FINE MALLETS

MANUAL

VIBRAPHONE, BASS MARIMBA, GLOCKENSPIEL
METALLOPHONE, SPIELUHR, KALIMBA, CRYSTAL BOW

CINEMATIQUE INSTRUMENTS

Thanks for purchasing the Fine Mallets Bundle.

How to install?

To install, unzip and drag the instrument folder to any hard drive. Launch Kontakt 5.6.8 or higher and load the .nki instruments. Please do not move any files! By installing the product you accept the enclosed product license agreement. For any kind of questions please contact us at : support@cinematique-instruments.com

The Instruments

Fine Mallets is an arsenal of 7 mallet instruments coming in 3 patches. It includes:

Vibraphone - Bass Marimba - Metallophone - Glockenspiel - Spieluhr - Kalimba - Crystal Bowl

Vibraphone:
The Vibraphone is a percussion instrument very similar (and at the same time very unsimilar) to the Marimba. Its tone is produced by metal bars that are arranged like the keys on a piano, and resonator tubes underneath them. More advanced in comparison to the Glockenspiel, it features a tremolo driven by a motor, and a pedal to either let the metal bars ring, or to dampen them.

Marimba:
A marimba is a percussion instrument which consists of a set of wooden bars with resonators. The arrangement of the bars corresponds to those of a piano with the accidentals raised vertically and overlapping the natural bars. The bars are struck with mallets to produce its tone.
Our marimba has a range of 5 octaves.

Glockenspiel:
The Glockenspiel is a percussion instrument, composed of a set of tuned metal bars resting over a frame like a trough. We used a typical one which is built in a frame and will be used mostly in an orchestral context. It has a range from C3 to G6

Vintage Sopran Glockenspiel:
This is the sopran variation of the Glockenspiel covering a range from C5 to C8. Our Sopran Glockenspiel is a vintage children type.

Metallophone:
In music of the 20th century and beyond, the word metallophone is sometimes applied specifically to a single row of metal bars suspended over a resonator box. Metallophones tuned to the diatonic scale are often used in schools. Our metal bars starting on C3 and ending at C6.

Spieluhr:
The Spieluhr (as known as musicbox) is a small instrument which produces sounds by the use of a set of pins placed on a rotating cylinder plucking the tuned teeth of a steel comb. Our musicboxes are tiny with a size of 2,4 x 2 x 1" and covers a range from G4 to G7.

Kalimba
The Kalimba (originally named mbira) is an African musical instrument consisting of a wooden board with attached staggered metal tines, played by holding the instrument in the hands and plucking the tines with the thumbs. We used 2 different types of Kalimba. They are coveriing a range from C3 to C6

Bowl:
This is not a musical instrument. It is a crystal bowl which will mostly find in a domestic surrounding. We hit the bowl with different kinds of mallet creating low and mellow sounds whcih will spread from C2 to C6.

The Content

During our stay in Australia, we recorded the Vibraphone, Marimba and some Glocenspiel in cooperation with the finest percussionist of Australia Michael Askilll, using his playing and our recording technique. All the other instruments were gathered in last years.

We have set a major focus to come out with instruments that provide maximum versatility giving you a wide range of options to shape the sound of the instruement. In order to realize that we used lots of different kind of mallet types as well as unusual tools such as cardboxes, spoons, spatulas and many more during recordings. Finally we added arpeggiators and other tools and effects to easily shape the sound at your own reuqirements. We have recorded with close-up condenser microphones, such as the Schoeps MK4, to achieve a rich and defined stereo sound with no room, so you can add one afterwards.

The Vibraphone

There are three groups of articulations. The first group called “Mallets” consists of the open and muted articulations, which are natural to the Vibraphone. With the button „Pedal“ set to enabled, the instrument will play muted by default, unless the sustain pedal (CC 64) is pressed, which is when it switches to open. With the button on „Hold“, only open notes will be played and you are able to adjust an overall length.

Beside that regular articulations we added a bowed articulation, achieved by stroking the metal bars with a bow, which results in a sound with a beautiful, slow attack.
Finally we recorded a prepared articulations, which are achieved by placing coins, spoons, spatulas, washers and respectively foldpaper on the metal bars. The prepared articulations can be played apart from each other if you chose a single articulation, or mixed, if you chose „Custom“. By using the „Assign“ button and then choosing an articulation, you can set a specific key to play that articulation;

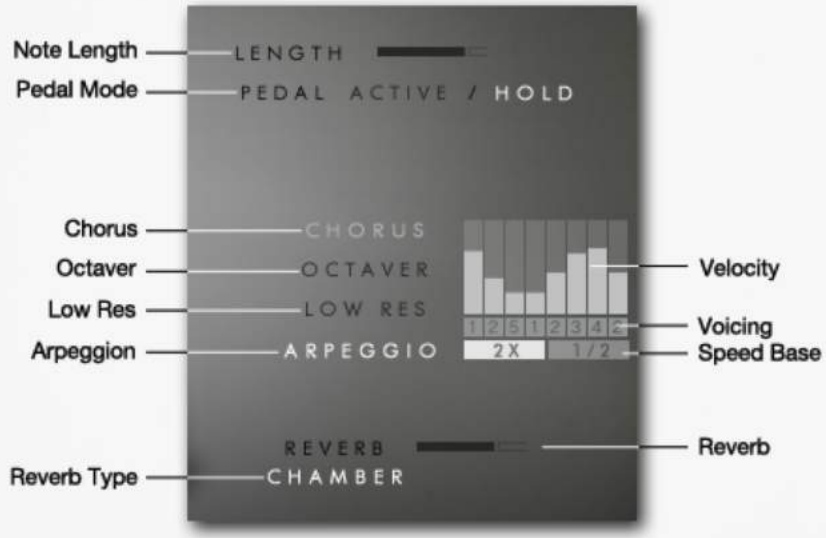
meanwhile, if you press „Random“, a random articulation will be assigned to each key.

With the Solo Vibraphone we came out with a extreme versatile vibraphone instrument providing regular mallets as well as bowed and prepared sounds and a silky and organic sound.


CINEMATIQUE INSTRUMENTS - VIBRAPHONE PREPARED

The functions in detail

The Solo vibraphone provides a motor/ vibrato simulation which will be enabled by the modwheel. The Motor speed and intensity can be increased using the modulation wheel (CC 01)



Pedal Mode This options lets you decide whether to play with the original muted/ open sample set which will be triggered by the sustain pedal (= ACTIVE) or to play just the open samples (=HOLD) which can be adjusted be the length slider

Note Length change of the length of the notes

Chorus This effect will add some subtle pitch modulation to your sound.

Octaver This octaver will play the same notes as you play, set one octave lower.

Low Res **T**his effect will apply some digital degredation to your sound, making it a bit rougher and giving it more presence.

Arpeggio This buttons enables the Arpeggio mode:

This is an arpeggio with 8 steps.
Velocity:
The upper bars let you set the velocities for each of the eight steps.
Voicing:
With the numbers under below you can set the relative notes which are assigned to each step.
“1” represents the lowest note that is currently held
“2” the second lowest and so on. The arp system supports up to 5 pitches, every key pressed after that will be ignored.
Speed:
This two options will be double or half the speed in relation to the host tempo.

Reverb Type Several types of reverb are available, such as a ROOM – BOOTH - SPECIAL - CHAMBER – CHURC – HALL – ARENA and INFINITE. Some classic reverb types and some great hall types.

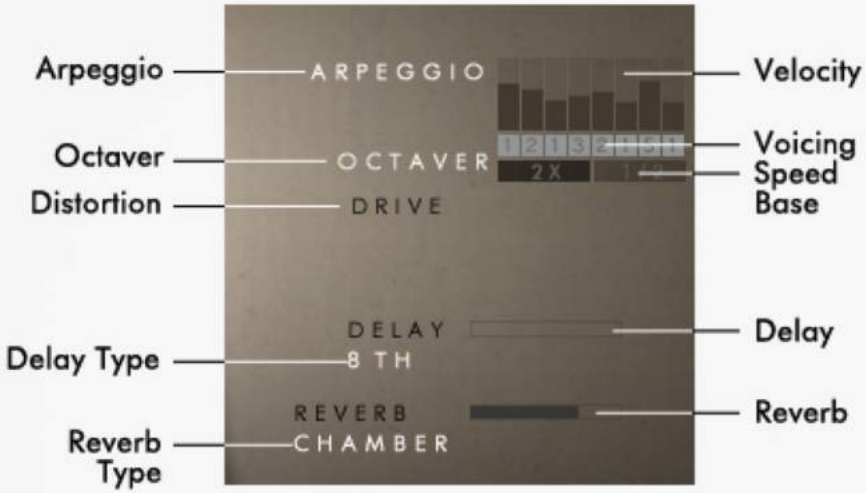
Reverb The fader can be used to change the amount of reverb

The Marimba

There are three basic articulations to the Marimba: hard , medium and soft created by corresponding mallet types.
The hard articulation was made by hitting with a hard plastic mallet which achieves a dry and thin sound with lots of percussive attack. The second articulation features a typical felt mallets,
giving a sound which balances the percussice attack and a warm ricness. The final variation was achieved by playing the Marimba with a giant soft mallets resulting in a warm and indirect sound..

In order to still give the medium and soft variation a notable attack we added an option to mix the hard articulation to it. By clicking on the „+“ there will be open a sub menu where you can separatly mix in the hard sound. This feature willl offer some interesting combinations.

The functions in detail



Tremolo If you activate the „Tremolo“ button, a note will be played on key release, which allows you to play fast tremolos more easily.

Octaver Not strictly an effect, this Octaver will play the same notes as you play, set one octave lower.

Drive This adds some tube-style overdrive to your sound, giving it more colour.

Arpeggio

This buttons enables the Arpeggio mode:

This is an arpeggio with 8 steps.
Velocity:
The upper bars let you set the velocities for each of the eight steps.
Voicing:
With the numbers under below you can set the relative notes which are assigned to each step.
“1” represents the lowest note that is currently held
“2” the second lowest and so on. The arp system supports up to 5 pitches, every key pressed after that will be ignored.
Speed:
This two options will be double or half the speed in relation to the host tempo.

Delay/ Type

The delay can be adjusted to 8ths, 8th triplets and 16th notes by clicking the delay time, while the fader adjusts the return volume of the delay.

Reverb/ Type

Several types of reverb are available, such as a church, some classic reverb types and some great hall types. The fader can be used to change the reverb level.


Marimba
Output: st. 1
Voices: 0 Max: 199
MIDI Ch: [A] 1
Memory: 105.50 MB
Purge
S
M
Tune
0.00
AUX
PV
MARIMBA
HARD
MEDIUM
SOFT
ARPEGGIO
TREMOLO
OCTAVER
DRIVE
DELAY
8 TH
REVERB
CHAMBER
CINEMATIQUE INSTRUMENTS

The Glockensiel Box

Glockenspiel: Wood Mallet – using a hard typical wooden mallet
Felt Mallet – using a soft felt mallet
Cardbox Mallet – using a piece of cardbox for hitting the bars
Plastic Mallet – using a medium hard plastic mallet
Leather Mallet – using a soft leather mallet
Brushed – using a pair of drum brushes

Vintage Sopran Glockenspiel: Wood Mallet – using a hard typical wooden mallet
Thumb – playing the bars with a thumb

Metallophone: Wood Mallet – using a hard typical wooden mallet
Felt Mallet – using a soft felt mallet
Mellow - Rubber Mallet
Muted – using a felt mallet

Spieluhr: Regular – just a typical musicbox
Hard Sounding – recording on a metal plate
Lying on Wood

Kalimba: Regular – a normal Kalimba size
Noisy Sounding

Crystal Bowl: Felt Mallet – using a soft felt mallet
Regular – using a rubber mallet
Leather – using a soft leather Mallet

The functions in detail

The Glockenspiel Box provides a vibrato simulation which will be enabled by the modwheel. The speed and intensity can be increased using the modulation wheel (CC 01).

Changing an instrument

In order to change between the instruments please click on the big image at the center of the instrument. A new window will open where ou can easily choose your instrument (see below)

The sub menu

The effects and additional functions of the Glockenspiel Box are divided in four different sub menus which will be shown by clicking on the corrsponding button which is placed on the right edge of the instrument. The sections are: Reverse – Color – Tone – FX

In the lower area of all four sub menus you will find the typical reverb and delay functions known from other instruments . Here you can adjust the delay time and reverb type as well as the amount of the reverb/ delay.

Sub Menu - Reverse

The Reverse menu gives you the ability to add/ play a corresponding reverse sound to the choosen articulation.

Activate — This button activates the reverse option. By enabling you are able to add a corresponging reverse sound to your choosen articulation

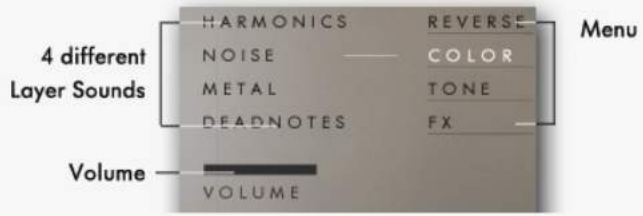
Solo Mode — By activating you will hear only the reverse sound.

Start Point — By using the slider you can adjust the start point of the reverse sound. From left to right you shift the starting point towards the end of the sample

Volume — Sets the level of the added reverse sound

Sub Menu - Color

In the Color menu you can layer a certain sound to the choosen articulation. This feature varies the overall attack timbre of the sound.



4 diff. Layer Sounds By clicking on one of these four buttons you enable the layer option. The corresponding sound will be layered to the choosen articulation.
Harmonics - layers acoustic guitar harmonics
Noise - layes white noise
Metal – layers a metalic salad bowl
Deadnotes – layers the deadnotes of a balalaika

Volume Sets the level of the layered sound

Sub Menu - Tone

The Tone menu lets you shape the sound

Slow Attack — By activating this button the entire instrument get a long attack time which blends the sound softly in

Tone — This slider is a 2 band EQ. By moving to the left side you will increase the lower frequencies whilst reducing the high frequencies at the same time. By moving to the right side you will achieve the opposite.

Length — With this slider you can adjust the overall length of the instrument.

Sub Menu - FX

The FX section lets you furtherly change the sound by following insert fx.

Chorus This adds a light chorus modulation to your sound giving a subtle widness

Noiscape This option lets the instrument play in 10 bit and 15 kHz

Rotary This adds a rotary speaker simualtion in slow speed to it

Shaped This adds a kind of envelope compressor to it. It will highlight the decay/ sustain time of the instrument

Distortion This adds some tube-style overdrive to your sound, giving it more colour.

Thanks to Michael Askilll, René, Christian, Jumpel and Niklas.