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CINEPERC

Welcome to CinePerc!

Cinesamples is proud to present CinePerc, our comprehensive percussion library. All of these instruments were recorded in excruciating detail at the SONY Scoring Stage in Los Angeles, and mixed by master engineer Dennis Sands.

CinePerc brings you many different kinds of percussion, from the standard bread and butter instruments of the orchestral percussion section to ethnic instruments toys and other knick-knacks. CinePerc also includes enormous-sounding single and ensemble percussion patches to give your cues that punch they need. Trailer music composers will find themselves reaching for these patches first to get that larger-than-life sound. Also included are the LEGACY Patches from CinePerc CORE, EPIC, PRO, and AUX.

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What's new in CinePerc v1.2

Ensemble Patch - The brand new "CinePerc Orchestral Percussion Ensemble" patch is comprised largely of instruments from the '01 ORCHESTRAL' folder, giving the user a complete orchestral percussion pallet underneath their fingers. Intuitively mapped, this patch makes creating orchestral percussion mockups easy quick. Detailed mapping info can be found below.



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What's new in CinePerc v1.2 (cont'd)

Re-mapping - The entire line of CinePerc instruments have been remapped in order to create a consistent and intuitive layout for the user. Non-chromatic instruments have now been centered around middle C on the keyboard, so the user knows instantly where to begin upon loading a new instrument and playing. Other small tweaks have also been added for ease of use, such as several instruments being split out to their own patch for clarity sake (for instance different mallet types, different snare drums, etc., now each have their own patch).

Merging prior libraries - CinePerc as a whole is now represented by one library, rather than four (Core, Pro, Aux, Epic). All instruments are clearly organized into a new folder structure which helps the user instantly identify which type of sound they are looking for (for instance Metals, Melodic, Ethnic, etc.). The original instruments have also been preserved in their own folder labeled '08 LEGACY'

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DENNIS SANDS

Keeping the trend we started with CineBrass, Dennis once again lent his legendary talent to this project. Dennis is one of the most sought-after mixers in Hollywood. His credit list is a sight to behold, and includes some of our favorite scores (Back to the Future, The Avengers, Captain America, Shawshank Redemption, American Beauty). As usual, it was an honor to work with him. His contribution to CineWinds is a crucial ingredient that gives the library its trademark Hollywood sound.



THE SONY PICTURES SCORING STAGE

The Sony Pictures Scoring Stage is the largest motion picture scoring venue in the world. The main scoring area has remained unchanged since the 1930s to preserve its unmatched acoustics and unique ambiance. It measures 93' wide by 67' long by 34' high. One of the first scores recorded there was the ***Wizard of Oz*** (Herbert Stothart). Its success allowed the stage to become primarily dedicated to the art of the film score. John Williams has used the stage on many occasions for scores such as ***ET***, ***Schindler's List, War Horse,*** and ***The Adventures of Tin-Tin***. Other scores recently recorded there include ***Toy Story 3*** (Randy Newman), ***Spider-Man*** (Danny Elfman), ***Alice in Wonderland*** (Danny Elfman), ***Transformers: Dark of the Moon*** *(Steve Jablonsky)*, ***Wall-E*** (Thomas Newman), ***The Amazing Spider-Man*** *(James Horner)* and ***Star Trek*** (Michael Giacchino).



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Technical Specifications

- All versions of Kontakt v5.3.1 and above Native 64-bit support for stand-alone and plug-in
- Versions on both Mac & PC
- CineWinds is compatible with all major DAWs and with music notation software, using the Kontakt Engine.

Minimum System Requirements

- PC: Vista® / Windows 7® (32/64 Bit), Intel® Core Duo 2 GHZ or AMD Athlon 64, 4 GB RAM
- Mac: OS X 10.7 or higher, Intel® Core Duo 2 GHz, 4 GB RAM
- It is recommended to have at least 2GB of FREE RAM available
- Minimum of 100GB of free hard drive space
- Any Compliant ASIO™ or Core Audio™ compliant device

CinePerc is revolutionary in its scope and sound quality. The library was designed by composers, for composers, with direct feedback from the film music community during its development. The result is a library that is easy to use, composer-friendly, and is professionally mixed right out of the box.

The Interface

The **MIXER** tab will open by default when you load your first patch. The number of faders you'll see depends on the patch, but all patches contain a similar set of mic channels to help you dial in the perfect mix for the job.

The Mix presets are there to give you quick and diverse options for the sound of the instrument, and will save you a ton of time if you are mixing on a deadline. If you do have time to tweak, feel free to enter the Custom Mix preset and create your own settings. Use the on/off switch and mute buttons on each fader to enable/disable those channels. Keep in mind that this will affect your RAM usage. Also note that the Full Mix and Quad Mix were created using the other available mics and outboard processing, so if you try to mix channels together that share audio material, conflicting channels will automatically mute to avoid phasing. You can also click "output" at the bottom of each fader to route channels to different Kontakt outputs should you desire.

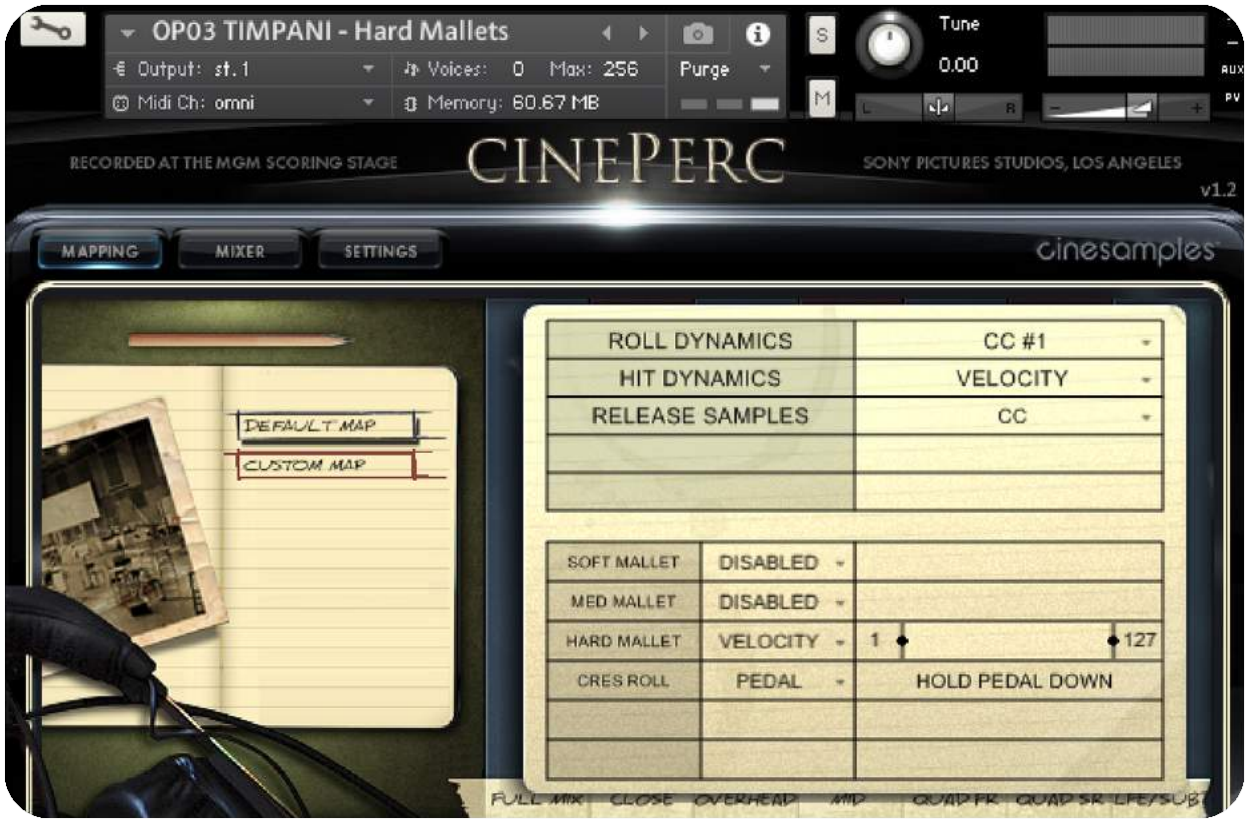
Also note the send and pan knobs. The send knob will allow you to send different amounts of signal per channel to the patch's reverb, which is controlled on the Settings page.



The **MAPPING** tab will often have parameters that allow you to switch mallet type, playing style, and other performance variables on the fly. We retained the mapping tab for every patch in case we want to add content in the future, but many patches don't utilize it. In those cases the slots on that particular tab may be empty.

Be sure to check this tab for every instrument so you are aware of its capabilities. In most cases you can customize different articulations and playing methods so that they are controllable in a way that suits your workflow. Use the Custom Map to make your own presets.

Note that CC#100 and 101 are used internally to control attack and release, so you shouldn't use those controller numbers on these patches as it can cause problems with the way the patches behave.



The **SETTINGS** tab provides you with even more control over the behavior of the instrument. The first thing you will notice in the top left section is the Reverb control. Here you can turn the reverb on, set the overall amount, and choose your preset by clicking the Preset button. This convolution reverb uses impulse responses from the amazing-sounding Bricasti M7 reverb. Note that the send knobs on the mixer page are sending signal to this reverb control.

Next to this you'll see a switch called L/R swap. This exchanges the left and right channels. You might want to do this on the Drum Set and mallets for example, to choose whether the listener should hear from the conductors perspective or the more traditional drummer's perspective.



Beneath the Reverb controls is a dynamics fader that will allow you to compress the dynamic range of the instrument. For example, if you are controlling dynamics with the mod wheel, this slider will allow you to "zoom in" on a specific dynamic range and have the sound of the instrument affected less by extreme changes in the mod wheel's position.

Across the bottom of the Settings tab, you will see more sample controls. When set to Random, the Round Robin switch will randomly cycle through different samples to prevent the dreaded “machine-gun effect.” When set to Cycle, the engine will just cycle through the round robin samples in the same order every time. The RR reset, when set to ON, will reset the order of the round robin cycling after you have stopped hitting any midi keys. The RR reset knob controls how long it will take to reset. Pushing/sliding it all the way down will make it reset in 1 second, and pushing/sliding it all the way up will cause it to reset in 10 seconds. This enables you to control, down to the sample, exactly how the patch will behave each time your track is played.

Turning on the Sample Start control will let you use the knob to advance the sample start position. This will make the attack of the note sound less realistic, but can lead to increased tightness and responsiveness from the instrument.

The Attack and Release knobs are linked to a traditional ADSR. Turn the attack up for a longer, smoother attack, and turn the release up to hear more of the instrument’s ring out.

We have also provided multiple effects for your convenience - HiPass and LowPass filters, Delay, Stereo Imaging, Chorus, Lo-Fi, Distortion and Compression. When using these built-in Kontakt effects keep in mind that they can be very heavy on your CPU.



Keyboard Layouts

In the following pages you'll find detailed descriptions of the way each patch is laid out on the keyboard. If you see "(Duplicate)" next to a labeled piano key, it means that set of Round Robins is identical to the non-duplicate version, and was just mapped again for ease of playing back and forth on two different keys. Striking the two keys together is not recommended as if it triggers the same sample you will hear phasing.

CinePerc Orchestral Percussion Ensemble



C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Glockenspiel

Tambourine Hit

Mark Tree

Small Triangle Hit

20” Piatti Hit HH

20” Piatti Hit

19” Piatti Hit Muted

19” Piatti Hit

4 Sec Cresc with Mallets

2 Sec Cresc with Mallets

1 Sec Cresc with Mallets

Rake

Hit With Mallet

18" Dark Cymbal Hit With Mallet

15 Second Cresc

1 Second Cresc

Hit B

Hit A

Piccolo Snare (ON) Rim

Piccolo Snare (ON) Hits w Sticks (Duplicate)

Piccolo Snare (ON) Hits w Sticks

Concert Snare (ON) Rim

Concert Snare (ON) Hits w Sticks (Duplicate)

Concert Snare (ON) Hits w Sticks

8” Concert Tom Hits

10” Concert Tom Hits

15” Concert Tom Hits

Three Stroke Hit

Flam

Hits (Duplicate)

Hits

Three Stroke Hit

Flam

Hits (Duplicate)

Hits

Tubular Bells

Mark Tree

Large Triangle Hit Muted

Small Triangle Hit Muted

20” Piatti Hit Muted

19” Piatti Hit HH

4 Sec Cresc With Sticks

2 Sec Cresc With Sticks

1 Sec Cresc With Sticks

Hit With Stick

18" Dark Cymbal Hit With Stick

17” Orchestral Cymbal

3 Second Cresc

Scrape

FX Metal Hit

29” Gong

Piccolo Snare (OFF) Hits w Sticks (Duplicate)

Piccolo Snare (OFF) Hits w Sticks

Concert Snare (OFF) Hits w Sticks (Duplicate)

Concert Snare (OFF) Hits w Sticks

6” Concert Tom Hits

13” Concert Tom Hits

16” Concert Tom Hits

Muted Hits (Duplicate)

Muted Hits

28” Bass Drum

Muted Hits (Duplicate)

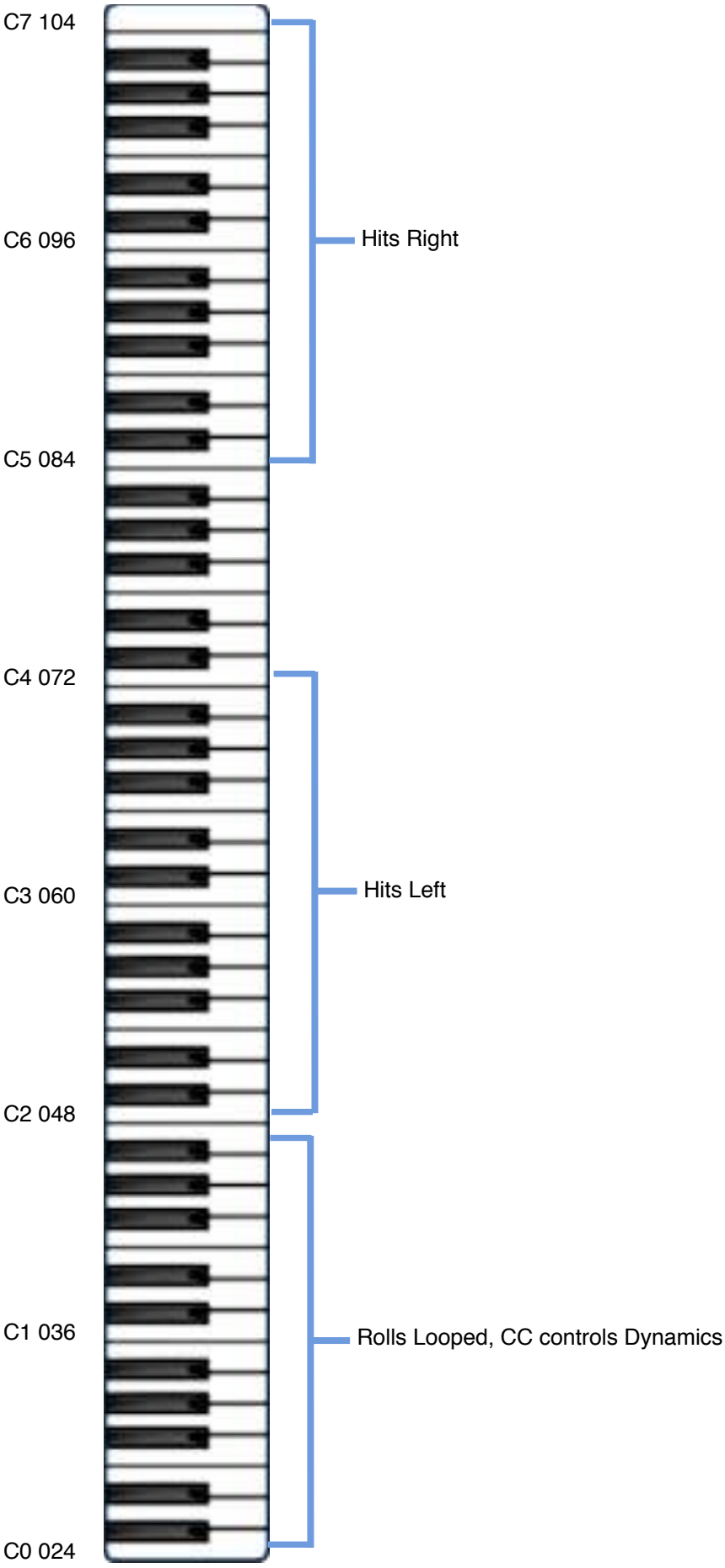
Muted Hits

36” Bass Drum

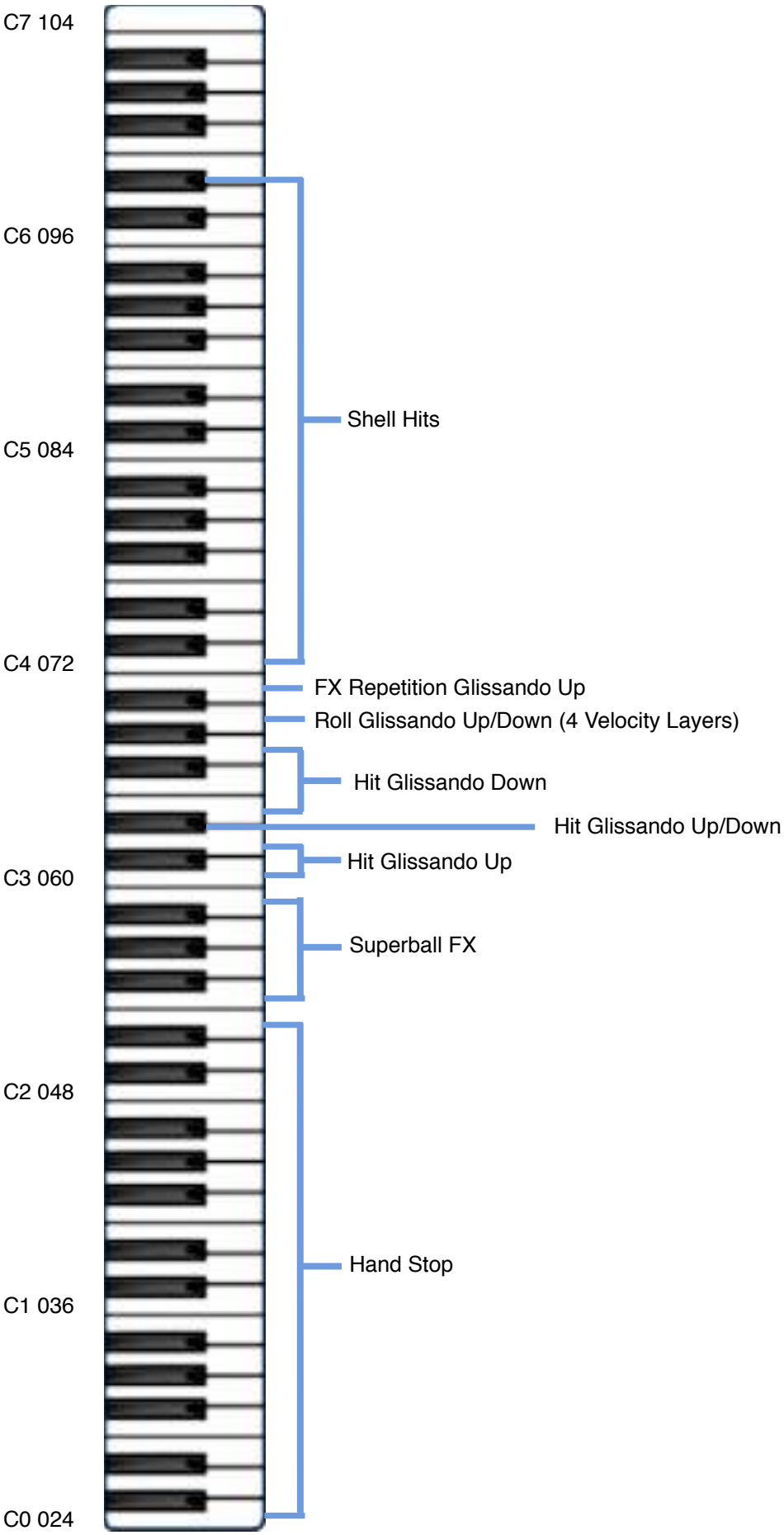
Timpani - Soft/Medium/Hard Mallets



Timpani Cresc - Soft/ Medium/Hard Mallets



Timpani FX


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Shell Hits
FX Repetition Glissando Up
Roll Glissando Up/Down (4 Velocity Layers)
Hit Glissando Down
Hit Glissando Up/Down
Hit Glissando Up
Superball FX
Hand Stop

Bass Drum 1



C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Rim Hit R

Rim Hit L

FX Rubs

Three-Stroke Hit

Flam

Muted Hits (Duplicate)

Hits (Duplicate)

Muted Hits

Hits

Roll - MW Xfade

Wood Mallet

Three-Stroke Hit

Flam

Muted Hits (Duplicate)

Hits (Duplicate)

Muted Hits

Hits

Roll - MW Xfade

Med Mallet

Three-Stroke Hit

Flam

Muted Hits (Duplicate)

Hits (Duplicate)

Muted Hits

Hits

Roll - MW Xfade

Rubber Mallet

Three-Stroke Hit

Flam

Muted Hits (Duplicate)

Hits (Duplicate)

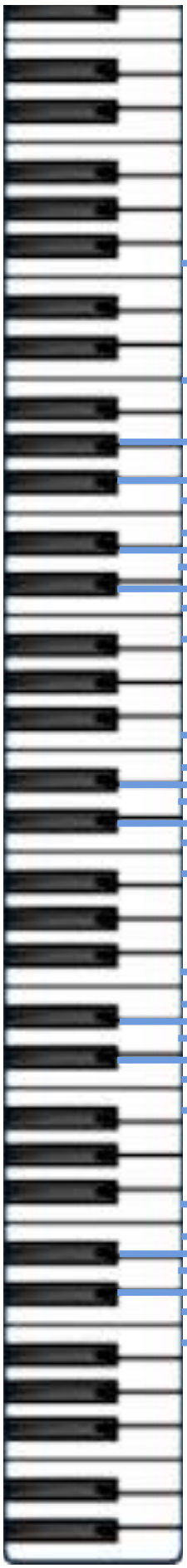
Muted Hits

Hits

Roll - MW Xfade

Soft Mallet

Bass Drum 2



- FX Rubs
- Side Hit
- Side Hit
- Three-Stroke Hit
- Flam
- Muted Hits (Duplicate)
- Hits (Duplicate)
- Muted Hits
- Hits
- Roll - MW Xfade

Wood Mallets

- Three-Stroke Hit
- Flam
- Muted Hits (Duplicate)
- Hits (Duplicate)
- Muted Hits
- Hits
- Roll - MW Xfade

Med Mallet

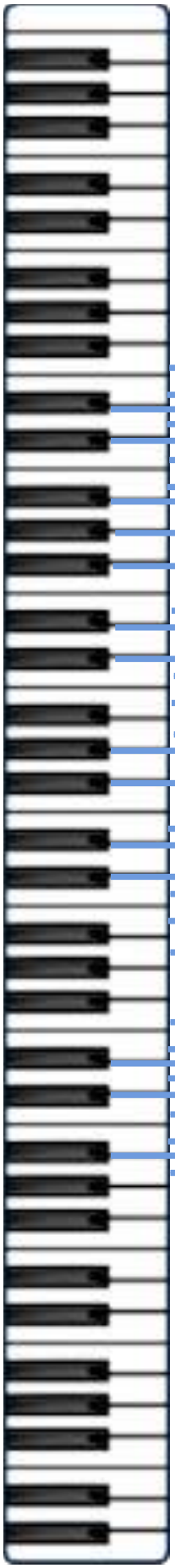
- Three-Stroke Hit
- Flam
- Muted Hits (Duplicate)
- Hits (Duplicate)
- Muted Hits
- Hits
- Roll - MW Xfade

Rubber Mallet

- Three-Stroke Hit
- Flam
- Muted Hits (Duplicate)
- Hits (Duplicate)
- Muted Hits
- Hits
- Roll - MW Xfade

Soft Mallet

Snare - Concert



Ruff
Flam
Hits (Duplicate)
Hits
Roll
Rim (Duplicate)
Rim
Swirl

Concert Snare (OFF) w Brushes

Stick Hit
Stick on Stick no Drum
Flam
Hits (Duplicate)
Hits
Roll
Dead Stroke
Rim (Duplicate)
Rim

Concert Snare (OFF) w Sticks

Stick Hit
Stick on Stick no Drum
Flam
Hits (Duplicate)
Hits
Roll
Dead Stroke
Rim (Duplicate)
Rim

Concert Snare (ON) w Sticks

Ruff
Flam
Hits (Duplicate)
Hits
Roll
Dead Stroke
Rim (Duplicate)
Rim
Swirl

Concert Snare (ON) w Brushes

Snare - Military



- Flam
- Hits (Duplicate)
- Hits
- Roll
- Dead Stroke

Military Snare (OFF) with

- Stick Hit
- Flam
- Rim (Dup)
- Hits (Duplicate)
- Rim
- Hits
- Roll
- Dead Stroke

Military Snare (OFF) with Sticks

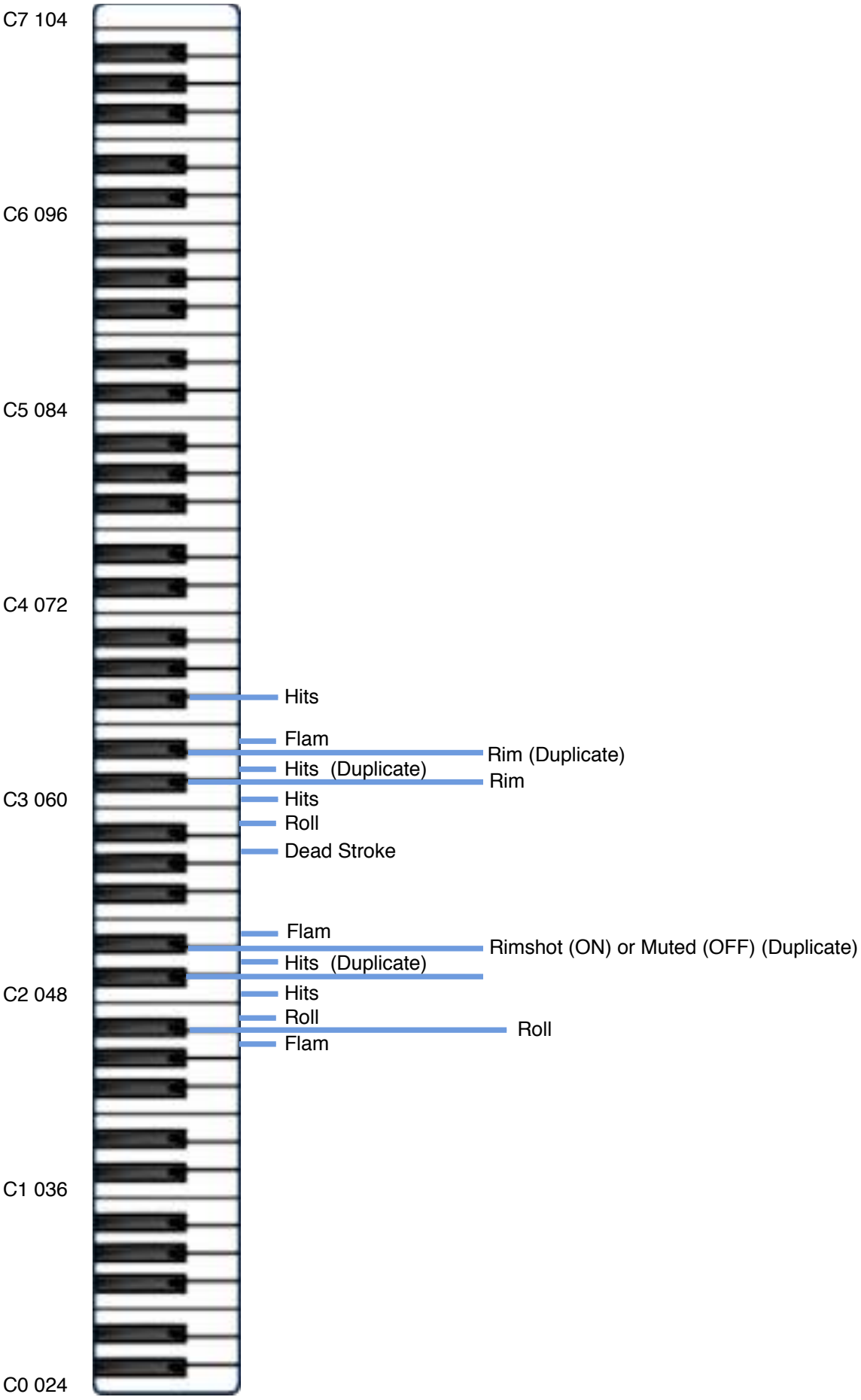
- Stick Hit
- Flam
- Rim (Dup)
- Hits (Duplicate)
- Rim
- Hits
- Roll
- Dead Stroke

Military Snare (ON) with Sticks

- Flam
- Hits (Duplicate)
- Hits
- Roll
- Dead Stroke
- Stick Hit

Military Snare (ON) with

Snare - Piccolo



Snare - Tenor



- Flam
- Hits (Duplicate)
- Hits
- Roll
- Dead Stroke

→ **Field Snare (OFF) with Sticks**

- Stick Hit
- Rim (Dup)
- Hits (Duplicate)
- Hits
- Roll
- Dead Stroke

→ **Field Snare (OFF) with Mallets**

- Stick Hit
- Flam
- Rim (Dup)
- Hits (Duplicate)
- Hits
- Roll
- Dead Stroke

→ **Field Snare (ON) with Mallets**

- Flam
- Hits (Duplicate)
- Hits
- Roll
- Dead Stroke

→ **Field Snare (ON) with Sticks**

Snare - Popcorn



Flam
Hits (Duplicate)
Hits
Roll
Dead Stroke (OFF)

Popcorn Snare (OFF) w Hot Rod

Flam
Hits (Duplicate)
Hits
Roll
Dead Stroke

Popcorn Snare (OFF) w Sticks

Flam
Hits (Duplicate)
Hits
Roll
Dead Stroke (OFF)

Popcorn Snare (ON) w Hot Rod

Flam
Hits (Duplicate)
Hits
Roll
Dead Stroke

Popcorn Snare (ON) w Sticks

CONCERT TOMS



C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Combo Hits

6” Tom

- Rim Flam
- Ruff Long — Rim Double
- Ruff
- Flam
- Hits (Duplicate) — Rim Double
- Hits
- Roll

8” Tom

- Rim Flam
- Ruff Long — Rim Double
- Ruff
- Flam
- Hits (Duplicate) — Rim Double
- Hits
- Roll

10” Tom

- Rim Flam
- Ruff Long — Rim Double
- Ruff
- Flam
- Hits (Duplicate) — Rim Double
- Hits
- Roll

13” Tom

- Rim Flam
- Ruff Long — Rim Double
- Ruff
- Flam
- Hits (Duplicate) — Rim Double
- Hits
- Roll

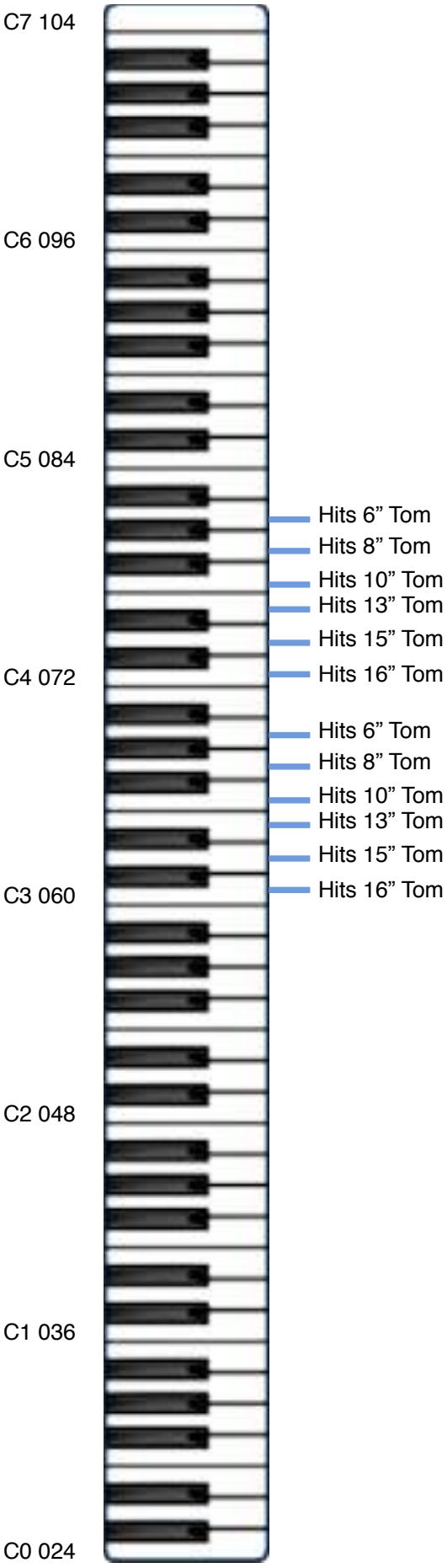
15” Tom

- Rim Flam
- Ruff Long — Rim Double
- Ruff
- Flam
- Hits (Duplicate) — Rim Double
- Hits
- Roll

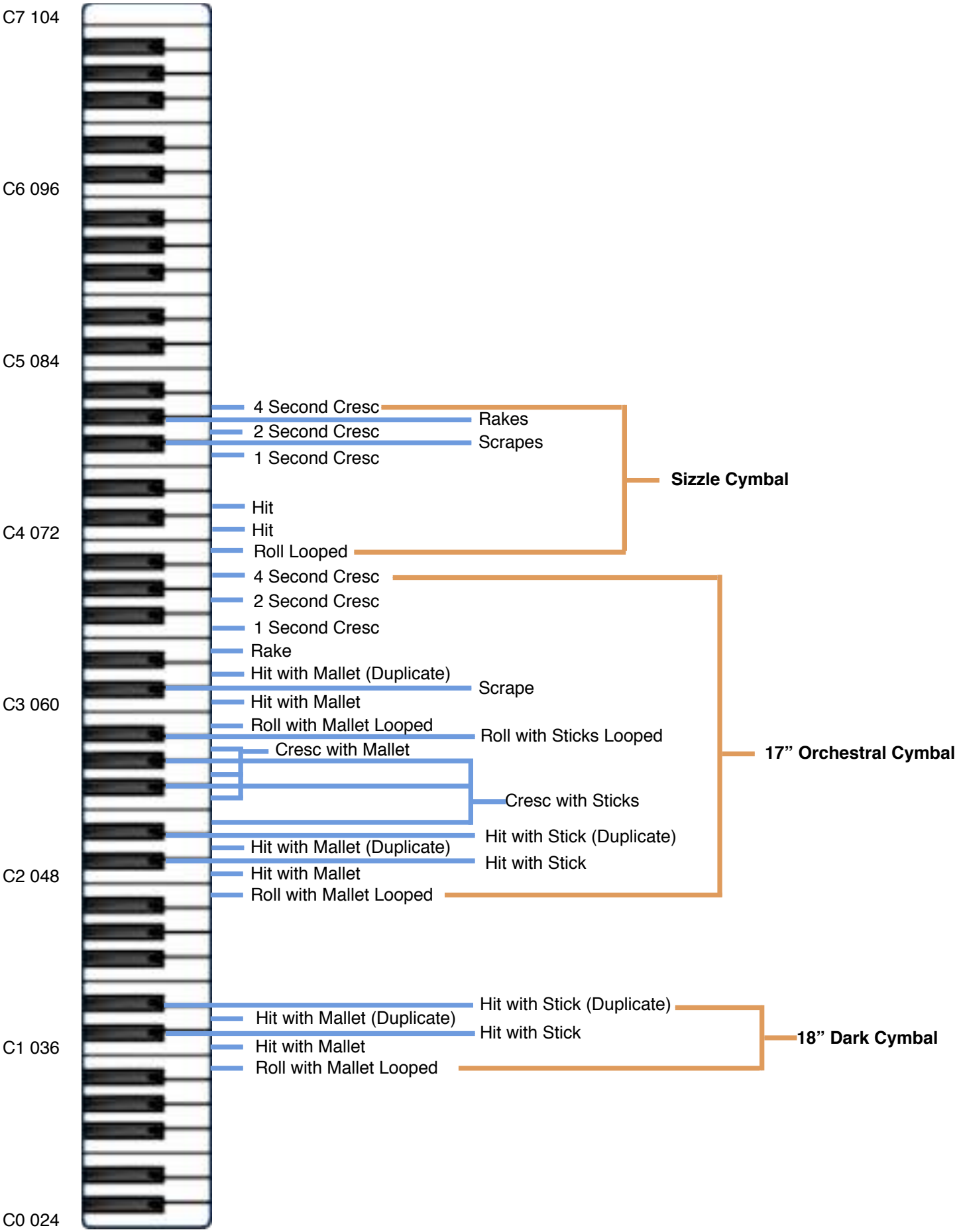
16” Tom

- Rim Flam
- Rim
- Ruff Long — Rim Double
- Ruff
- Flam
- Hits (Duplicate)
- Hits
- Roll

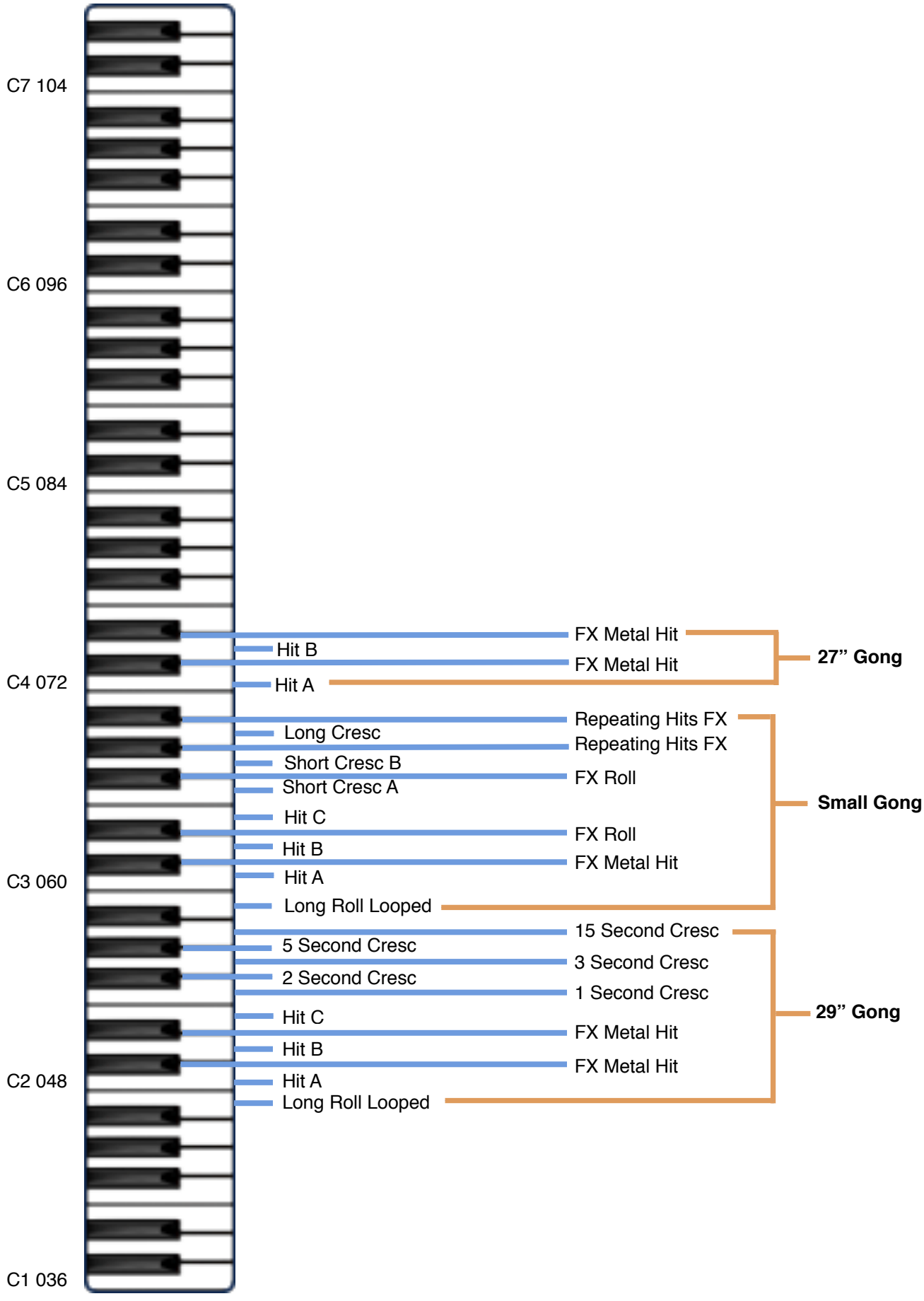
Concert Toms - Hits Only



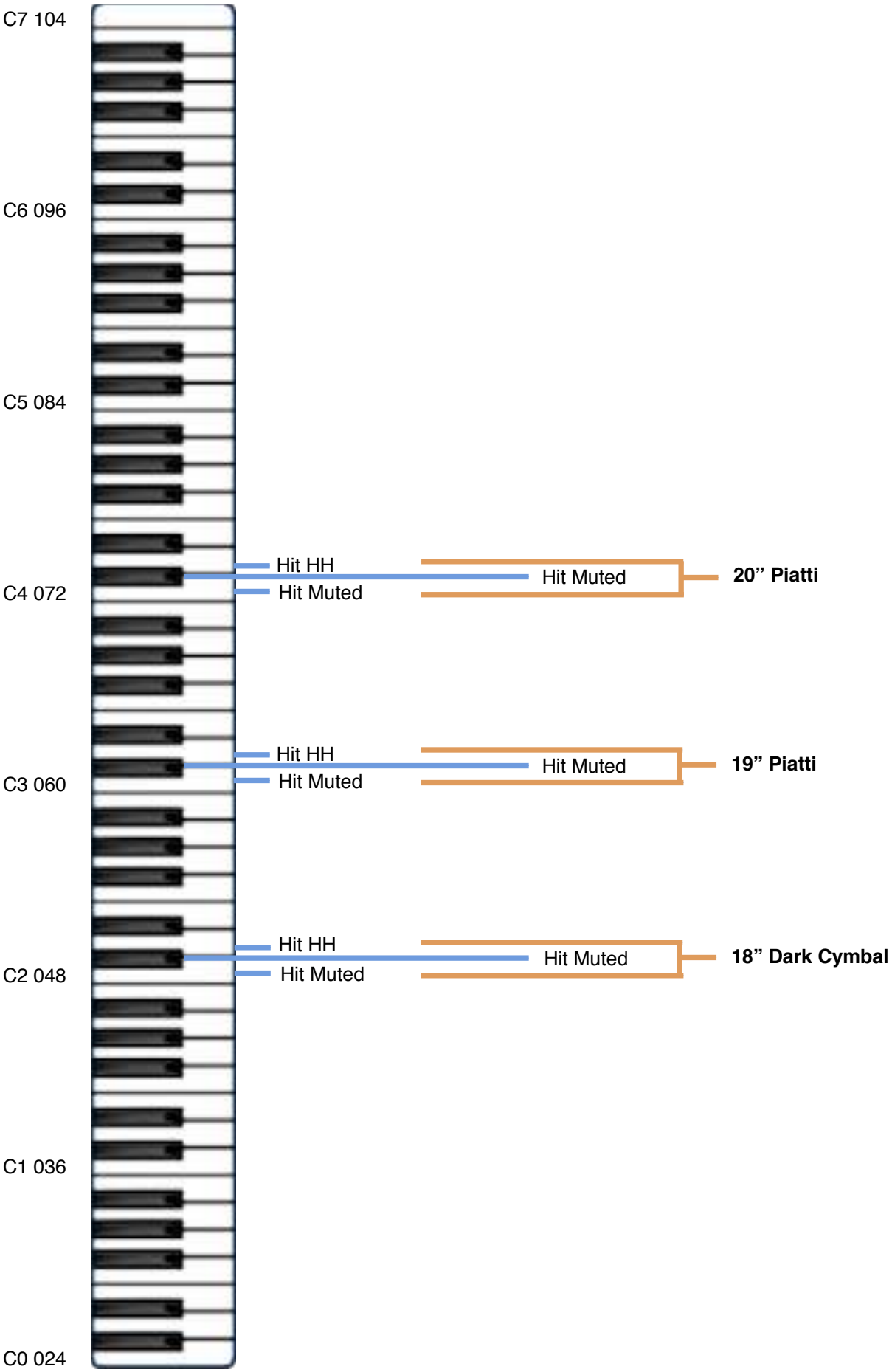
Suspended Cymbals



Gongs - TamTam



Piatti Crash Cymbals



Orchestral Shakers



C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Back B
Forward B
Back A
Forward A
Roll

Two Chamber Soft Shaker

Back B
Forward B
Back A
Forward A
Roll

One Shot Shaker

Back B
Forward B
Back A
Forward A
Roll

Egg Shaker

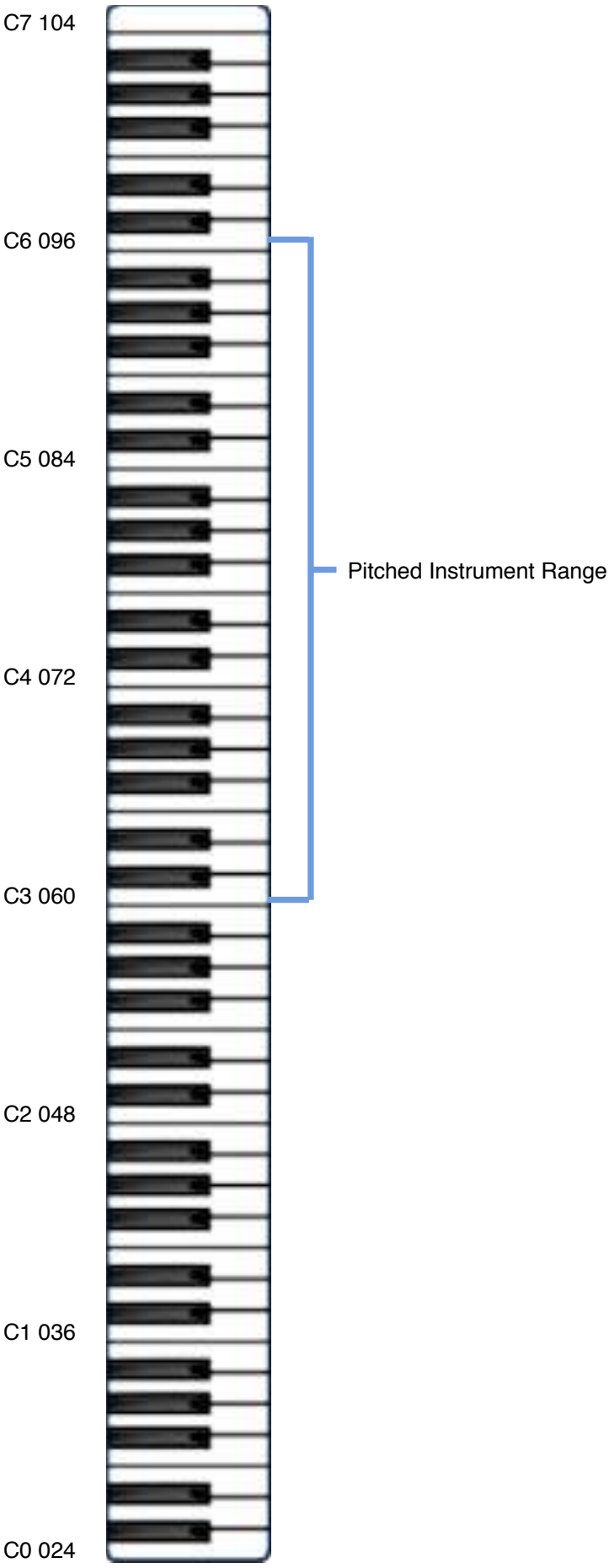
Back B
Forward B
Back A
Forward A
Roll

Large Metal Torpedo

Back B
Forward B
Back A
Forward A
Roll

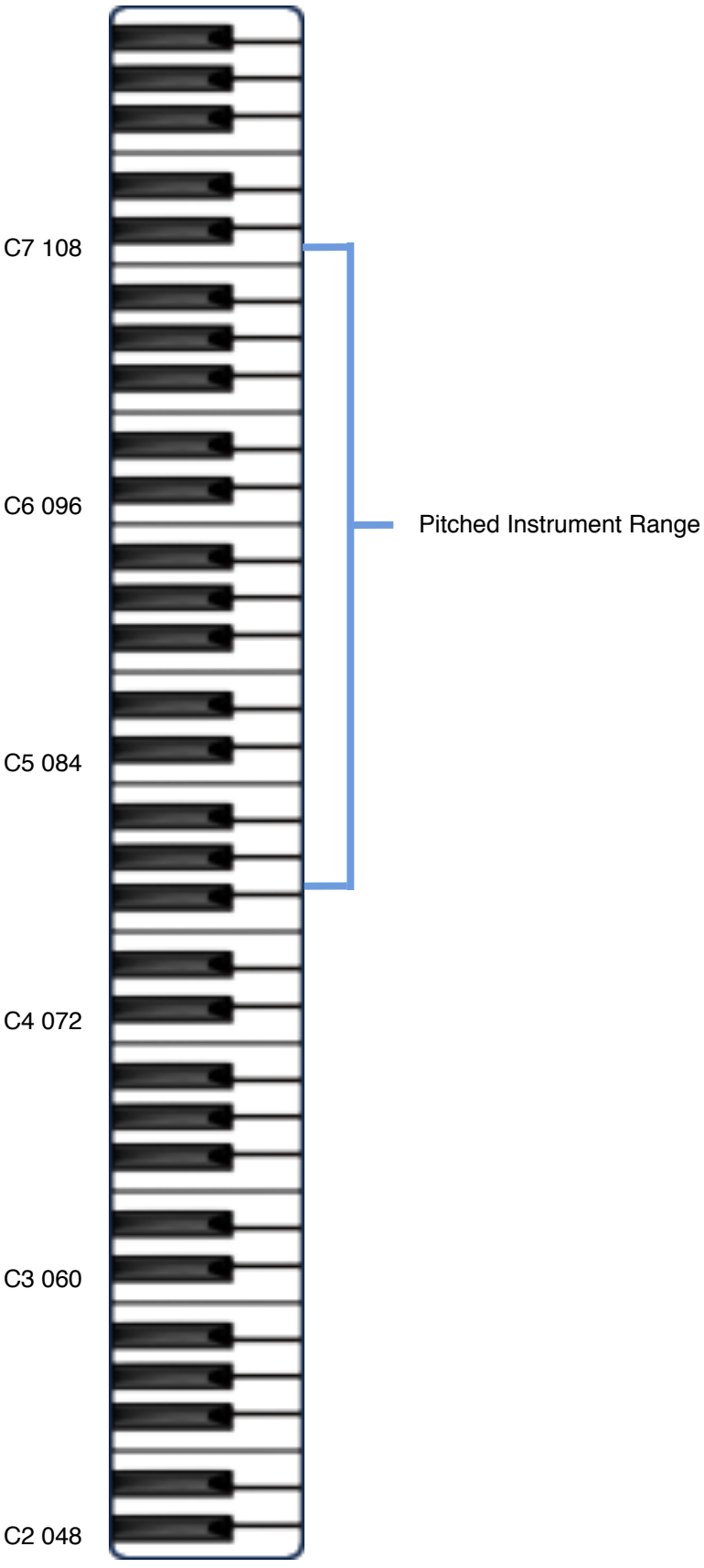
Three Chamber Shaker

Xylophone



Note: See MAPPING tab for details on switching between soft or hard mallets (default is velocity), and hits and rolls (default is pedal)

Glockenspiel



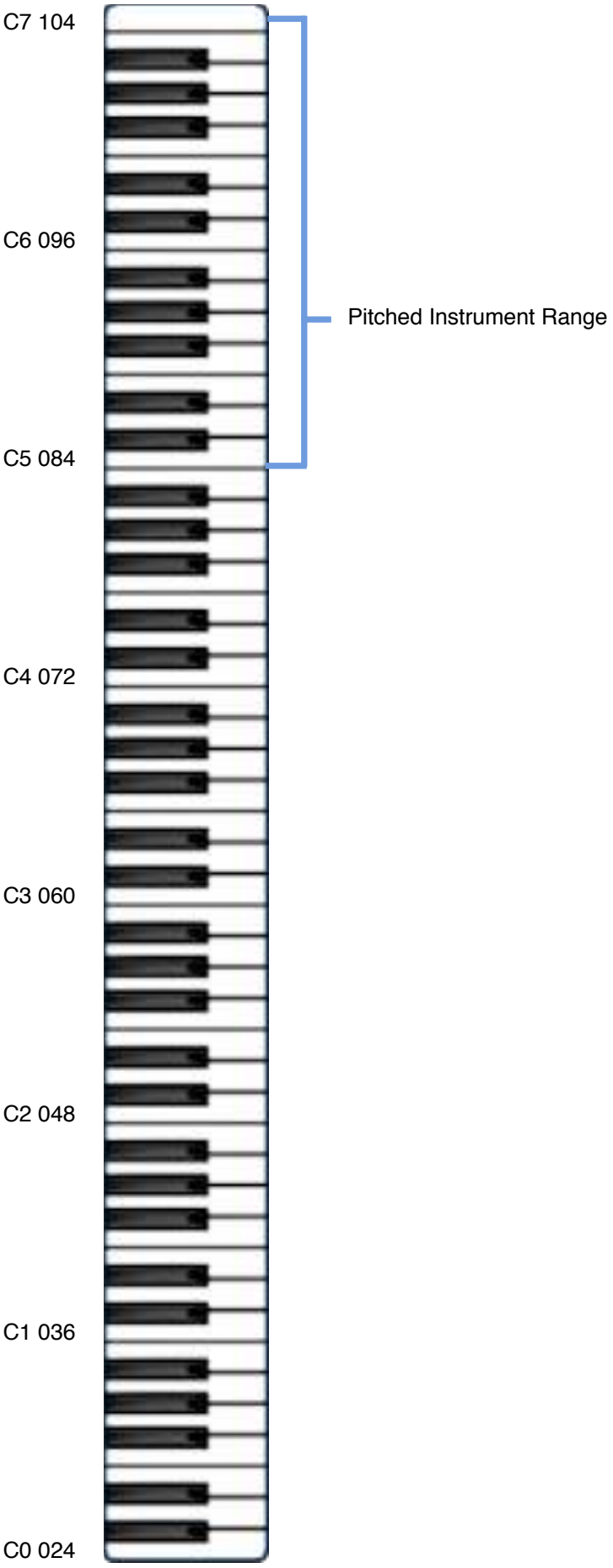
Note: See MAPPING tab for details on switching between soft mallet and hard mallet. Default is by velocity

Marimba

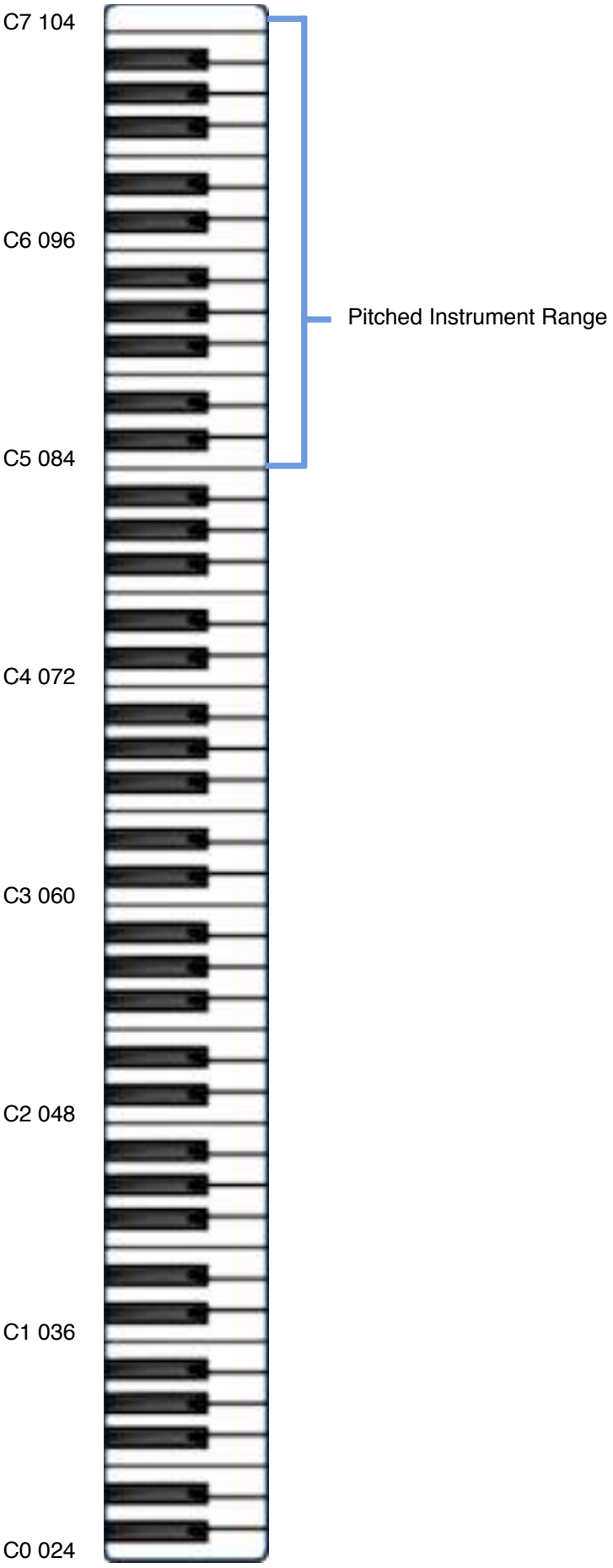


Note: See MAPPING tab for details on switching between soft or hard mallets (default is velocity), and hits and rolls (default is pedal)

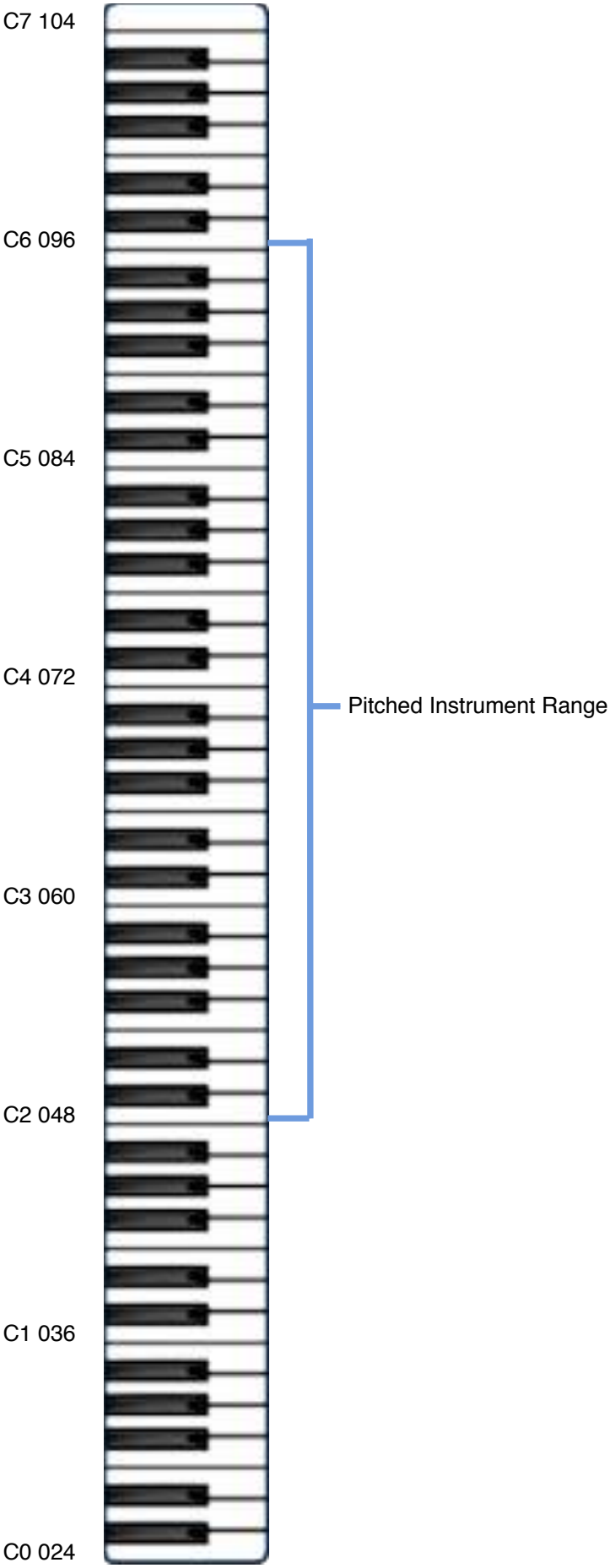
Crotales - Mallets



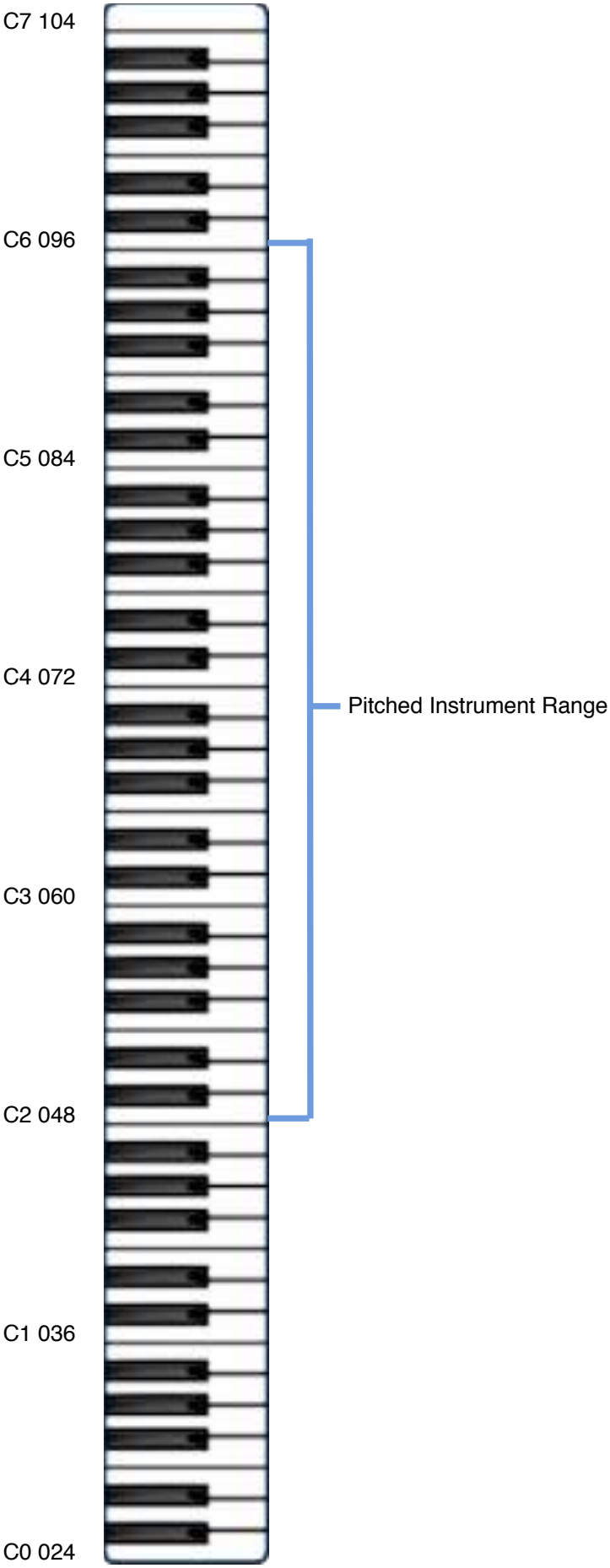
Crotales - Bowed



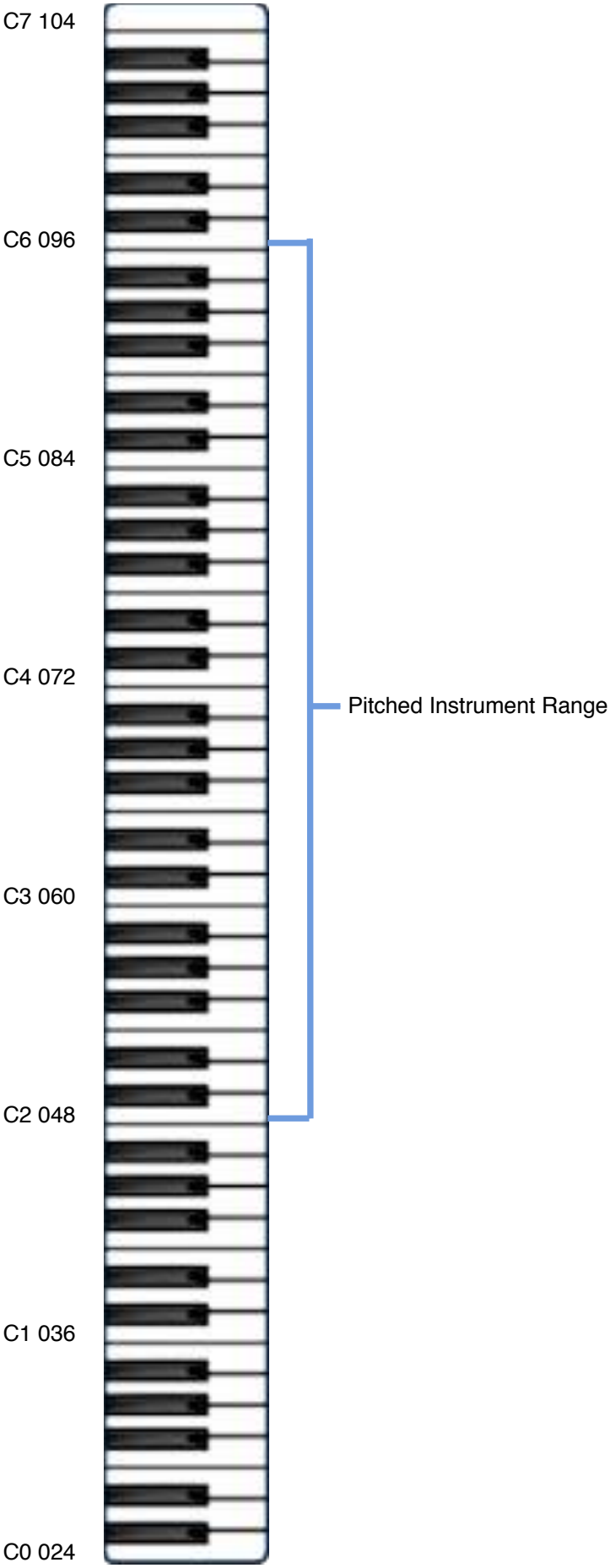
Vibraphone - Motor Off



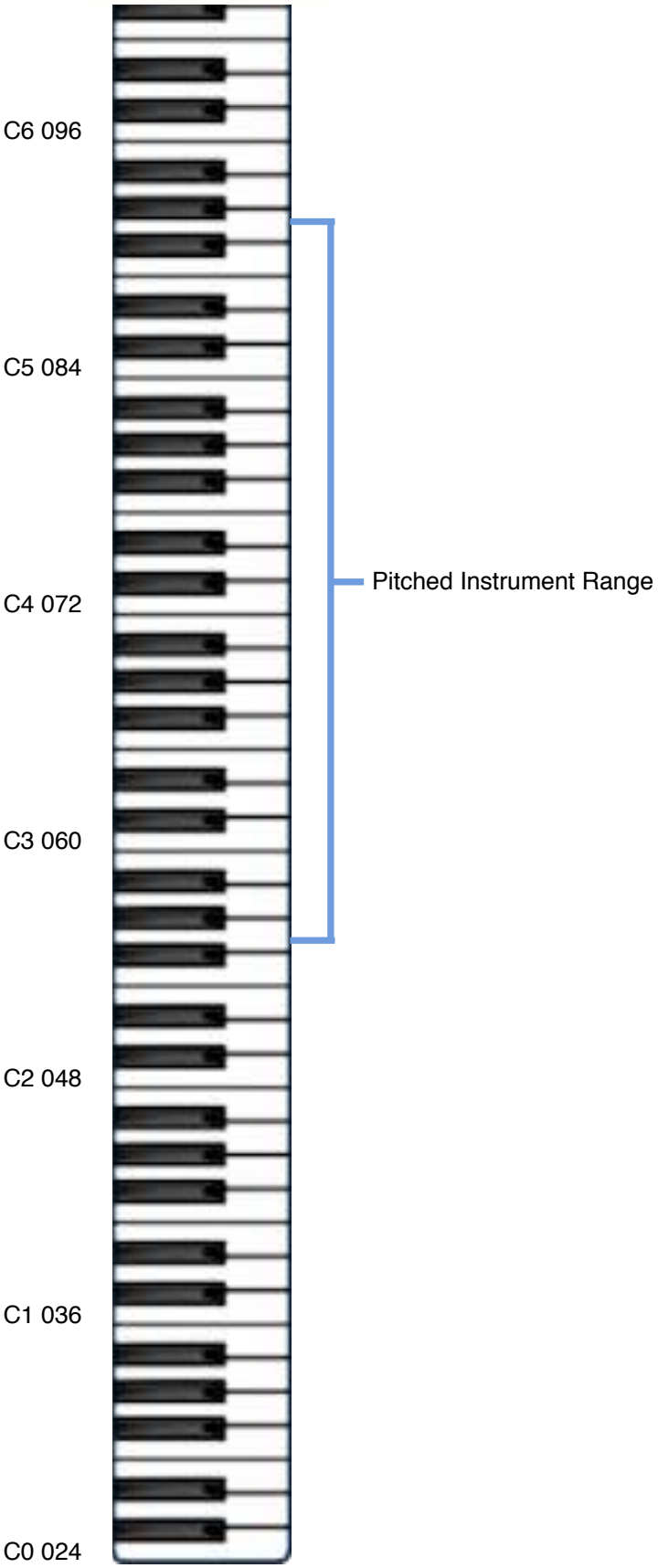
Vibraphone - Motor On



Vibraphone - Bowed

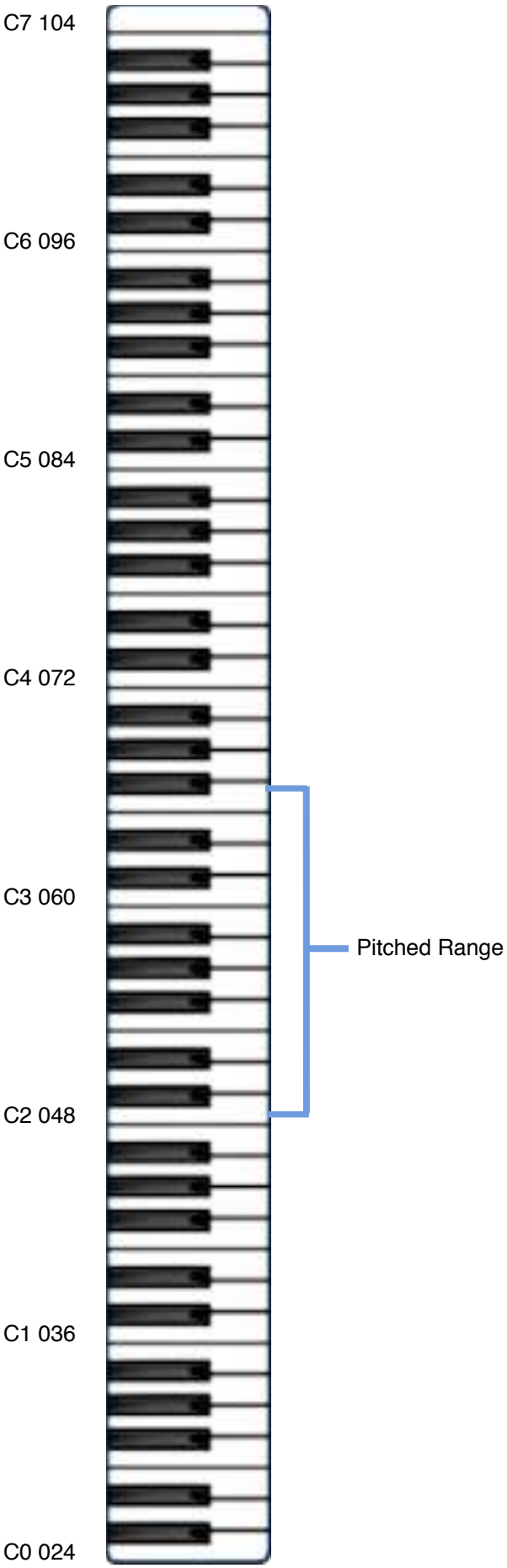


Glass Marimba

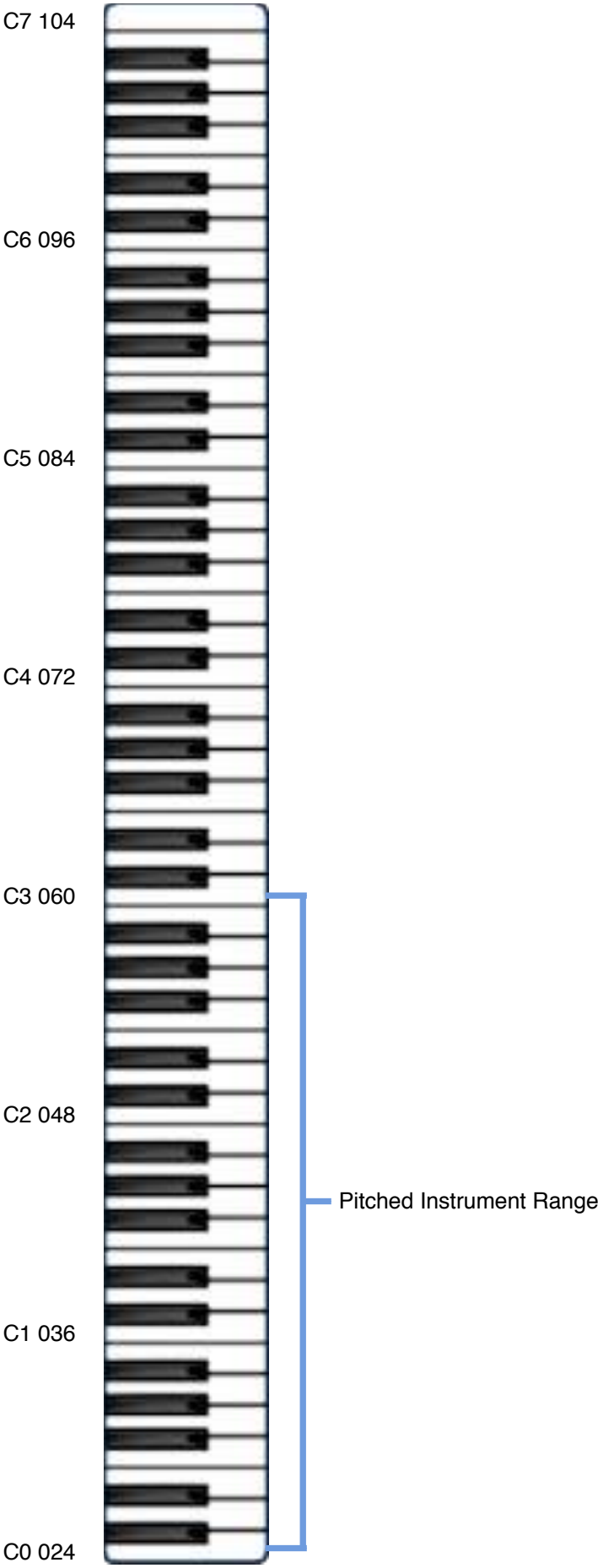


Note: See MAPPING tab for details on switching between medium and hard mallets. Default is velocity.

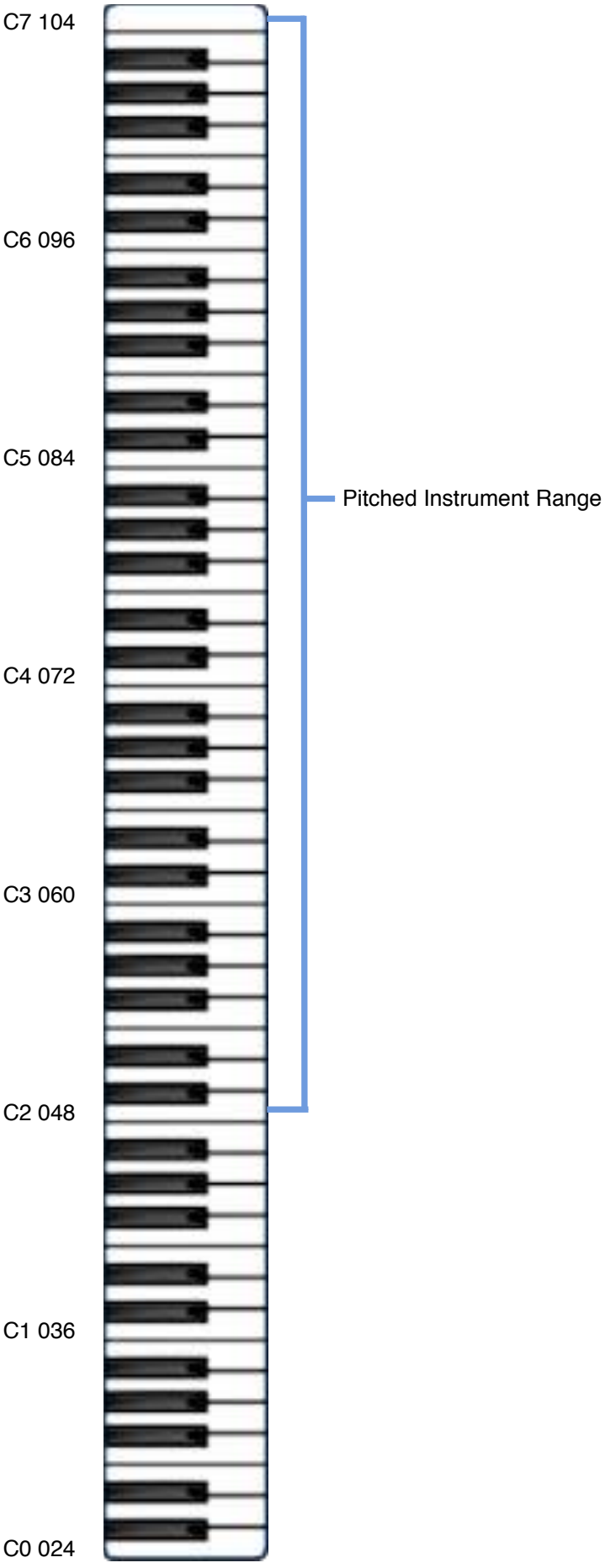
Tubular Bells



Low Chimes


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Pitched Instrument Range

Celeste


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Pitched Instrument Range

Wood Blocks



C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Stick Flam
Rubber Ruff
Stick Hit
Rubber Flam
Stick Hit
Plastic Flam
Plastic Hit
Plastic Hit
Plastic Ruff

Wood Block Soprano

Stick Ruff
Stick Flam
Rubber Ruff
Stick Hit
Rubber Flam
Stick Hit
Plastic Flam
Plastic Hit
Plastic Hit
Plastic Ruff

Wood Block Alto

Stick Ruff
Stick Flam
Rubber Ruff
Stick Hit
Rubber Flam
Stick Hit
Plastic Flam
Plastic Hit
Plastic Hit
Plastic Ruff

Wood Block Tenor

Stick Ruff
Stick Flam
Rubber Ruff
Stick Hit
Rubber Flam
Stick Hit
Plastic Flam
Rubber Hit
Plastic Hit
Rubber Hit
Plastic Hit
Plastic Ruff

Wood Block Large

Temple Blocks

Note: See MAPPING tab for details on switching between Soft and Hard Mallets. Default is velocity.



C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Ruff
Flam
Hit (Duplicate)
Hit
Roll

Temple Block High

Ruff
Flam
Hit (Duplicate)
Hit
Roll

Temple Block Med High

Ruff
Flam
Hit (Duplicate)
Hit
Roll

Temple Block Med

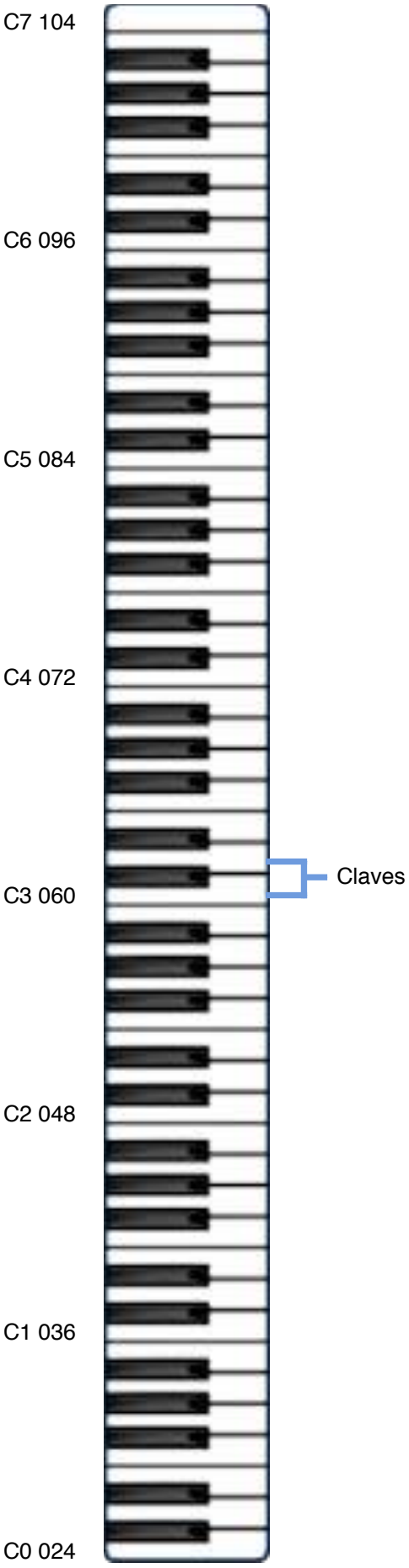
Ruff
Flam
Hit (Duplicate)
Hit
Roll

Temple Block Med Low

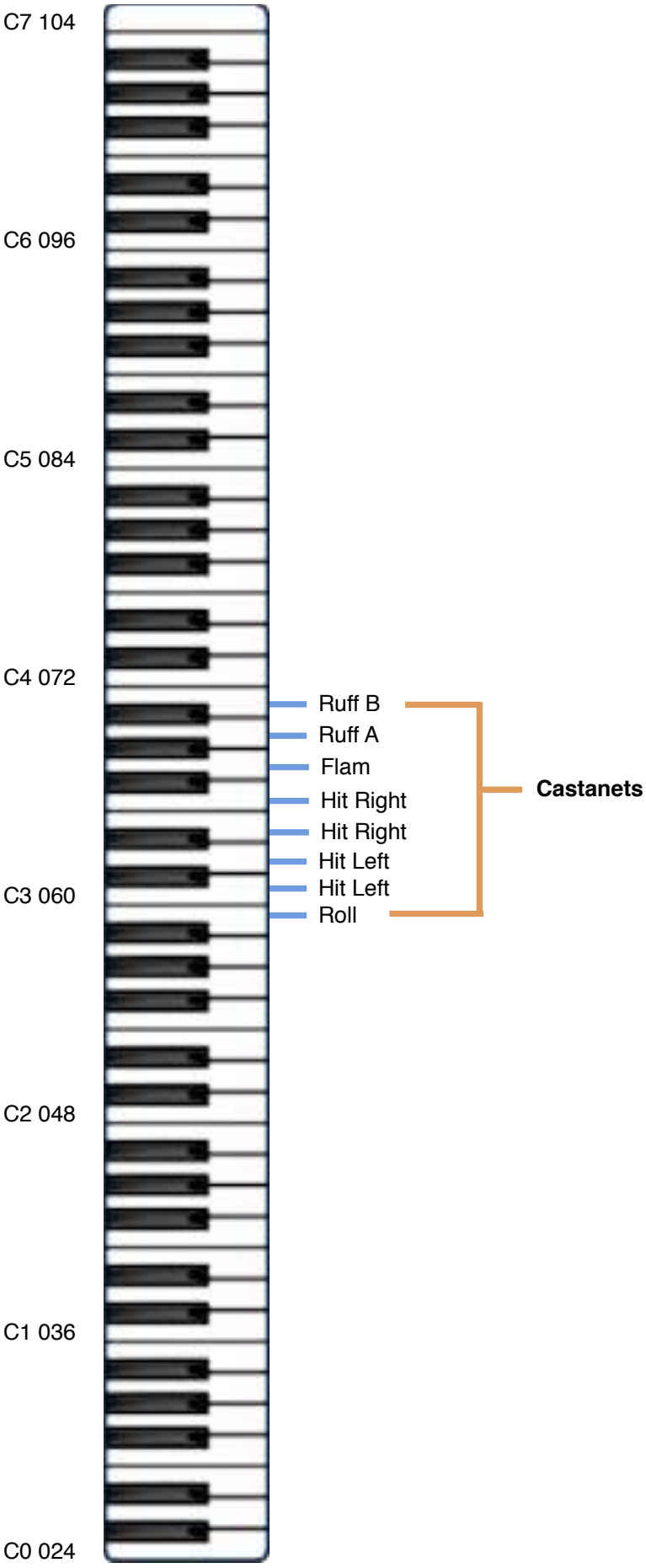
Ruff
Flam
Hit (Duplicate)
Hit
Roll

Temple Block Low

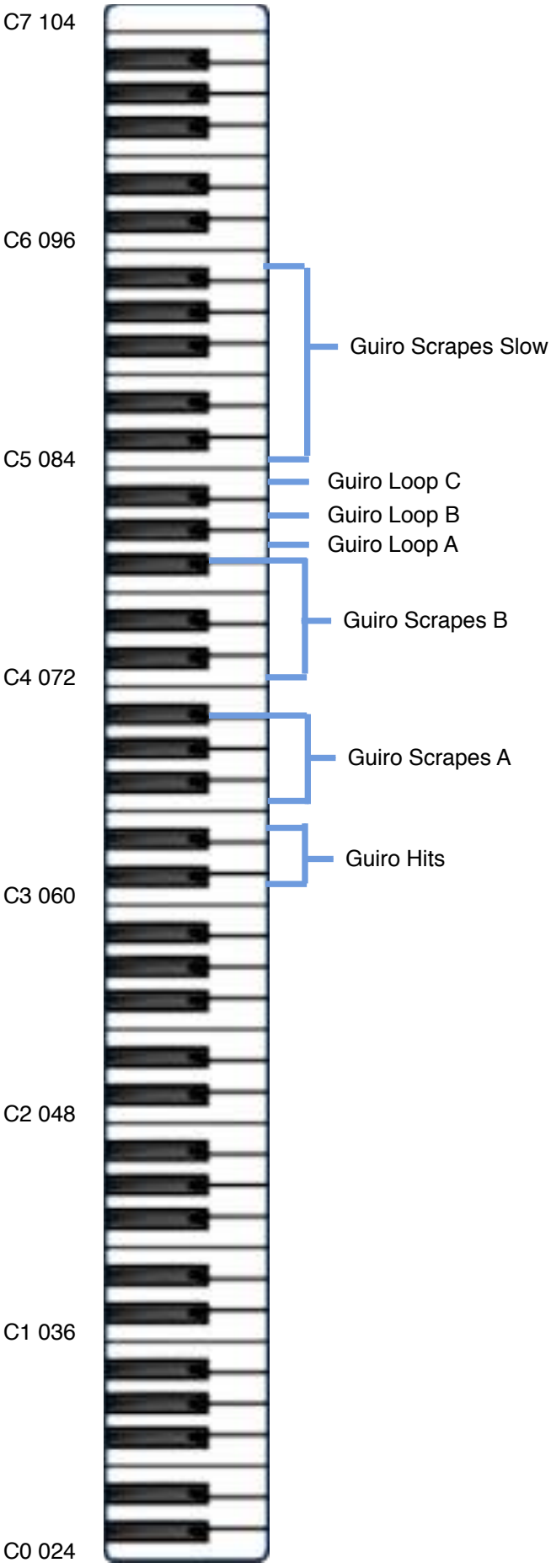
Claves



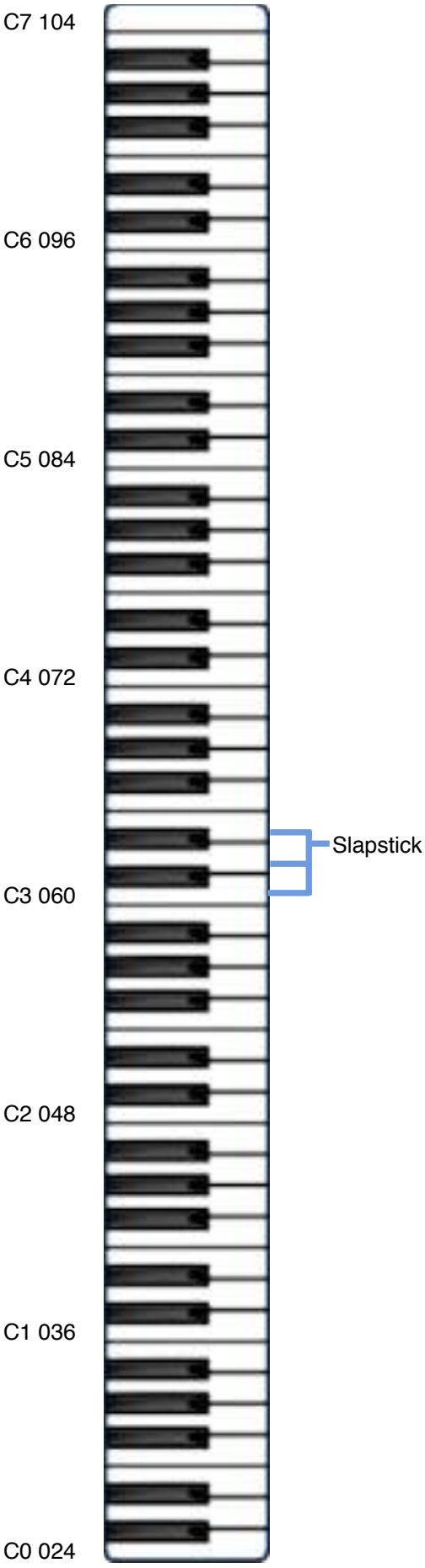
Castanets


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Ruff B
Ruff A
Flam
Hit Right
Hit Right
Hit Left
Hit Left
Roll
Castanets

Guiro


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Guiro Scrapes Slow
Guiro Loop C
Guiro Loop B
Guiro Loop A
Guiro Scrapes B
Guiro Scrapes A
Guiro Hits

Slapstick



Puili Sticks - Single



C6 096

Slits on Slits Small
Slits on Slits Small
Slits on Slits
Slits on Slits

Slits on Ground Far
Slits on Ground Far
Slits on Ground Mid
Slits on Ground Mid
Slits on Ground Close

C5 084

Slits on Ground Close

Slits on Ground Small
Slits on Ground Small
Handle on Slits
Handle on Slits
Slits on Floor

C4 072

Slits on Floor

Handles
Handles
Slits on Stool Far
Slits on Stool Far
Slits on Stool Mid

C3 060

Slits on Stool Mid

Slits on Stool Close
Slits on Stool Close
Slits on Stand
Slits on Stand
Low Hit

C2 048

Low Hit

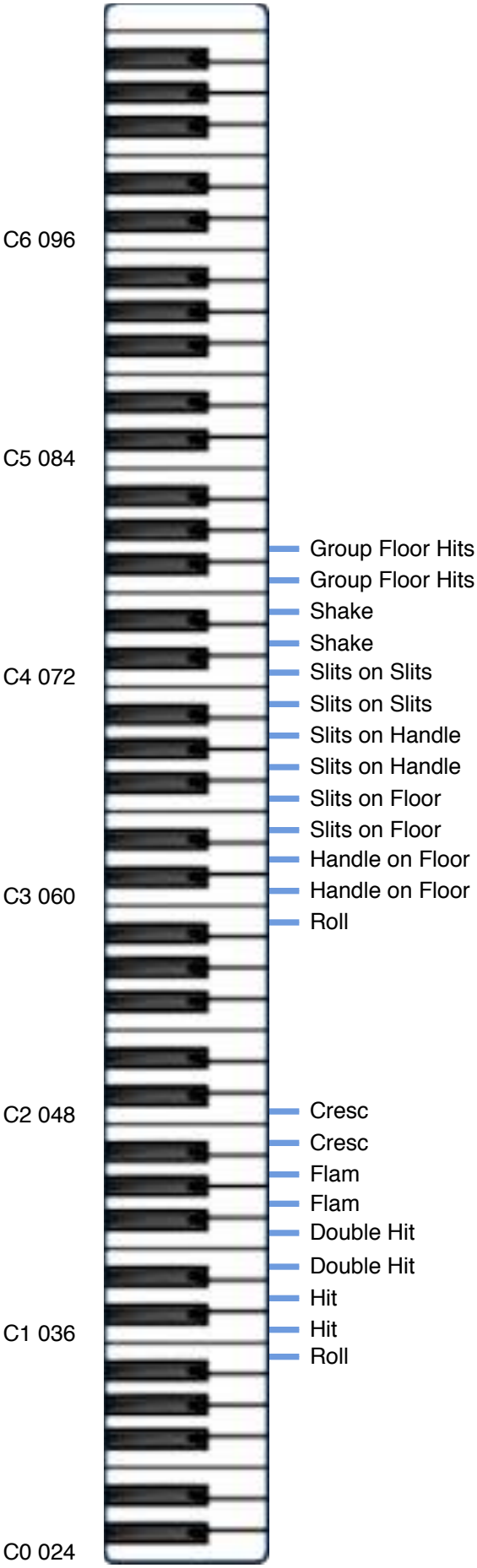
Slits on Tongue Drum
Slits on Tongue Drum
Drum Hit
Drum Hit
Drum Flam

C1 036

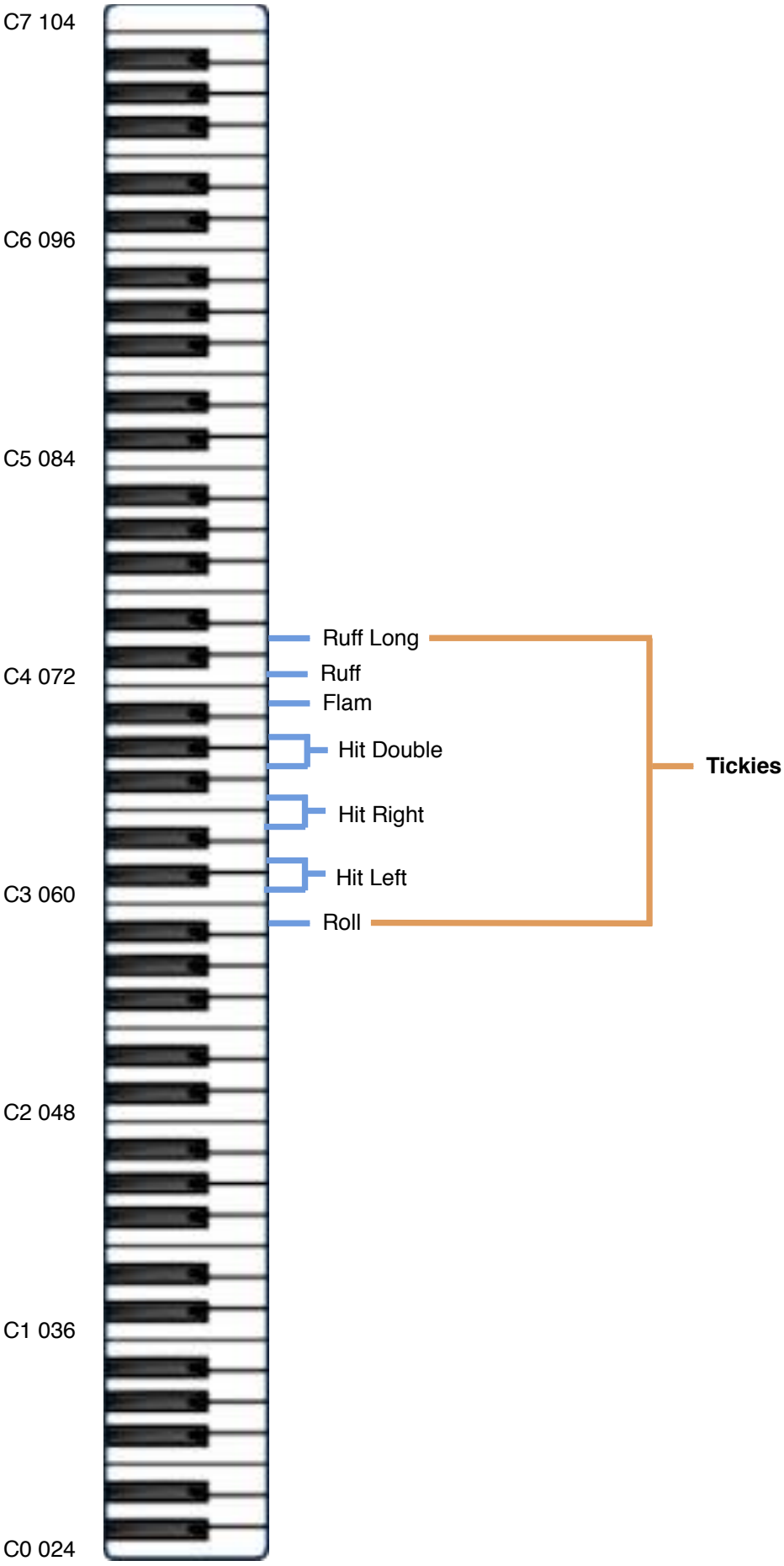
Hits

C0 024

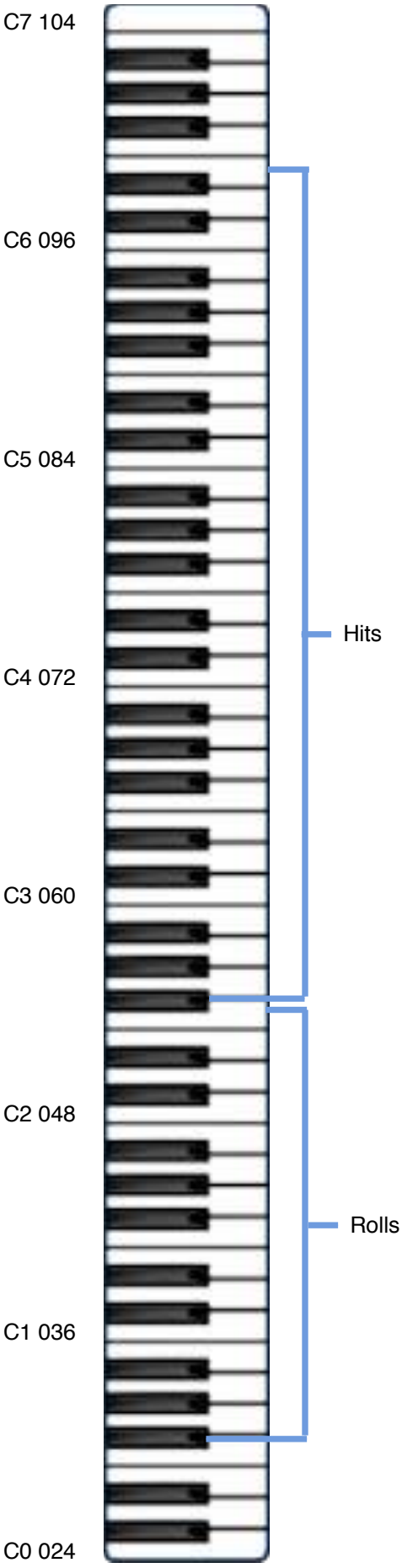
Puili Sticks - Group



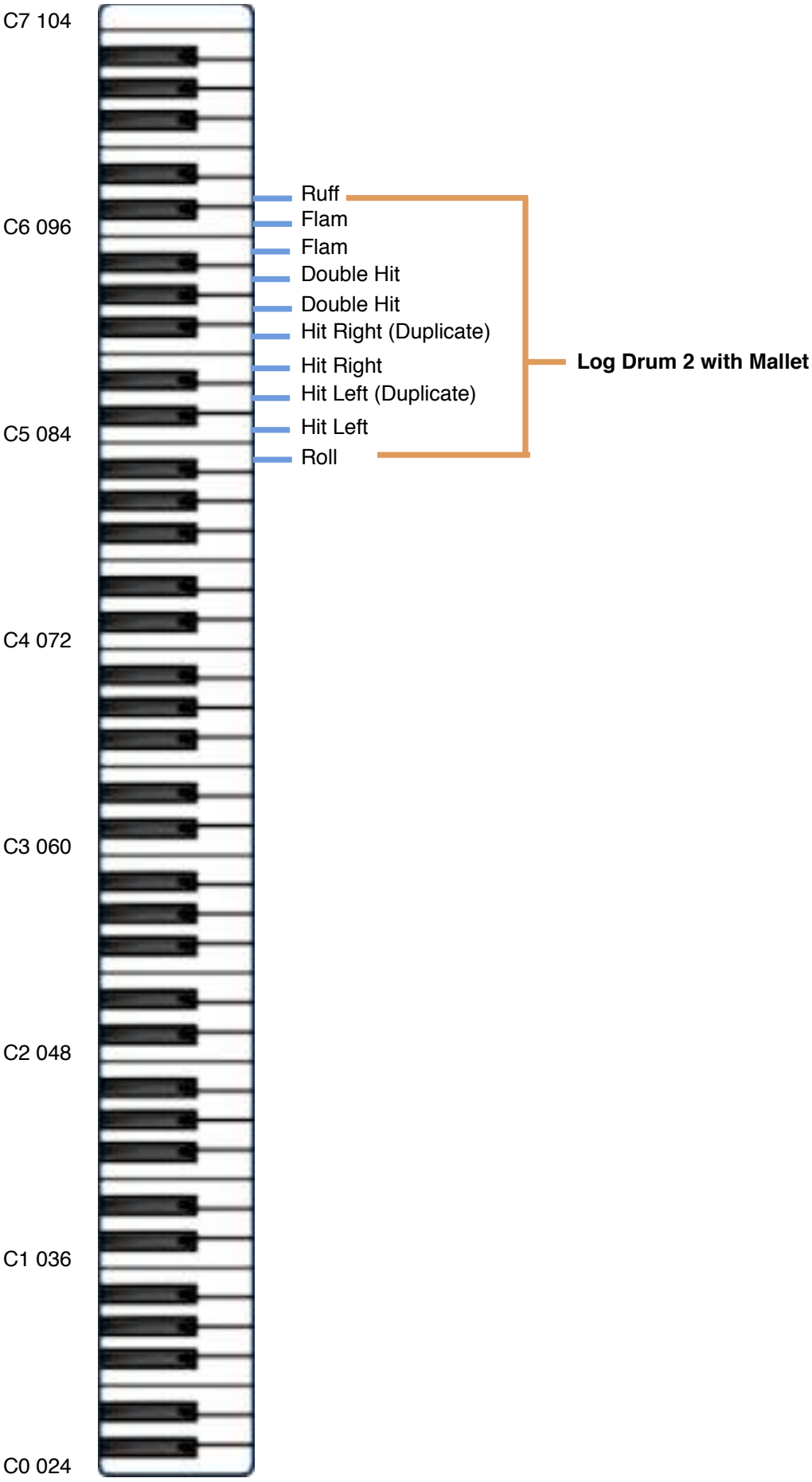
Tickies


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Ruff Long
Ruff
Flam
Hit Double
Hit Right
Hit Left
Roll
Tickies

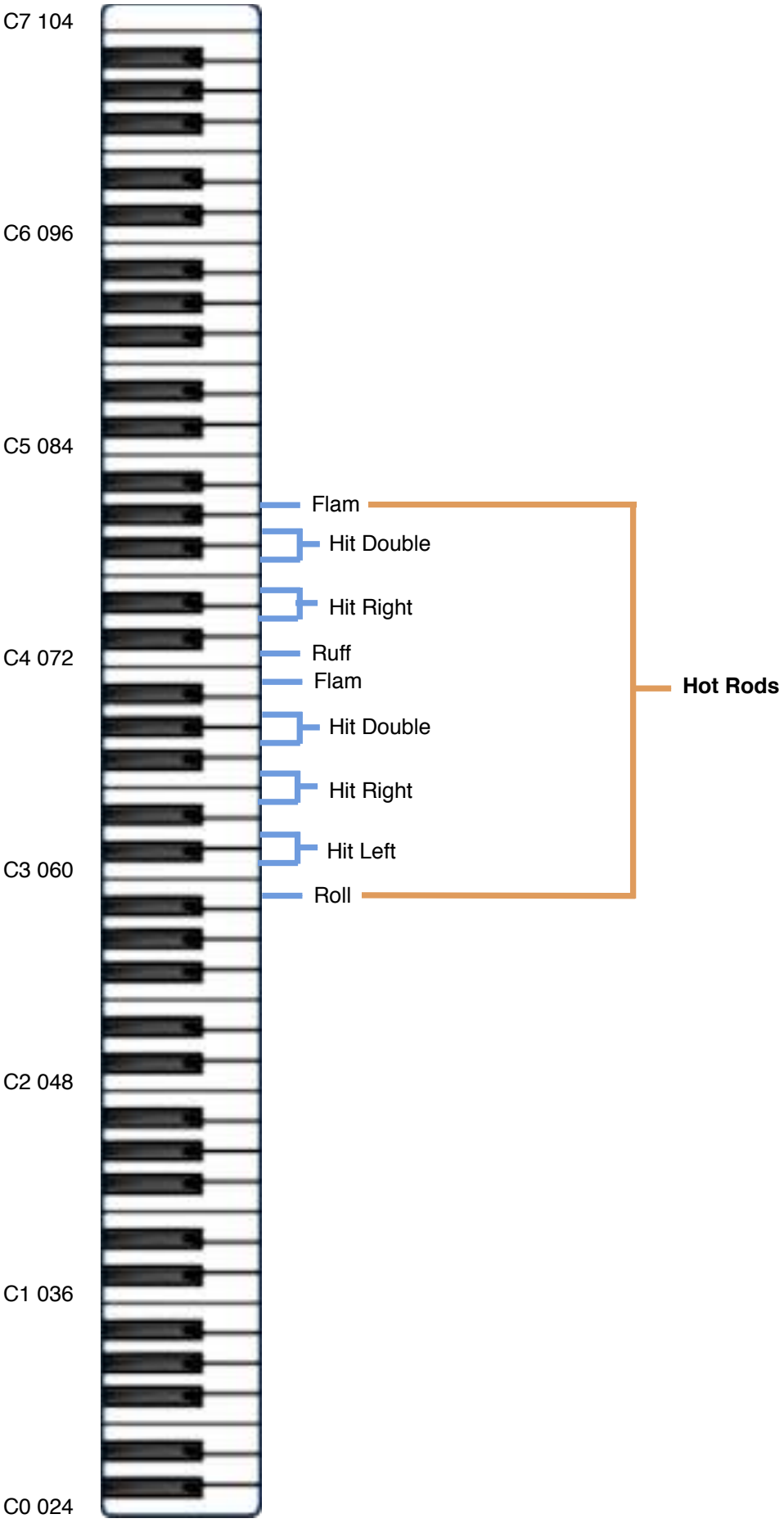
Anklungs



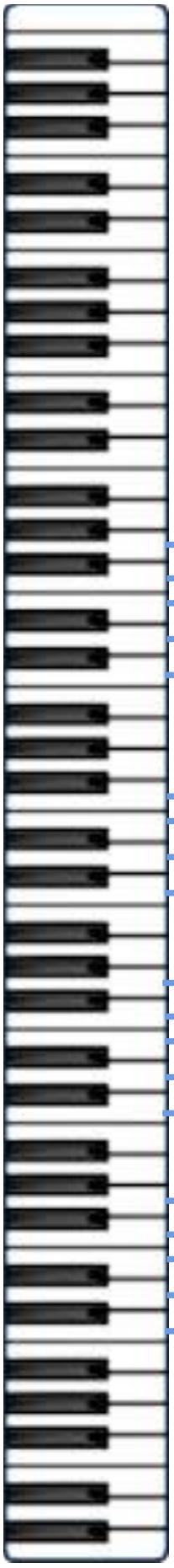
Apple Box


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Ruff
Flam
Flam
Double Hit
Double Hit
Hit Right (Duplicate)
Hit Right
Hit Left (Duplicate)
Hit Left
Roll
Log Drum 2 with Mallet

Hot Rods


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Flam
Hit Double
Hit Right
Ruff
Flam
Hit Double
Hit Right
Hit Left
Roll
Hot Rods

Log Drum



- Flam
- Alt Hit (Duplicate)
- Alt Hit
- Hit (Duplicate)
- Hit

Log Drum 2 with Mallet

- Alt Hit (Duplicate)
- Alt Hit
- Hit (Duplicate)
- Hit

Log Drum 1 with Mallet C

- Flam
- Alt Hit (Duplicate)
- Alt Hit
- Hit (Duplicate)
- Hit

Log Drum 1 with Mallet B

- Hard Hit
- Flam
- Flam
- Hit (Duplicate)
- Hit

Log Drum 1 with Mallet A

Triangles



- Open to Mute
- Open (Dup)
- Half Muted
- Muted
- Open
- Roll

Small Orchestral Triangle

- Open to Mute
- Open (Dup)
- Half Muted
- Muted
- Open
- Roll

Large Orchestral Triangle

- Open to Mute
- Open (Dup)
- Half Muted
- Muted
- Open
- Roll

Small Ethnic Triangle

- Open to Mute
- Open (Dup)
- Half Muted
- Muted
- Open
- Roll

Med Orchestral Triangle

- Open to Mute
- Open (Dup)
- Half Muted
- Muted
- Open
- Roll

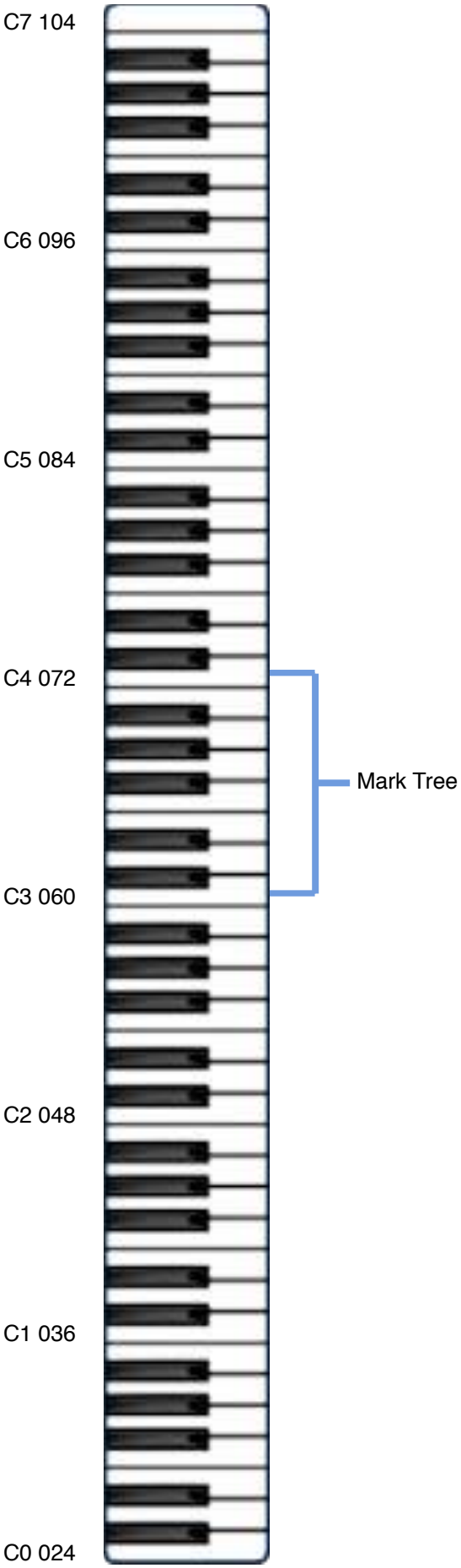
Med Ethnic Triangle

- Half Muted
- Muted

- Open to Mute
- Open (Dup)
- Open
- Roll

Large Ethnic Triangle

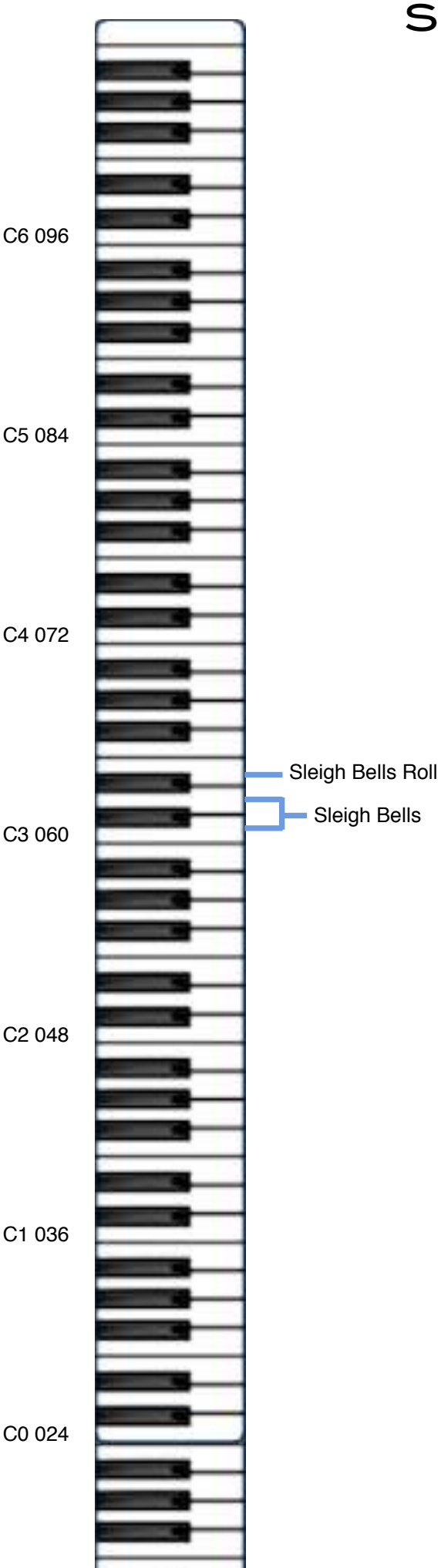
Mark Tree



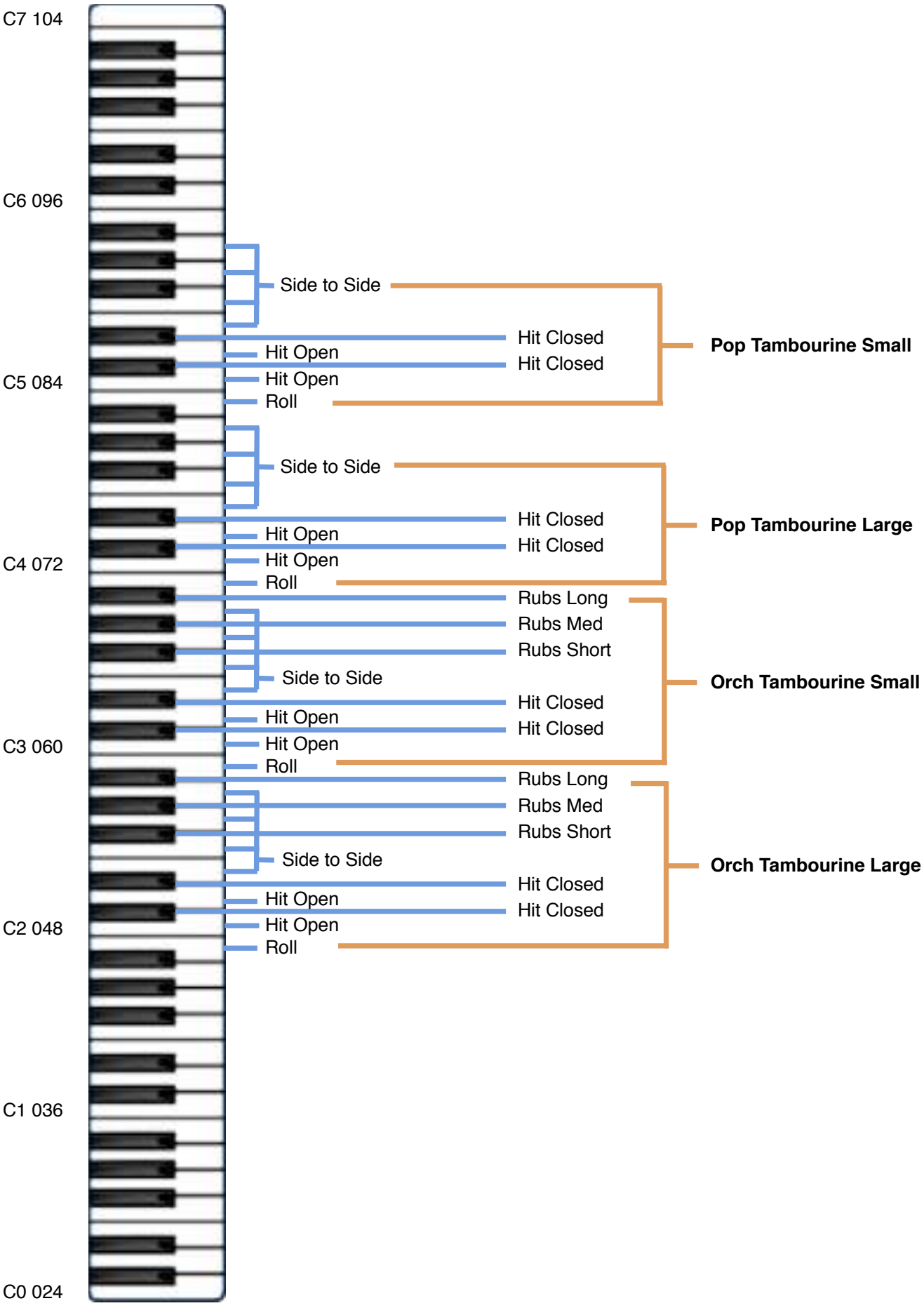
Bell Tree


C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Bell Tree (White Keys Only)

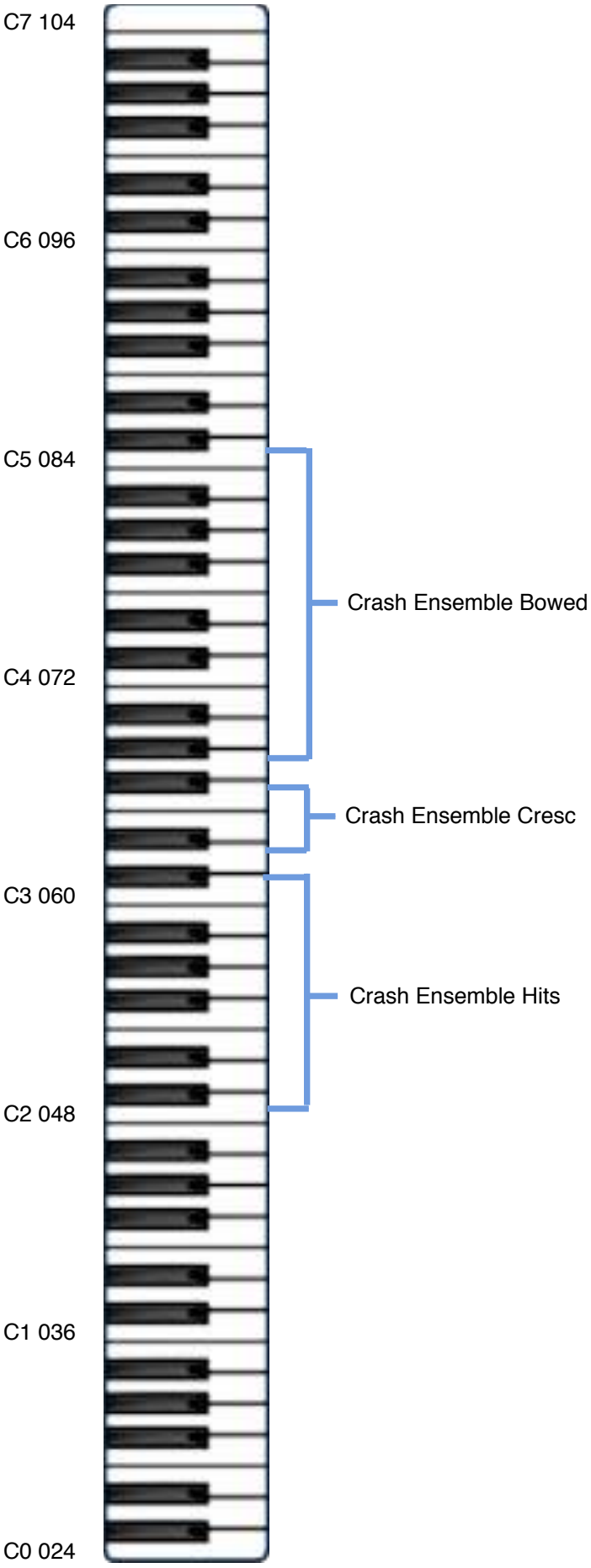
Sleigh Bells



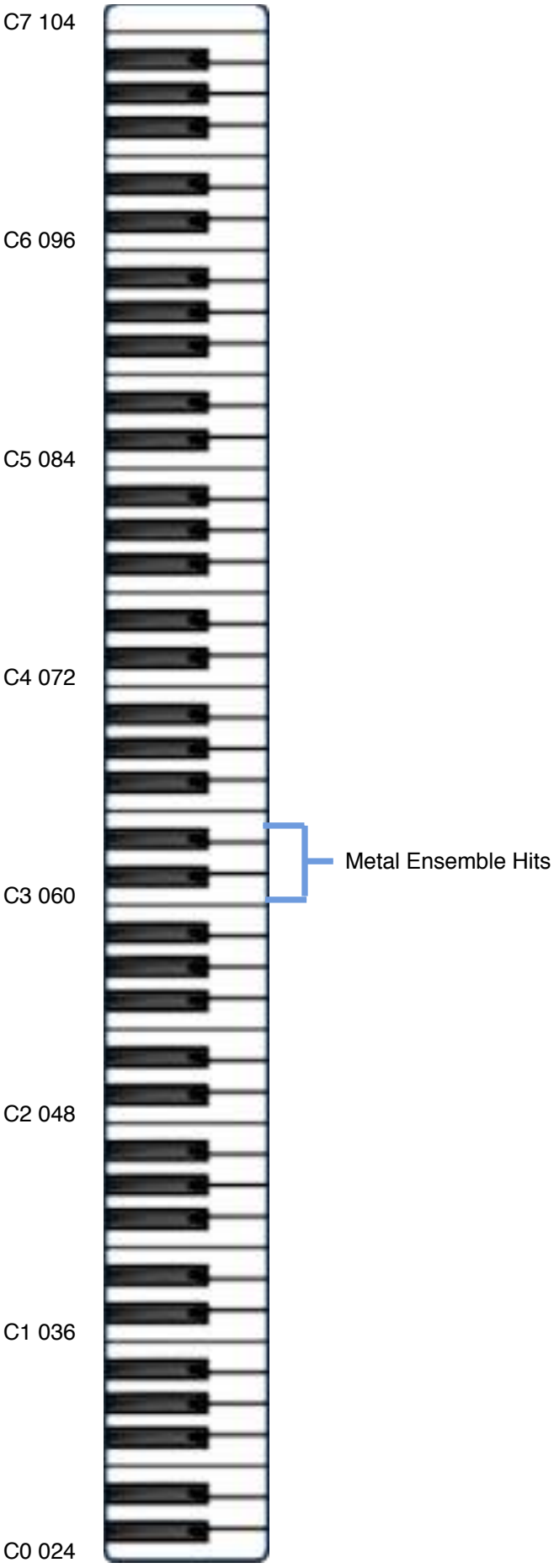
Tambourines



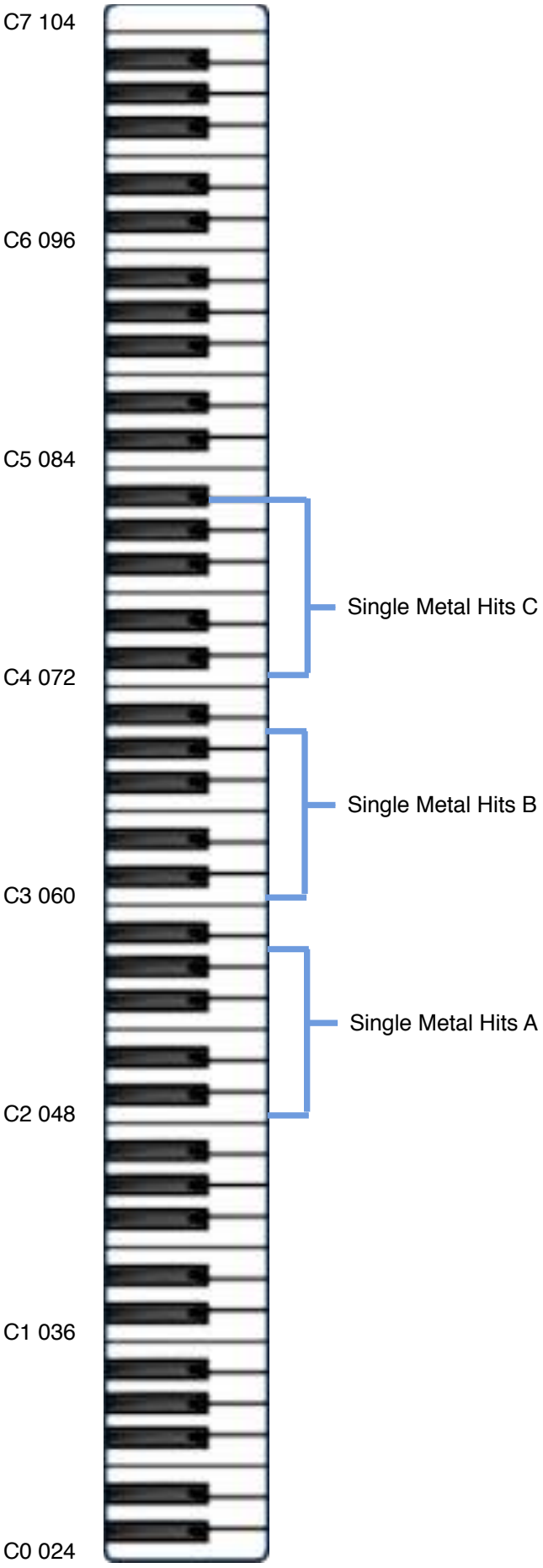
Ensemble Crashes



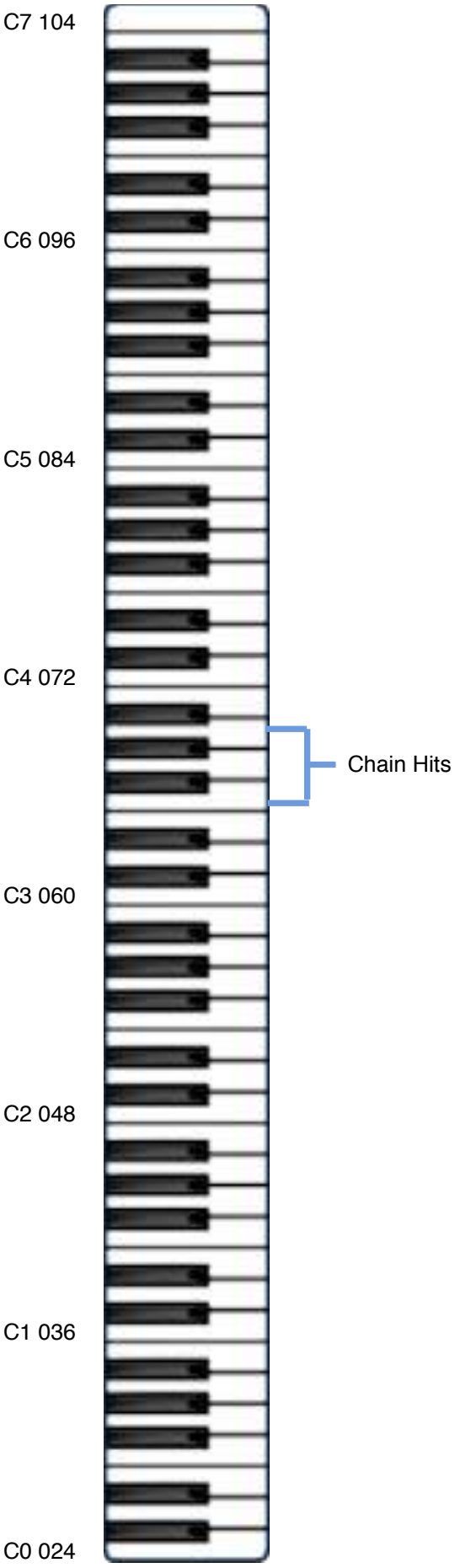
Ensemble Metal hits



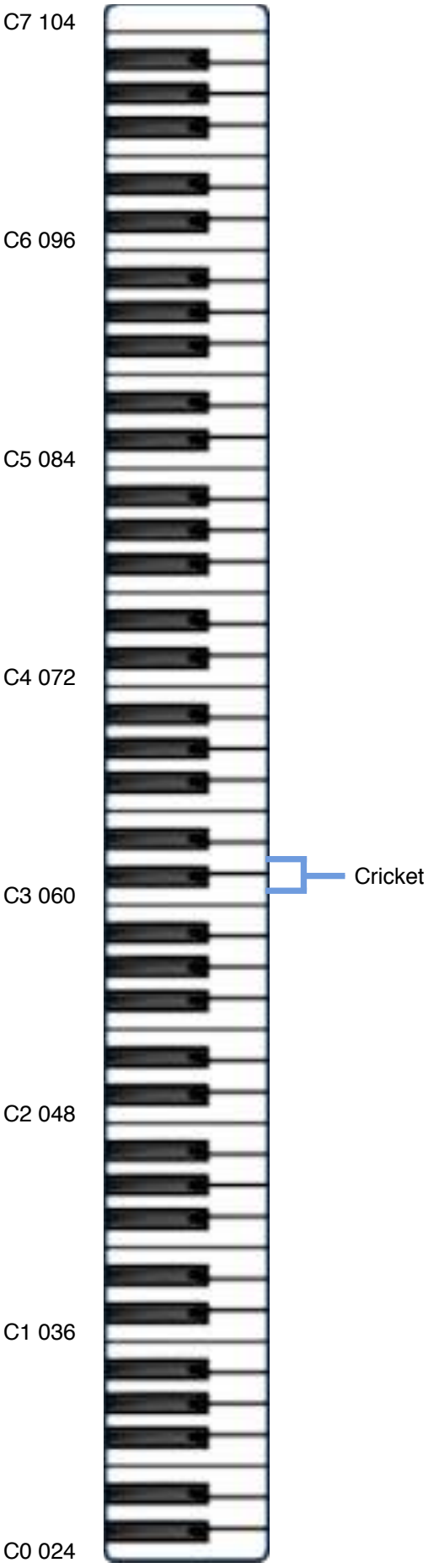
Single Metal Hits



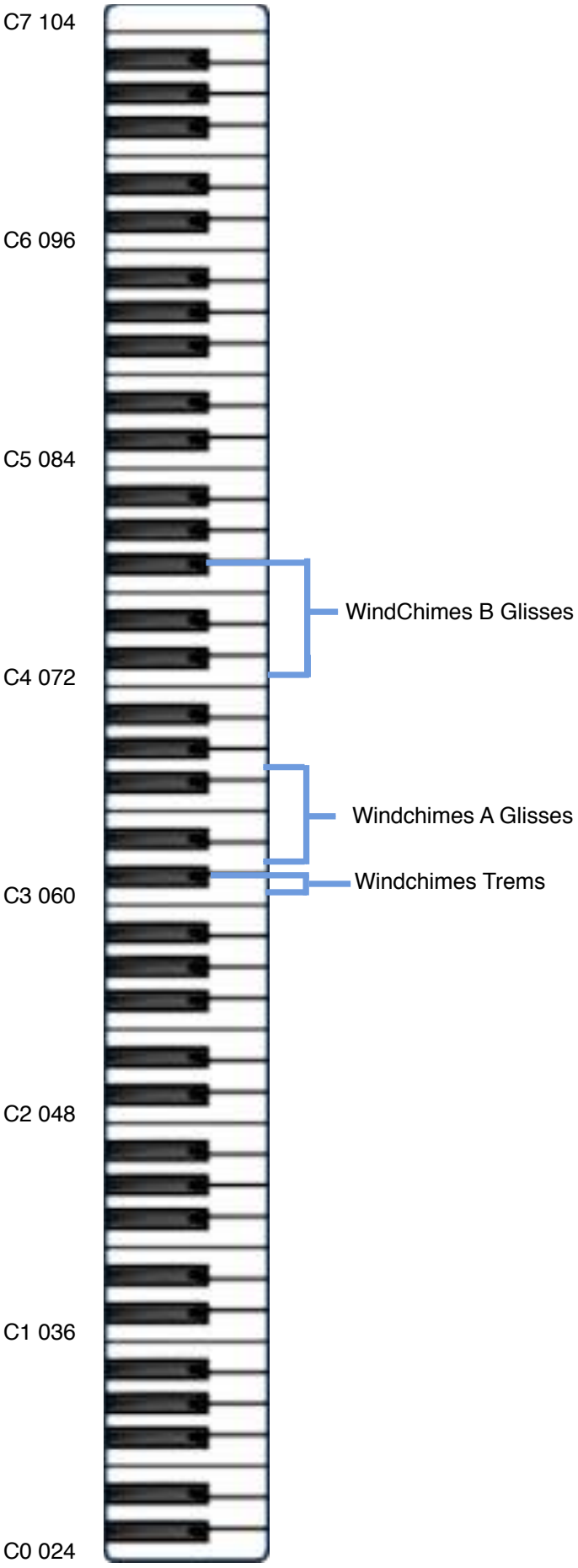
Chain Hits



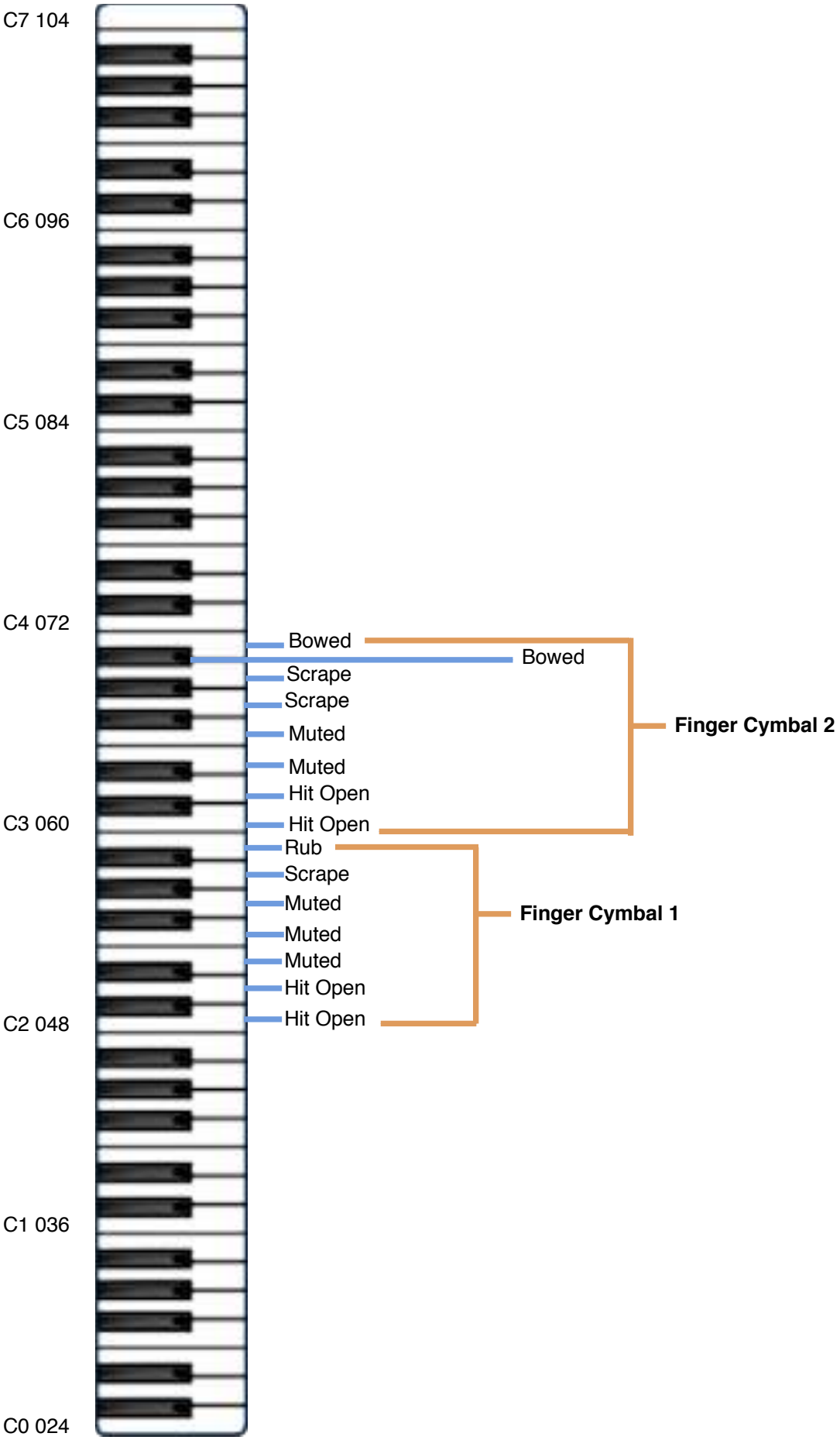
Cricket



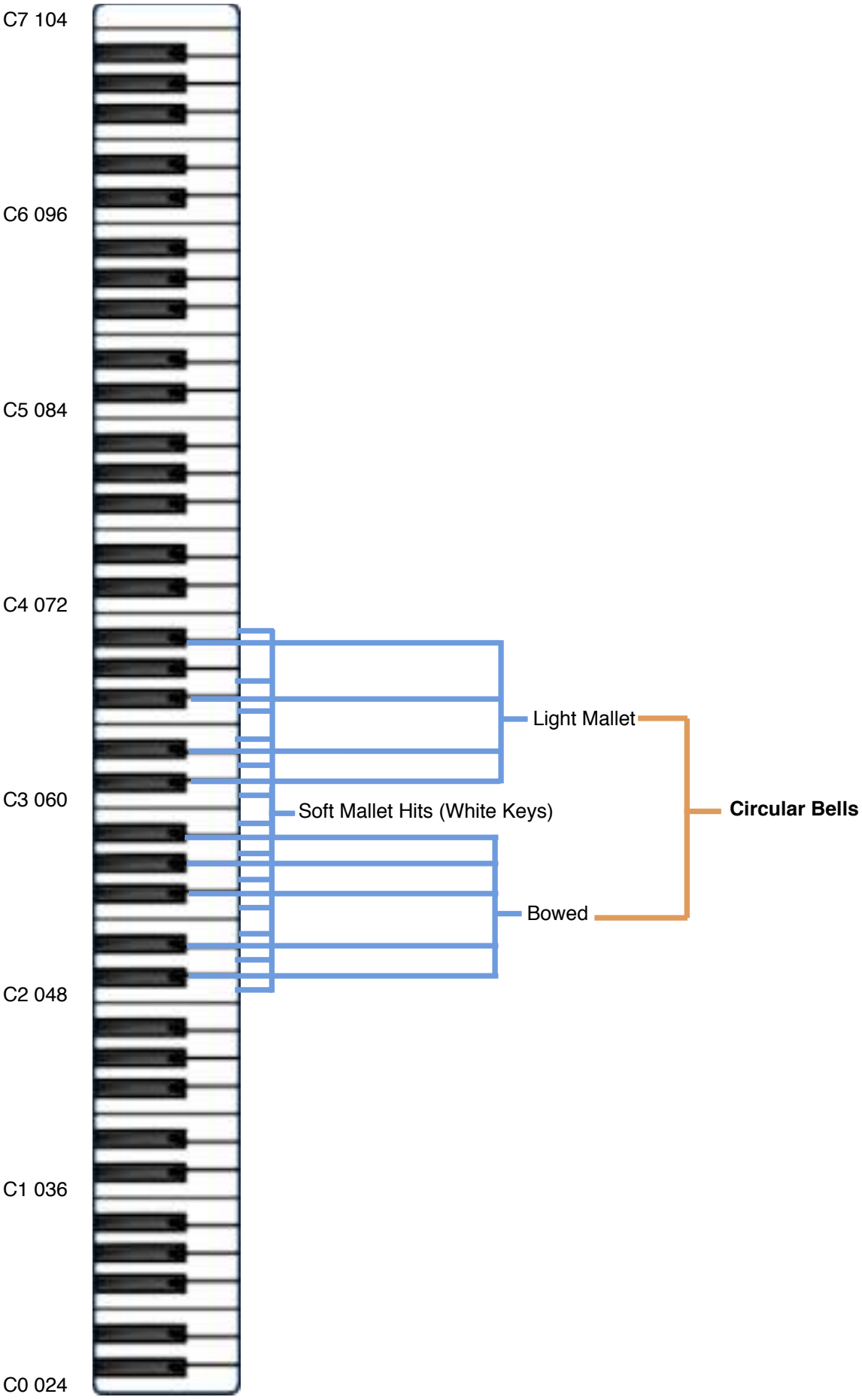
Wind chimes


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
WindChimes B Glisses
Windchimes A Glisses
Windchimes Trems

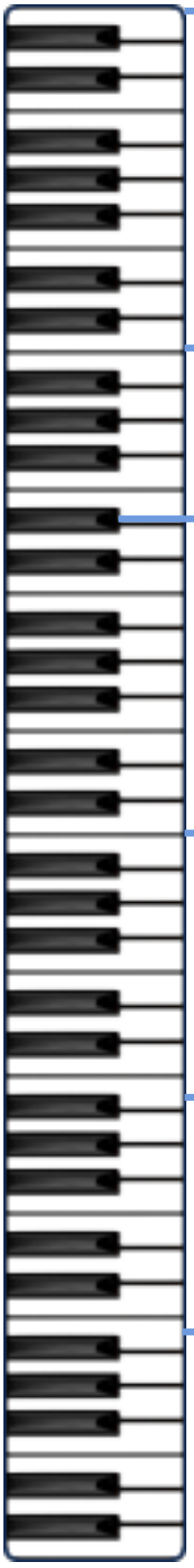
Finger Cymbal



Circular Bells



Suspended Cymbals - Bowed

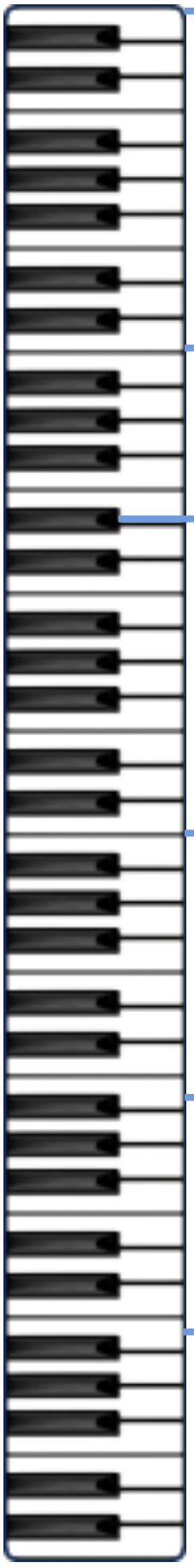


Sizzle Cymbal Bowed

18” Dark Orchestral Cymbal Bowed

17” Orchestral Cymbal Bowed

Suspended Cymbals - Bowed

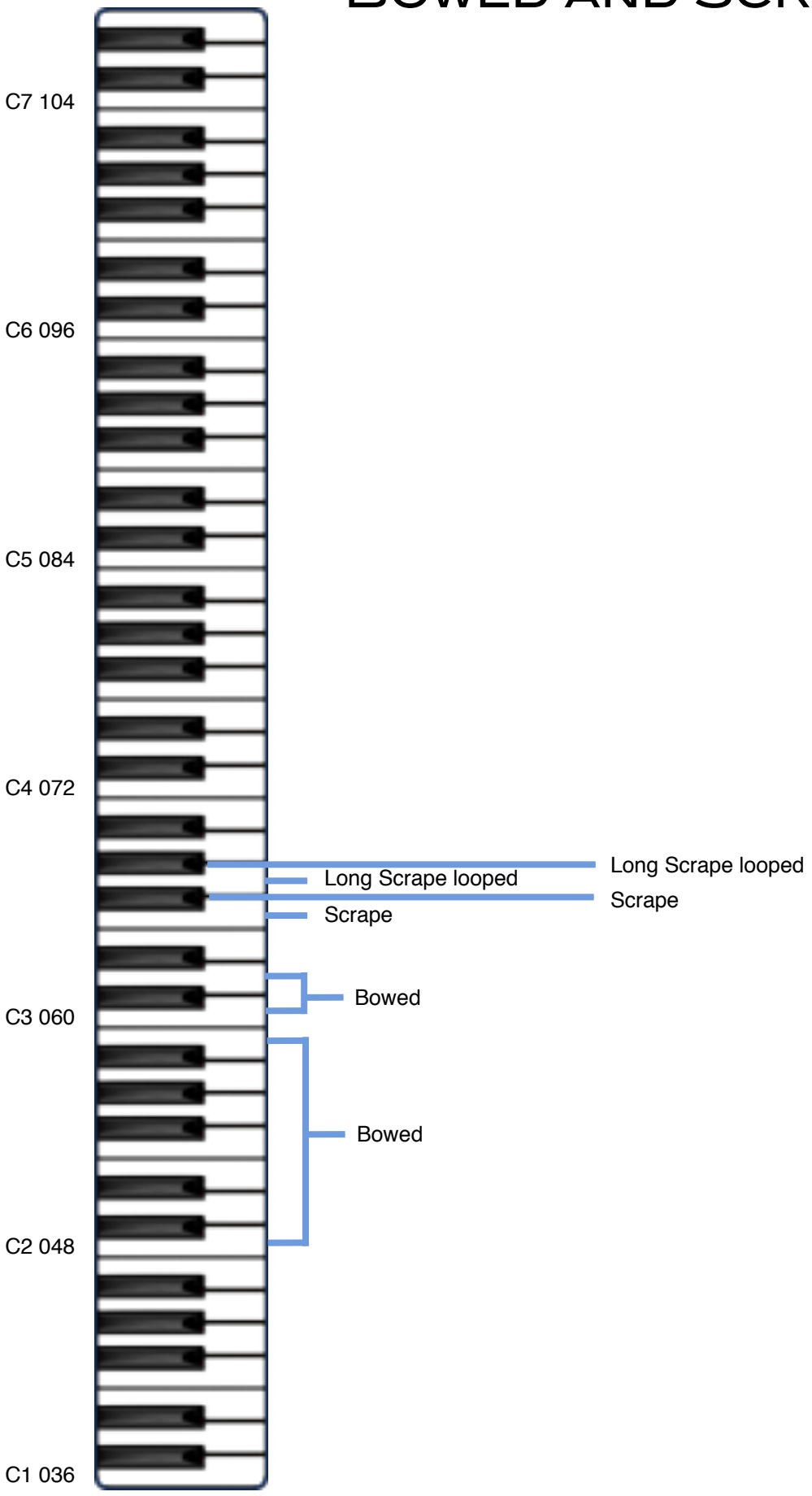


Sizzle Cymbal Bowed

18” Dark Orchestral Cymbal Bowed

17” Orchestral Cymbal Bowed

Gongs + TamTam - Bowed and Scraped



Bongos



C7 104

Sticks Flam High

Yarn Mallet Flam High

Sticks High

Yarn Mallet High

Sticks High

C6 096

Yarn Mallet High

Yarn Mallet Roll High

Sticks Roll High

Yarn Mallet Ruff High

Sticks Ruff High

Sticks Flam Low

Yarn Mallet Flam Low

Sticks Low

Yarn Mallet Low

Sticks Low

C5 084

Yarn Mallet Low

Yarn Mallet Roll Low

Sticks Roll Low

Yarn Mallet Ruff Low

Sticks Ruff Low

Closed High

Closed High

Closed Flam High

Open High

C4 072

Open High

Closed Roll High

Hands Ruff High

Hands Closed Low

Hands Closed Low

Flam Low

Hands Open Low

C3 060

Hands Open Low

Roll

Finger Closed High

Finger Closed High

Finger Closed High

Flam High

Finger Open High

C2 048

Finger Open High

Roll High

Finger Ruff High

Finger Closed Low

Finger Closed Low

Flam High-Low

Finger Open Low

C1 036

Finger Open Low

Roll High-Low

Finger Ruff Low

Hand Swipe Low

Hand Swipe High

Double Stick

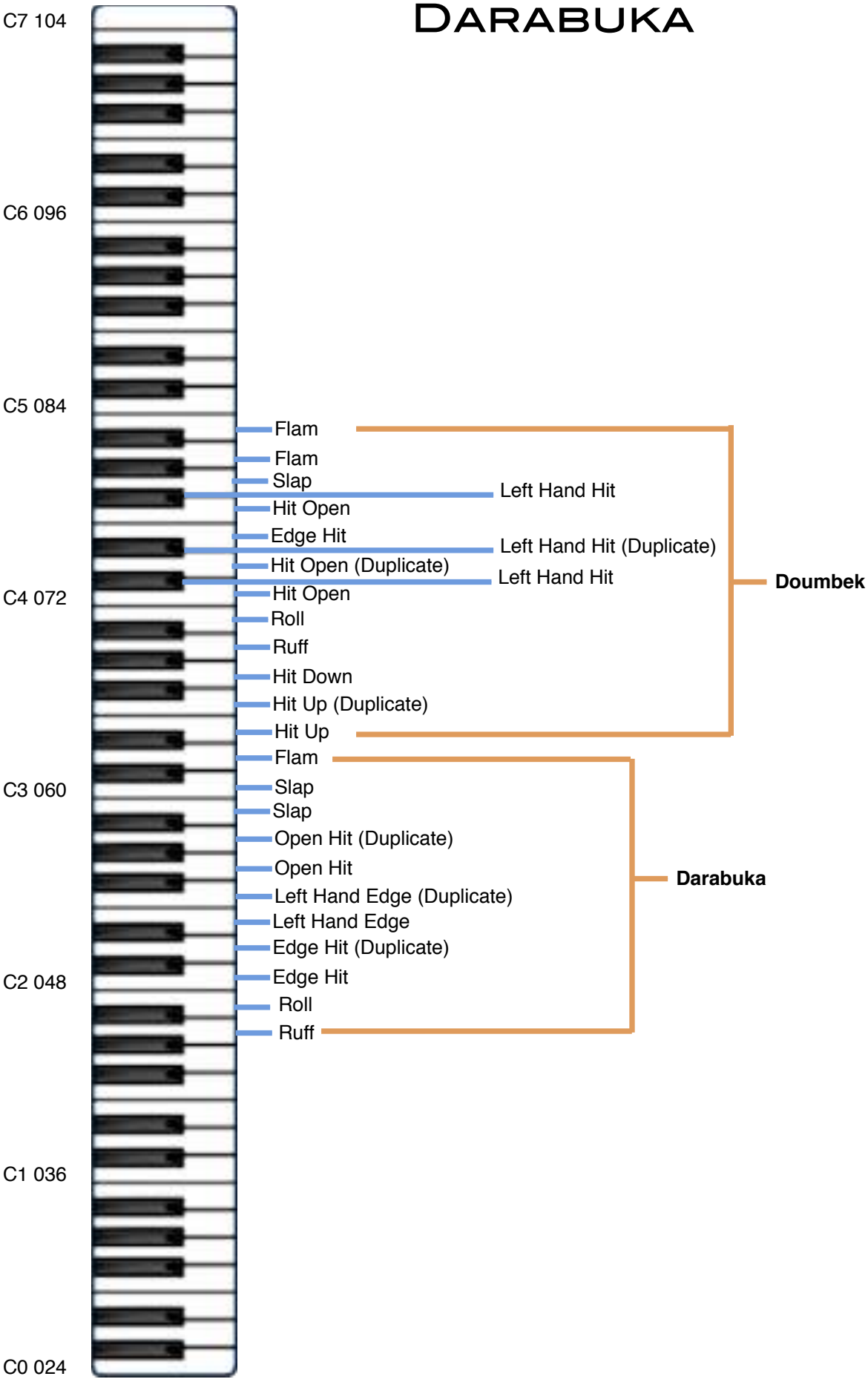
C0 024

Double Hand

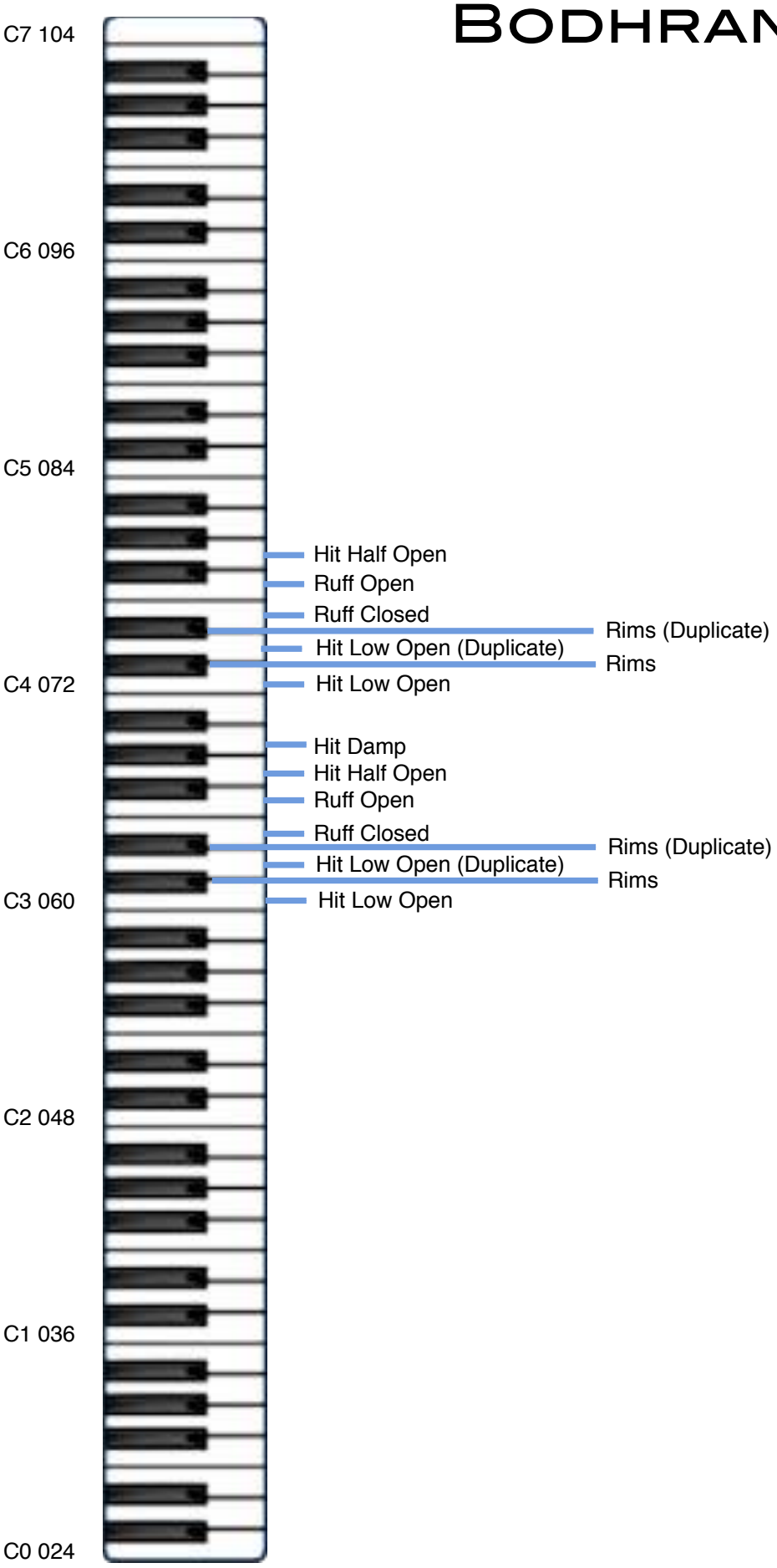
Congas


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Closed Flam High
Hit High (Duplicate)
Hit High
Closed Roll High
Double Hit
Closed Ruff High
Closed Flam Low
Rub Low
Hit Low (Duplicate)
Rub Low
Hit Low
Closed Roll Low
Closed Ruff Low
With Sticks
Hit High (Duplicate)
Closed Flam High
Closed Flam High
Rub High
Hit High (Duplicate)
Rub High
Hit High
Closed Roll High
Closed Ruff High
Hit Low
Closed Flam Low
Closed Flam Low
Rub Low
Hit Low (Duplicate)
Rub Low
Hit Low
Closed Roll Low
Double Hit
Closed Ruff Low
With Hands
Flam High
Hit High (Duplicate)
Hit High
Roll High
Flam High
Flam Low
Hit Low (Duplicate)
Hit Low
Roll Low
Double Hit High
Ruff Low
With Mallets

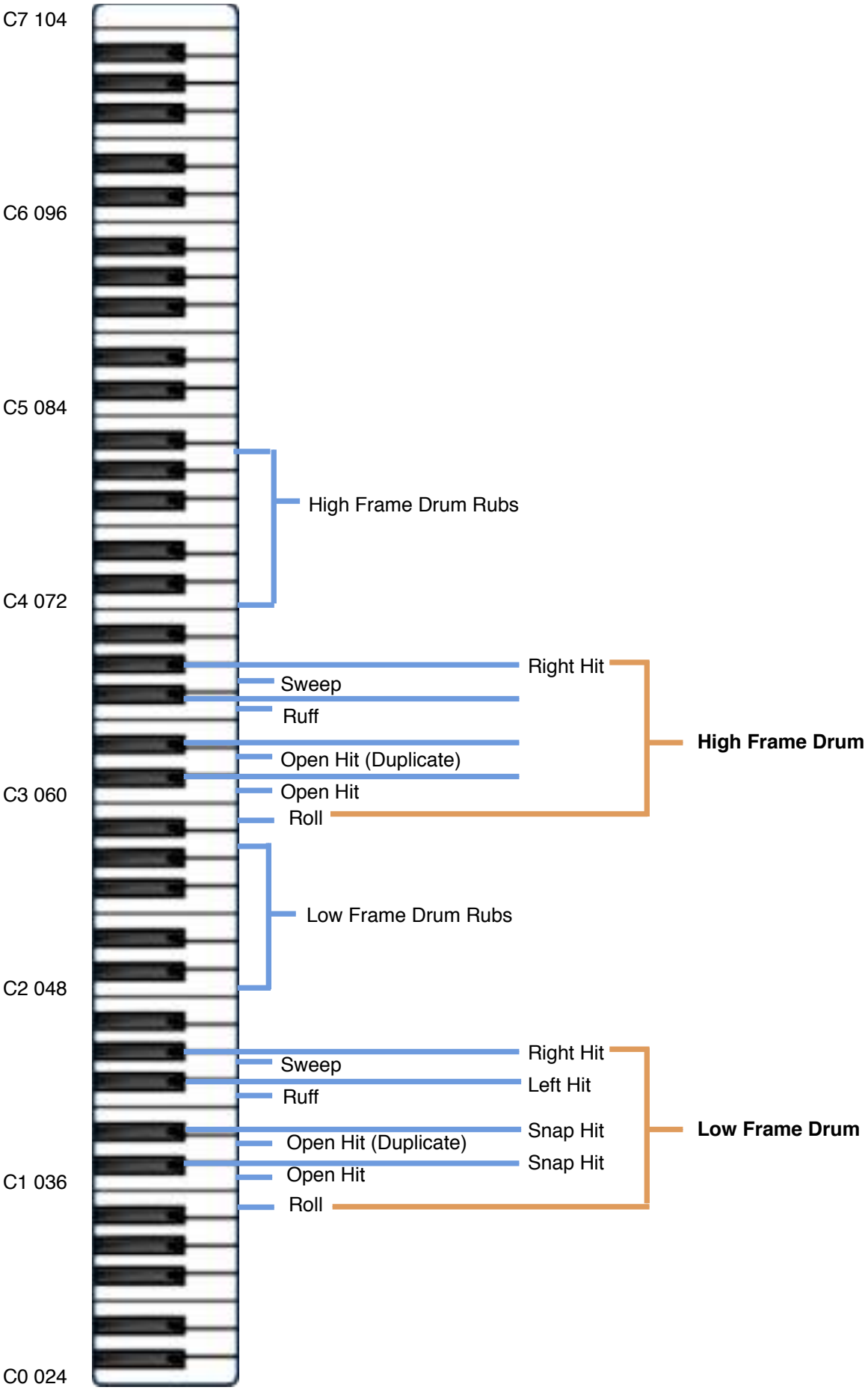
Doumbek, Darabuka



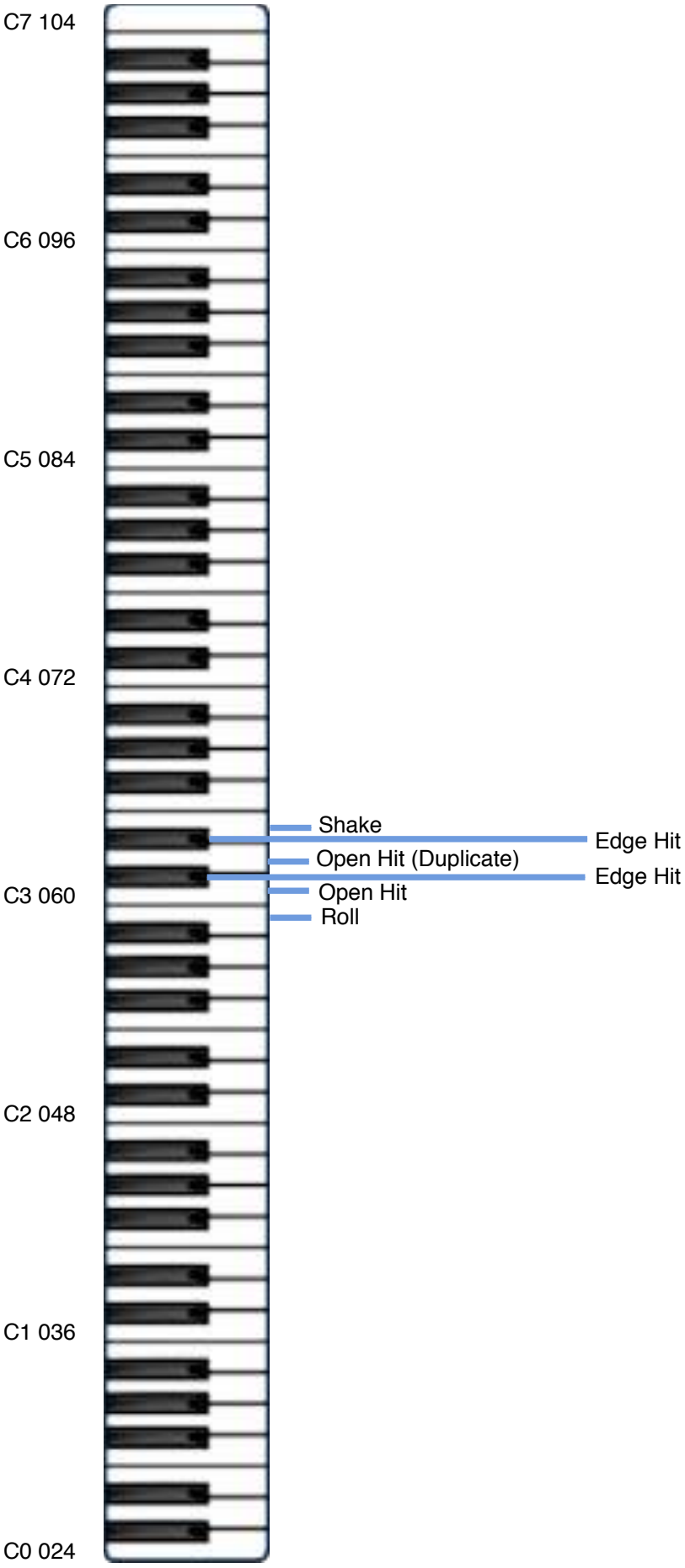
Bodhran


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Hit Half Open
Ruff Open
Ruff Closed
Rims (Duplicate)
Hit Low Open (Duplicate)
Rims
Hit Low Open
Hit Damp
Hit Half Open
Ruff Open
Ruff Closed
Rims (Duplicate)
Hit Low Open (Duplicate)
Rims
Hit Low Open

Frame Drum


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
High Frame Drum Rubs
Right Hit
Sweep
Ruff
Open Hit (Duplicate)
Open Hit
Roll
High Frame Drum
Low Frame Drum Rubs
Right Hit
Sweep
Left Hit
Ruff
Snap Hit
Open Hit (Duplicate)
Snap Hit
Open Hit
Roll
Low Frame Drum

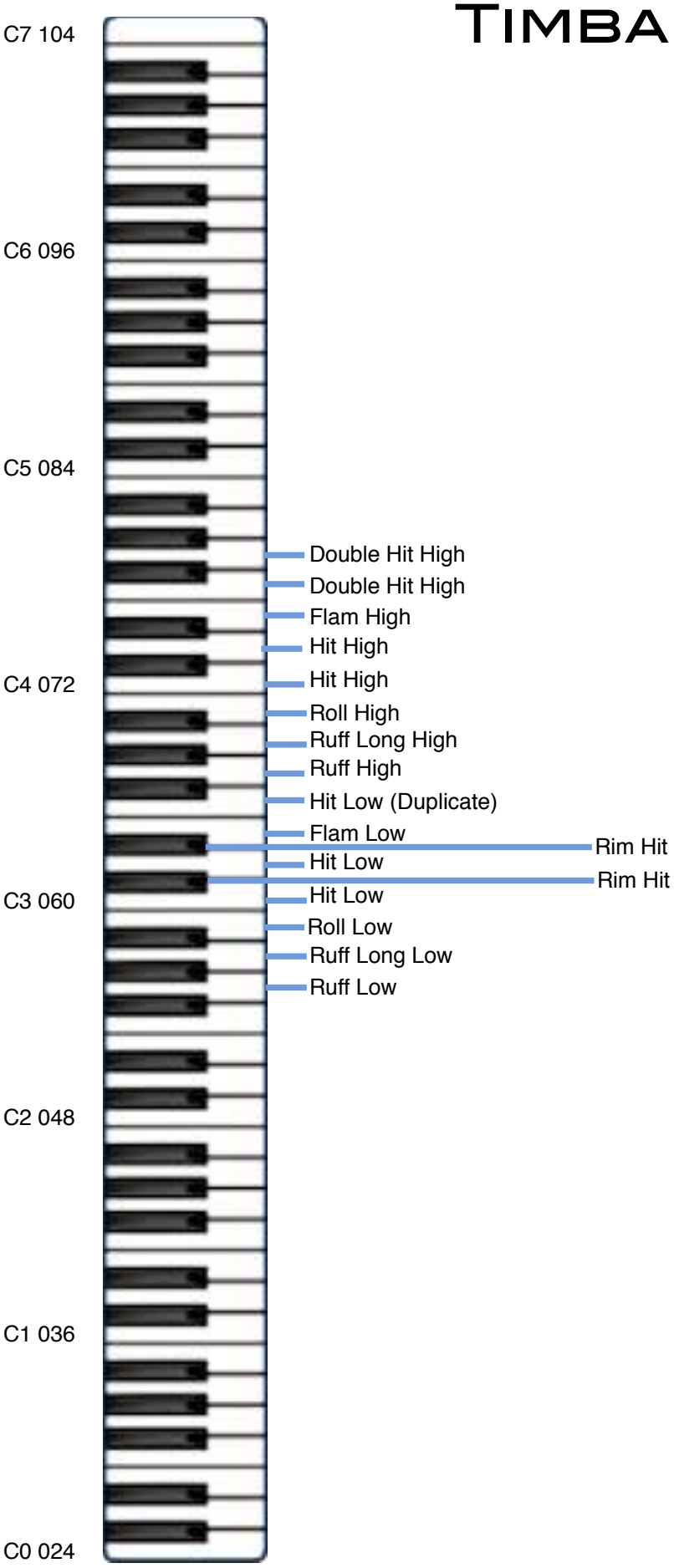
Daff


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Shake
Edge Hit
Open Hit (Duplicate)
Edge Hit
Open Hit
Roll

Cajon


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Hand Hit
Hand Hit
Finger Open High
Hand Hit
Open Hand Roll
Edge Hit
Edge Hit
Edge Roll
Bass Hit
Bass Hit
Bass Roll
FX Roll Down
FX Roll Down

Timbales

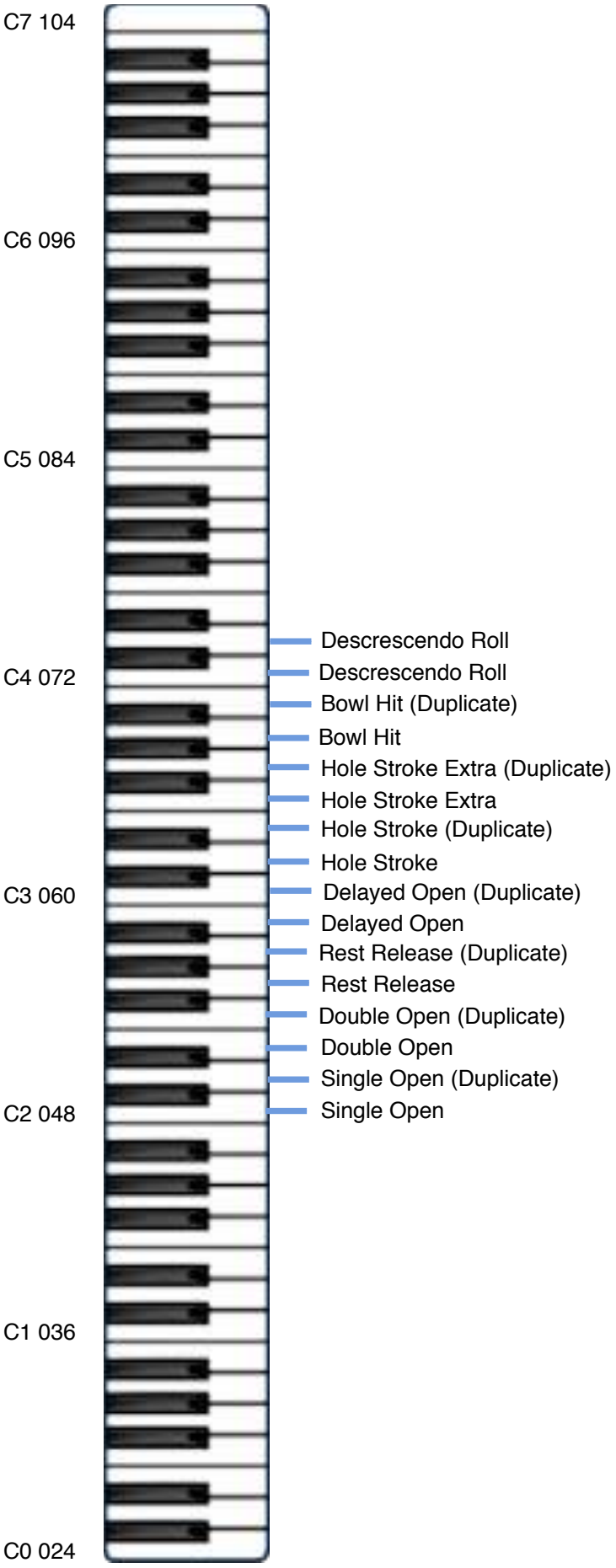

C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Double Hit High
Double Hit High
Flam High
Hit High
Hit High
Roll High
Ruff Long High
Ruff High
Hit Low (Duplicate)
Flam Low
Rim Hit
Hit Low
Rim Hit
Hit Low
Roll Low
Ruff Long Low
Ruff Low

Talking Drum

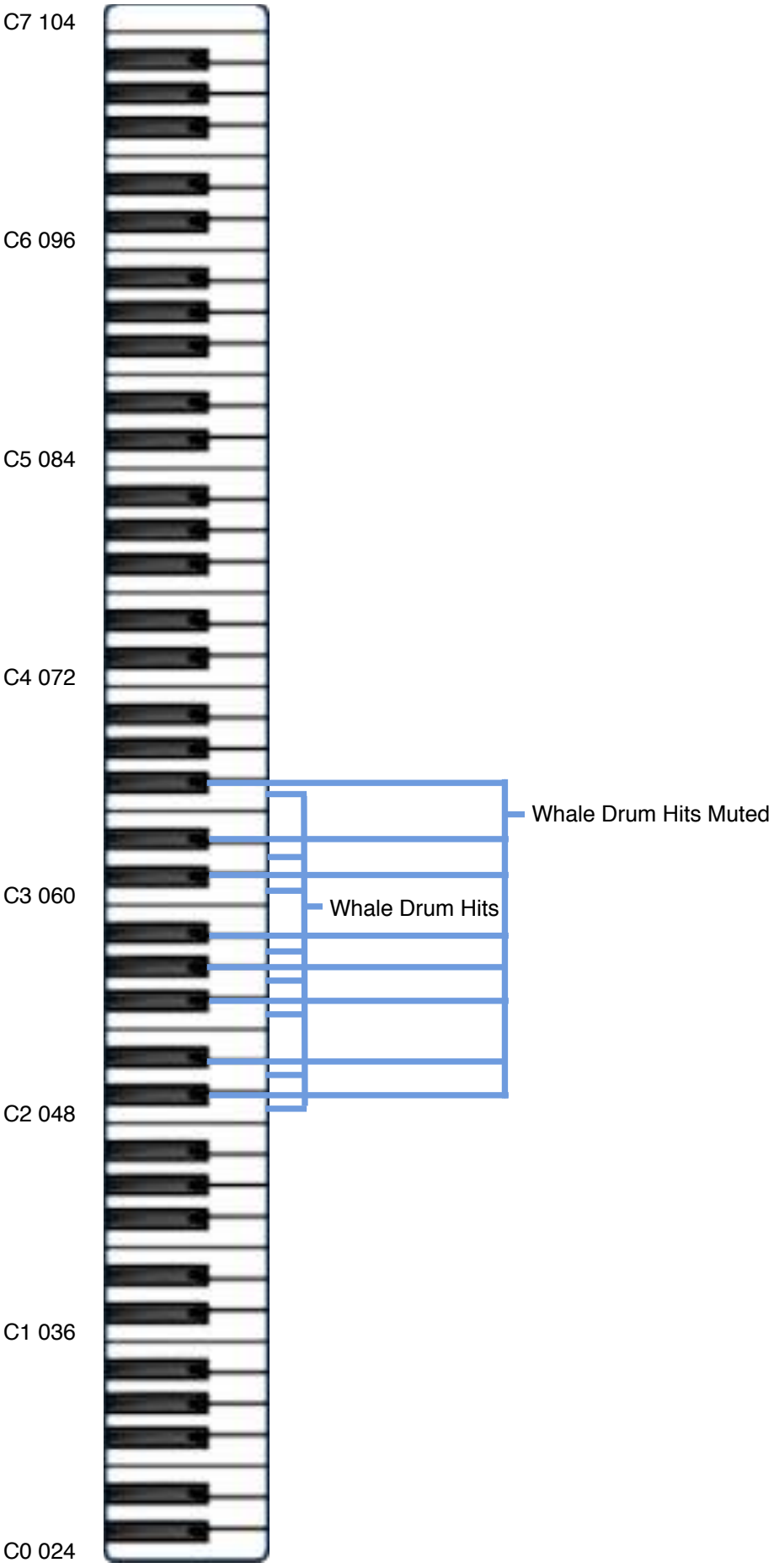


- High Low
- High Low
- Low High
- Low High
- Dead Stroke (Duplicate)
- Dead Stroke
- High Hit (Duplicate)
- High Hit
- Low Hit (Duplicate)
- Low Hit

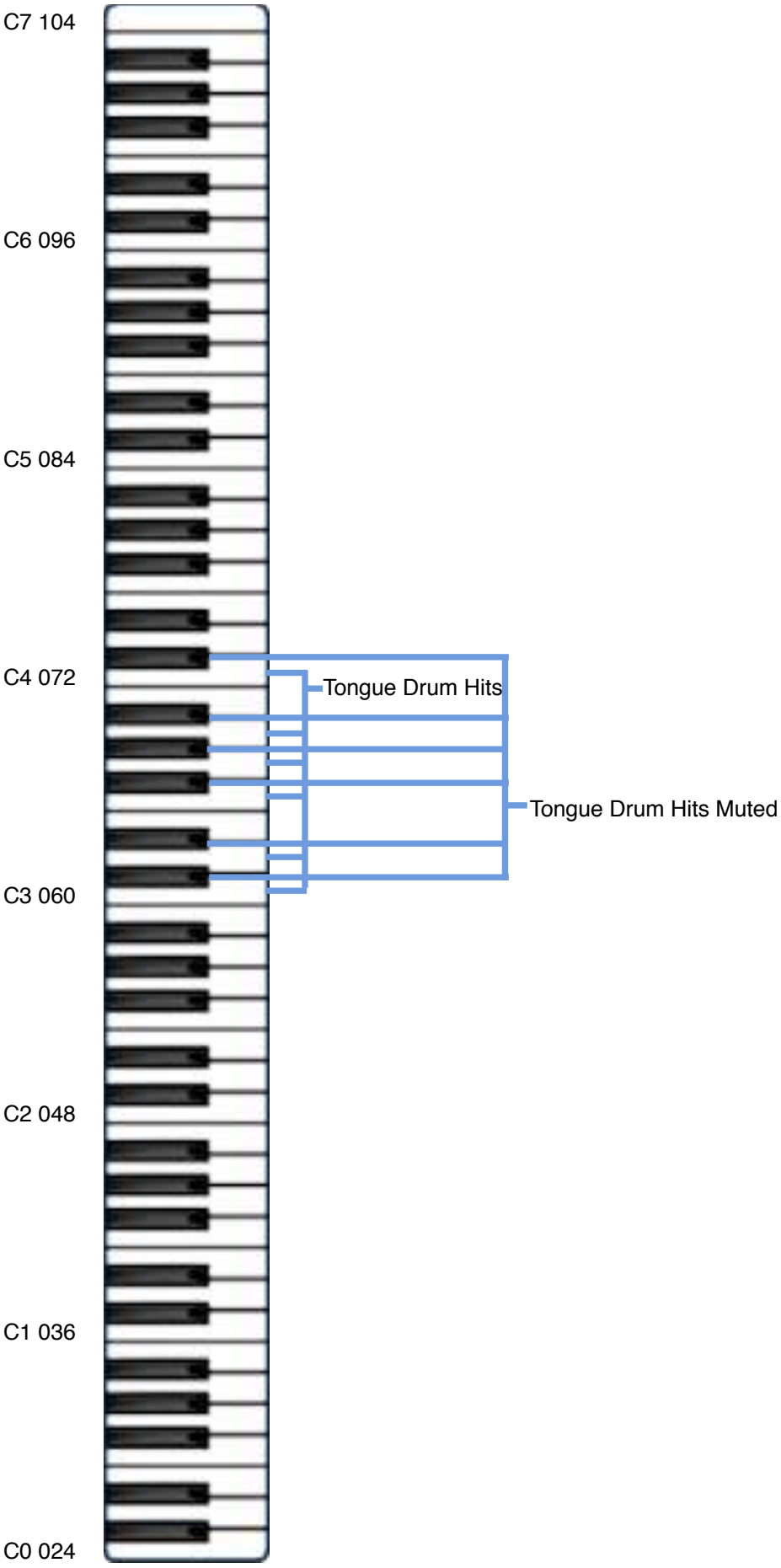
Udu


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Descrescendo Roll
Descrescendo Roll
Bowl Hit (Duplicate)
Bowl Hit
Hole Stroke Extra (Duplicate)
Hole Stroke Extra
Hole Stroke (Duplicate)
Hole Stroke
Delayed Open (Duplicate)
Delayed Open
Rest Release (Duplicate)
Rest Release
Double Open (Duplicate)
Double Open
Single Open (Duplicate)
Single Open

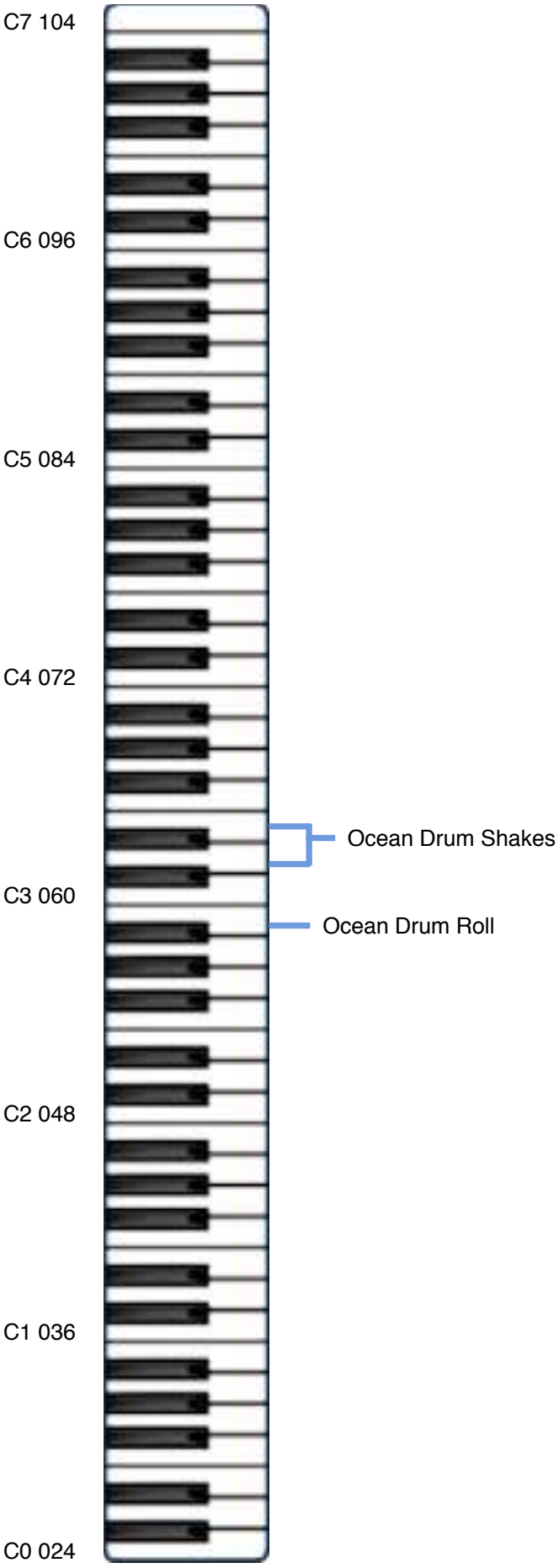
Whale Drum


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Whale Drum Hits Muted
Whale Drum Hits

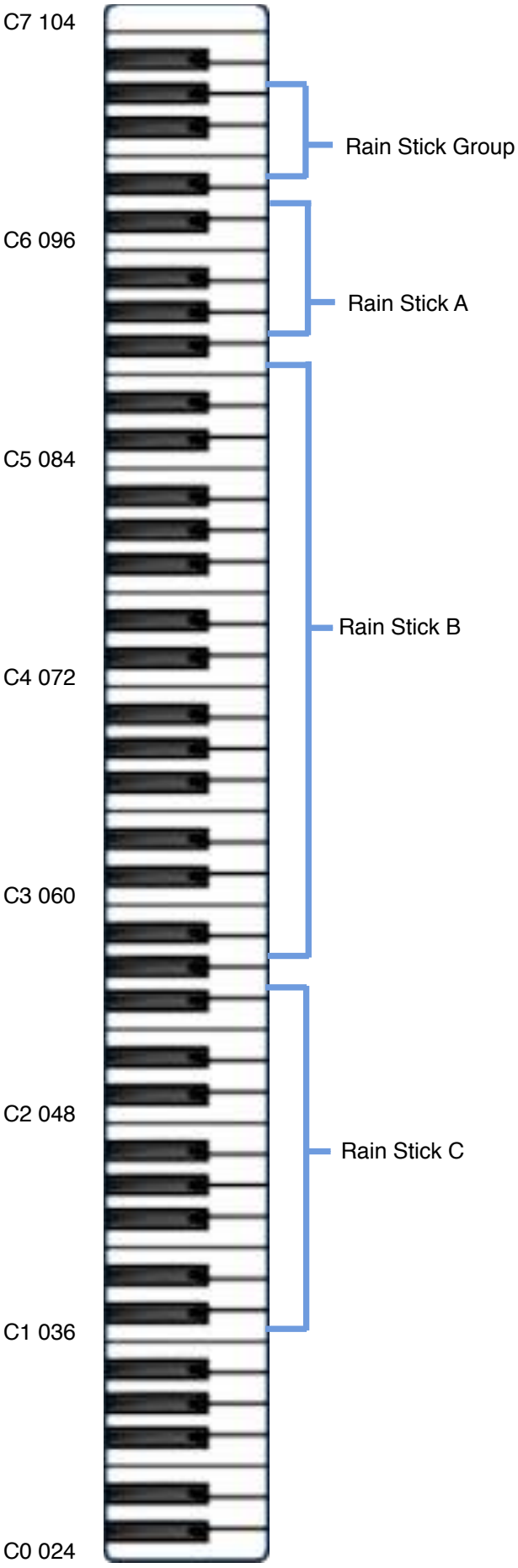
Tongue Drum


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Tongue Drum Hits
Tongue Drum Hits Muted

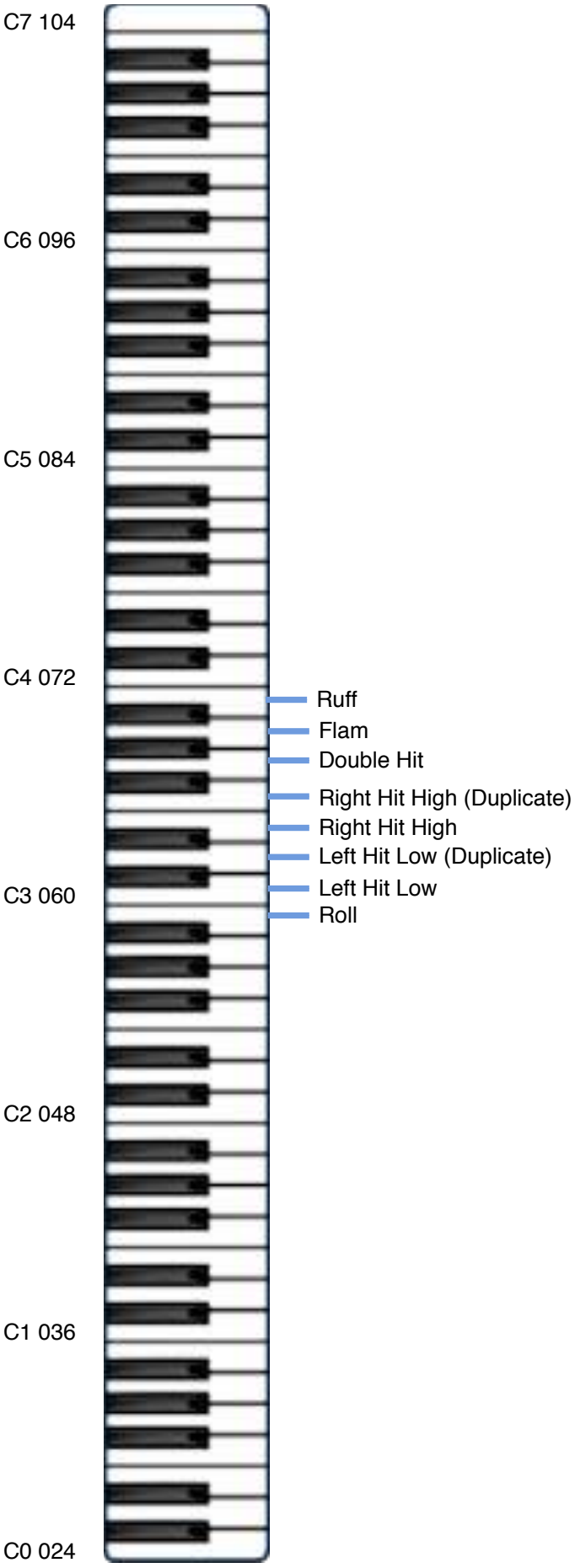
Ocean Drum


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Ocean Drum Shakes
Ocean Drum Roll

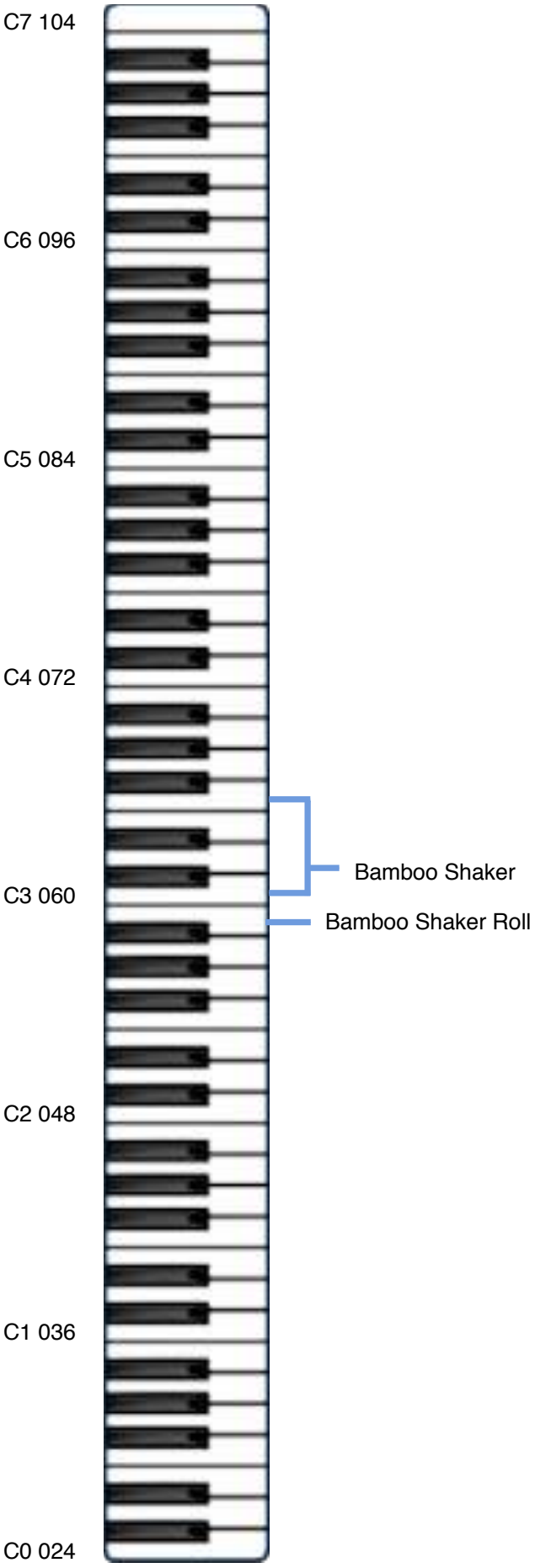
Rain Sticks


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Rain Stick Group
Rain Stick A
Rain Stick B
Rain Stick C

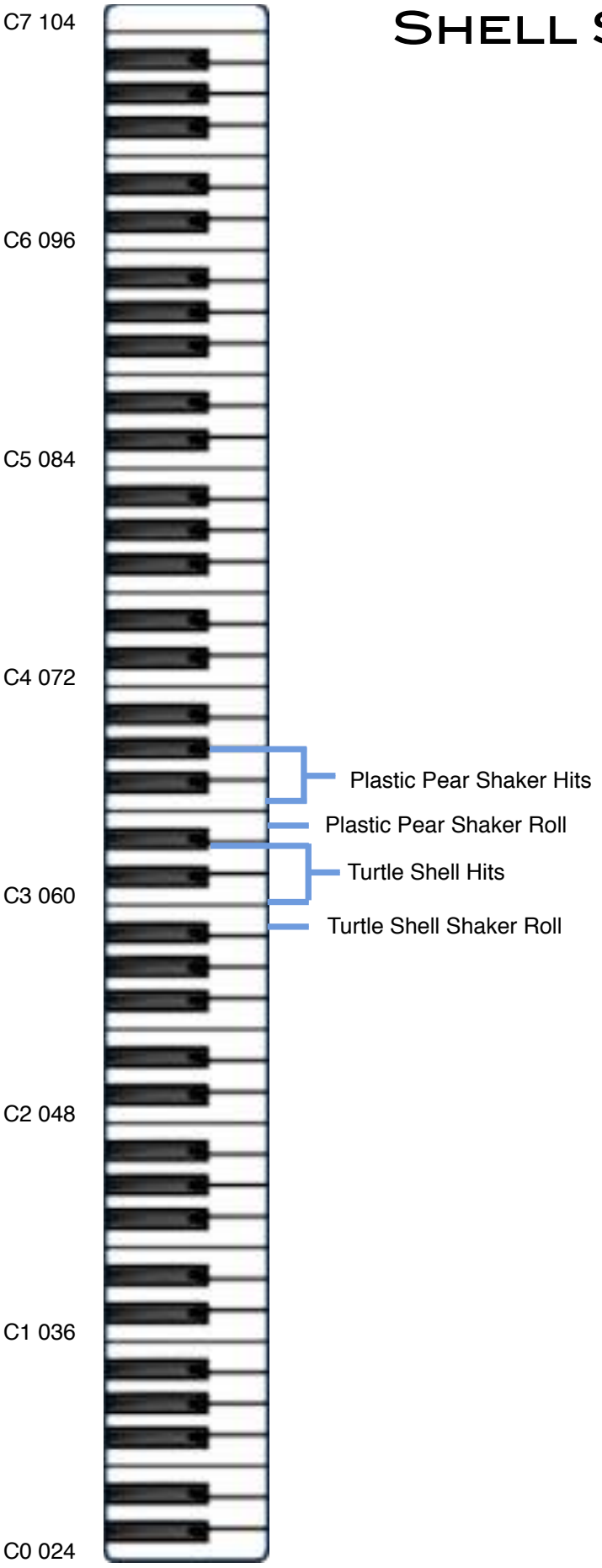
Tambourika


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Ruff
Flam
Double Hit
Right Hit High (Duplicate)
Right Hit High
Left Hit Low (Duplicate)
Left Hit Low
Roll

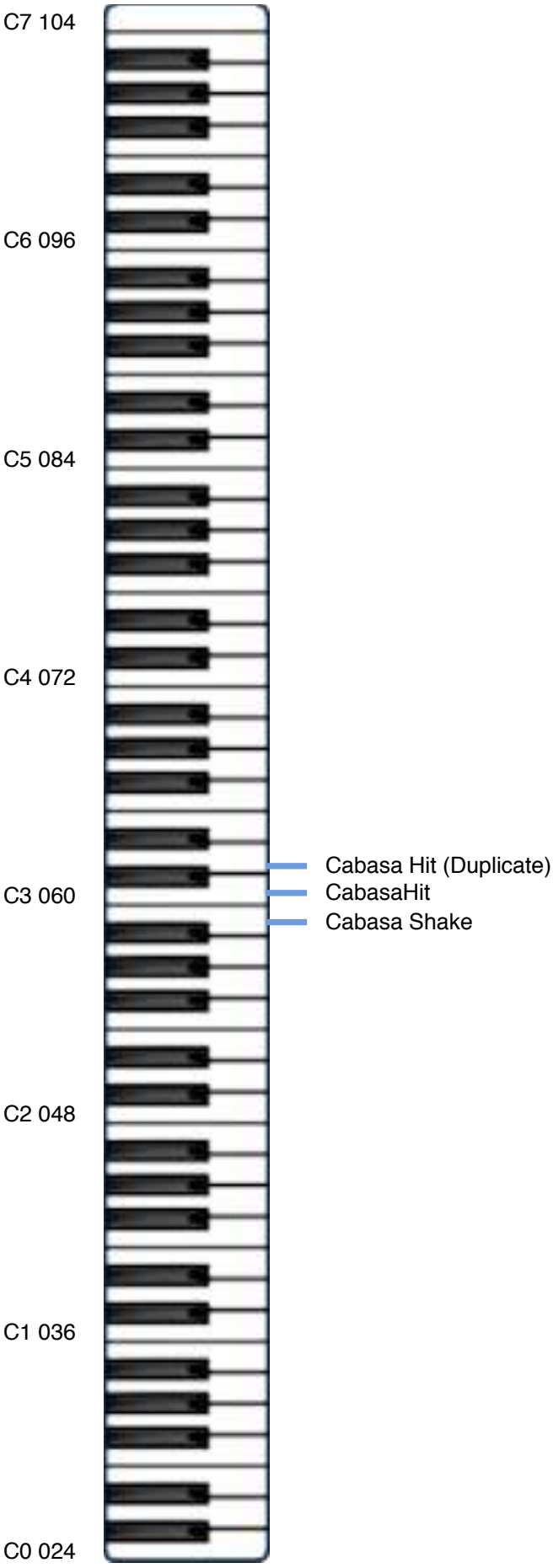
Bamboo Shaker



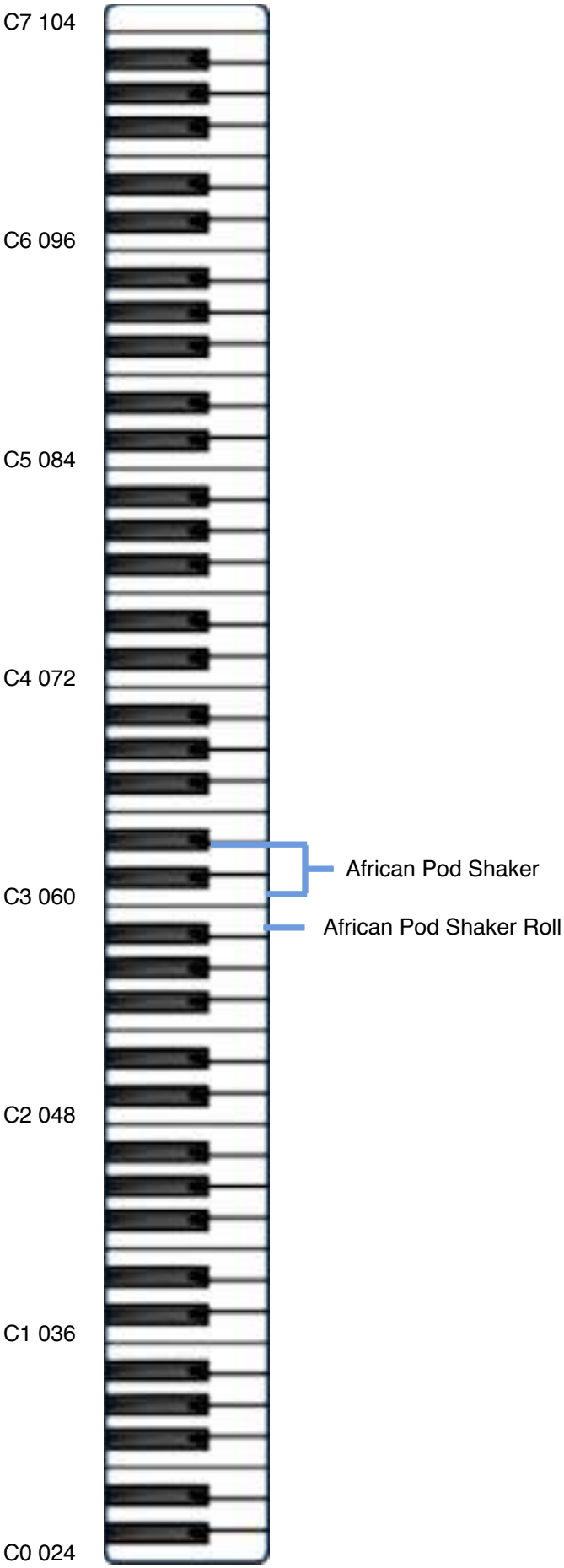
Plastic Pear + Turtle Shell Shakers



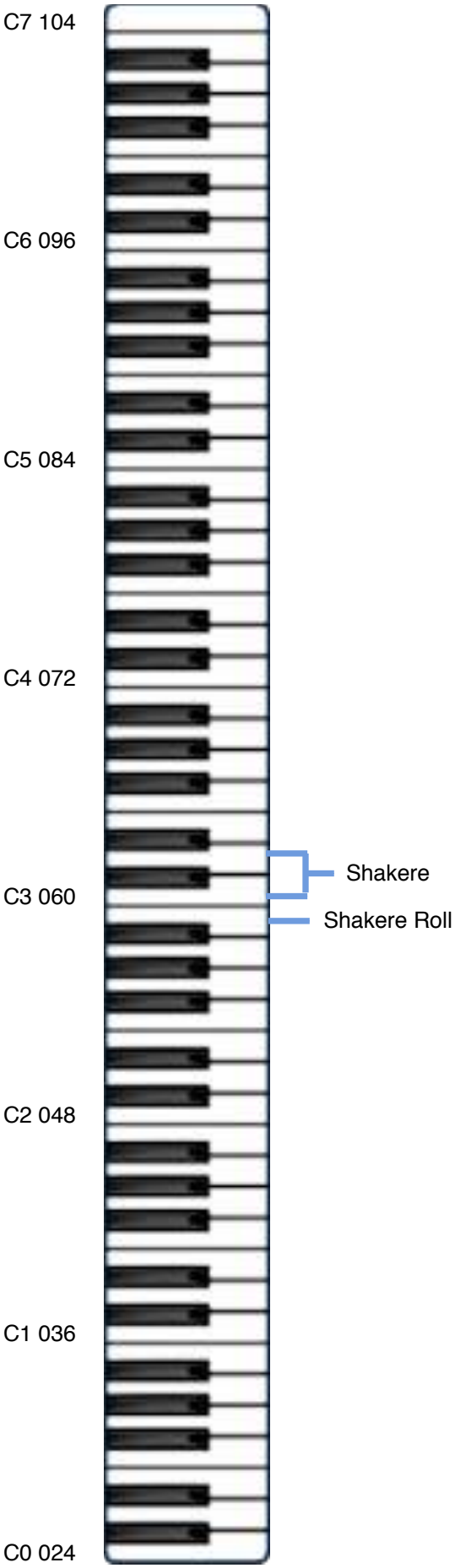
Cabasa


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Cabasa Hit (Duplicate)
CabasaHit
Cabasa Shake

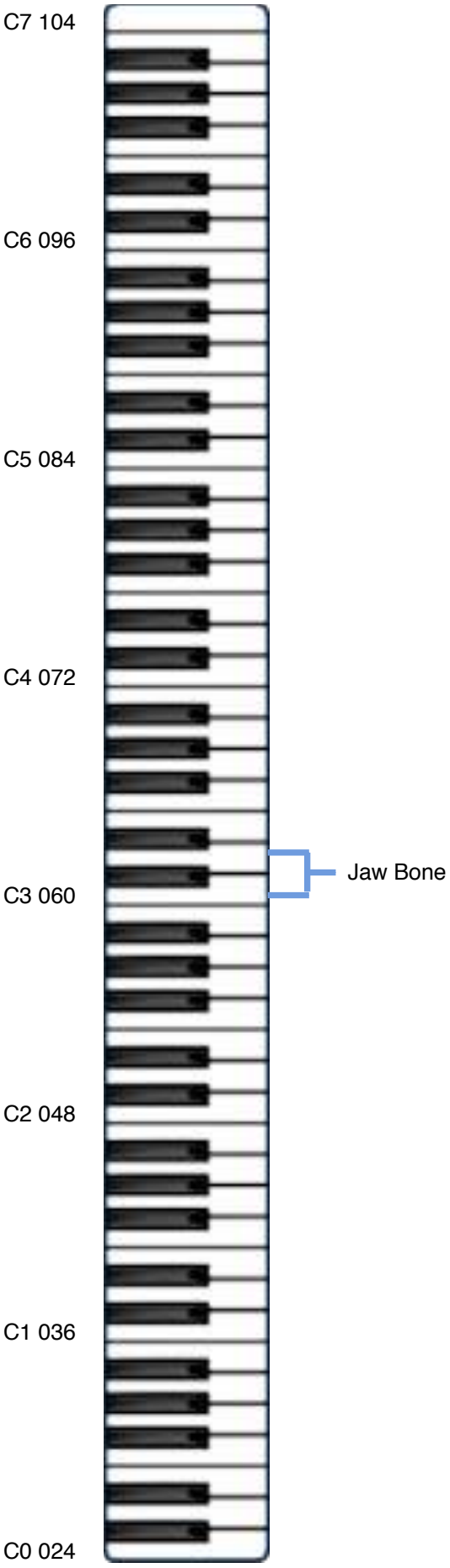
African Pod Shaker



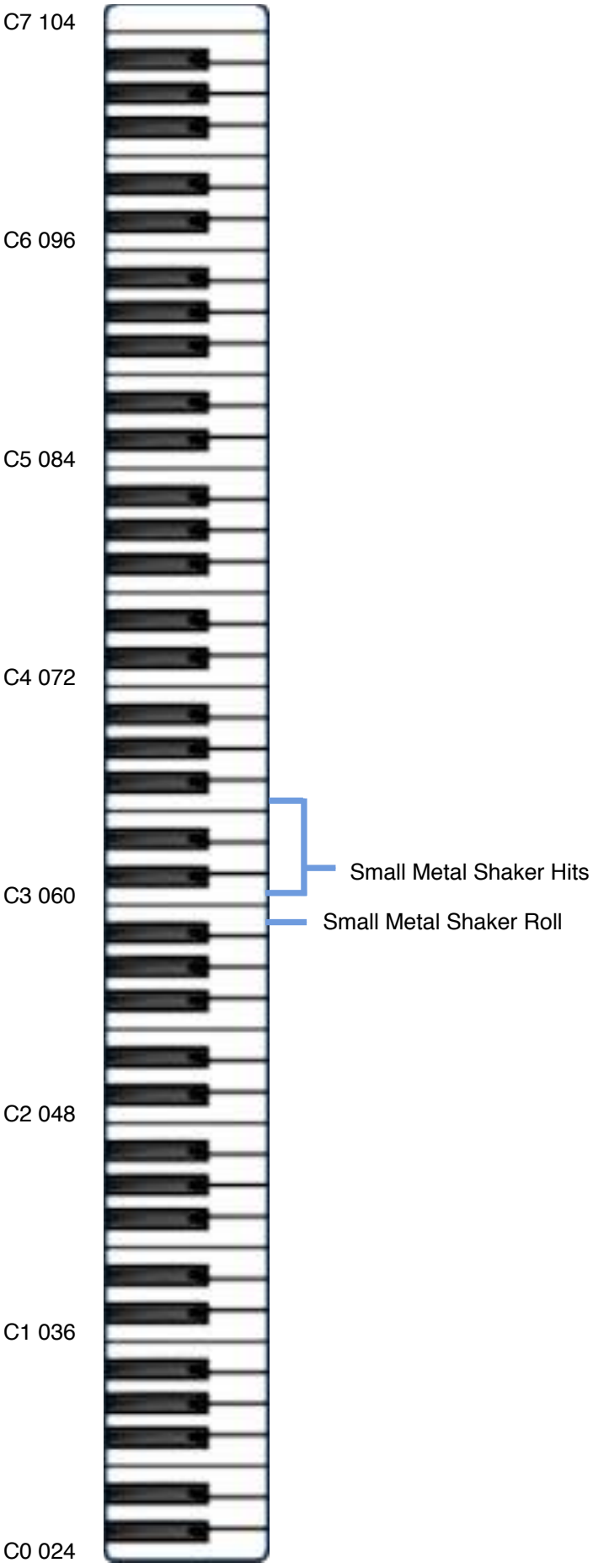
Shakere


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Shakere
Shakere Roll

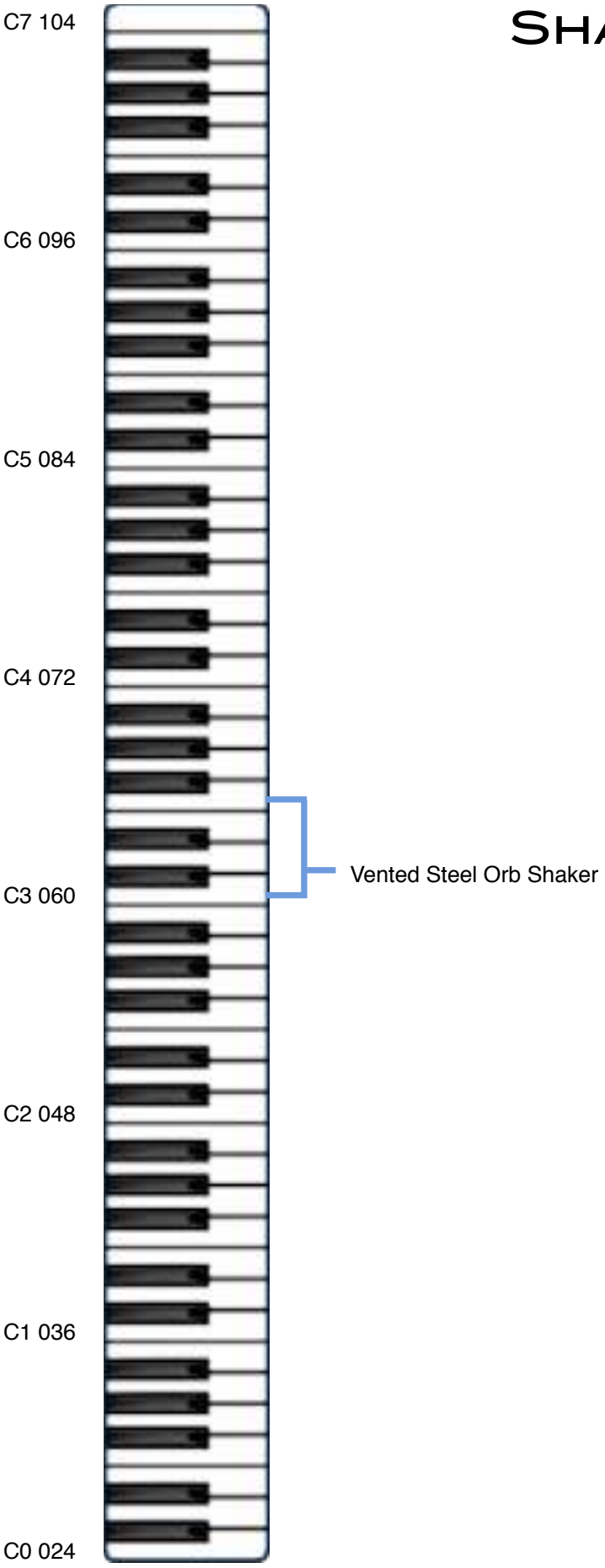
Jaw Bone



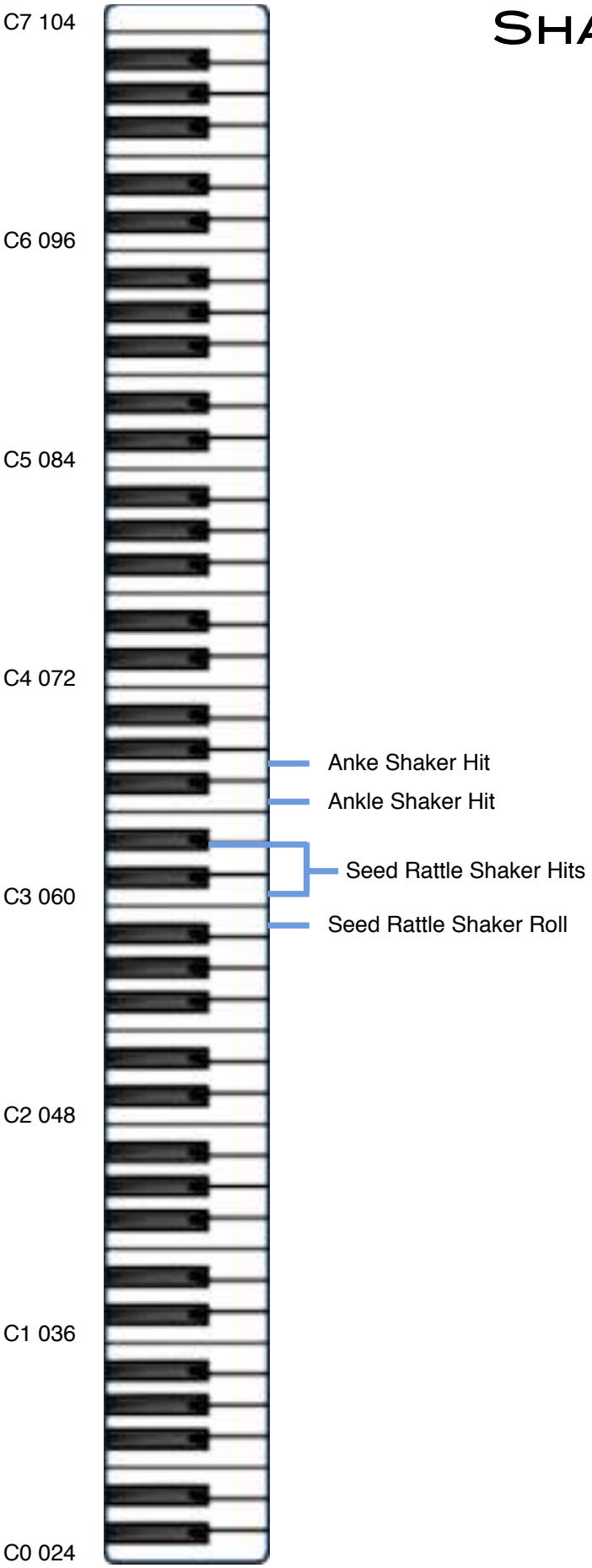
Small metal Shaker



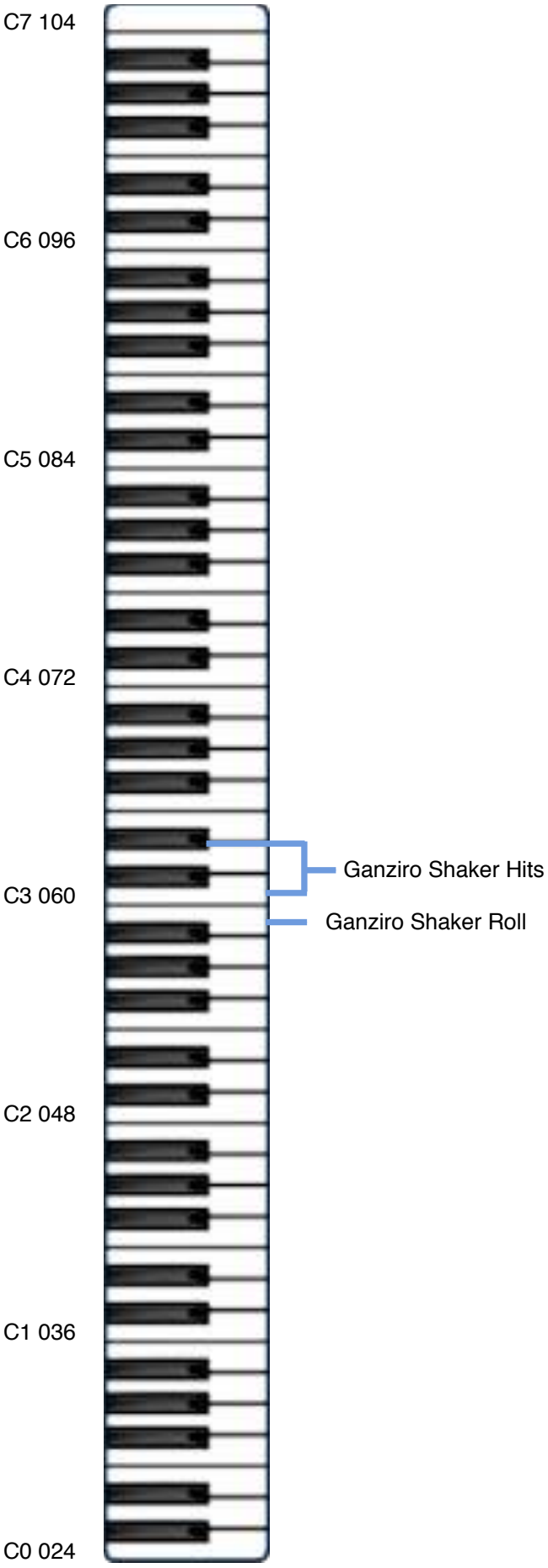
Vented Steel Orb Shaker



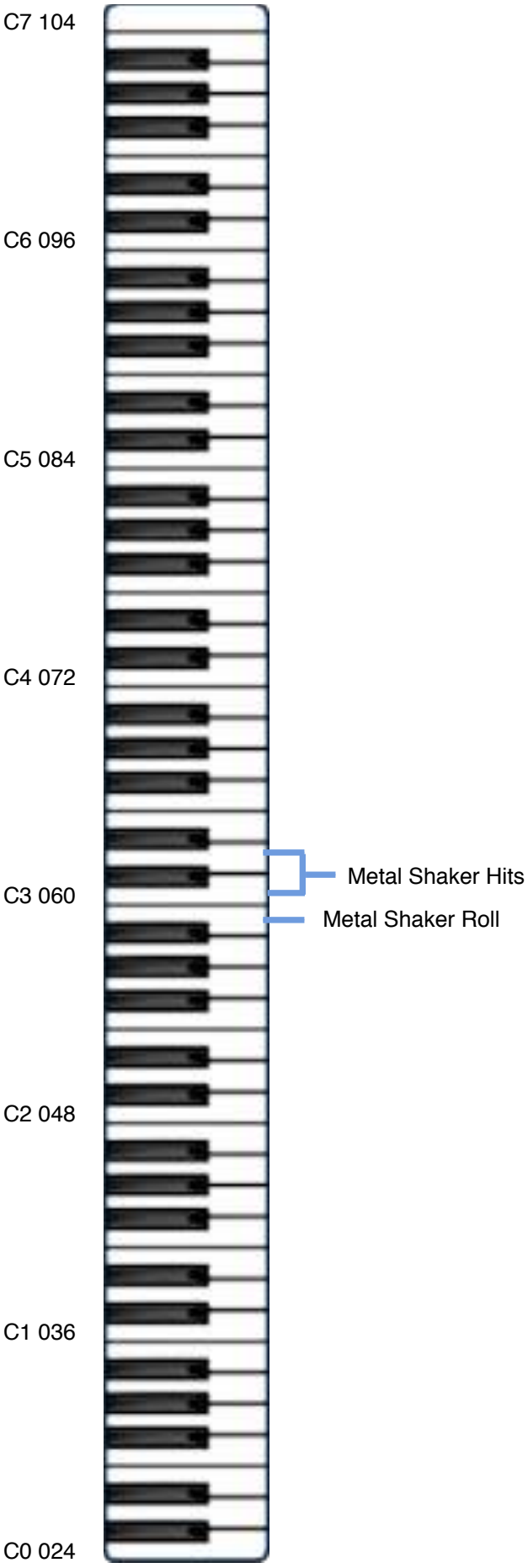
Ankle + Seed Rattle Shakers



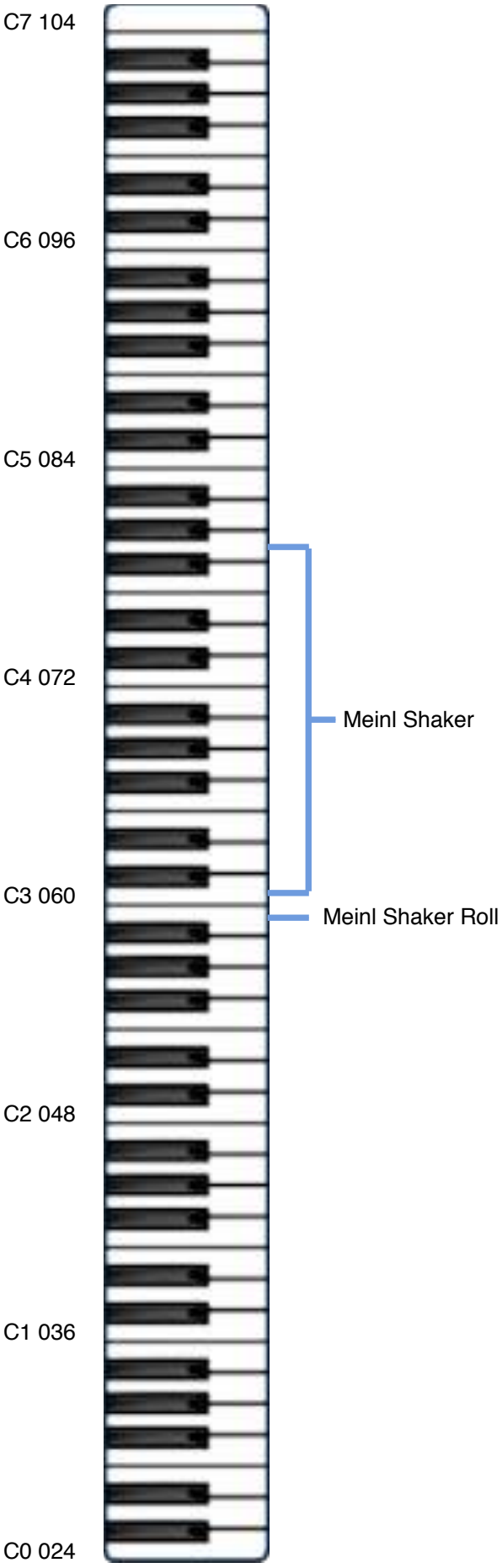
Ganziro Shaker



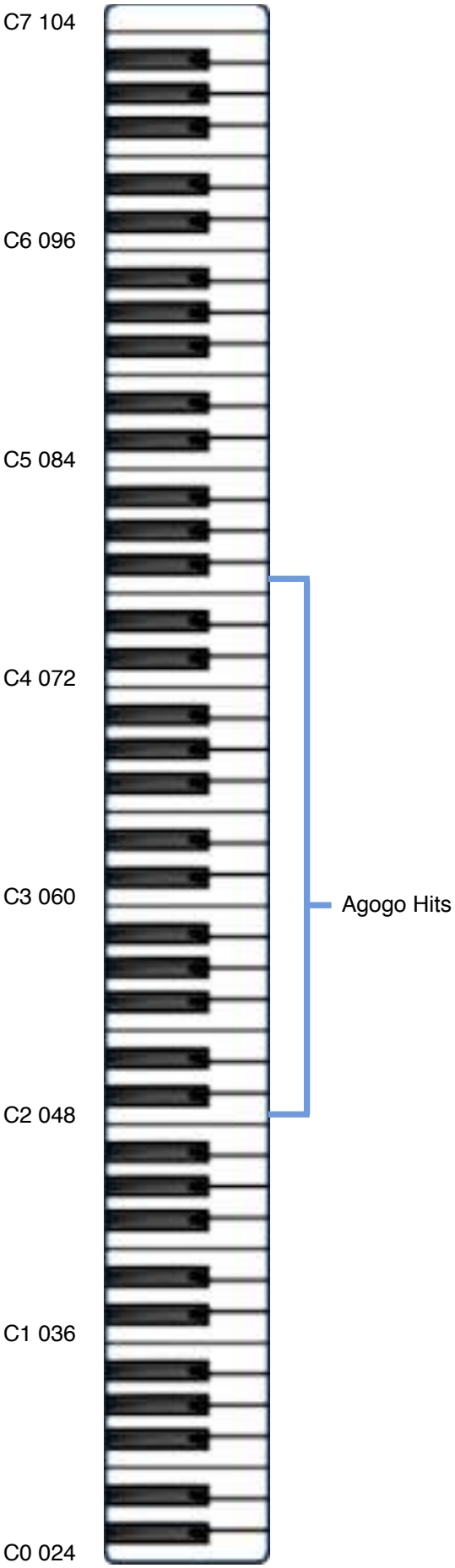
Metal Shaker



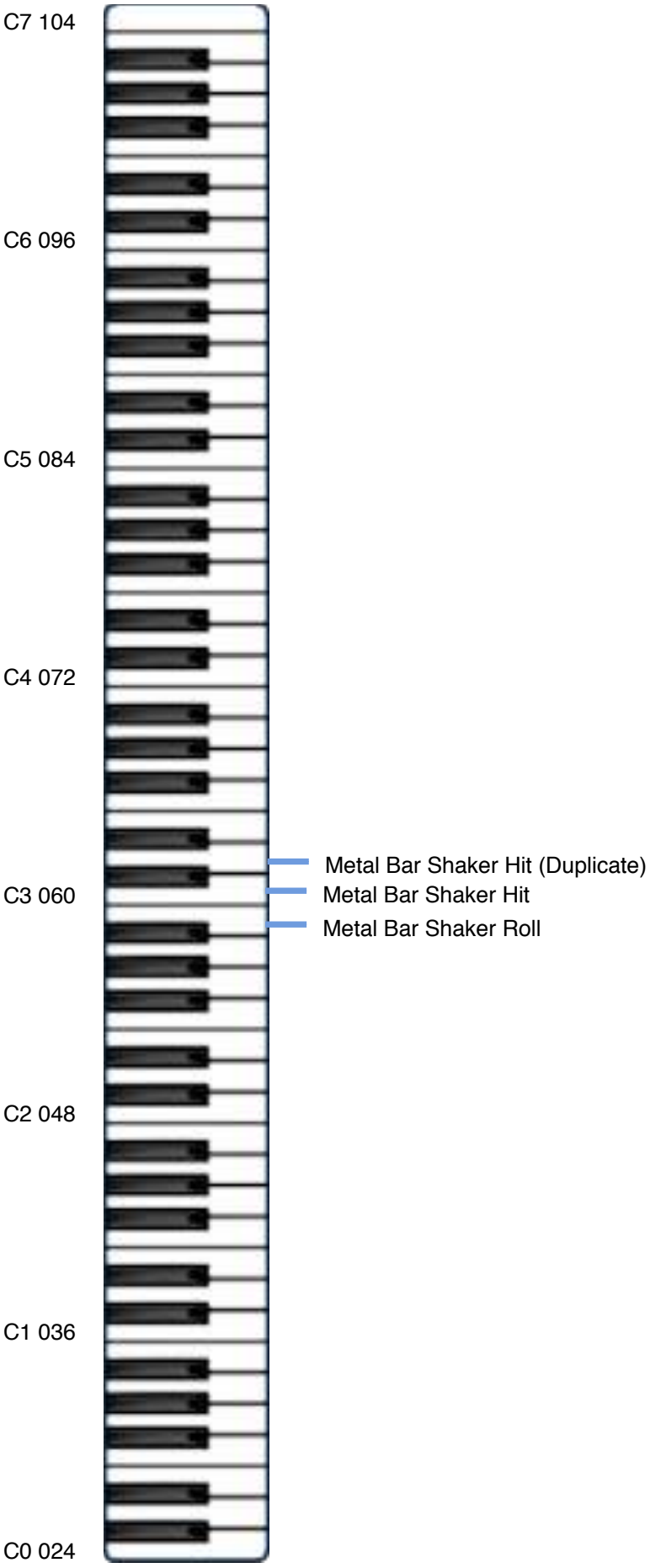
Meinl Shaker



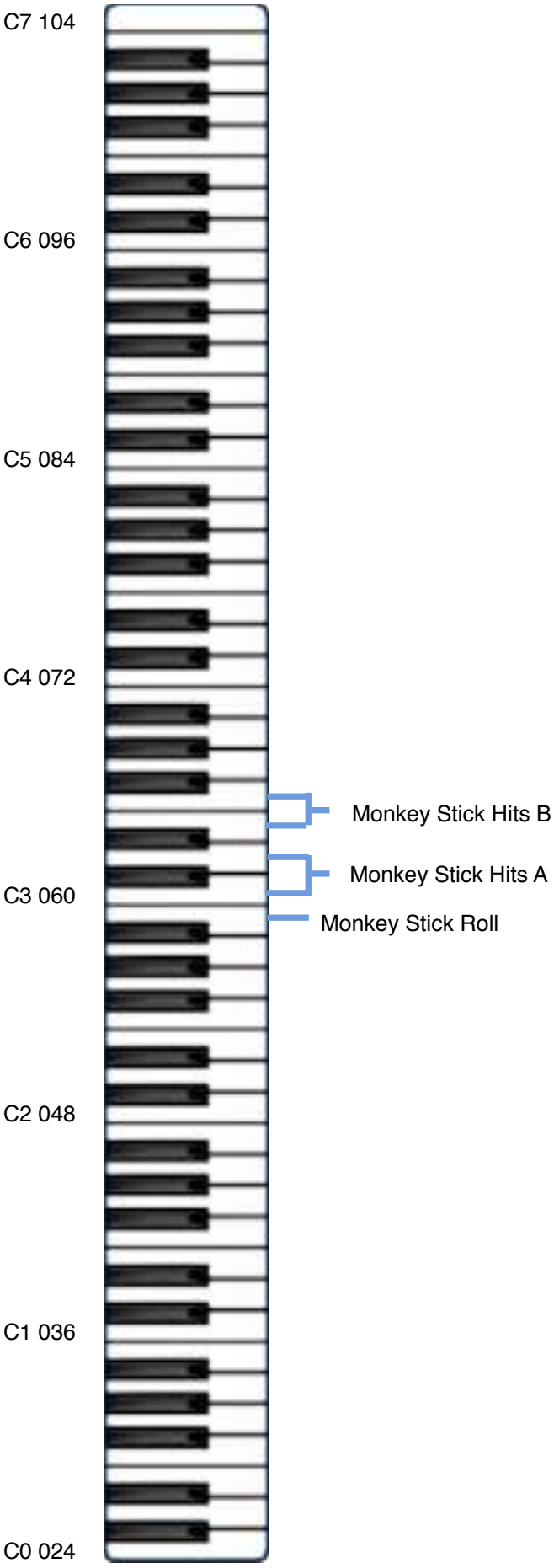
Agogo



Metal Bar Shaker



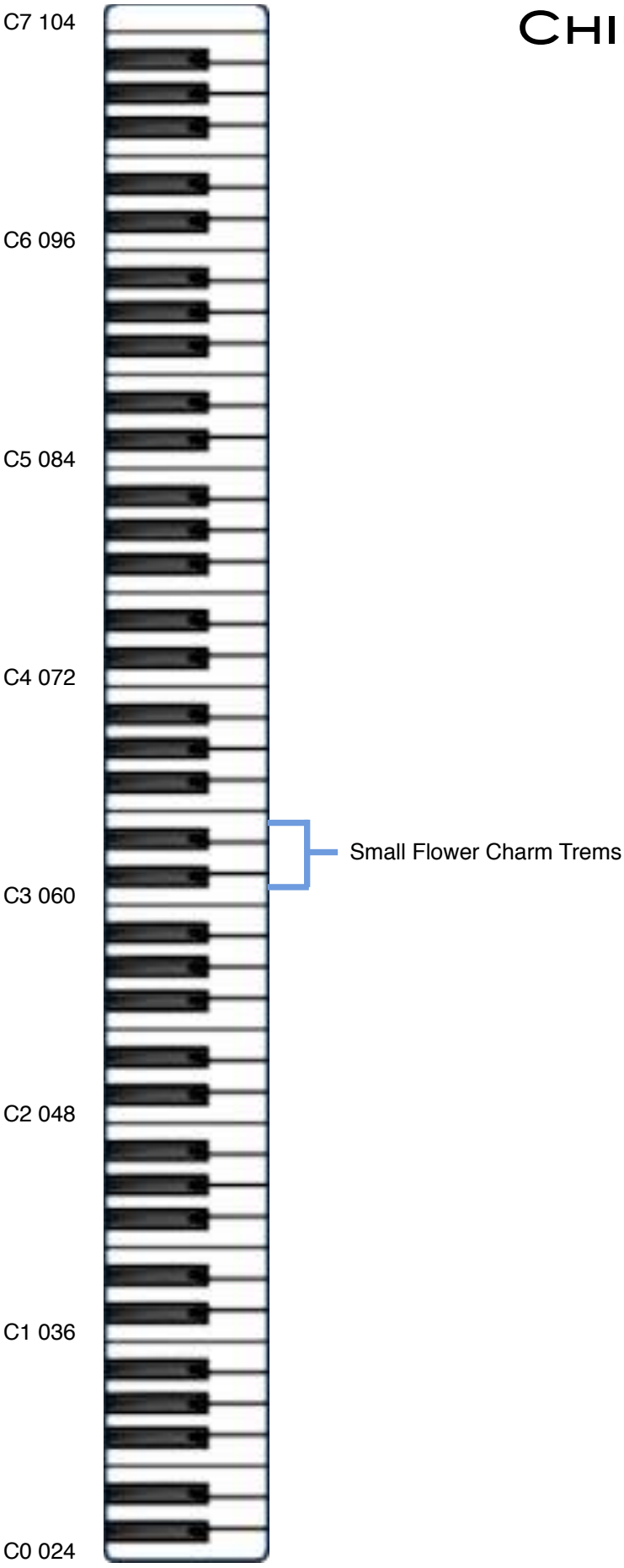
Monkey Stick



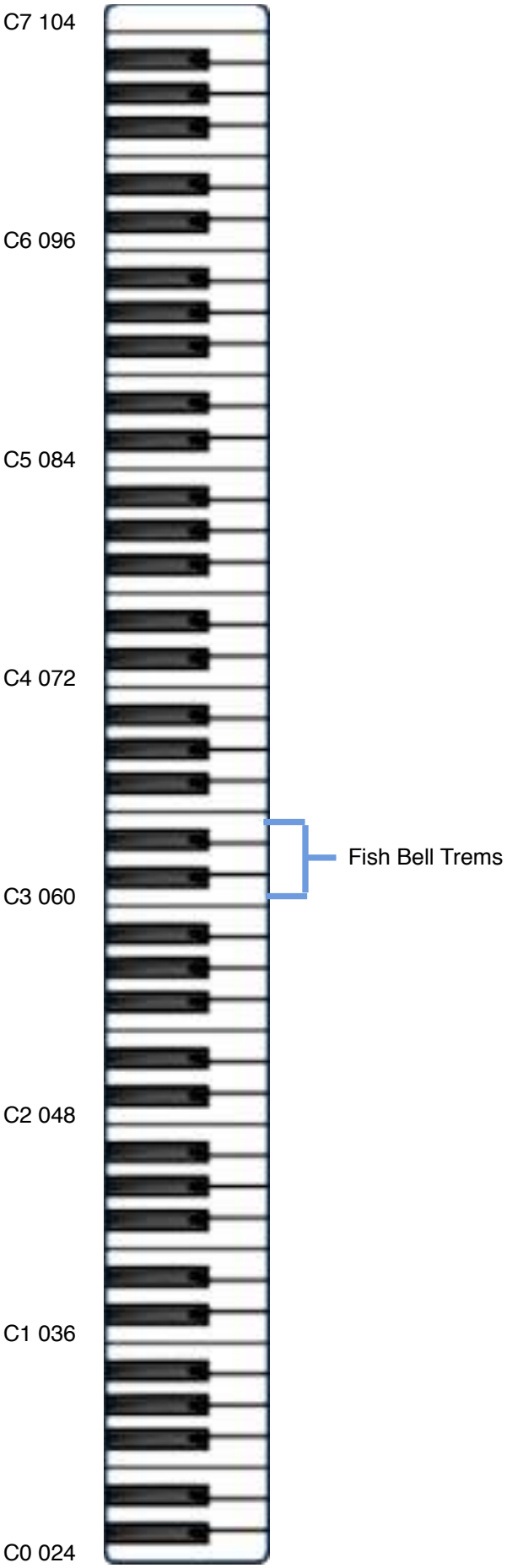
Asian Wooden Chimes



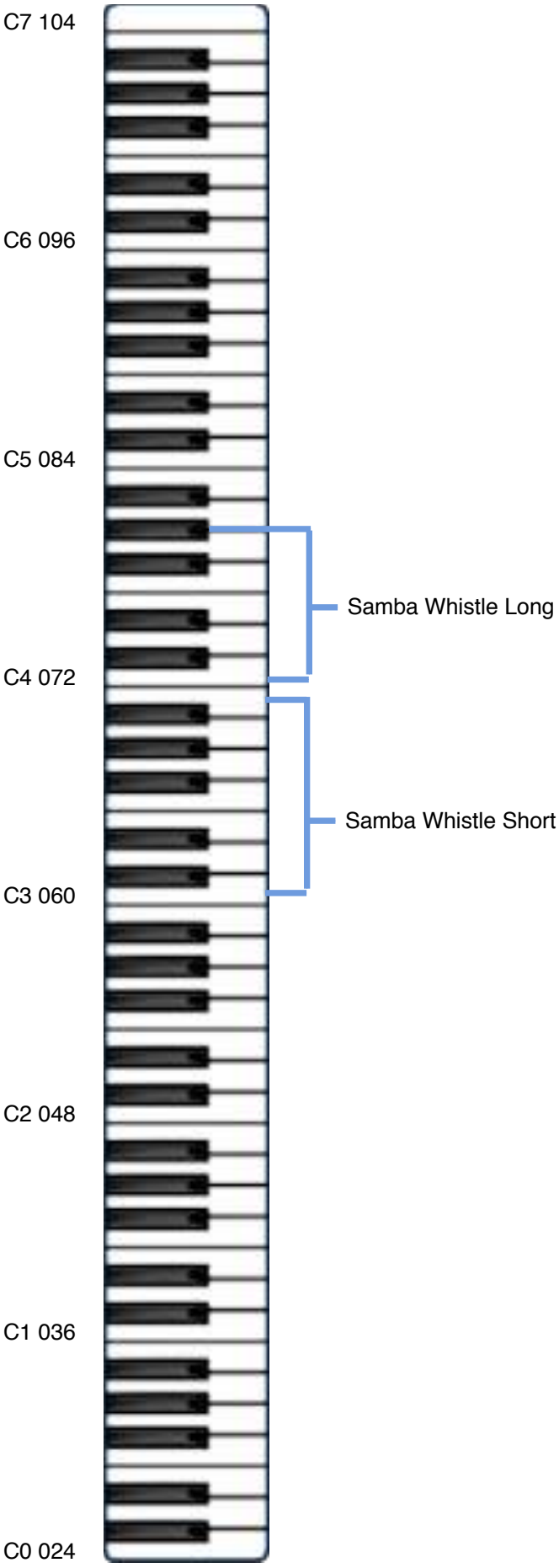
Small Flower Charm Chimes



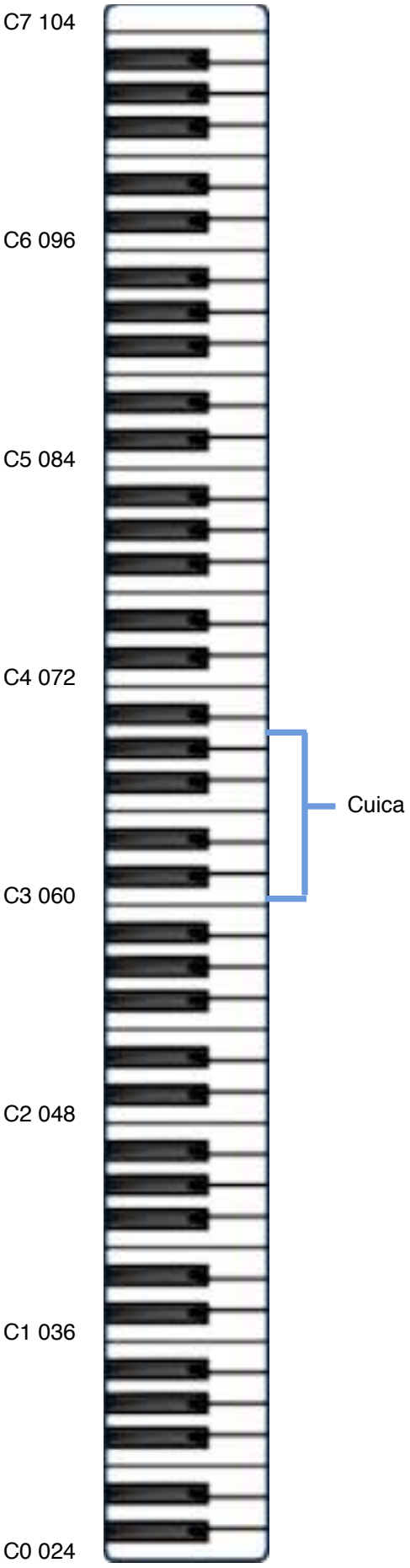
Fish Bell Chimes



Samba Whistles



Cuica



Drum Kit - Full 88 Key Mapping



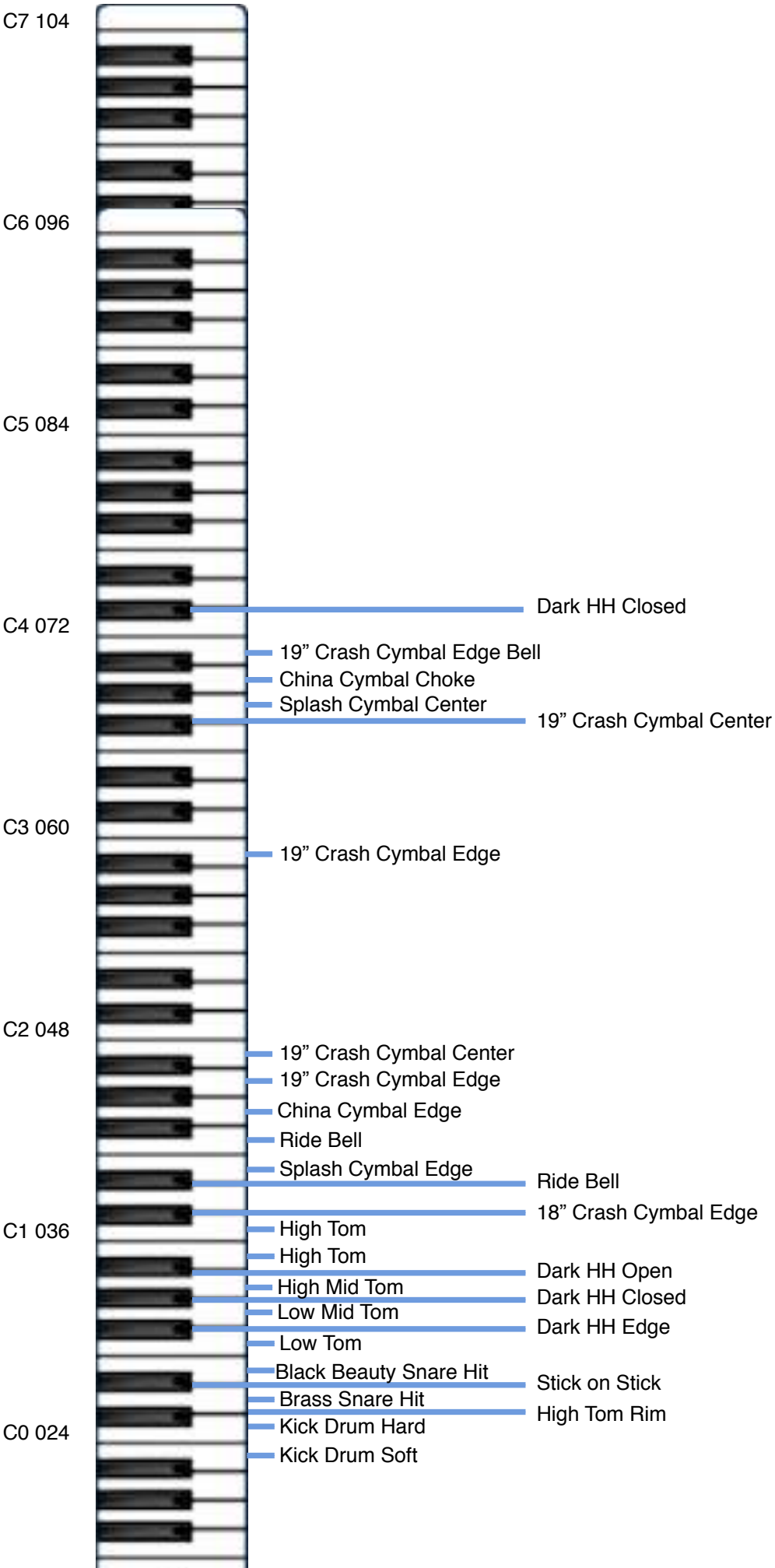
C7 104
High Tom Roll
High Tom Ruff
High Tom Flam
China Cymbal Choke
High Tom Rim
High Tom
19” Crash Cymbal Open-Choke
Combo Toms Hit
C6 096
High Mid Tom Roll
19” Crash Cymbal Edge / Center / Bell
High Mid Tom Ruff
High Mid Tom Flam
China Cymbal Edge / Bell
High Mid Tom Rim
High Mid Tom
18” Crash Cymbal Open-Choke
Combo Toms Hit
C5 084
Low Mid Tom Roll
18” Crash Cymbal Edge / Center / Bell
Low Mid Tom Ruff
Low Mid Tom Flam
18” Crash Cymbal Roll
Low Mid Tom Rim
Low Mid Tom
Bright HH Closed Bell
Combo Toms Hit
Bright HH Edge / Half-Open / Open / Closed
C4 072
Low Tom Roll
Low Tom Ruff
Low Tom Flam
Light HH Pedal
Low Tom Rim
Low Tom
Dark HH Closed Bell
Combo Toms Hit
Dark HH Edge / Half-Open / Open / Closed
C3 060
Picc Snare Roll
Picc Snare Ruff
Picc Snare Flam
Dark HH Pedal
Picc Snare Rim
Picc Snare Hit
Picc Snare Dead Stroke
Combo Hit
Ride Bell
C2 048
Black Beauty Snare Roll
Black Beauty Snare Ruff
Black Beauty Snare Flam
Splash Cymbal Edge / Center / Bell
Black Beauty Snare Rim
Black Beauty Snare Hit
Black Beauty Snare Dead Stroke
Combo Hit
Stick on Stick
C1 036
Brass Snare Roll
Brass Snare Ruff
Brass Snare Flam
Brass Snare Rim
Brass Snare Hit
Brass Snare Dead Stroke
Kick Drum Hard (Duplicate)
C0 024
Kick Drum Hard
Kick Drum Soft (Duplicate)
Kick Drum Soft

Note: See MAPPING tab for customizable switching between Hi-Hat and Cymbal articulations. Hi-Hat default is CC2 and Cymbal Default is CC4.

If you set HH/cymbal articulations to keyswitches instead, they will be set to A#-1, C#0 and D0.

Combo hits were added to this patch for convenience (See D Keys), but can mainly be found in the Drum Kit Fills patch

Drum Kit - General MIDI Mapping



Drum Kit - Fills



Stick Drop

Stick Countoff

C6 096

Drum Fills

C5 084

Looped Fill

Combo Hits w Snare

C4 072

Combo Hits w Cymbals

C3 060

C2 048

Toms Flams/Combo Hits

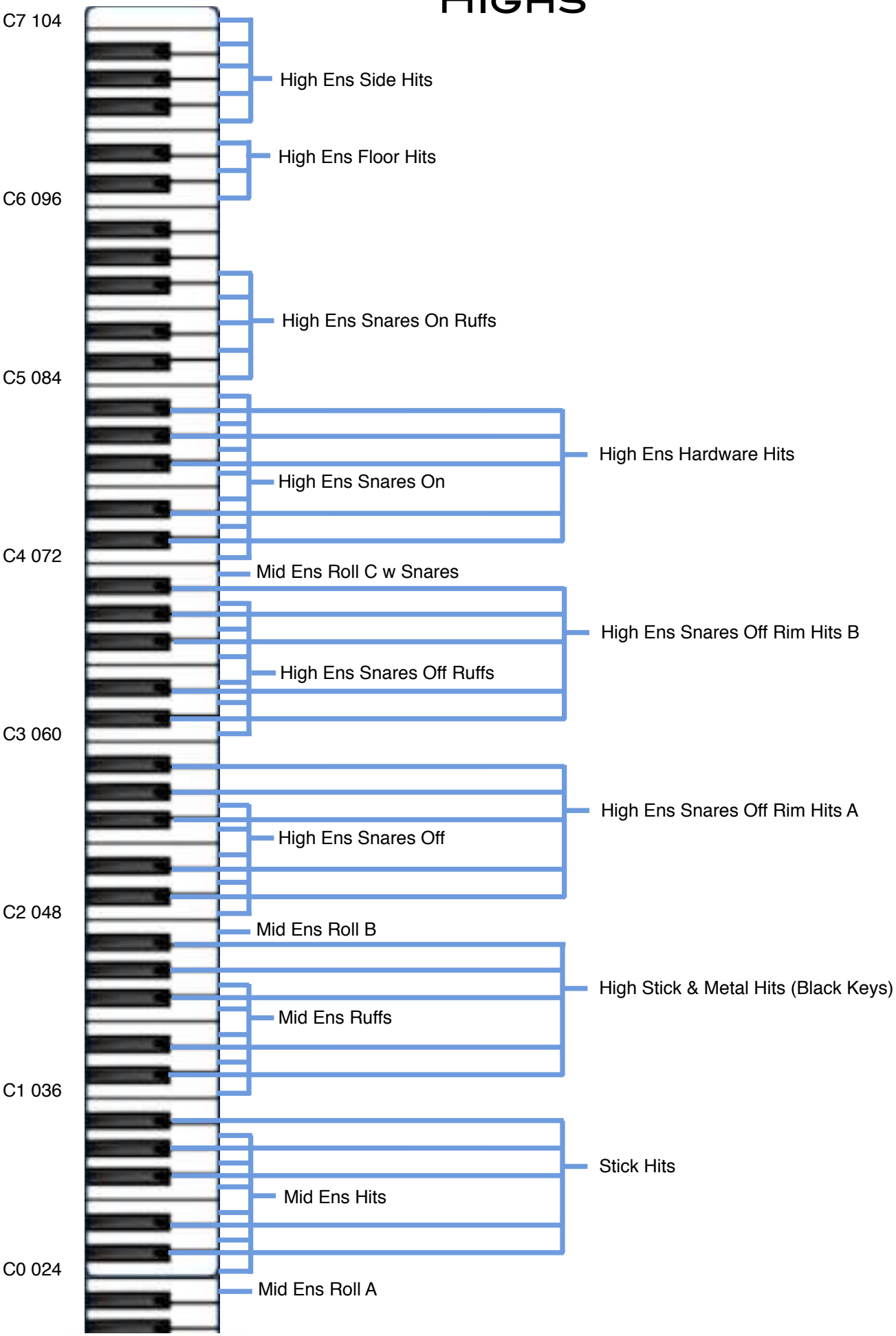
C1 036

C0 024

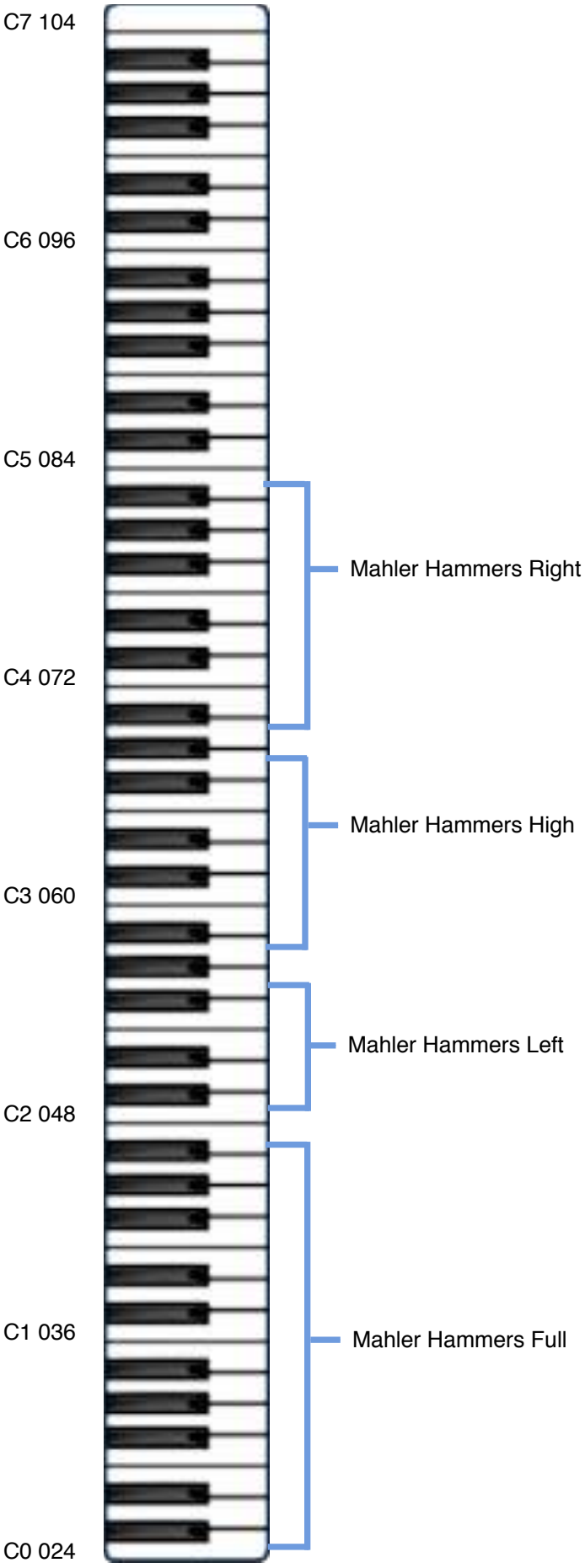
Ensemble: Full



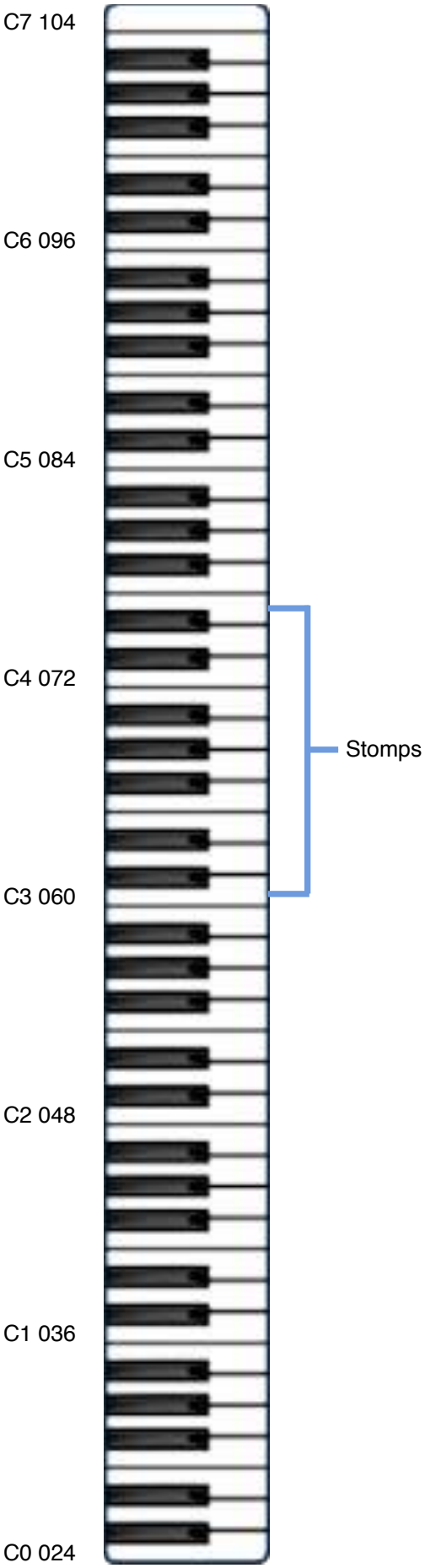
Ensemble: Mids and Highs



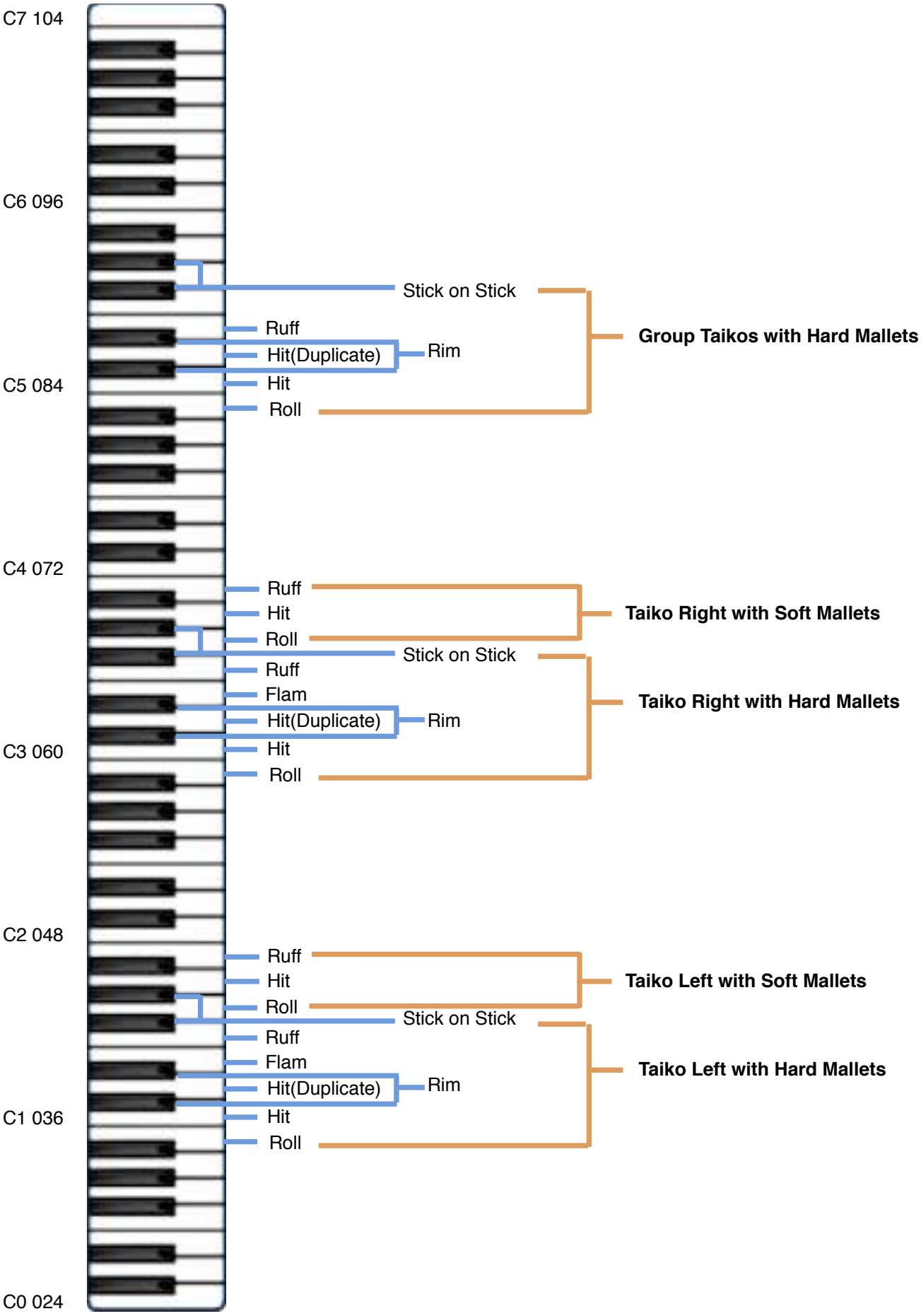
Ensemble: Mahler Hammers



Ensemble: Stomps



Taikos


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Stick on Stick
Ruff
Hit(Duplicate)
Rim
Hit
Roll
Group Taikos with Hard Mallets
Ruff
Hit
Roll
Taiko Right with Soft Mallets
Stick on Stick
Ruff
Flam
Hit(Duplicate)
Rim
Hit
Roll
Taiko Right with Hard Mallets
Ruff
Hit
Roll
Taiko Left with Soft Mallets
Stick on Stick
Ruff
Flam
Hit(Duplicate)
Rim
Hit
Roll
Taiko Left with Hard Mallets

Surdos



- Ruff Long
- Ruff Med
- Ruff Short
- Flam
- Body Hit
- Body Hit
- Hit Stick Closed (Duplicate)
- Hit Stick Closed
- Hit Stick Open(Duplicate)
- Hit Stick Open
- Roll

Surdo Group with Sticks

- Ruff
- Flam
- Hit Stick Closed (Duplicate)
- Hit Stick Closed
- Hit Stick Open(Duplicate)
- Hit Stick Open
- Roll

Surdo Silver with Sticks

- Ruff
- Flam
- Hit Stick Closed (Duplicate)
- Hit Stick Closed
- Hit Stick Open(Duplicate)
- Hit Stick Open
- Roll

Surdo Yellow with Sticks

- Ruff
- Flam
- Hit Mallet Closed (Duplicate)
- Hit Mallet Closed
- Hit Mallet Open(Duplicate)
- Hit Mallet Open
- Roll

Surdo Yellow with Mallets

Roto Toms



C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Note: See MAPPING tab for details on switching between Sticks and Hot Rods. Default is Keyswitch C0 and D0

- Ruff Long
- Ruff Med
- Ruff Short
- Flam
- Hit (Duplicate)
- Hit
- Roll

→ **Roto Tom High**

- Ruff Long
- Ruff Med
- Ruff Short
- Flam
- Hit (Duplicate)
- Hit
- Roll

→ **Roto Tom Med High**

- Ruff Long
- Ruff Med
- Ruff Short
- Flam
- Hit (Duplicate)
- Hit
- Roll

→ **Roto Tom Med**

- Ruff Long
- Ruff Med
- Ruff Short
- Flam
- Hit (Duplicate)
- Hit
- Roll

→ **Roto Tom Med Low**

- Ruff Long
- Ruff Med
- Ruff Short
- Flam
- Hit (Duplicate)
- Hit
- Roll

→ **Roto Tom Low**

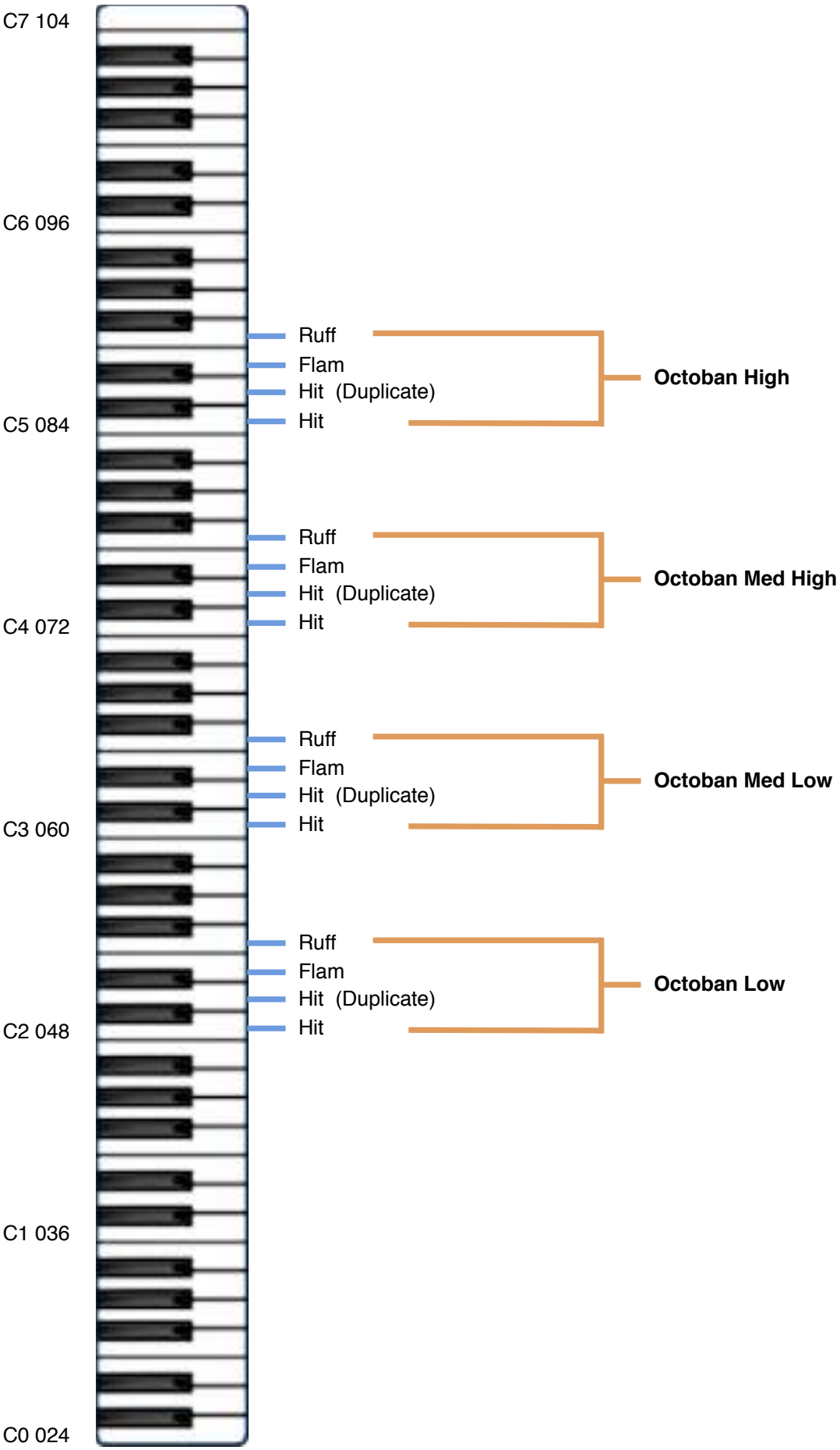
Roto Toms - Hits Only



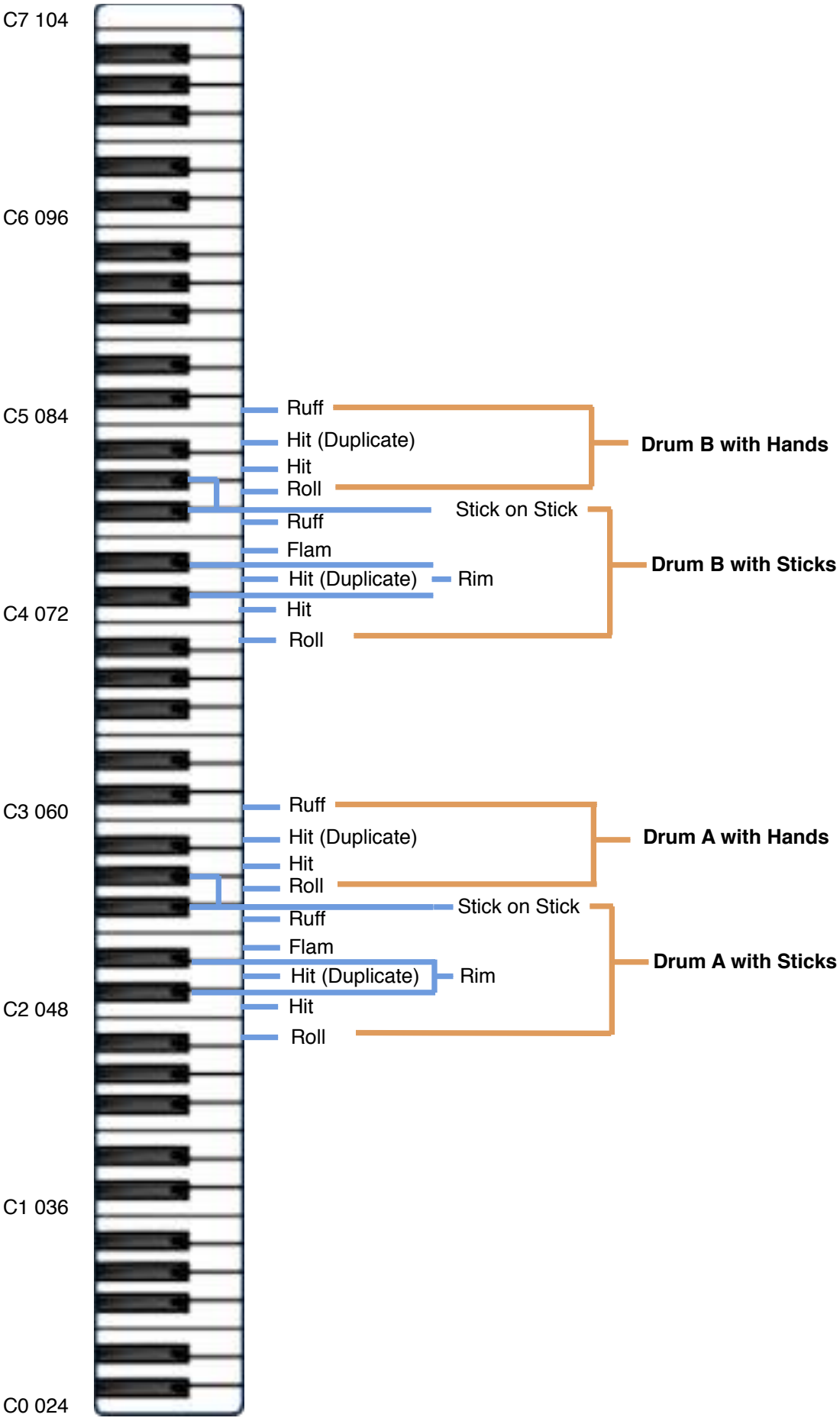
Roto Tom High Hit (Duplicate)
Roto Tom Med High Hit (Duplicate)
Roto Tom Med Hit (Duplicate)
Roto Tom Med Low Hit (Duplicate)
Roto Tom Low Hit (Duplicate)

Roto Tom High Hit
Roto Tom Med High Hit
Roto Tom Med Hit
Roto Tom Med Low Hit
Roto Tom Low Hit

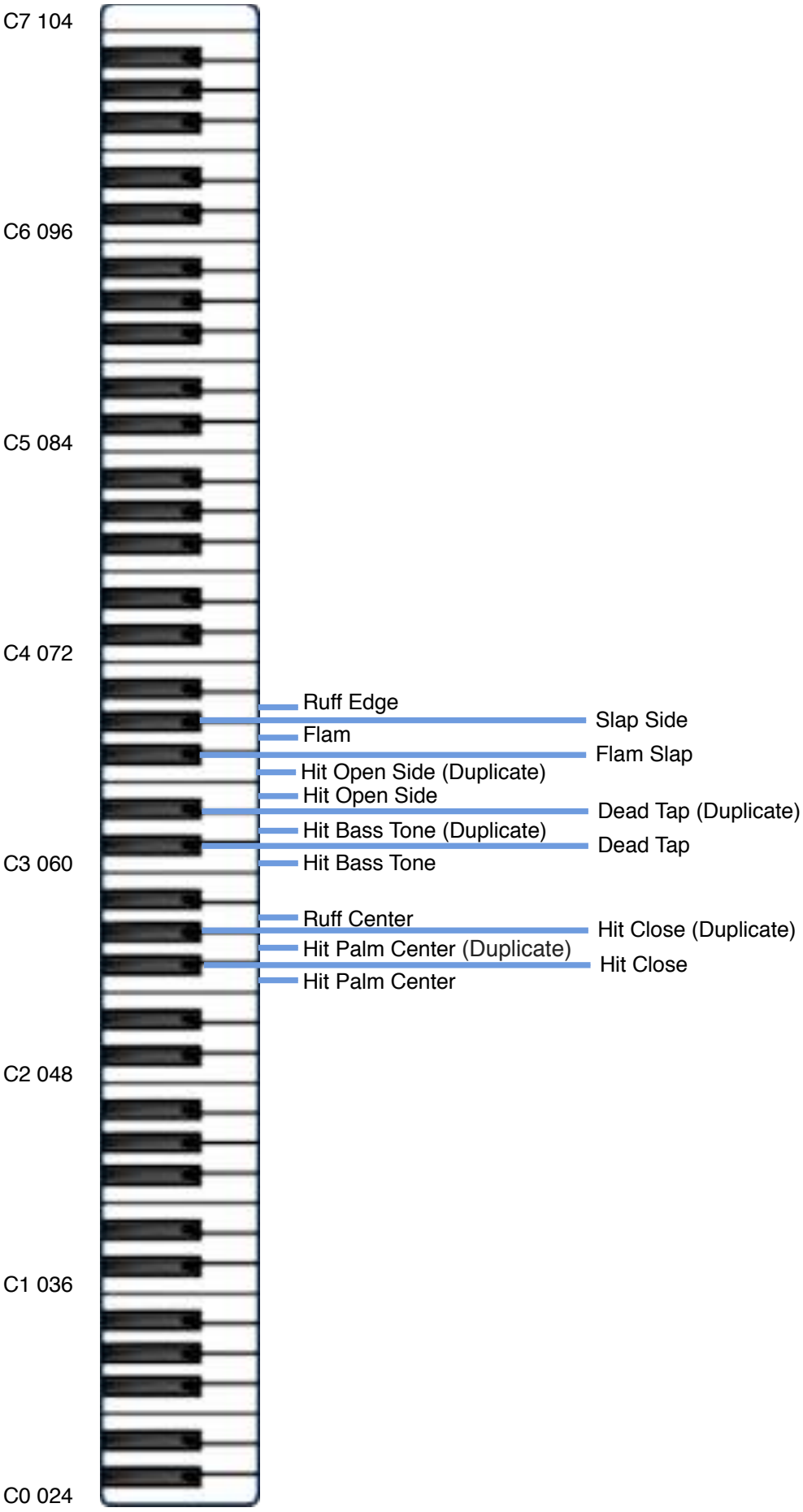
Octoban


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Ruff
Flam
Hit (Duplicate)
Hit
Octoban High
Ruff
Flam
Hit (Duplicate)
Hit
Octoban Med High
Ruff
Flam
Hit (Duplicate)
Hit
Octoban Med Low
Ruff
Flam
Hit (Duplicate)
Hit
Octoban Low

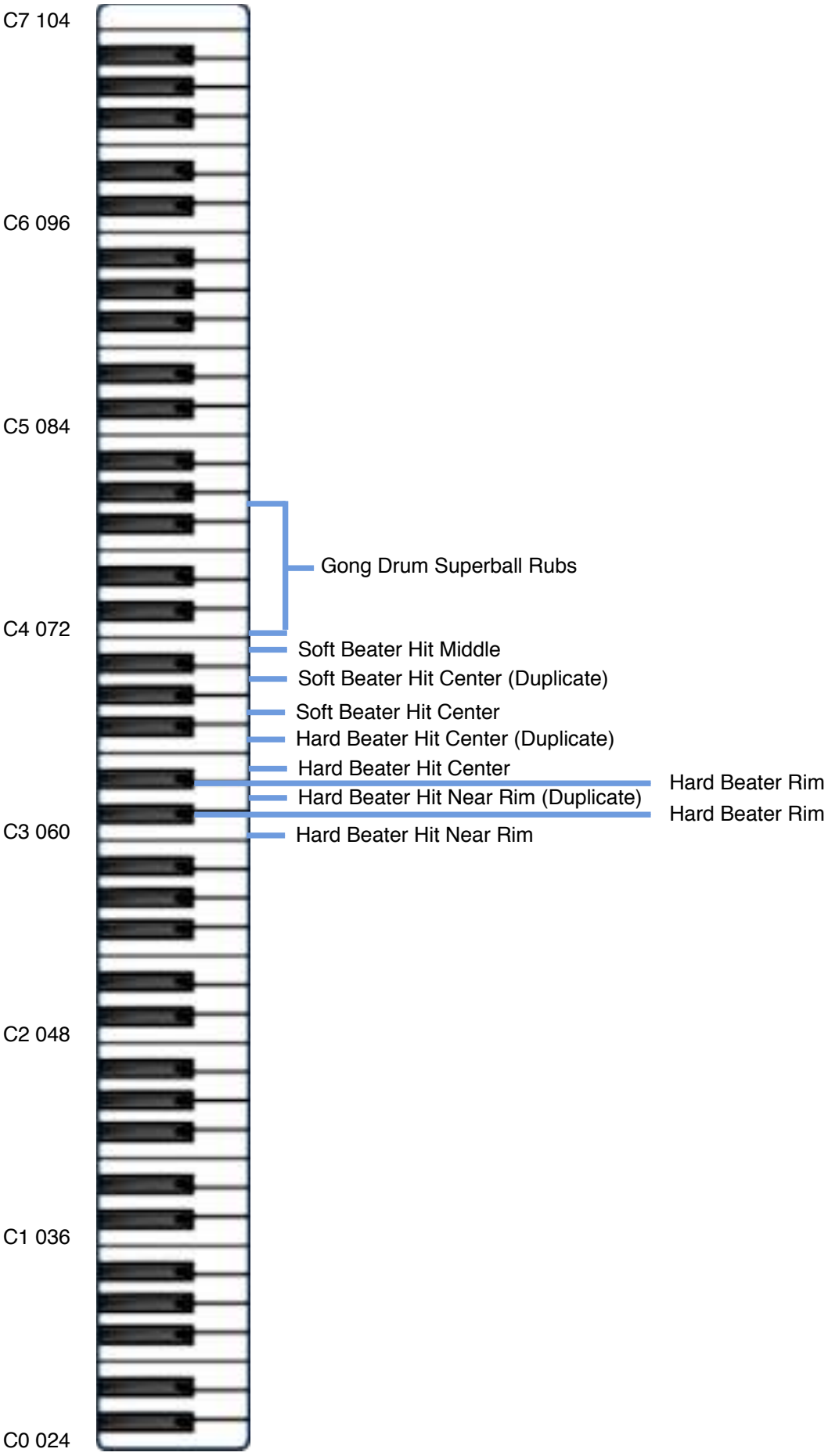
Shime Daiko


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Ruff
Hit (Duplicate)
Hit
Roll
Drum B with Hands
Stick on Stick
Ruff
Flam
Hit (Duplicate)
Rim
Hit
Roll
Drum B with Sticks
Ruff
Hit (Duplicate)
Hit
Roll
Drum A with Hands
Stick on Stick
Ruff
Flam
Hit (Duplicate)
Rim
Hit
Roll
Drum A with Sticks

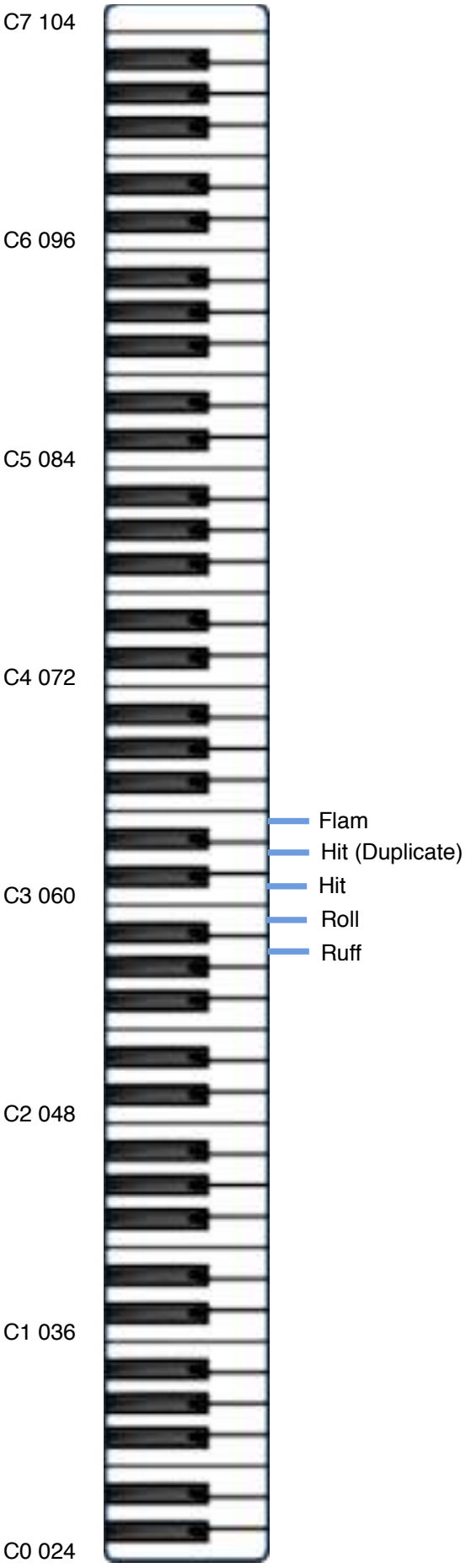
Djembe


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Ruff Edge
Slap Side
Flam
Flam Slap
Hit Open Side (Duplicate)
Hit Open Side
Dead Tap (Duplicate)
Hit Bass Tone (Duplicate)
Dead Tap
Hit Bass Tone
Ruff Center
Hit Close (Duplicate)
Hit Palm Center (Duplicate)
Hit Close
Hit Palm Center

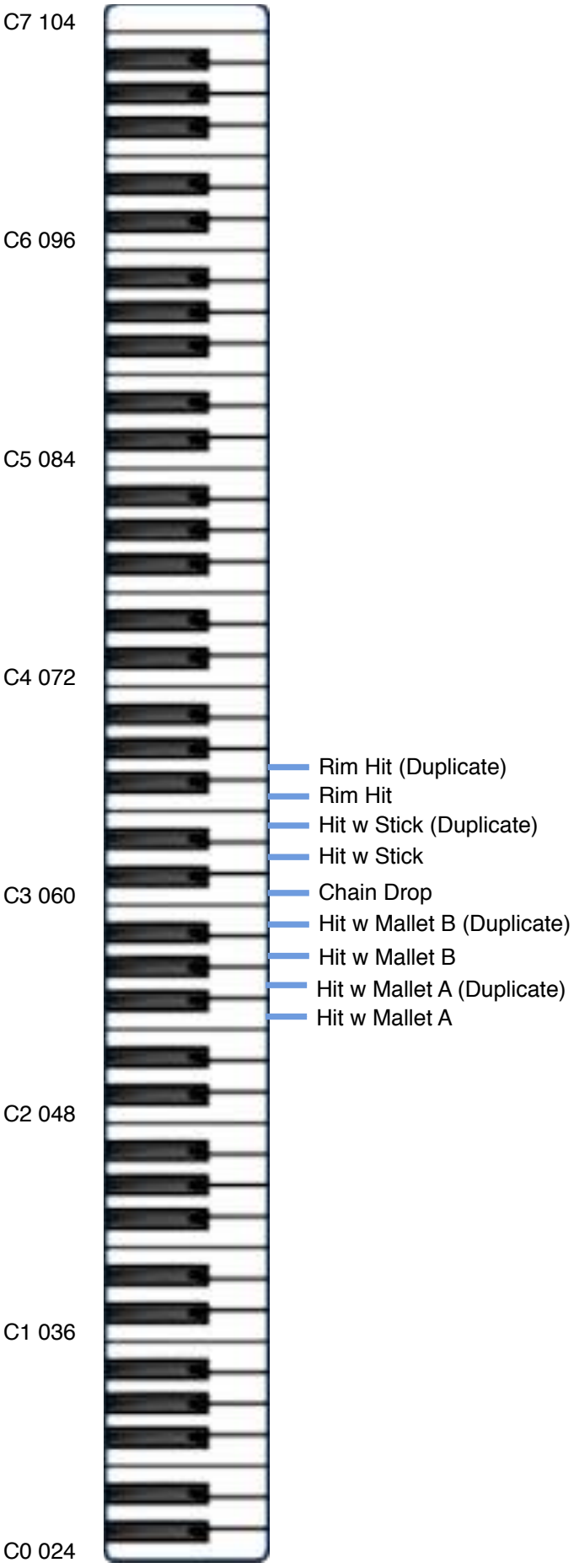
Gong Drum


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Gong Drum Superball Rubs
Soft Beater Hit Middle
Soft Beater Hit Center (Duplicate)
Soft Beater Hit Center
Hard Beater Hit Center (Duplicate)
Hard Beater Hit Center
Hard Beater Hit Near Rim (Duplicate)
Hard Beater Hit Near Rim
Hard Beater Rim
Hard Beater Rim

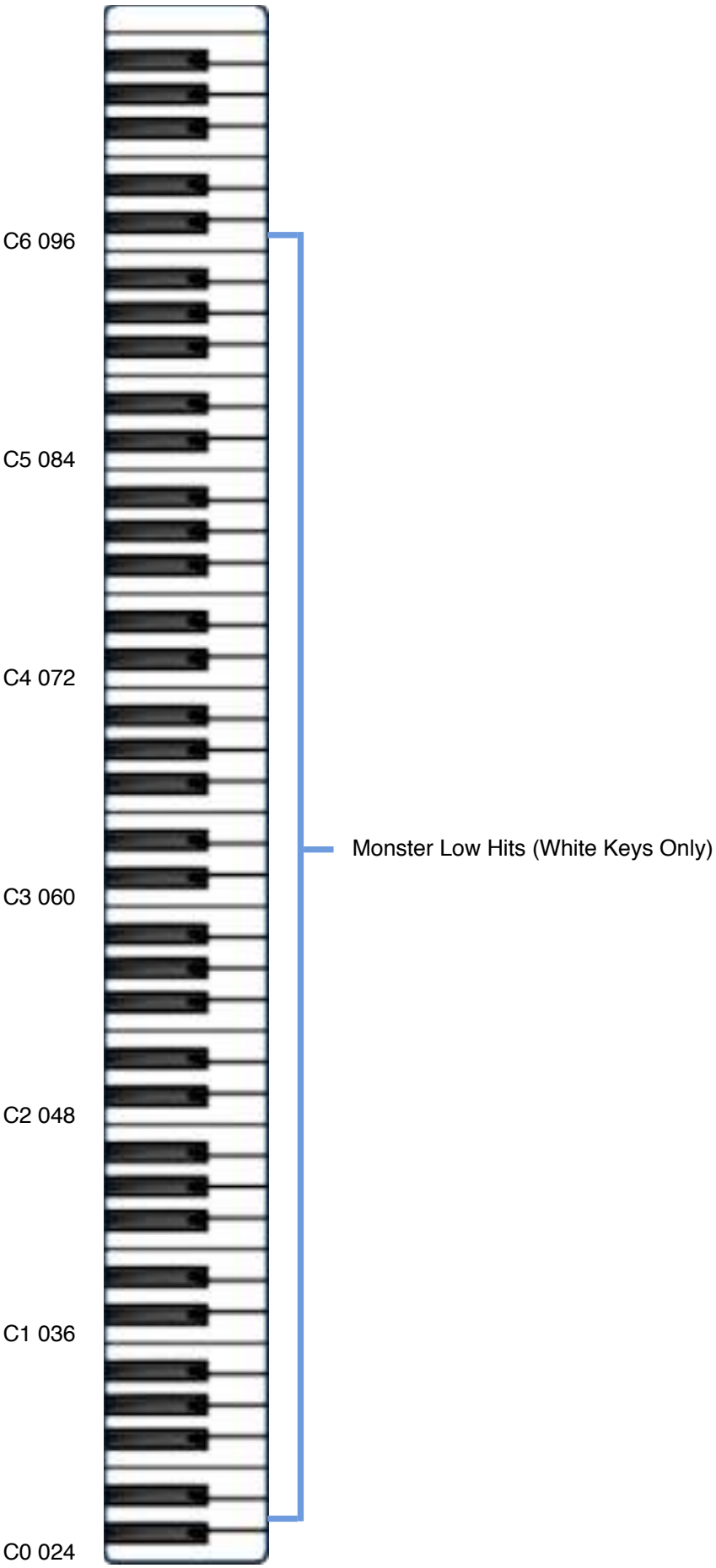
Djun Djun


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Flam
Hit (Duplicate)
Hit
Roll
Ruff

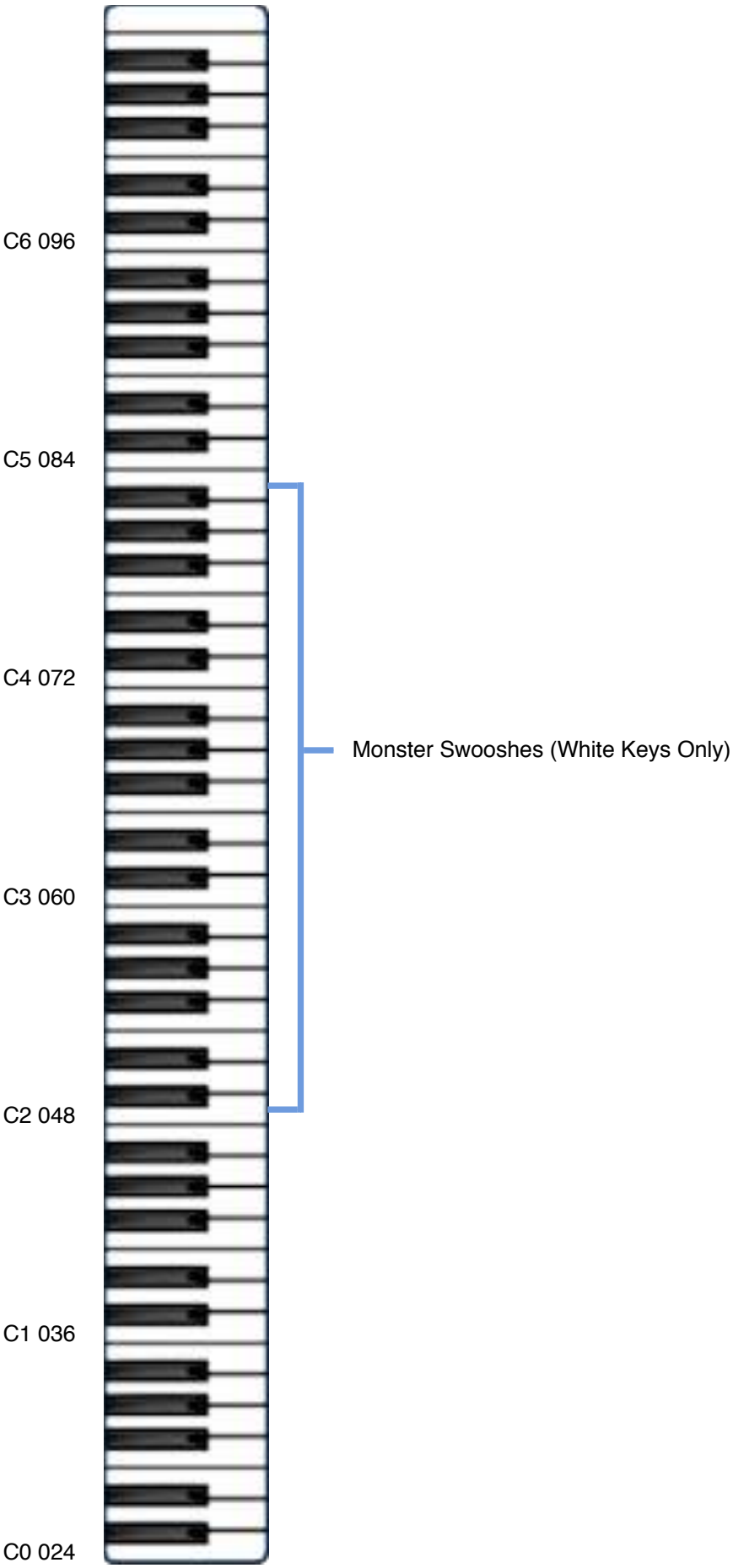
Oil Drum


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Rim Hit (Duplicate)
Rim Hit
Hit w Stick (Duplicate)
Hit w Stick
Chain Drop
Hit w Mallet B (Duplicate)
Hit w Mallet B
Hit w Mallet A (Duplicate)
Hit w Mallet A

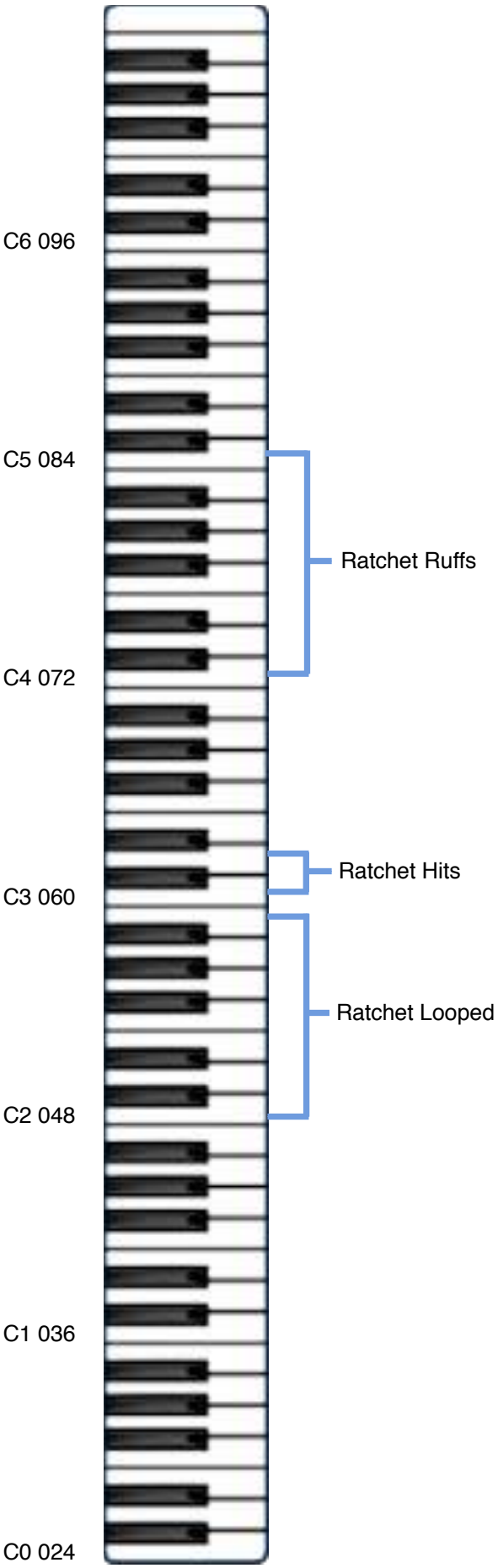
Monster Low Hits



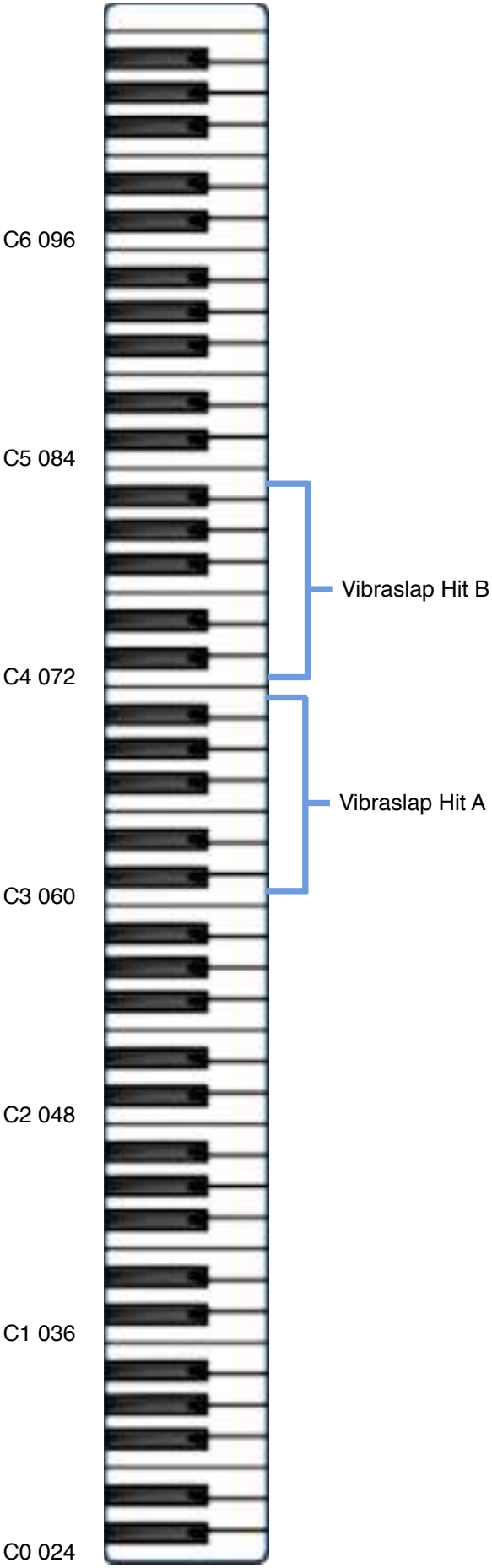
Monster Swooshes



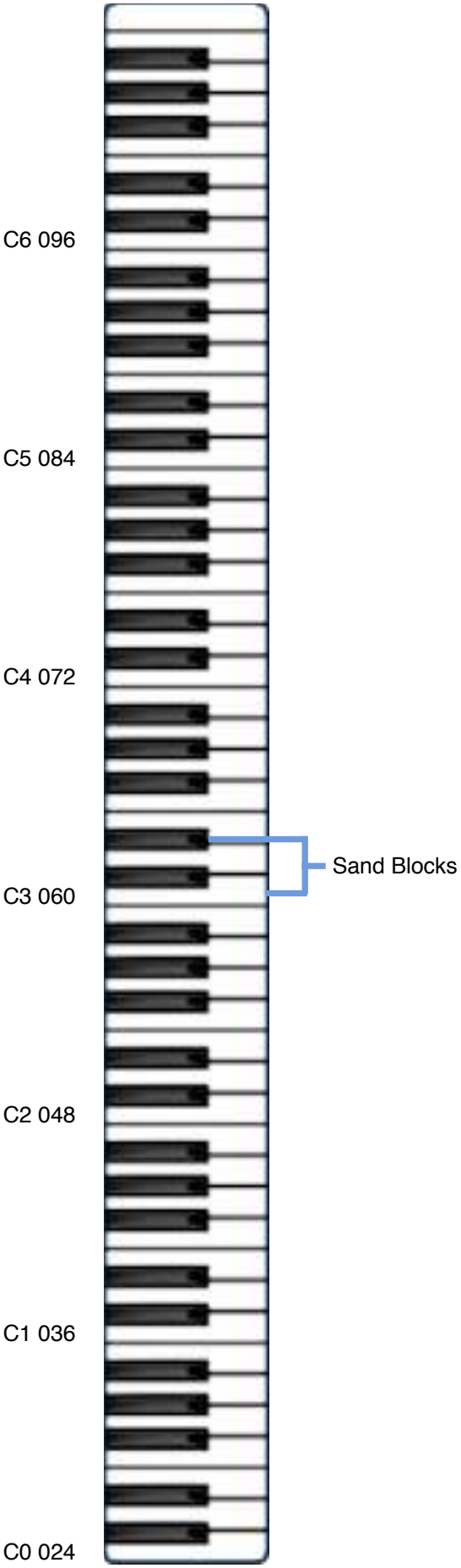
Ratchet


C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Ratchet Ruffs
Ratchet Hits
Ratchet Looped

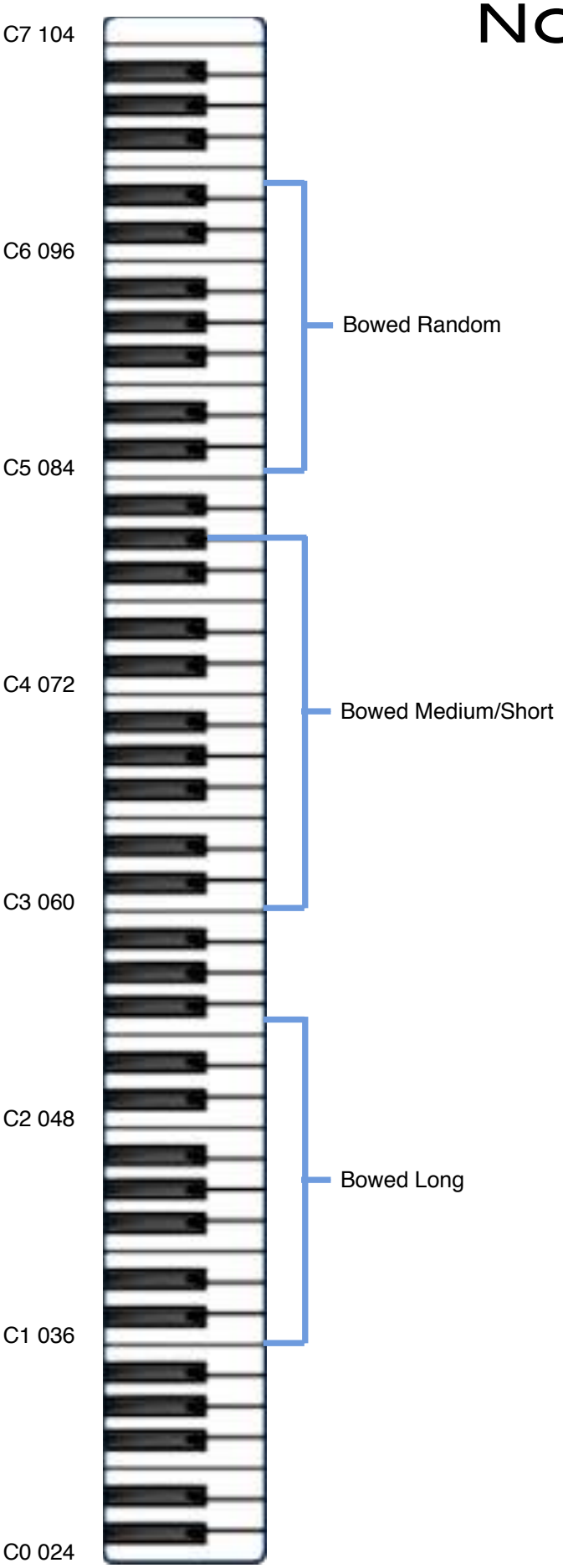
Vibraslap


C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Vibraslap Hit B
Vibraslap Hit A

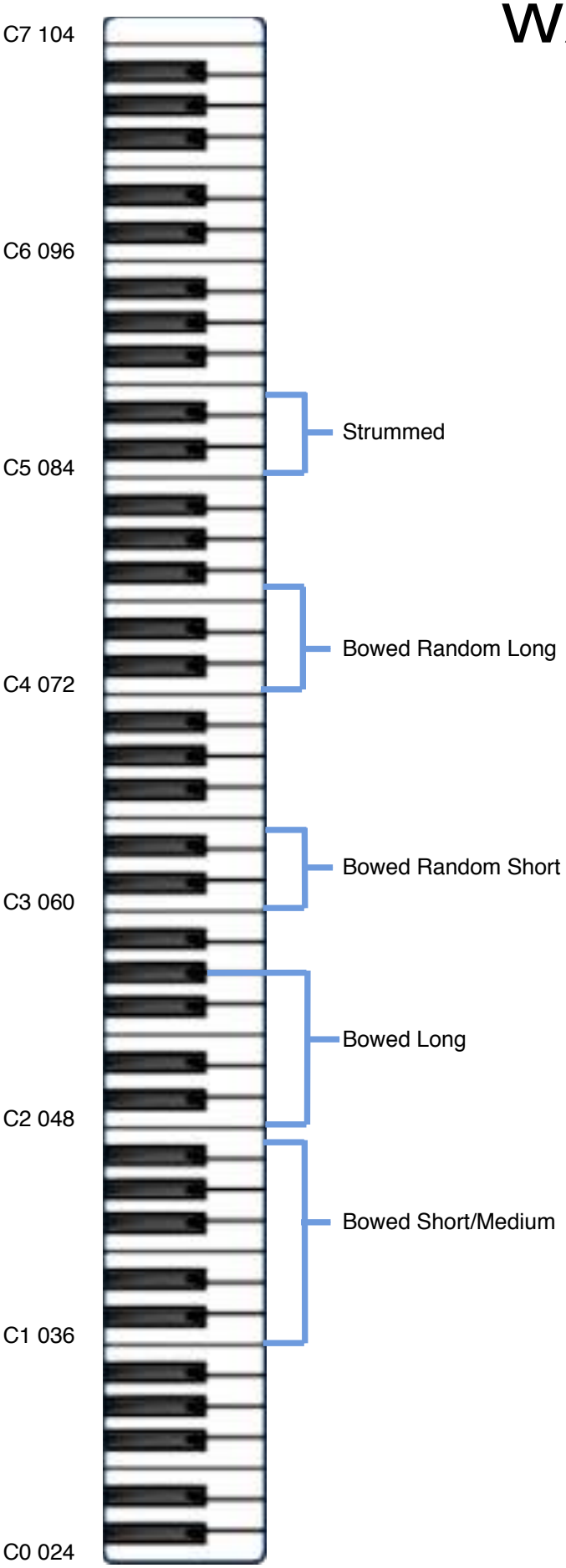
Sand Blocks



Waterphone
Normal



Waterphone
Water



Flexatone



C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Bow Down

Bow Up

Boing

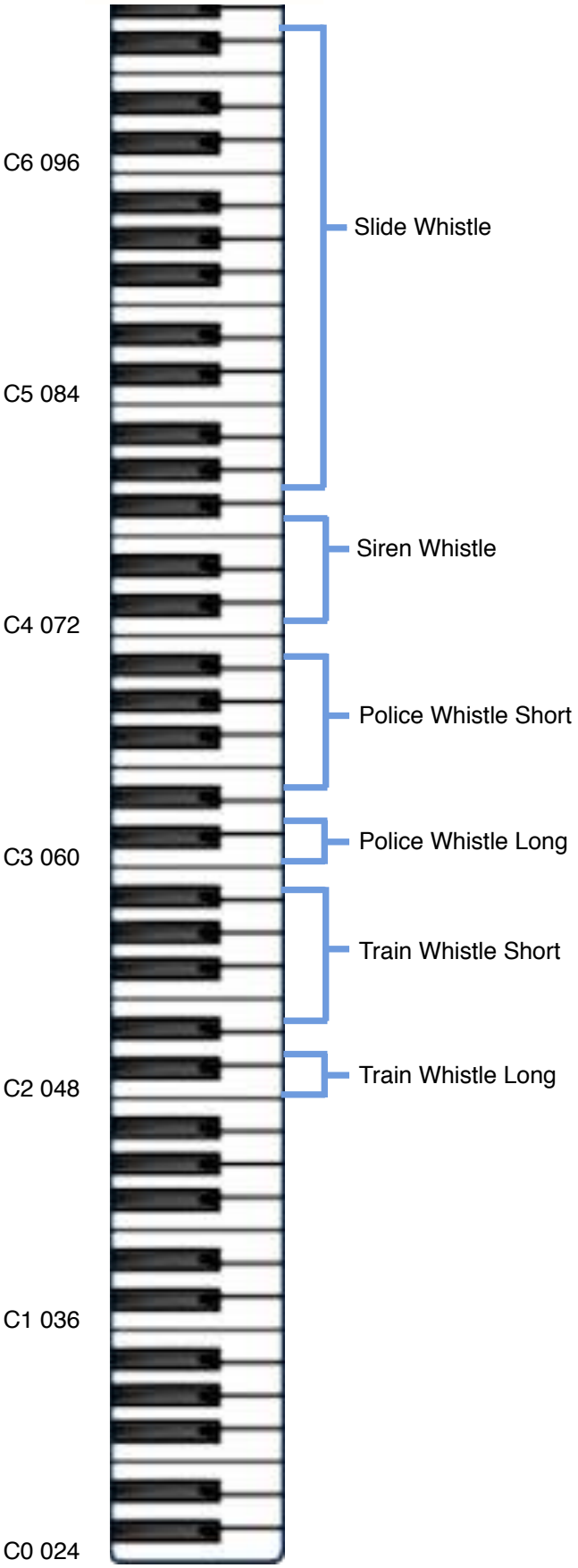
Hit Bend up

Up Down

Tremolo Down

Tremolo Up

Whistles: Train, Police, Siren, Slide



Typewriter



C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Paper Loader

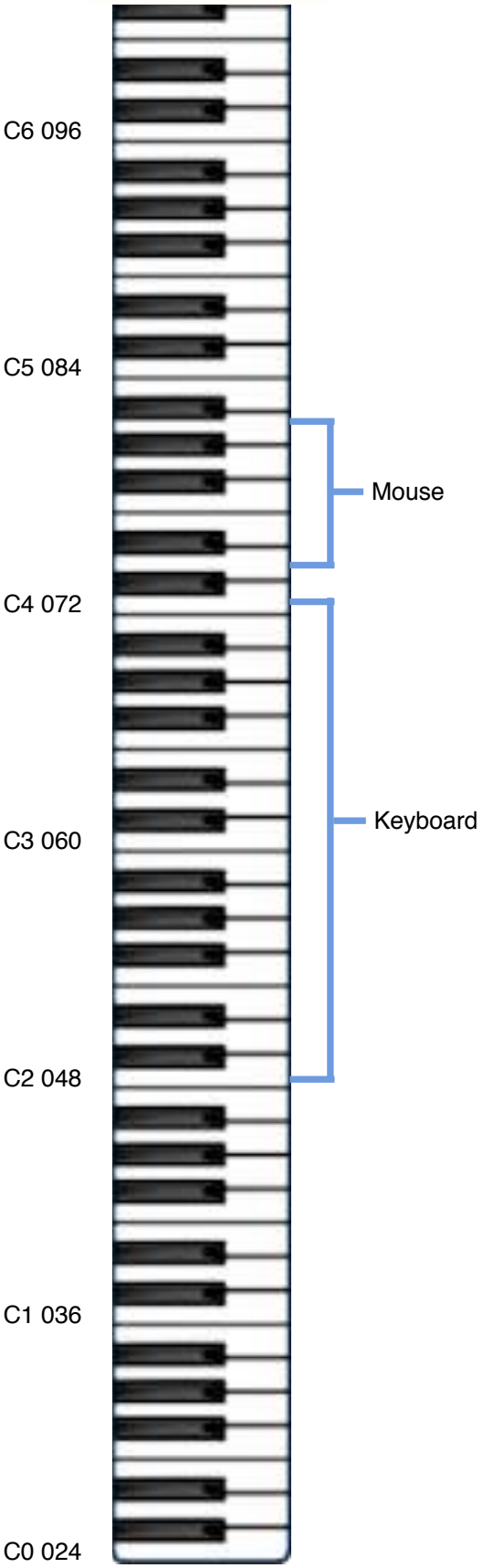
Repeating Strokes

Keystrokes

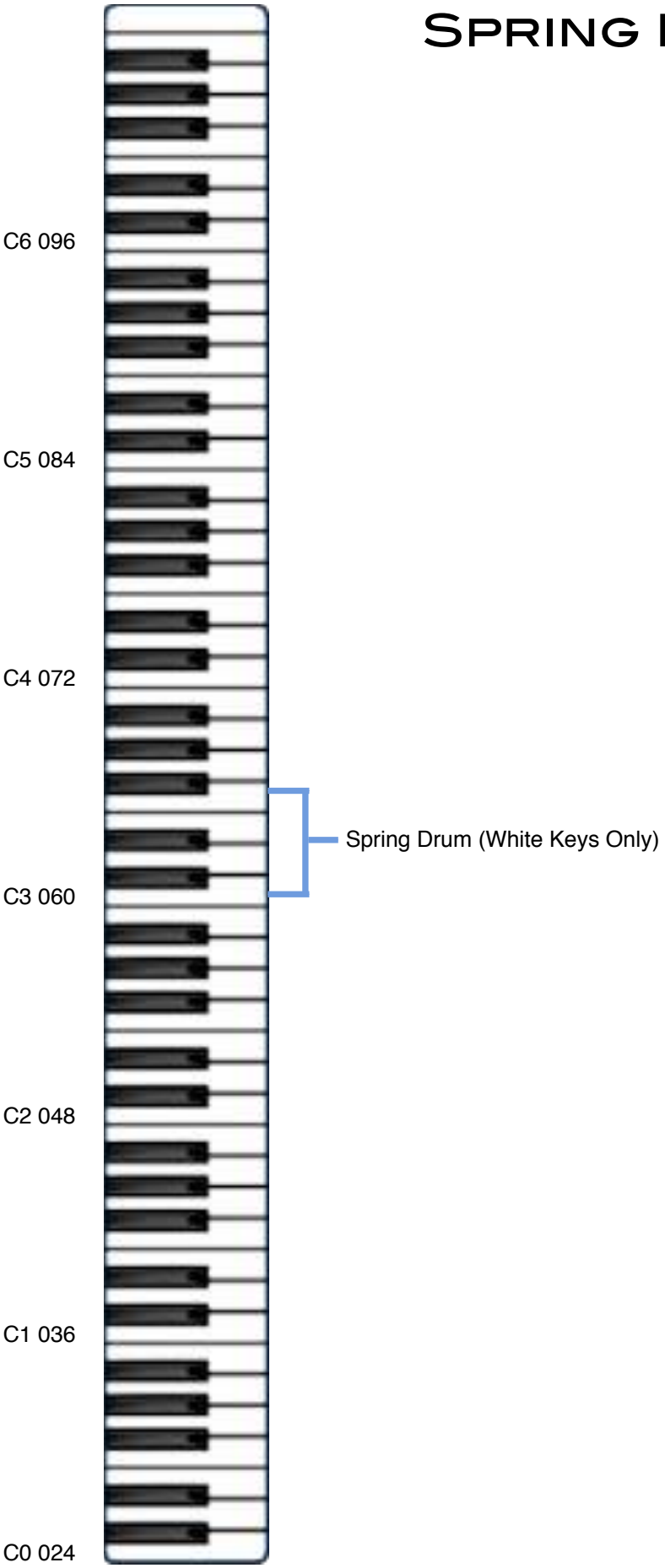
Carriage Return

Bell

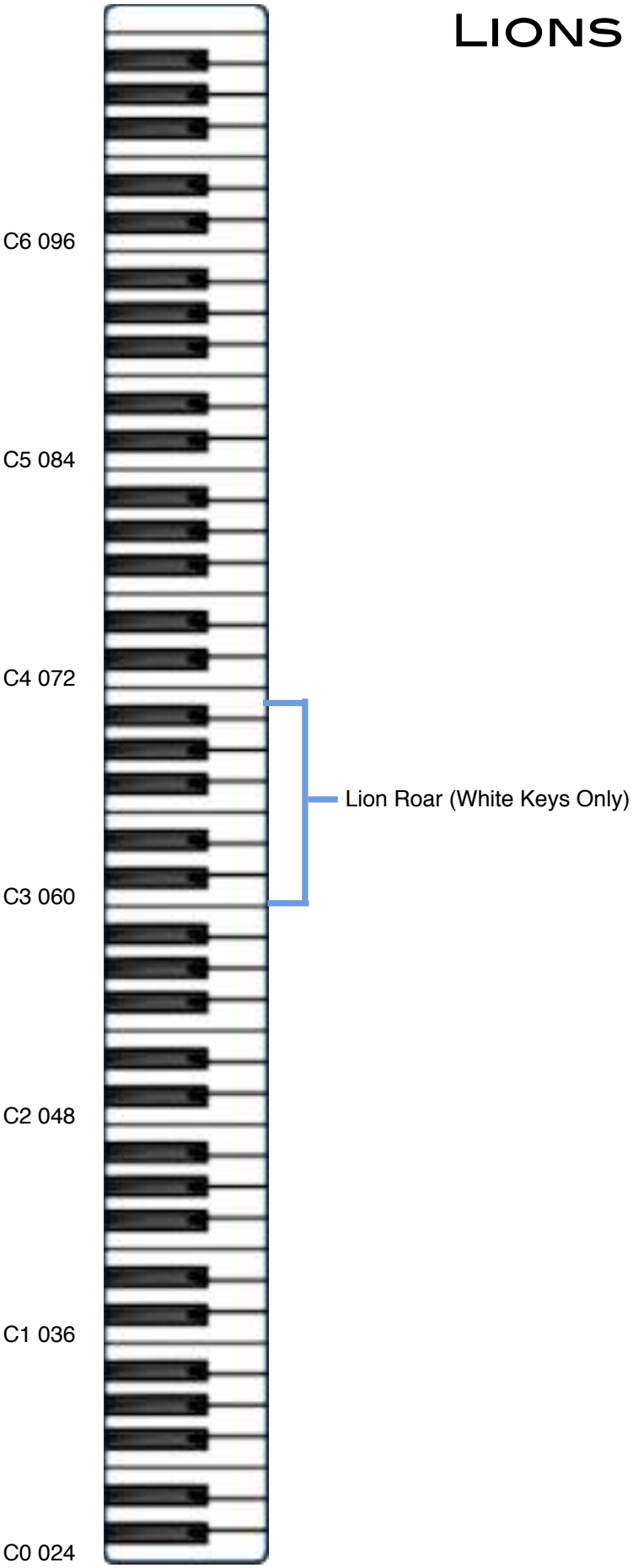
Keyboard & Mouse



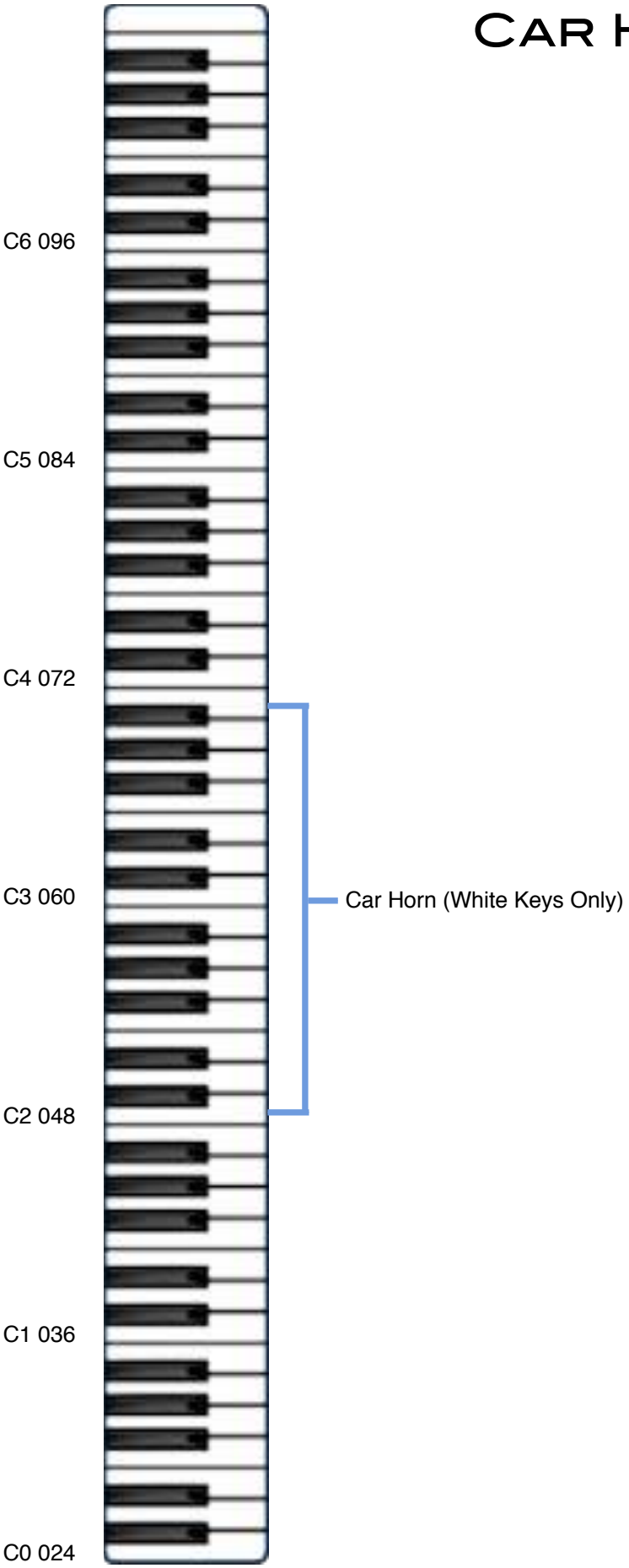
Spring Drum


C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Spring Drum (White Keys Only)

Lions Roar


C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Lion Roar (White Keys Only)

Car Horn

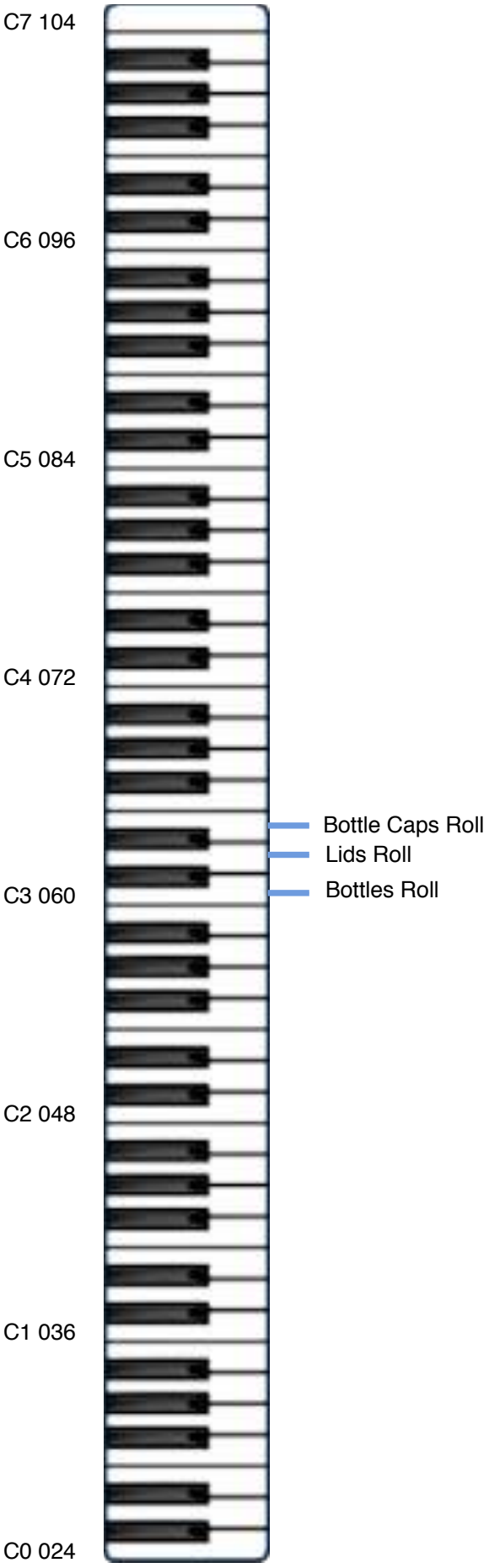

C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Car Horn (White Keys Only)

Ensemble: Claps and Snaps

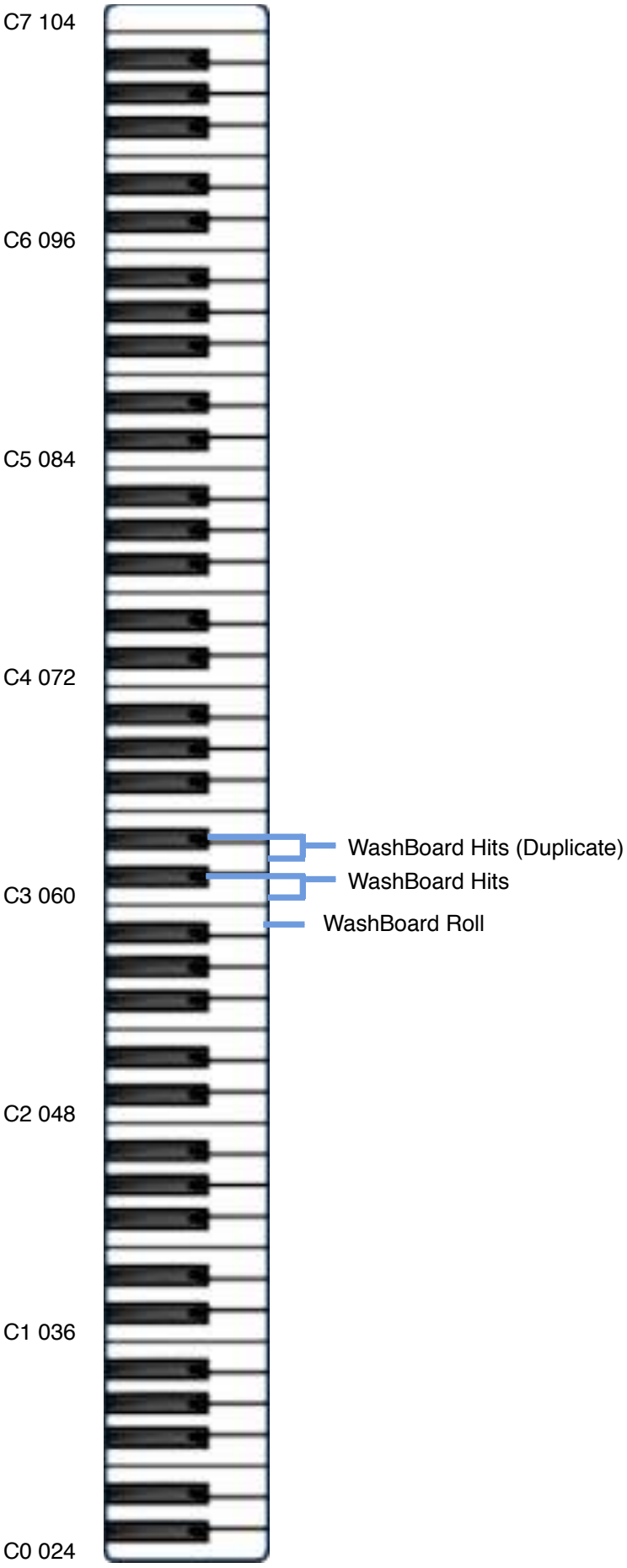


Note: This patch is white keys only

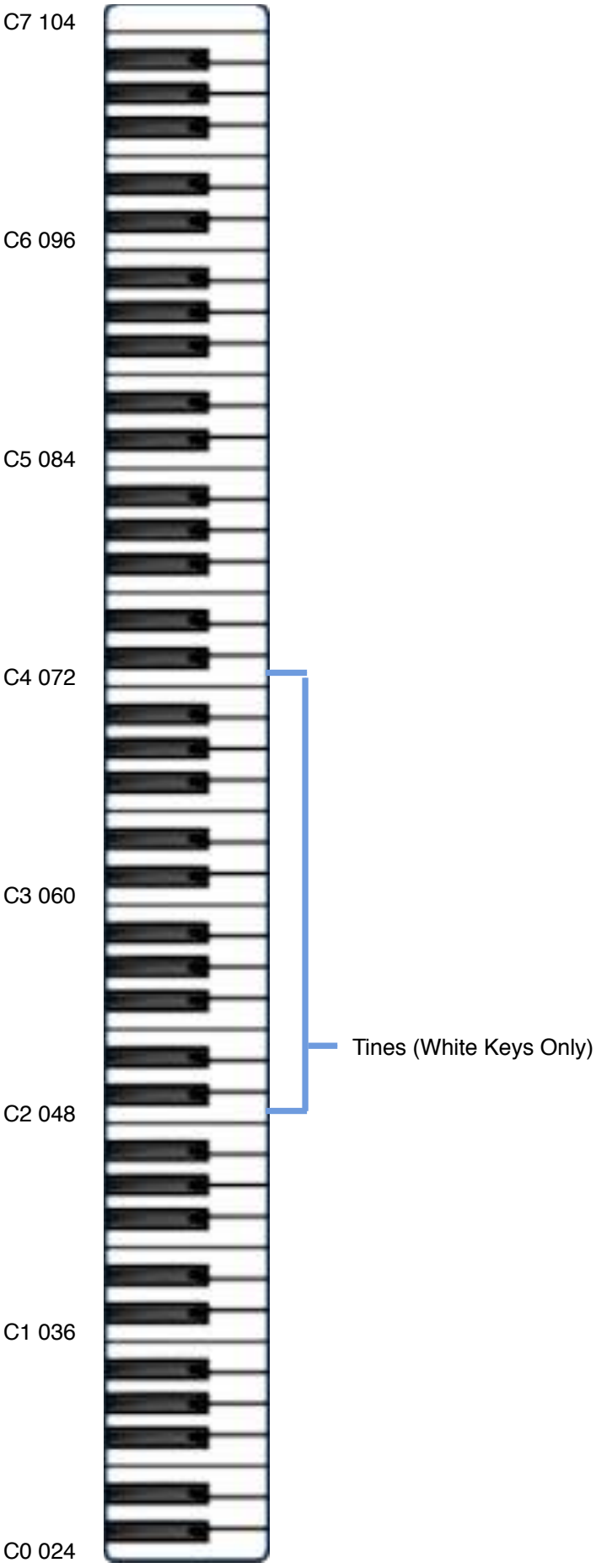
Bottle Caps + Lids



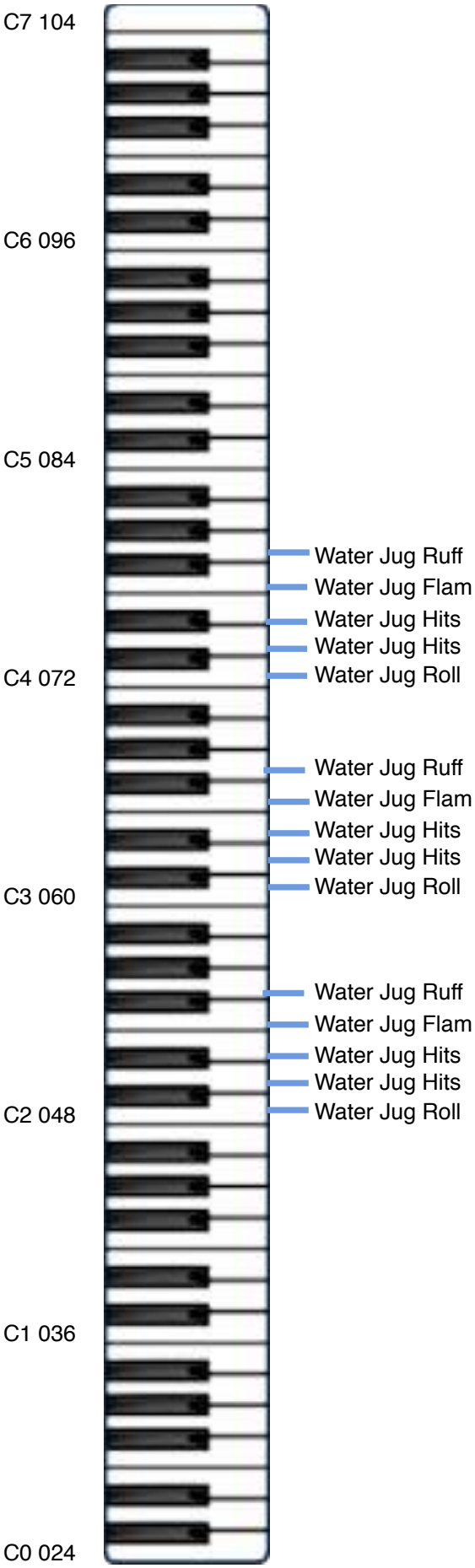
Washboard


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
WashBoard Hits (Duplicate)
WashBoard Hits
WashBoard Roll

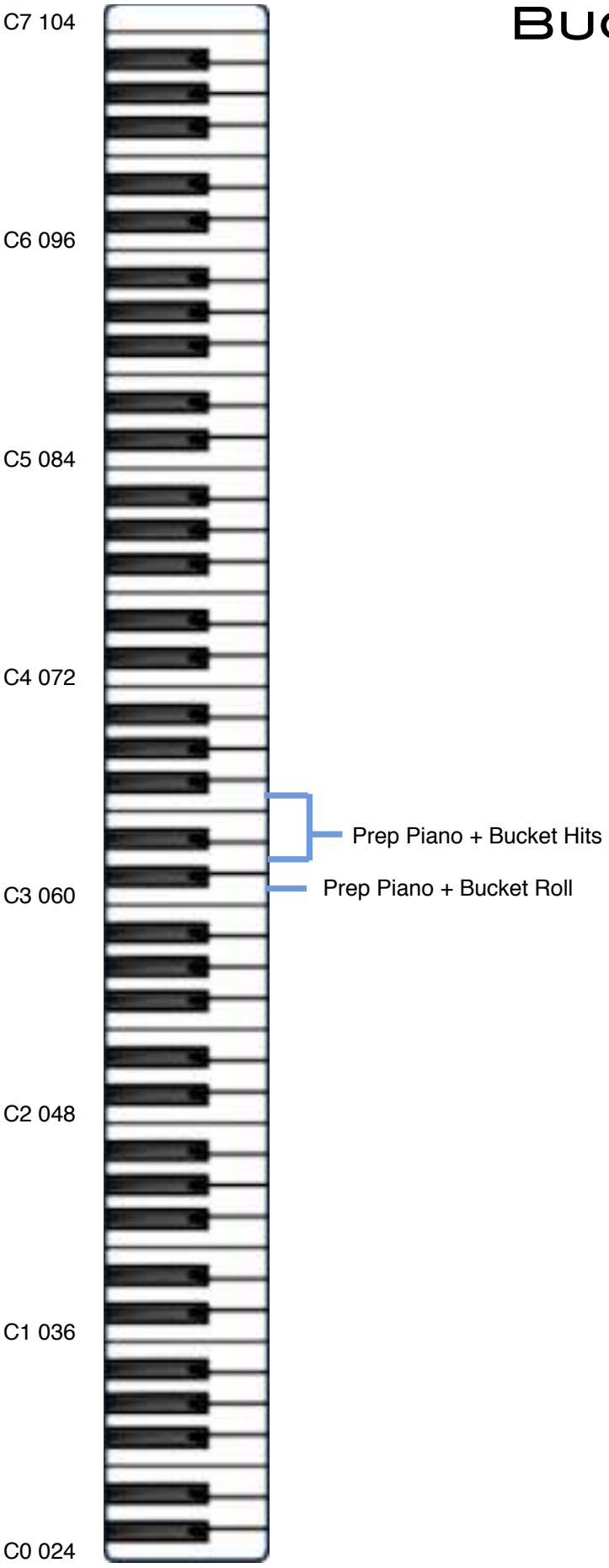
Tines


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Tines (White Keys Only)

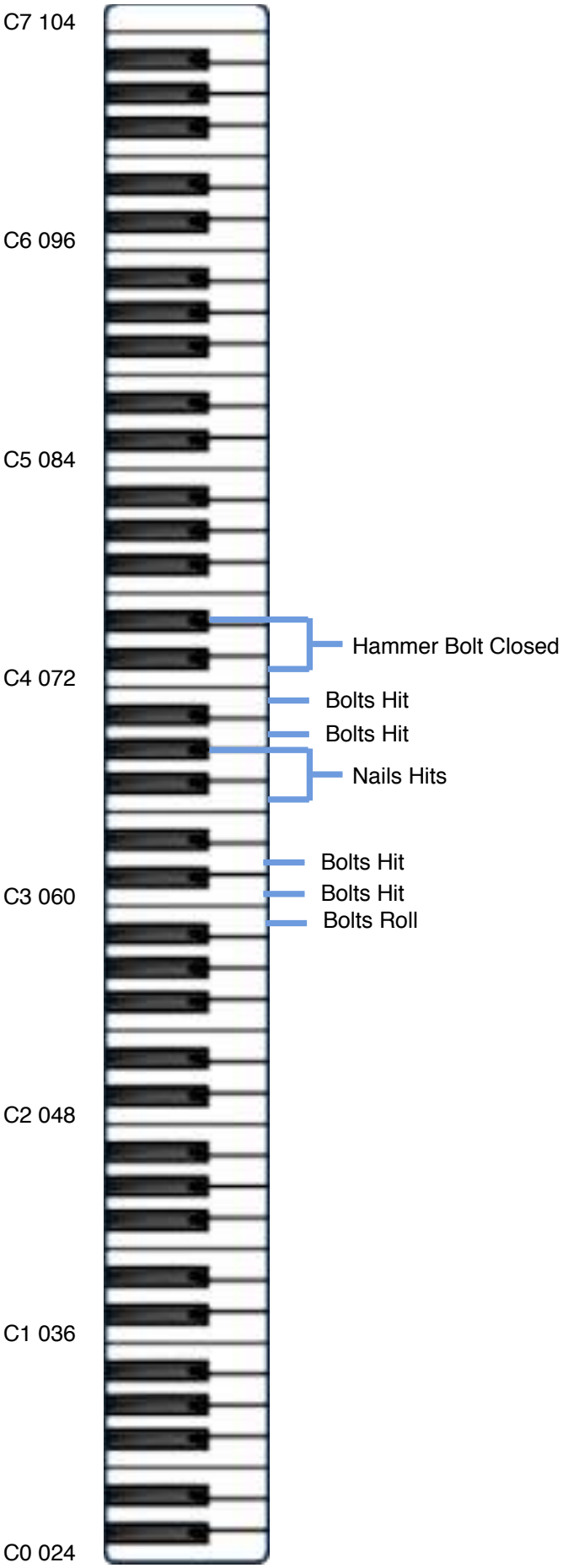
Water Jugs


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Water Jug Ruff
Water Jug Flam
Water Jug Hits
Water Jug Hits
Water Jug Roll
Water Jug Ruff
Water Jug Flam
Water Jug Hits
Water Jug Hits
Water Jug Roll
Water Jug Ruff
Water Jug Flam
Water Jug Hits
Water Jug Hits
Water Jug Roll

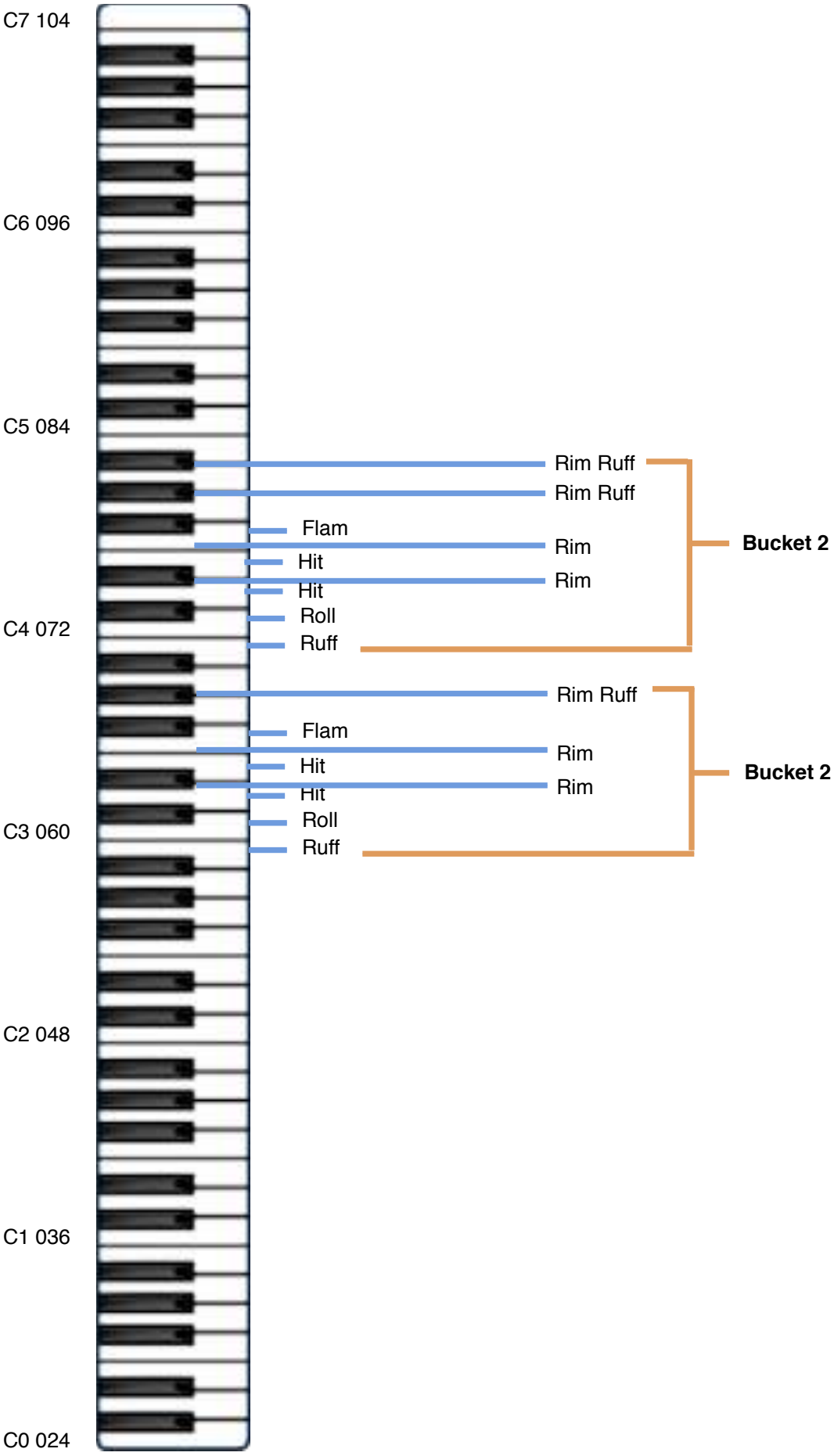
Prepared Piano + Bucket



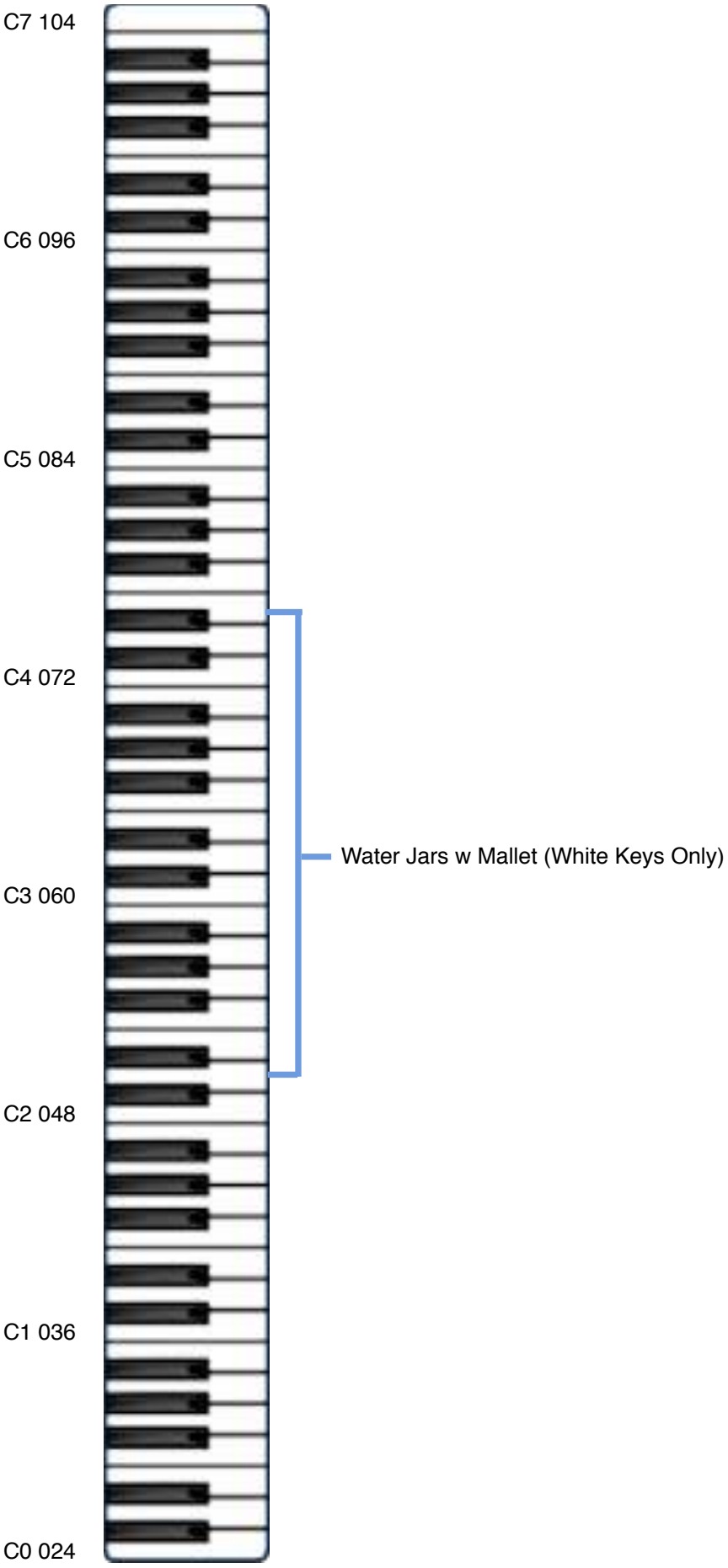
Hammers Bolts + Nails



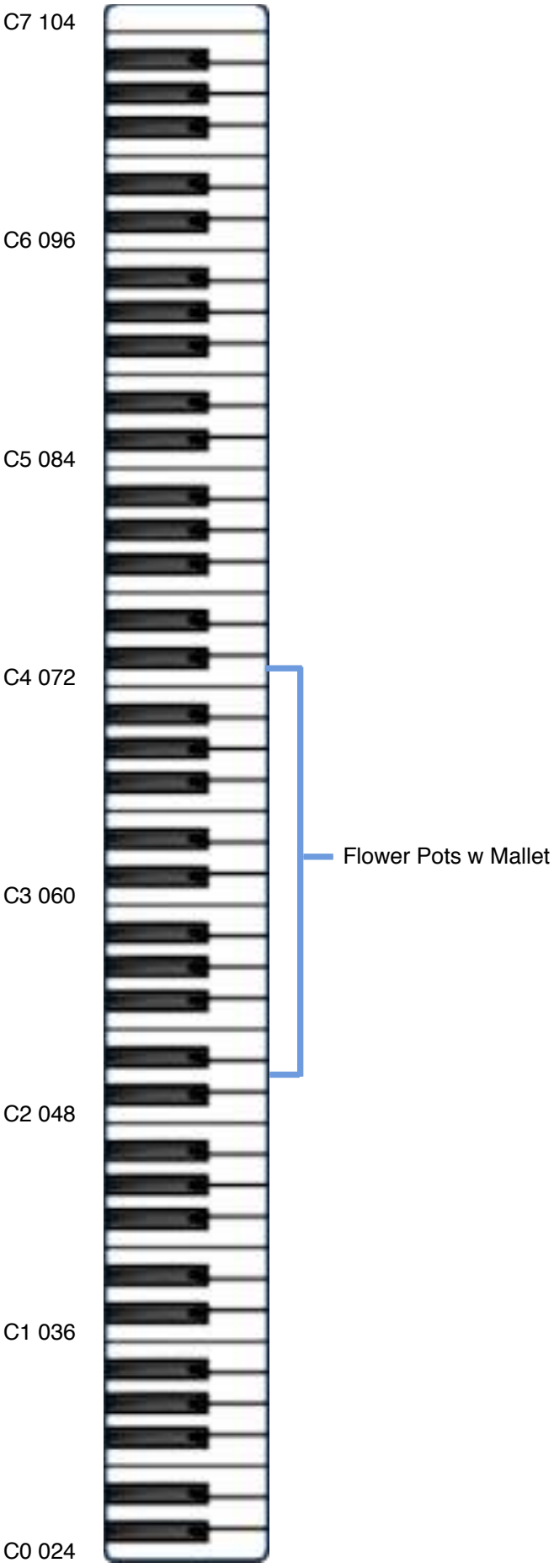
Buckets


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Rim Ruff
Rim Ruff
Flam
Rim
Hit
Rim
Hit
Roll
Ruff
Bucket 2
Rim Ruff
Flam
Rim
Hit
Rim
Hit
Roll
Ruff
Bucket 2

Water Jars


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Water Jars w Mallet (White Keys Only)

Flower Pots


C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Flower Pots w Mallet

Master Articulation List

Instruments	Patch Name	Articulation Settings
African Pod Shakers	African Pod Shaker	
Agogo Bells	Agogo	
Ankle Seed Shaker	Ankle + Seed Rattle Shakers	
Anklungs	Anklungs	Hits and Rolls
Bamboo Shaker	Bamboo Shaker	
Bass Drum 1	Bass Drum 1	Soft, Rubber, Medium, Wood Mallets
Bass Drum 2	Bass Drum 2	Soft, Rubber, Medium, Wood Mallets
Bell Trees (2 Types)	Bell Tree	
Bodhran	Bodhran	
Bongos	Bongos	Hi/Low, Finger Tips, Palm, Stick, Yarn Mallet
Bottles Rattle	Bottle Caps + Lids	
Brake Drum	Brake Drum	
Buckets in Pianos	Prepared Piano + Bucket	
Cabasa	Cabs	
Cajon	Cajon	
Car Horns 1 and 2	Car Horn	
Castanets	Castanets	
Caxixi	Ccxixi	
Celeste	Celeste	
Chamber Soft Shakers (One Chamber)	Orchestral Shakers	
Chamber Soft Shakers (Three Chamber)	Orchestral Shakers	

Instruments	Patch Name	Articulation Settings
Chamber Soft Shakers (Two Chamber)	Orchestral Shakers	
Circular Bells	Circular Bells	Soft Mallet, Medium Mallet, Bowed
Claps	Ensemble - Claps + Snaps	
Claves	Claves	
Computer Keyboard and Mouse	Keyboard + Mouse	
Concert Toms	Concert Toms	
Congas	Congas	Hi/Low, Sticks, Hands, Mallets
Cowbells 4 Pitches	Cowbells	Sticks and Mallets
Crickets	Cricket	
Crotales	Crotales	Medium, Hard, Bowed
Cuica	Cuica	
Daff	Daff	
Darabuka	Dumber + Darabuka	
Djembe	Djembe	
Djun Djun	Dun Djun	
Doumbek	Doumbek + Darabuka	
Drum Set (3 snares, 2 HH, 4 Cym, 4 Toms)	Drum Kit and Combos	Closed to open Hi-Hats, Edge Center and Bell of Cymbals, Soft and Hard Beater on Kick
Egg Shakers	Orchestral Shakers	
Field Drum	Snare - Tenor	Mallet, Sticks (snare ON only)
Finger Cymbals	Finger Cymbal	2 Pitches, Standard hits and Bowed

Instruments	Patch Name	Articulation Settings
Fish Bells	Fish Bell Chimes	
Flexatone	Flexatone	
Flower Pots	Flower Pots	
Full Ensemble	Full Ensembles	
Ganzrio	Ganzrio Shaker	
Glass Marimbas	Glass Marimba	Soft and Medium Mallet
Glockenspiel/Orchestra Bells	Glockenspiel	Medium and Hard Mallet + Rolls
Gong Drum	Gong Drum	Hard and Soft Beater
Gourd Maracas	Maracas - Gourd + Mini	
Guiro	Guiro	
Hammers on Bolt	Hammers Bolts + Nails	
Jawbone	Jawbone	
Large Frame Drum	Frame Drums	
Large Metal Torpedo	Orchestral Shakers	
Lids Rattle	Bottle Caps + Lids	
Lion’s Roar	Lions Roar	
Log Drums	Log Drum	3 Types of Mallets
Low Chimes	Low Chimes	
Low Ensemble	Ensemble - Bass Drums + Crash	
Mahler Hammers	Mahler Hammers	
Marimba	Marimba	Soft and Hard Malelt + Rolls
Mark Trees 1, 2, and 3	Mark Tree	

Instruments	Patch Name	Articulation Settings
Meinl Shaker	Meinl Shaker	
Metal Ensemble	Ensemble - Metal Hits	
Metal Surdo	Surdos	Bows, Scrapes, Crescendos
Mid Ensemble	Ensemble - Mids + Highs	
Military Drum	Snare - Military	Snare On/Off, Mallet, Sticks
Mini Maracas	Maracas - Gourd + Mini	
Monkey Stick	Monkey Stick	
Ocean Drum	Ocean Drum	
Octobans	Octobans	
Oil Drums	Oil Drums	Two mallets and Stick
One Shot Shakers	Orchestral Shakers	
Piatti 1	Piatti Crash Cymbals	Hits and Chokes, Half-Chokes
Piatti 2	Piatti Crash Cymbals	Hits and Chokes, Half-Chokes
Piatti 3	Piatti Crash Cymbals	Hits and Chokes, Half-Chokes
Plastic Pears Shaker	Plastic Pear + Turtle Shell Shakers	
Police Whistle	Whistles - Train + Siren + Slide	
Rain Sticks 1, 2, and 3	Rain Sticks	
Ratchet	Ratchet	
Rihk	Rich	
Roto Toms	Roto Toms	
Samba Whistle	Samba Whistle	Closed, Half Open, Full Open

Instruments	Patch Name	Articulation Settings
Sand Blocks	Sand Blocks	
Seed Rattle Bunches	Ankle + Seed Rattle Shakers	
Shakeres	Shakere	
Shime Daiko 1	Shime Daiko	
Shime Daiko 2	Shime Daiko	
Siren Whistle	Whistles	
Sizzle Cymbal	Suspended Cymbals	Scrapes, Bows, Sticks, Mallets, Cres
Slapstick	Slapstick	
Sleigh Bells	Sleigh Bells	
Slide Whistle	Whistles - Train + Siren + Slide	
Small Cabasa	Cabs	
Small Flower Chimes	Small Flower Charm Chimes	
Small Frame Drum	Frame Drum	
Small Gongs	Gongs + Tam Tam	Bows, Scrapes, Crescendos
Small Log Drum	Log Drum	3 Types of Mallets
Small Metal Can Shakers	Shakers	
Small Suspended Cymbal	Suspended Cymbals	Scrapes, Bows, Sticks, Mallets, Cres
Snaps	Claps and Snaps	
Snare - Concert	Snare - Concert	Snare On/Off, Brushes, Sticks
Snare - Metal	Snare - Metal	Snare On/Off, Brushes, Sticks

Instruments	Patch Name	Articulation Settings
Snare - Picc	Snare - Piccolo	Snare On/Off, Hot Rods, Sticks
Snare - Popcorn	Snare - Popcorn	Snare On/Off, Hot Rods, Sticks
Snare Ensemble	Ensemble - Mids + Highs	
Spring	Springs	
Spring Drum	Spring Drum	
Sticks	Tickies	
Stomps	Stomps	
Subway Buckets	Buckets	
Surdo - Group	Surdos	
Surdo - Metal	Surdos	Sticks, Mallets (with mutes)
Surdo - Wood	Surdos	Sticks, Mallets (with mutes)
Suspended Cymbals	Suspended Cymbals	Scrapes, Bows, Sticks, Mallets, Cres
Taiko - Group	Taikos	
Taiko Low	Taikos	Hard and Soft Sticks
Taiko Mid	Taikos	Hard and Soft Sticks
Talking Drum	Talking Drum	
Tambourika	Tambourika	
Tambourines (Orchestral) 1 and 2	Tambourines	
Tambourines (Pop) 1 and 2	Tambourines	
Temple Blocks	Temple Blocks	Soft and Hard Mallets
Tenor Drum	Snare - Tenor	Mallet, Sticks (snare OFF only)
Tickies	Tickies	

Instruments	Patch Name	Articulation Settings
Timbales	Timbales	
Timpani	Timpani	Soft, Medium and Wood Mallets, Rolls and Cres
Timpani FX	Timpani FX	Mute Hits, Bell Hits, Rubs,Gliss
Tines (Magic Wands)	Tines	
Tongue Drum	Tongue Drum	Open, Mute
Train Whistle	Whistles - Train + Siren + Slide	
Triangles-6 types	Triangles	Small and Large Beater
Tubular Bells	Tubular Bells	
Turtle Shells	Plastic Pear + Turtle Shell Shakers	
Typewriter	Typewriter	
Udu	Udu	
Vented Steel Orb	Vented Steel Orb Shaker	
Vibraphone	Vibraphone	Soft and Hard Mallets, Motor, Bows, Rolls
Vibraslap	Vibraslap	
Washboard	Washboard	
Water Cooler Buckets	Water Jugs	
Water Jar	Water Jars	
Waterphone	Waterphone - Dry	Bows and Strums
Waterphone w/Water	Waterphone - Water	
Whale Drum	Whale Drum	Open, Mute

Instruments	Patch Name	Articulation Settings
Wood Block Alto	Wood Blocks	Rubber, Stick and Plastic Mallets
Wood Block Bass	Wood Blocks	Rubber, Stick and Plastic Mallets
Wood Block Soprano	Wood Blocks	Rubber, Stick and Plastic Mallets
Wood Block Tenor	Wood Blocks	Rubber, Stick and Plastic Mallets
Wooden Asian Chimes 1	Wooden Asian Chimes	
Wooden Asian Chimes 2	Wooden Asian Chimes	
Wooden Asian Chimes 3	Wooden Asian Chimes	
Wooden Cricket	Cricket	
Xylophone	Xylophone	Soft and Hard, Rolls

Enjoy CinePerc!

cinesamples

CINEPERC

The Original CinePerc Crew

- Produced by: Michael Barry and Michael Patti
- Lead Sample Manager: Sam Estes
- Engineer/Mixer: Dennis Sands
- Lead Percussionist: Devin Kelly
- Associate Producer: Ryeland Allison
- Sample Editing: Michael Hobe
- Demos: Alexander Temple and Sebastian Najand
- Sampling Assistant: Cara Batema
- Recorded at: MGM Scoring Stage, Sony Pictures Studios, CA

The CinePerc 1.2 Update Crew

- Producers: Michael Barry and Michael Patti
- Ensemble Patch Scriptors: Patrick O'Neil and Will Bedford
- Project Coordinator: Tim Starnes
- Sample Mapping and Editing: Jonathan Kranz
- Assistant: Ben Chrisman