

PLATINUM PRODUCER SIGNATURE

24/96 KHZ DRUMS

By Michel ROSTAING



KONTAKT EDITION MANUAL

INTRODUCTION:

PLATINUM PRODUCER SIGNATURE 24/96 KHZ DRUMS is a high quality library for the full version of **KONTAKT 5.8.1** or later. For the first time, get access to real platinum producer drum sounds already processed and get the drum sound that you hear on platinum hit songs on your own tracks easily.

These drum sounds are so punchy, clear and realistic that they will cut immediately through your mixes without any tweaking !

THE DRUMS:

The recording was made in **NASHVILLE (USA)** in December 2018 in a Pro studio with 15 mics through Top Analog Gear and Console at **24 Bits and 96 KHZ** for maximum clarity, punch and dynamic.

KICKS:

- LUDWIG TM Rocker 16x22 (BD1).
- LUDWIG TM Classic 14x22 (BD2).
- LUDWIG TM Classic 16x22 (BD3).

SNARES:

- MAPEX TM 6-5x14 Maple Deluxe (SD1).
- LUDWIG TM 5x14 1970 Supraphonic (SD2).
- PORK PIE TM 6-15x14 Big Black (SD3).

TOM-HIGH:

- LUDWIG TM Classic 8x10.

TOM-MID:

- LUDWIG TM Classic 9x13.

TOM-LOW:

- LUDWIG TM Classic 14x16.

HI-HATS:

- 15 ZILDJIAN TM Avedis.

CRASH:

- 18 PAISTE TM 602 Thin Crash (CRASH 1).

-20 SABIAN [™] AA Raw Bell Crash (CRASH 2).

RIDE:

-21 SABIAN [™] HH Raw Bell Dry Ride (RIDE 1).

-20 PAISTE [™] Signature traditional Medium Thin Ride (RIDE 2).

THE PROCESSING:

All the processing, including A level Analog Console and Gear, Gate, Eq, Compression, Phase, Transient, Tuning, High cut, Low cut, etc... is already done by a Certified Platinum Records Producer. I didn't apply more than **1 Db** of gain reduction on the kicks and more than **3 Dbs** of gain reduction on the Snares to preserve dynamics and impact and let you the opportunity to apply more compression if needed for a more specific sound. I didn't add any room reverb or any kind of reverb to preserve the Transient of the samples, what you hear is the natural room sound of the recording studio ! Your drum tracks will sounds better than ever !!!

HOW TO USE IT:

IMPORTANT: Before you start producing amazing drum tracks, please do a **BATCH RESAVE** inside Kontakt for instant loading of the kits.

You have 3 different ways to work with **PPS 24/96 DRUMS** with 3 different mapping to achieve exactly the sound that is in your head:

-PPS MULTI 112 keys kit.

-RR PPS MULTI 35 keys kit.

-Vel PPS MULTI 59 keys Kit.

1) PPS MULTI 112 KEYS KIT:

This Kit has no Multi velocities and no round robin but has **112 Drum samples** on 9 octaves ! on your keyboard (you have to transpose octave to access to ride cymbals samples). So you can choose exactly the sound that you want to use. The samples are all mapped from the lowest to the highest velocity for each drum element.

For example you have **24 Snare Drum samples** on 2 octaves:

(5 soft velocity samples + 1 soft velocity flam)
(5 mid velocity samples + 1 soft velocity flam)
(5 hard velocity samples + 1 hard velocity Flam) and
(5 hard rimshot velocity samples + 1 hard velocity rimshot flam).

With this mapping you can perform very realistic snare rolls and flams on the **24 keys** and precisely switch from very soft to very hard hits in a instant...

It's the same philosophy for the other drum elements on this kit, a lot of samples to play very realistic parts.

2) PPS ROUND ROBIN 35 KEYS KIT:

It's your normal Kit similar to other drum software (**GM MIDI Mapping**). All the **35 Keys** have sounds with Multi velocities and Round Robin (**6 RR** for the snares for example) so you hear a new drum sample each time you press again the same key.

This kit has **2 keys** for Bass drum (**B0 and C1**), **2 Keys** for Snare (**D1 and E1**) with a higher pitch for the snare on **E1**, Hard impact Rimshot on Higher velocities (124 to 127) on **D1 and E1**, Crossstick (**C#1**) and Snare Flams (**A#0**).

For the Toms: **6** Keys with **2** High Toms, **2** Mid Toms, **2** Low Toms and Toms Flams on the highest velocity (only **127** is triggering the High velocity Flams samples). This allow you to perform amazing Toms rolls with a Flam when you desire it leading to way more realistic Toms parts (just try it !) From **F3** to **D4** you have the Toms Flams with this time all the velocities from soft to hard.

3 Hi hats Keys: Close, half open and open on **F#1**, **G#1**, **A#1** Hi hats samples are remapped 1 octave higher starting on **F#2** with a slight different tuning to allow fast repetition and more realistic playing on the same articulation.

2 Crash cymbals with crash cymbals rolls and **2** Rides cymbals with edge and bell hits.

3) PPS VELOCITY 59 KEYS KIT:

This Kit is my favorite one ! You have no Round Robin but Multi velocities Hits so you just have to hit a different snare key (for example) each time to have a very realistic sound and because you have **6** keys for the snare samples and **2** keys for the Snare flams it's very easy to perform amazing realistic snares rolls and flams on **8** keys. (It's impossible to do that on just 1 or 2 Keys with round robin that 's why it's my favorite kit !). All the demos were performed with this mapping.

All the 3 different mapping has 3 different Bass Drums, 3 different snares, a Set of 3 Toms, Hi hats, 2 Crash cymbals and 2 Ride Cymbals.

THE PRESETS:



PPS 24/96 KHZ DRUMS KONTAKT MULTI PATCH

For each mapping you can choose between **12 Multi Patches** with the **3** different Snares and Snares layers combination with **2 or 3** snares triggering at the same time for a incredible Platinum Snare Sound (this is a trick that a lot of Platinum Producer use on records to obtain that big, fat and harmonically rich tone ! but now you will have this sound too on your own tracks !).

Bonus instruments Folder: In this Folder you will find the best Snare layers with different rooms sound from **Ultra Tight Kits** (Very Dry Room Sound) to **Big Room Kits** (With the Big natural Room Sound of the Recording studio, No room reverb is added !).

It's easy to adjust the volume of the different drum elements inside the multi patches and to switch from a snare or a bass drum sound to another by just muting or unmuting the drums single patches.

TIPS:

You can watch Demos and Tips on my YOUTUBE CHANNEL with this link:

https://www.youtube.com/channel/UC14z5jfGMJzovNJI65bF7eg?view_as=subscriber

Don't forget to **subscribe** ! thanks...

Always use the **Multi patches** !!! cause the single patches (for example if you just need a snare sound) don't have a final transient processing on the output that all the multis have so you won't have exactly the same sound. So just load the Multi with the Snare combination you want and delete the other drum elements and just keep the snare patch and you will have the right snare sound with the full processing...

ADJUST THE ROOM SOUND:

I wanted the Kits to have a well balanced room sound, means not too much room and i didn't want a completely dry sound too ! so i found the perfect starting spot for main recording, but to finalize your track you need to adjust the room sound of **PPS 24/96 KHZ DRUMS**. **How to do that ?** it's very simple and efficient: Go to **Outputs** on the Kontakt menu you will see that the transient master is on the main output, click on **tr** to open the parameters and simply adjust the sustain knob:

-26,6 % is a Ultra Tight Sound, a dry sound with a very little room sound for impact and présence.

-12,9 % is a Tight sound, just a little room sound for impact.

0 % is the standard room sound for a very realistic drum sound.

+12,6 % is a Small room sound with a bright roomy drum sound.

+ **26,6 %** is a Big Room sound with a wide room sound for Rock tracks.

Of course you can use every intermediate values to set the Room sound that you precisely need for your song and you can dial extreme settings like + **45 %** for a Led Zeppelin Drum Sound !

You can increase the **attack %** for a drum sound with more transient and impact but as i already applied a transient designer during the samples processing the sound is already Punchy with nice transients.

As all the processing is already done every drum sample had already High and low cuts applied according to their particular frequencies so you don 't need to load the snare on one track, the bass drum on another track, etc to eq and applied low cut to each elements to obtain a clear and punchy sound like you have to do with other drum software. With **PPS 24/96 KHZ DRUMS** just load a **MULTI** on a stereo instrument midi track and start recording your drum parts, the sound will always be pristine with a lot of impact ! you will save several hours cause you won't have to tweak each drum sound individually to achieve pro results !!!

WHY ANOTHER DRUM LIBRARY ?

I first created this library for my own use on pro recording to save time and be sure to have a perfect result each time i need realistic acoustic drum parts and when you have **6 certified gold records** and **2 certified platinum records** ! you need to deliver amazing Pro Drum sound on your final tracks each time, believe me...

Of course i own all the other drum software that are supposed to help you to obtain real drum parts with a realistic pro sound. It's pleasant to hear that you will have access to 24 000 samples ! 24 Round Robin ! 22 different Snares Sounds etc.... but when you load these libraries and start playing drum parts just be honest ! it often sounds weak ! too dark, with no punch and no life on the samples, with

average level between elements and too much compression and too much reverb on the drum sound !!! It doesn't sound at all like the drum sound that you hear on Platinum Hit Songs on the radio !

So i was really disappointed each time i first used them in a real track and of course at the end i was able to obtain decent drum sound but it was a long long process, with hours of tweaking every single drum elements, each on a different track and applying EQ, Compression, Transient, Low cut, etc to sound like a real drum performance...

I HAD A DREAM ! A Drum library that i can load in seconds and as soon as i will hit the keys i will hear professionally recording amazing drum samples with **punch, clarity, dynamics, transient**, etc... with coherent level between the elements and i can start immediately to record on a single stereo instrument midi track, slightly quantize et voila ! it will sound immediately like a top drum sound on a radio Hit and most important will inspire me creating nice drum tracks as soon as i start composing. I will just apply a little room reverb if i needed and a slight amount of compression to fit in the mix with the bass and the other instruments and in **10 minutes** i will have a incredibly realistic drum part... but it was just a dream at this time... so i decided to produce a **24 Bits 96 KHZ** drum library who can do that effortlessly and... that's why today PPS DRUMS 24/96 KHZ is here inside you DAW ready to help you to record **AMAZING DRUM TRACKS** in few minutes... **HAVE FUN** with this Drum library, please respect my work (Time and money invested) and don't share it, keep it for yourself as a Producer secret ! and start composing, recording and producing the music that you have in your head !

Best regards

Michel ROSTAING.

(CERTIFIED PLATINUM PRODUCER)



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FACEBOOK:

[https://www.facebook.com/
PlatinumProducerSongwriterMichelRostaing/](https://www.facebook.com/PlatinumProducerSongwriterMichelRostaing/)

WEBSITE:

<https://www.platinumproducersamples.com>

YOUTUBE CHANNEL:

[https://www.youtube.com/channel/UC14z5jfGMJzovNJl65bF7eg?
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