES

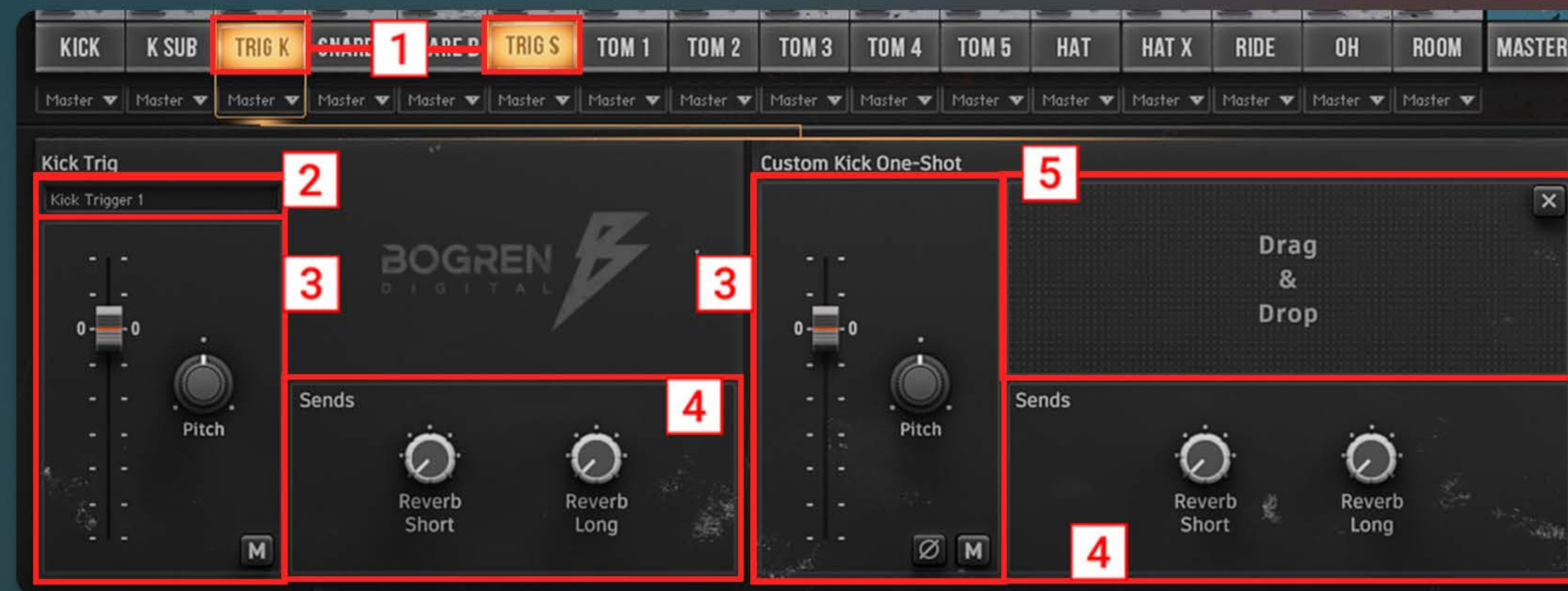
SETTINGS

KIT DETAILS

MIDI MAPPING

MORE FROM BOGREN DIGITAL

Trigger Channel Components



- 1. Trigger Channels:** support the natural sound of the kick or snare with triggered samples. Settings for these triggers can be accessed by clicking on the 'Trig K' or 'Trig S' channels.
- 2. Trigger Sample:** use the drop-down to select a drum sample from the built-in sample collection. These trigger samples feature true round robins and varied velocity layers for organic reinforcement.
- 3. Mix Controls:** volume, pitch, and mute controls for the built-in and custom one-shot trigger samples. The custom one-shot controls also feature a polarity switch for solving phase issues.
- 4. Sends:** controls the amount of signal routed from the selected channel to the long and short Master Reverb modules (the master controls can be accessed by selecting the Master Channel).
- 5. Custom One-Shot:** drag and drop a 'one-shot' .WAV file from your own collection of samples to add an additional supporting or effect layer to the kick or snare.

Mic Channel Effects

Compressor



1. **Input:** sets the level of incoming audio. This control replaces (and reverses) the traditional 'Threshold' control found in most compressors. Turn left = less compression | Turn right = more compression.
2. **Output:** sets the post-compression level.
3. **Attack:** adjusts the compressor's attack speed. Turn left = slower | Turn right = faster.
4. **Release:** adjusts the compressor's release speed. Turn left = slower | Turn right = faster.
5. **Ratio:** controls the strength of the applied compression. A higher number results in stronger compression.
6. **Gain Reduction:** monitors the level of compression being applied, in dB.
7. **Mix:** sets the dry/wet mix for outgoing audio. Turn left = full dry | Turn right = full wet.

Mic Channel Effects

Saturation



Saturation: controls the amount of harmonic saturation (distortion) applied.
Turn left = less | Turn right = more.

Transient Shaper



1. Attack: adjusts the attack (the very start) of the sound.
Turn left = less attack | Turn right = more attack.

2. Sustain: adjusts the sustain (the length) of the sound.
Turn left = less sustain | Turn right = more sustain.

3. Output: controls the overall level of the sound.
Use this to balance any changes made to the sound.

Mic Channel Effects

Equalizer



The equalizer features four bands: LF (Low Frequencies), LMF (Low Mid Frequencies), HMF (High Mid Frequencies) and HF (High Frequencies) with similar (and independent) controls for each band.

- 1. LF Shelf/Bell Button:** switches the Low Frequencies band from a shelf to a bell. This adjusts the shape of the EQ, indicated by the symbol on the button.
- 2. Q:** controls the width of the affected frequency range. Turn left = narrower | Turn right = wider.
- 3. Frequency:** determines the centre frequency of the band. Turn left = lower | Turn right = higher.
- 4. Gain:** controls the level of the relevant frequency range. At 12 o'clock, the gain is at zero.
- 5. HF Shelf/Bell Button:** switches the High Frequencies band from a shelf to a bell. This adjusts the shape of the EQ, indicated by the symbol on the button.

Master Channel Effects

Master Reverbs



1. **Amount:** sets the overall level of the reverb. The level of the short and long reverbs can be set independently. Turn left = less level | Turn right = more level.
2. **Decay:** adjusts the length of the reverb. The decay of the short and long reverbs can be set independently. Turn left = shorter | Turn right = longer.
3. **Mute:** silences the reverb completely. The short and long reverbs can be muted independently.

Master EQ



1. **In Button:** activates and deactivates the effect. When the button is lit, the effect is 'In' (active).
2. **EQ Bands:** the EQ bands control the level of their respective frequency range. Moving the sliders up increases the level (up to 6dB) and moving the sliders down decreases the level (up to -6dB). The frequency range of the band is indicated above the slider in Hz.

Master Channel Effects

Master Parallel Compression

1. **Gain Reduction:** monitors the level of compression being applied, in dB.
2. **In Button:** activates and deactivates the effect. When the button is lit, the effect is 'In' (active).
3. **Threshold:** sets the sensitivity of the compressor. Turn left = more compression | Turn right = less compression.
4. **Ratio:** controls the strength of the applied compression. Turn left = softer compression | Turn right = stronger compression.
5. **Make Up:** sets the post-compression output level.
6. **Attack:** adjusts the compressor's attack speed. Turn left = faster | Turn right = slower.
7. **Release:** adjusts the compressor's release speed. Turn left = faster | Turn right = slower.
8. **Mix:** sets the dry/wet mix for outgoing audio. Turn left = full dry | Turn right = full wet.



INTRODUCTION

GETTING STARTED

KIT VIEW

MIXER

GROOVES

SETTINGS

KIT DETAILS

MIDI MAPPING

MORE FROM BOGREN DIGITAL

Master Channel Effects

Master Tape



1. **In Button:** activates and deactivates the effect. When the button is lit, the effect is 'In' (active).
2. **Drive:** controls the amount of harmonic saturation (distortion) applied. Turn left = less | Turn right = more.
3. **Tone:** adjusts the EQ shaping of the Master Tape module. Turn left = darker | Turn right = brighter.
4. **Trim:** sets the post-effect output level.

ELOY DRUMS

INTRODUCTION

GETTING STARTED

KIT VIEW

MIXER

GROOVES

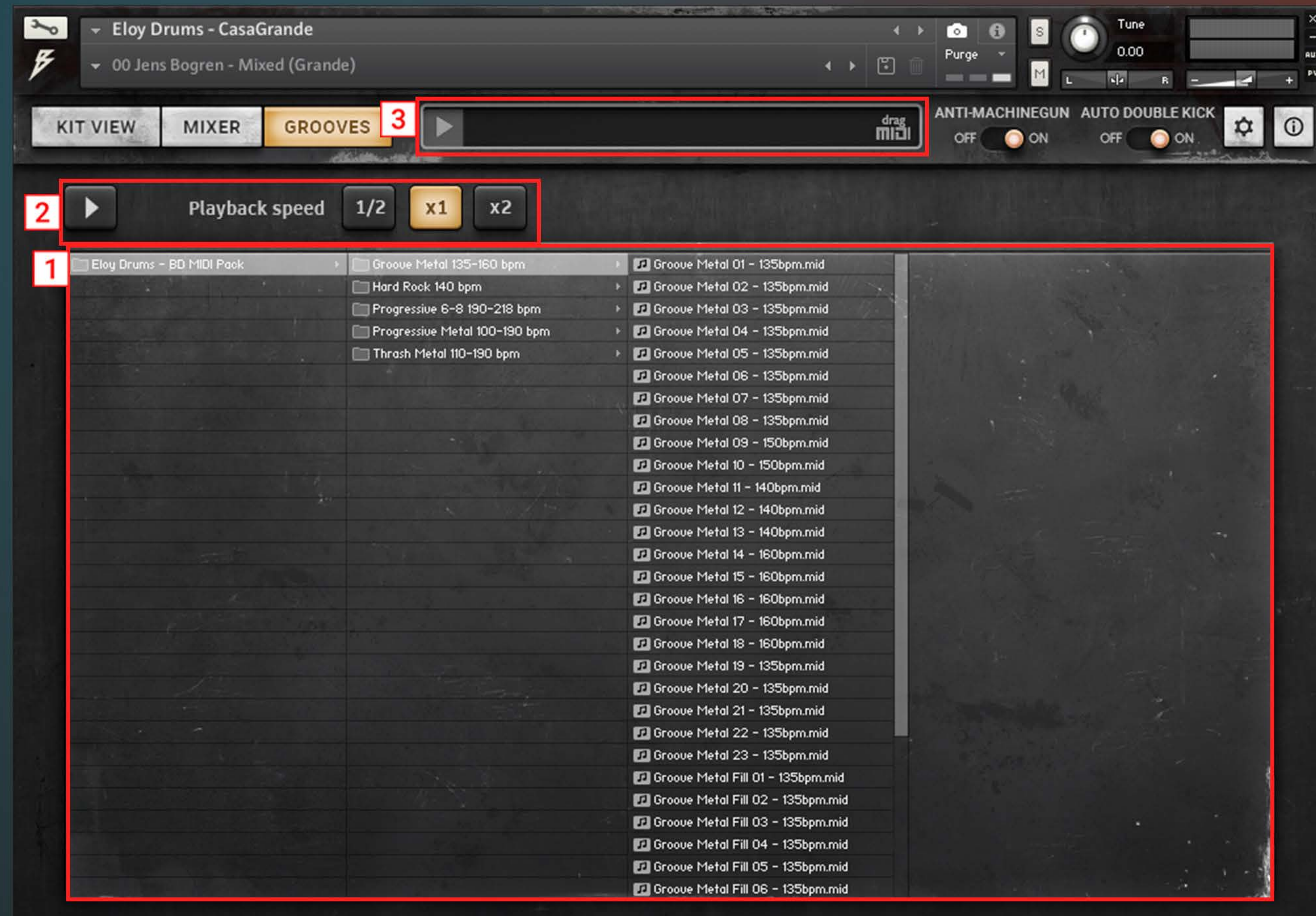
SETTINGS

KIT DETAILS

MIDI MAPPING

MORE FROM BOGREN DIGITAL

Grooves



INTRODUCTION

GETTING STARTED

KIT VIEW

MIXER

GROOVES

SETTINGS

KIT DETAILS

MIDI MAPPING

MORE FROM BOGREN DIGITAL

Grooves

The “Grooves” section lets you browse the built-in MIDI performances recorded by Eloy Casagrande. You can also add your own collection to the browser. This is a perfect way to quickly build your own drum parts.

1. **Groove Browser:** navigate the grooves by clicking on the folders and double-clicking on a MIDI file to load a groove into the Groove Player.
2. **Groove Controls:** play and pause the currently selected groove and control the playback speed using the ½, x1, and x2 buttons.
3. **Groove Name:** after selecting a MIDI file from the Groove Player, its name will be displayed here. Drag the groove name text into your DAW track to export the groove as a MIDI performance. You can also play and pause the currently loaded groove using the button on the left.

Adding your own MIDI grooves

If you have your own collection of MIDI grooves, you can add them to the Grooves Browser by manually copying files on your hard drive into the following directory:

Mac: /Users/Shared/Eloy Drums/MIDIfiles

Windows: C:\Users\Public\Documents\Eloy Drums\MIDIfiles

Note: The grooves must be in the General MIDI format to be compatible.

ELOY DRUMS

Settings
Mapping

INTRODUCTION

GETTING STARTED

KIT VIEW

MIXER

GROOVES

SETTINGS

KIT DETAILS

MIDI MAPPING

MORE FROM BOGREN DIGITAL

Eloy Drums - CasaGrande

00 Jens Bogren - Mixed (Grande)

KIT VIEWMIXERGROOVES

drag midi

ANTI-MACHINEGUN OFFONAUTO DOUBLE KICK OFFON

1Eloy Drums

Clear all3

4AFTERTOUCH CYMBAL CHOKES OFFON

6Mapping 1Mapping 2Velocities

Kick

Kick Main

Kick 2

Note 1

C0

Note 2

B-1

Learn

Trim

0.0

0.0

Snare

Hit

Off-center

Flam

No wires

Sidestick

D0

C#0

D#0

F0

F#0

0.0

0.0

0.0

Toms

Tom 1

Tom 2

Tom 3

Tom 4

Tom 5

A0

A#0

B0

C1

C#1

0.0

0.0

0.0

Ride

Main

Bell

Crash

Choke

D3

C#3

D#3

C3

0.0

0.0

0.0

Hi-Hat

Closed

Open 1

Open 2

Open 3

Open 4

Open 5

Tip closed

Tip open 1

Tip open 2

Tip open 3

Tip open 4

Tip open 5

Pedal

Pedal open

Hat CC edge

Hat CC tip

F#1

G1

G#1

A1

A#1

B1

F1

D2

D#2

E1

D#1

D1

C2

C#2

F-1

E-1

0.0

0.0

0.0

0.0

0.0

0.0

0.0

0.0

0.0

0.0

0.0

0.0

0.0

Crashes

Crash L hit

Crash L choke

Crash L choke hit

Crash R hit

Crash R choke

Crash R choke hit

Crash 2L hit

Crash 2L choke

Crash 2L choke hit

Crash 2R hit

Crash 2R choke

Crash 2R choke hit

E2

F2

E5

G#2

A2

F5

F#2

G2

F#5

A#2

B2

G5

0.0

0.0

0.0

0.0

0.0

0.0

0.0

China

China hit

China choke

China choke hit

F3

F#3

E3

0.0

0.0

Mapping

1. Mapping Preset: select a mapping preset using the dropdown box. You can also export and import custom presets using this dropdown.

2. Note 1/Note 2: manually assign one or two notes to trigger each articulation.

3. Clear all: clears all mappings.

WARNING: clicking this button will remove any changes made to the mapping page. If you would like to be able to recall changes made to this page, export the current mapping using the 'Preset' dropdown.

4. Aftertouch Cymbal Chokes: set to "On" to use aftertouch cymbal chokes with e-kits that support the cymbal "grab" function.

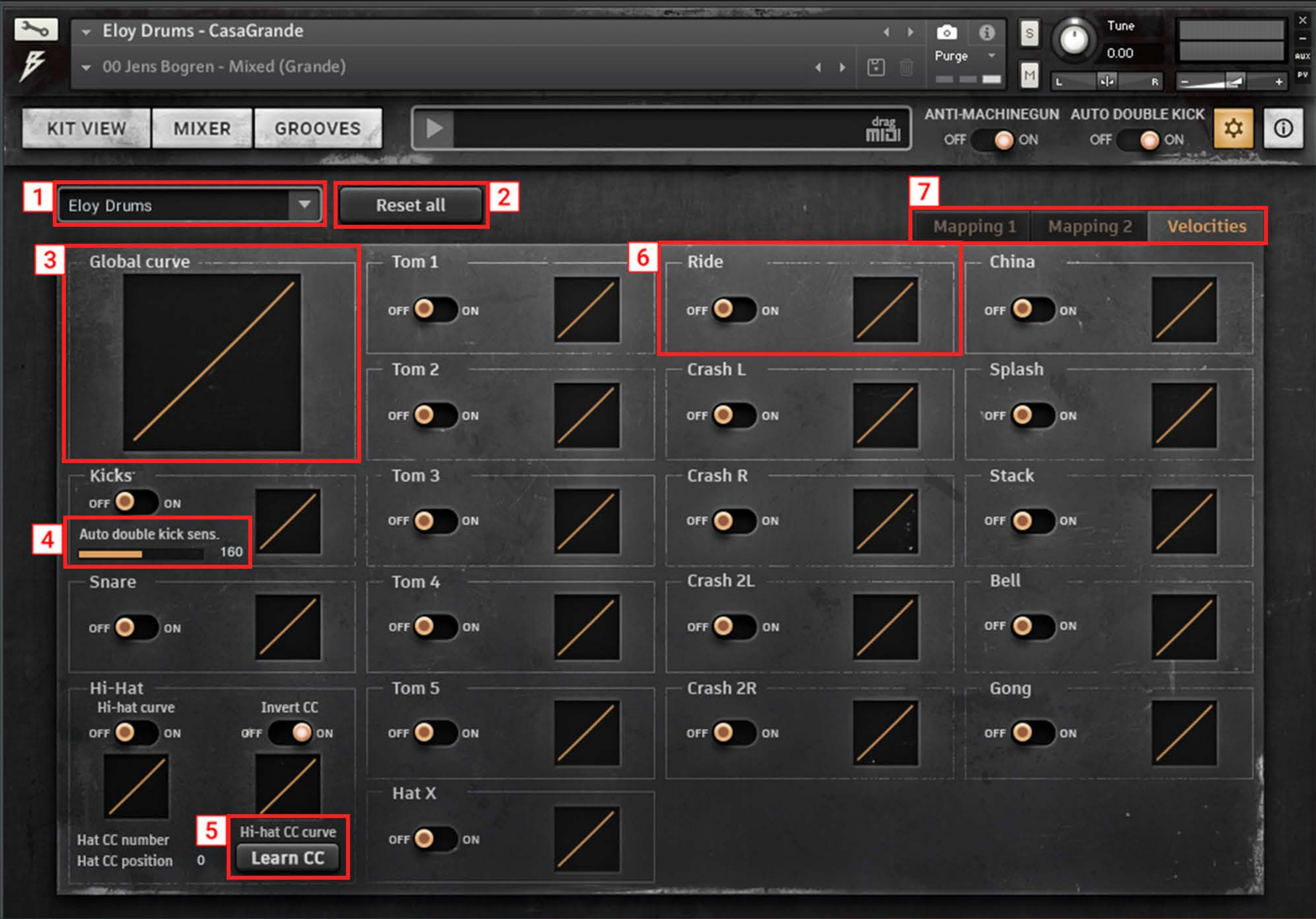
5. Trim: controls the volume level for the particular articulation.

6. Mapping/Velocities tabs: use these to navigate to different settings pages.

7. Learn button: when clicked/enabled, trigger the preferred note on your MIDI controller to automatically assign it to the relevant articulation. The button will remain lit until it receives an input, or until it is clicked again.

ELOY DRUMS

Velocities



Velocities

1. Mapping Preset: select a mapping preset using the dropdown box. You can also export and import custom presets using this dropdown. Note: the mapping preset does not affect the velocity curves.

2. Reset All: resets all changes to velocity curves.

WARNING: clicking this button will restore factory settings and erase any manual changes.

3. Global Curve: controls the velocity curve for all kit elements.

4. Automatic Double Kick Sensitivity: adjusts the sensitivity for the Automatic Double Kick feature. A higher value will make the automatic use of both kicks more frequent.

5. Learn CC: assign a MIDI CC value from your e-kit Hi-Hat pedal to the Hi-Hat channel in order to control the opening and closing of the hihat.

6. Curve Module: sets the velocity curve for individual kit elements. The velocity curve for each kit element can also be turned on and off using the toggle switch.

7. Mapping/Velocities tabs: use these to navigate to different settings pages.

INTRODUCTION

GETTING STARTED

KIT VIEW

MIXER

GROOVES

SETTINGS

KIT DETAILS

MIDI MAPPING

MORE FROM BOGREN DIGITAL

Kit Details

CasaGrande

Kicks

Tama Starclassic Bubinga:

Kick Main:

- 22x16" Bass Drum - high-tuned
- 22x16" Bass Drum - low-tuned

Kick 2:

- 22x16" Bass Drum - high-tuned
- 22x16" Bass Drum - low-tuned

Snares

1. Ludwig Black Beauty (5x14")
2. Ludwig Supraphonic (5.5x14")
3. Tama Bell Brass '79 (6.5x14")
4. Tama Bell Brass '79 (6.5x14") - damped
5. Premier Brass (4.5x14")
6. Premier Brass (4.5x14") - damped

Toms

Tama Starclassic Bubinga:

- Tom 1: 10" Rack Tom
- Tom 2: 12" Rack Tom
- Tom 3: 13" Rack Tom
- Tom 4: 16" Floor Tom
- Tom 5: 18" Floor Tom



Cymbals

- Hi-Hat: Paiste Formula 602 Modern Essentials 15" Hi-hats
- X-Hats: Paiste Formula 602 Modern Essentials 14" Hats
- Crash L: Paiste 2002 Wild Crash 20"
- Crash R: Paiste Formula 602 Modern Essentials 20" Crash
- Crash L2: Paiste Master Dark Crash 20"
- Crash R2: Paiste Formula 602 Medium Crash 20"
- Ride: Paiste 2002 Power Ride 20"
- China: Paiste 2002 Novo China 20"
- Stack: Paiste PSTX Swiss Flanger 14"
- Splash: Paiste Signature Splash 10"
- Bell: Paiste 2002 Mega Bell 10"
- Gong: Paiste 40" Symphonic Gong

ELOY DRUMS

INTRODUCTION

GETTING STARTED

KIT VIEW

MIXER

GROOVES

SETTINGS

KIT DETAILS

MIDI MAPPING

MORE FROM BOGREN DIGITAL

Kit Details

CasaGroove

Kick Main:

- Pearl 22x16" Bass Drum - high-tuned
- Pearl 22x16" Bass Drum - low-tuned

Snares

1. Tama Kenny Aronoff Signature (6.5x14")
2. Ludwig Supraphonic (6.5x14") - low-tuned
3. Ludwig Supraphonic (6.5x14") - high-tuned
4. Canopus The Maple (6.5x14")
5. Tama Bell Brass '81 (6.5x14")
6. Tama Bell Brass '81 (6.5x14") - damped

Toms

- Tom 1: DW 10" Rack Tom
- Tom 2: DW 12" Rack Tom
- Tom 3: Pearl 16" Floor Tom
- Tom 4: Pearl 18" Floor Tom

Cymbals

- Hi-Hat: Paiste Masters Dark Hihat 15"
- Crash L: Paiste Masters Dark 20" Crash
- Crash R: Paiste Masters Dark 19" Crash
- Crash L2: Paiste Masters Dark 20" Crash Ride
- Ride: Paiste 2002 Power Ride 20"
- China: Paiste 2002 Wild China 19"
- Stack: Paiste PSTX Swiss Flanger 14"
- Splash: Paiste Formula 602 Modern Essentials 10"





ELOY DRUMS

INTRODUCTION

GETTING STARTED

KIT VIEW

MIXER

GROOVES

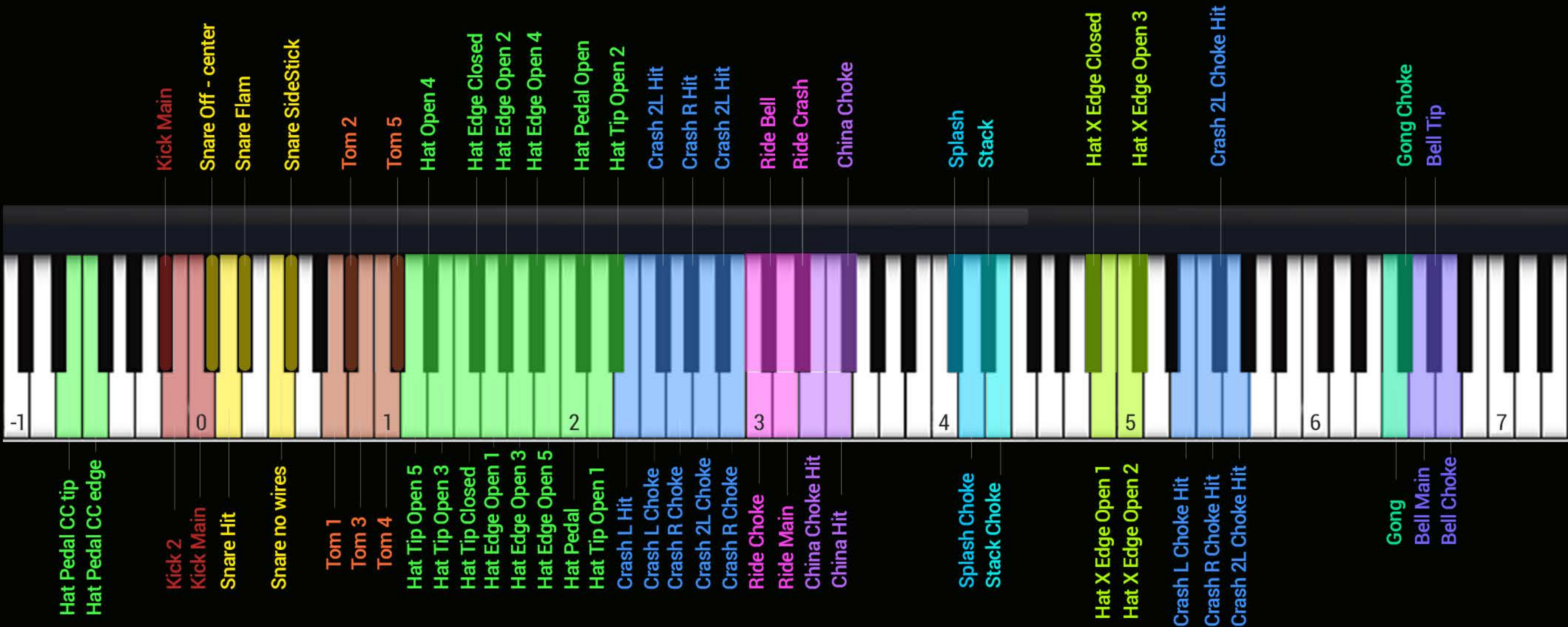
SETTINGS

KIT DETAILS

MIDI MAPPING

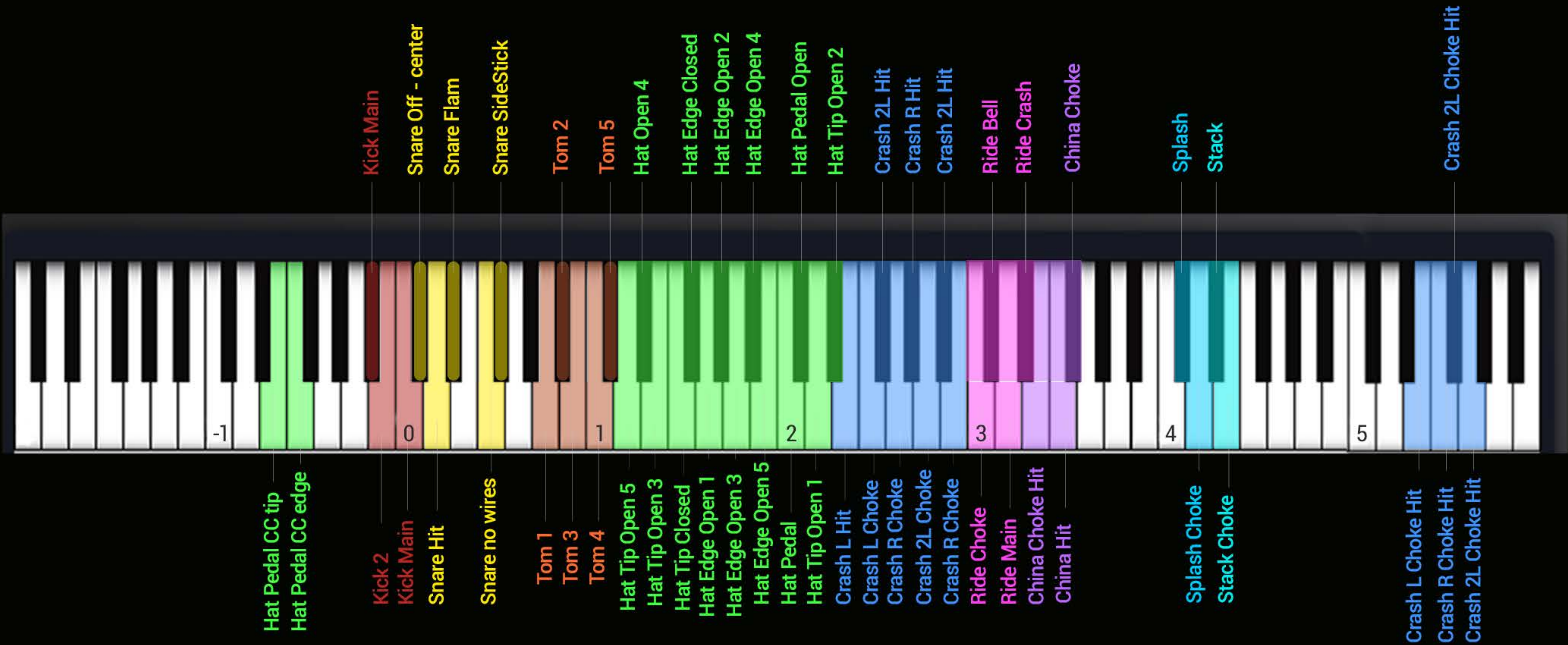
MORE FROM BOGREN DIGITAL

MIDI Mapping CasaGrande



MIDI Mapping

CasaGroove



MORE FROM BOGREN DIGITAL

Check out some of our sample packs, amp sims, and impulse responses to cover every aspect of crafting your perfect mix, and visit www.bogrendigital.com to see our entire product catalog.

