Welcome to Soundiron’s Snow Drums library.

This is one part of a strange collection of quasi-musical oddities mostly captured in one epic recording session somewhere around Thanksgiving in ’09 involving lots of Belgian beer, balloons, helium, oxygen deprivation, us and a few of our closest friends. While there is a bit of a winter or even some sort of pseudo-Christmas theme running through this library, it’s definitely intended to fit in well with content from Soundiron’s Antidrum and Mini series of libraries.

This library represents the beauty that can emerge when sound is captured in the moment, when inspiration and creativity trumps planning and organization. Drinking, merriness and sound design make wonderful bedfellows.

These instruments are ideal for Seasonal Holiday, children’s and comedic music, experimental electronic, glitch and even industrial music. Don’t let the cute theme fool you. There are some aggressive and powerful sounds to be found within.

This library was originally released by Tonehammer Inc. as part of “Microhammer Gnomehammer v.1”
SOUNDIRON.com

Soundiron
Snow Drums

Overview:
16 Kontakt Instruments
511 Samples
161 MB Installed
Sample resolution: 44.1Khz / 24Bit stereo .wav format
Format(s): Kontakt and .wav

Note: Native Instruments Kontakt 3.5 / 4 full retail versions required.
Note: Free Kontakt Player will only work for 30 minutes with this product. Full version required to remove this restriction.

INSTALLATION

We Use Winrar (version 3.80 or later) or other compatible program to un-compress the “Soundiron_Snow_Drums.rar” file into its own folder in your sample library directory. Make sure to preserve the included folder structure. This is usually done by selecting the “extract to’...” option in Winrar or UnrarX.

Here’s a link to winrar for PC:
http://www.win-rar.com/download.html
Here’s a link to UnRarX for OSX:
http://www.unrarx.com/

You should now be able to open and play the .nki files. Be aware that all of our .nki files are compatible with full retail versions of Kontakt 3 or Kontakt 4 only.

Note: The Free Kontakt Player and any bundled Kontakt or Kompakt Players that come included with other software, hardware or built into other sample libraries won’t be able to load this library. You may be able to run the library for a 30 minute “demo” period, but the full retail version of Kontakt is required for full use.

However, since our wave directories are open, you can translate the patches into whatever format you like. There are a few conversion utilities available that can make the translation process much easier.
Snow Drums:

The snow instruments were created by recording a variety of ice and snow foley, using prepared and natural snow piles, ice blocks and frozen ponds. The snow and ice sounds have been edited, programmed and arranged to create percussive playability and organized logically to allow easy use as sound effects source material.

snow_all_steps_&_stomps
Includes Steps, Scuffs, Stomps, Jump-landings into deep snow. Each set is spread between an F# and the next-highest F, with the root pitch centered on C (C0, C1, C2, C3, C4, C5, C6, C7). Modwheel controls decay/release muting, allowing for tighter or longer notes.

snow_all_steps_&_stomps_cave.nki
This version uses one of our custom convolution reverb impulses to create a deep, spacious snow cave ambience. Allows wet/dry mix cross-fading on the modwheel.

snow_singles_steps_&_stomps_1.nki
This version has all samples from snow sample set 1 only, all individually spread out over the keyboard.

snow_singles_steps_&_stomps_2.nki
This version has all samples from snow sample set 2 only, all individually spread out over the keyboard.

ice_all_impacts_&_slides.nki
Includes cracks, slides, tumbles, crunches, crumbles, smashes, impacts and hammering on dry, wet and slushy ice. Each set is spread between an F# and the next-highest F, with the root pitch centered on C (C0, C1, C2, C3, C4, C5, C6, C7). Modwheel controls decay/release muting, allowing for tighter or longer notes.

ice_all_impacts_&_slides_cave.nki
This version uses one of our custom convolution reverb impulses to create a deep, spacious snow cave ambience. Allows wet/dry mix cross-fading on the modwheel.

ice_singles_impacts.nki
This version has all samples from the ice block slides, tumbles and looping grinds only, all individually spread out over the keyboard.

ice_singles_slides_&_tumbles.nki
This version has all samples from the ice block, chunk and debris impacts and strikes only, all individually spread out over the keyboard.
**Wintery Pond:**

The Wintery pond instruments were created by recording a variety of stones, ice chunks and pebbles skittering over the surface of a large frozen pond in a narrow canyon, high in the Rocky Mountains of Colorado. The results are quite surprising, as the sound waves travel over the ice and off of the canyon walls in very unusual ways. As the stones bounce away from the listening position, across the ice to the far side of the pond, the impacts take on a spring-like Doppler effect. We were on a little day trip during the holidays when we stopped by the pond for a rest and discovered this cool natural sonic effect, just by chance.

While this library is best suited for use by sound designers and sfx artists, the instrument programming should nonetheless allow for very unique and responsive playability as percussion and musical elements. You may hear the sound of winter wind and other impurities in the background, due to the location of this frozen pond we found. This was unavoidable and we think the sounds are cool enough to ignore any minor flaws. All in all, this strange source material is quite interesting, creatively useful and rather musical. They also make very interesting impulse responses when used in convolution reverb plug-ins.

There are 5 sub-categories: Pebble skittering, large rock skipping, small rock skipping, ice smashing and smashing/splashing through the ice. The patches load into “drum” mode by default. The decay/sustain has been shortened to allow tight percussive playing. Use the modwheel to extend the length of the sample all the way to full length, to hear the stones crossing the entire width of the frozen pond.

- ice_pond_combo.nki
  Mapped from C0 – E7. This contains a little of everything, ready to go.

- ice_pond_pebbles_skitter.nki
  Mapped from C2 – B6. A larger selection of just the small pebbles skittering.

- ice_pond_rock_skip_hard.nki
  Mapped from C2 – A6. A larger selection of just the large rock skips.

- ice_pond_rock_skip_soft.nki
  Mapped from C2 – A6. A larger selection of just the small rock skips.

- ice_pond_smash.nki
  Mapped from C2 – G#3. Just the sound of ice chunks smashing into the surface of the frozen surface.

- ice_pond_splash.nki
  Mapped from C2 – F3. Just the sound of larger stones smashing through the surface of the ice and splashing into the water beneath. You may even notice a sampling of Mike actually hitting the field recorder with a large rock and knocking it onto the ice and halfway into the icy water 3 feet below.

- the_ice_queen_cometh_mw-warp.nki
  This is a custom preset that use special programming, filtering and effects to take this material into new direction. This one has a strange alternating crystalizing and shattering quality. Use the modwheel to decide how quickly the Ice Queen freezes your soul.

- the_ice_box_mw-warp.nki
  This is a custom preset that use special programming, filtering and effects to take this material into new direction. Use the modwheel to warp between glitch percussion and some sort of bizarro trance lead synth.
Custom Control Interface

All of the instrument patches in this library feature custom front panel controls. Saving the instrument patch will store the current user settings for both controls for later recall. When setting or automating these controls in your host sequencer, we recommend that you save a custom version of the patch with your project. Of course, if you do overwrite the default settings, you can always return them to the default zero values and re-save the patch at any time.

The "stepping" knob allows you to step the tuning up or down by up to +/- 12 semitones, in even semitone intervals. This allows for easy integration with similar functionality in this library and allows for easy external automation of real-time note re-tuning.

The "response" knob allows you to fine-tune special performance style controls that are specific to each type of instrument patch. It allows for easy external host automation in most sequencers or directly, through Kontakt’s “Auto” (automation) view in the Browser pane on the left side.

In most of the Snow Drums patches, the “response” knob (and modwheel) control note sustain duration and general intensity, allowing a wide range of fine-tuning and custom manipulation.

Special notes

Please be advised that there may be three major known Kontakt-related bugs to be aware of with several of the patches in this library. These bugs are caused by engine problems in some versions of the Native Instruments Kontakt software, but can usually be corrected or avoided by the end user. Our Ambient, Special FX or Tempo-synching patches are often effected by these bugs, while the standard percussion patches are unlikely to have any issues at all.

You may experience popping and clicking due to a bug in the way the Tonemachine and Timemachine features respond to the automation ranges used in these patches. This can sometimes be fixed by manually adjusting the speed control, but there’s no full solution available at this time. Kontakt 4 is still currently too new and buggy to definitively say all of our instruments are 100% compatible with it, although most instruments will work properly.

Some instrument patches that use the “tonemachine” engine built into Kontakt may occasionally stop responding or cause Kontakt to unexpectedly quit after loading in Kontakt 2.2.4 and earlier. This can be fixed by closing and reloading Kontakt and the instrument patch. This problem hasn’t been reported in later versions of Kontakt, as far as we know.
THANK YOU.

We wanna thank you for buying the Soundiron Snow Drums.

If you have any questions, concerns, love-letters or hate mail feel free to send it to:
info@soundiron.com

Love,

Mike Peaslee, Gregg Stephens and Chris Marshall
Soundiron LLC.
www.soundiron.com
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