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Created by Impact Soundworks - http://impactsoundworks.com/

INTRODUCTION

Welcome to **Rhapsody: Orchestral Percussion**. Our goal in creating this beautiful symphonic instrument was nothing less than creating the most versatile and affordable percussion library ever. With 50 instruments, 100+ articulations, and 21+ gigabytes of recordings, calling this collection 'comprehensive' is an understatement! Each instrument has been exhaustively sampled with up to **10x RR** and **5x** velocity layers, captured across three mic positions in a gorgeous orchestral hall.

Rhapsody: Orchestral Percussion goes beyond the standard suite of drums (i.e. bass drum, snare, toms, cymbals) to include a wide variety of **aux percussion** (i.e. shaker, sleigh bells, castanets, chimes, metals, wood & temple blocks), **hand drums** (i.e. djembe, bongos, cajon, darbuka), and **chromatic instruments**(i.e. glockenspiel, xylophone, marimba, crotales, tubular bells).

Besides its scope and affordability, what else sets this library apart? Most orchestral percussion libraries strive for the ideal of "epic" through big halls and lots of reverb: a huge sound for a huge price. **Rhapsody: Orchestral Percussion** was instead recorded & designed to function in any musical context, from small, emotional pieces, to tense underscores, and even bombastic, loud, and – yes – epic tracks.

As always, we hope this instrument will inspire and enhance your music. Enjoy!

INSTALLATION

1. Install the **Pulse** application if you don't already have it. **Pulse** is a cross-platform desktop app that lets you download and install your libraries with blazing speed! You'll need to create an account here, but once you do, you can access your purchases from any developers using Pulse, anytime, from any computer.

https://pulsedownloader.com/

2. Once **Pulse** is installed, open it and enter your **Rhapsody Orchestral Percussion** product code. Follow the instructions to download and install the library.

3. Finally, load the desired **Rhapsody** NKI of choice in Kontakt. No action is needed as this is not a Kontakt Player instrument.

Optional: Please see our Kontakt workflow tutorial for information on adding instrument files to the faster Quickload window or the Kontakt Database. https://impactsoundworks.com/optimizing-your-kontakt-workflow-part-1/

OPTIONAL – 24bit Samples

For maximum fidelity, you can use the optional set of 24bit patches. These are more memory-intensive and will take up more space on your hard drive, so please keep that in mind. If you want to free up hard drive space, you can delete the files with "24bit" in the name from the Samples subfolder.

CONTENT OVERVIEW

All instruments within **Rhapsody** are accessible through the following patches:

ROP Aux Percussion
ROP Cymbals and Gongs
ROP Drums and Ensembles
ROP Hand Drums
ROP Marimba
ROP Timpani
ROP Tubular Bells and Crotales
ROP Xylophone and Glock

As the names of these patches might suggest, some contain single instruments while others contain multiple instruments. We have also provided a folder of "**Single Instrument**" .NKI patches which have the same mapping as the patches above, but load only one instrument at a time by default - thus improving loading times and saving memory usage.

All instruments were recorded with three microphone positions - **close, decca,** and **hall**. These can be enabled, disabled, and mixed to your taste. All instruments are captured in great detail, with up to 10x RR variations and 5x dynamic layers, and all include a useful script for mixing - read on for more info.

INSTRUMENT LIST

Many of the instruments below contain **multiple articulations and variations**. For example, hand drums include various different strokes and playing techniques. Ride cymbals can be played with mallet or stick. Woodblocks, temple blocks and claves have two distinct pitches, etc.

** = Instrument includes **modwheel-controlled** ROLL articulation*

Drums
Bass Drum 1*
Bass Drum 2*
Gong 1*
Gong 2
Snare 1*
Snare 2*
Snare 3*
Snare 4*
Snare Ensemble*
Timpani*
Tom 1
Tom 2
Tom 3
Tom Ensemble*

Cymbals & Gongs
Cymbal Scraped
Gong 1*
Gong 2*
Piatti
Piatti Mute
Ride Cymbal*
Tam Tam*
Viennese Cymbal*

Chromatic Percussion
Crotales
Glockenspiel
Marimba
Tubular Bells
Xylophone

Aux Percussion
Castanets*
Claves
Chimes
Cowbell
Finger Cymbals
Guiro
Metals
Shaker*
Sleigh Bells*
Tambourine*
Temple Blocks
Triangle*
Vibraslap
Woodblocks

Hand Drums
Bongo High*
Bongo Low*
Cajon 1*
Cajon 2*
Conga High*
Conga Low*
Conga Muted
Darbuka 1*
Darbuka 2*
Djembe 1*
Djembe 2*

INSTRUMENT & ARTICULATION MAPPING

All mapping described below uses **Kontakt's** internal reference for MIDI pitches / notes. You can click the wrench icon in the Kontakt interface and look at the "Mapping Editor" to see labeling for all the keys.

All **roll** articulations have dynamics (volume) controlled by the **modwheel**.

Choke keys are used to quickly mute the tail / decay of any instrument.

ROP Auxilliary Percussion
C0 = Shaker (L)
C#0 = Shaker Roll
D0 = Shaker (R)
D#0 = Shaker Choke

F#0 = Sleigh Bells Slow Roll
G0 = Sleigh Bells (L)
G#0 = Sleigh Bells Fast Roll
A0 = Sleigh Bells (R)
A#0 = Sleigh Bells Choke

C1 = Tambourine (L)
C#1 = Tambourine Roll
D1 = Tambourine (R)
D#1 = Tambourine Choke

E1 = Finger Cymbals
F1 = Finger Cymbals
F#1 = Finger Cymbals Choke

G1 = Triangle
G#1 = Triangle Roll
A1 = Triangle Mute
A#1 = Triangle Choke

C2 = Metal 1
D2 = Metal 2
E2 = Metal 3
F2 = Metal 4
G2 = Metal 5

A2 = Cowbell A
B2 = Cowbell B

C3 = Temple Block A
D3 = Temple Block B

E3 = Woodblock A
F3 = Woodblock B

F#3 = Castanets Roll p
G3 = Castanets (L)
G#3 = Castanets Roll f
A3 = Castanets (R)

B3 = Claves A
C4 = Claves B

D4 = Guiro Up
E4 = Guiro Down

F4 = Vibraslap Short
G4 = Vibraslap Long

A4 = Chimes 1
B4 = Chimes 2
C5 = Chimes 3
D5 = Chimes 4
E5 = Chimes 5
F5 = Chimes 6
G5 = Chimes 7
A5 = Chimes 8

ROP Cymbals & Gongs

C0 = Ride Cymbal (L)
C#0 = Ride Cymbal Roll
D0 = Ride Cymbal (R)
D#0 = Ride Cymbal Choke
E0 = Ride Cymbal Stick

F0 = Viennese Cymbal (L)
F#0 = Viennese Cymbal Roll
G0 = Viennese Cymbal (R)
G#0 = Viennese Cymbal Choke

A0 = Piatti (Crash)
B0 = Piatti Mute 1
C1 = Piatti Mute 2

D#1 = Tam Tam Choke

D1 = Tam Tam (L)
D#1 = Tam Tam Roll
E1 = Tam Tam (R)

F1 = Gong Hit (L)
F#1 = Gong Roll
G1 = Gong Hit (R)
G#1 = Gong Choke
A1 = Gong Choked Hit

B1 = Gong Hit 2 (L)
C1 = Gong Hit 2 (R)

D1 = Gong Scrape
E1 = Cymbal Scrape 1
F1 = Cymbal Scrape 2
G1 = Cymbal Scrape 3

ROP Drums & Ensembles

C0 = Bass Drum (L)
C#0 = Bass Drum Roll
D0 = Bass Drum (R)

F0 = Gran Cassa (L)
F#0 = Gran Cassa Roll
G0 = Gran Cassa (R)

A0 = Snare 1 (L)
A#0 = Snare 1 Roll
B0 = Snare 1 (R)

C1 = Snare 2 (L)
C#1 = Snare 2 Roll
D1 = Snare 2 (R)

F1 = Snare 3 (L)
F#1 = Snare 3 Roll
G1 = Snare 3 (R)

A1 = Snare 4 (L)
A#1 = Snare 4 Roll
B1 = Snare 4 (R)

C2 = Snare Ensemble (L)
C#2 = Snare Ensemble Roll
D2 = Snare Ensemble (R)

E2 = Tom 1 (L)
F2 = Tom 1 (R)
G2 = Tom 2 (L)
A2 = Tom 2 (R)
B2 = Tom 3 (L)
C3 = Tom 3 (R)

D3 = Tom Ensemble (L)
D#3 = Tom Ensemble Roll
E3 = Tom Ensemble (R)

ROP Hand Drums

Note: A/B/C refer to different strokes/techniques

C0 = Cajon 1
C#0 = Cajon 1 Roll
D0 = Cajon 2A
D#0 = Cajon 2 Roll
E0 = Cajon 2B
F0 = Cajon 2C

G0 = Djembe 1
G#0 = Djembe 1 Roll
A0 = Djembe 2A
A#0 = Djembe 2 Roll
B0 = Djembe 2B
C1 = Djembe 2C

D1 = Darbuka 1
D#1 = Darbuka 1 Roll
E1 = Djembe 2A

F1 = Djembe 2B
F#1 = Djembe 2 Roll
G1 = Djembe 2C

A1 = Lo Conga Open (L)
A#1 = Lo Conga Roll
B1 = Lo Conga Open (R)
C2 = Hi Conga Open (L)
C#2 = Hi Conga Roll
D2 = Hi Conga Open (R)
E2 = Hi Conga Mute A
F2 = Hi Conga Mute B

G2 = Low Bongo (L)
G#2 = Low Bongo Roll
A2 = Low Bongo (R)
A#2 = Bongo Roll
B2 = Bongo (L)
C3 = Bongo (R)

ROP Marimba
A0 to B4: Chromatic Marimba played with felt mallets

ROP Timpani
C0 to A1: Chromatic Timpani played with mallets - left hand
A#1: Timpani mute
C2 to A3: Chromatic Timpani - right hand
A#3: Timpani mute
C4 to A5: Timpani roll

ROP Tubular Bells & Crotales
C0 to G1: Chromatic tubular bells

C2 to C3: Chromatic crotales

ROP Xylophone & Glock
D#0 to D4: Chromatic xylophone

F4 to C7: Chromatic glockenspiel

SCRIPT & USER INTERFACE

Rhapsody: Orchestral Percussion features a streamlined, intuitive interface giving you access to important mixing tools without any extra fluff or bells & whistles.

Starting from the top and moving from right to left:

Instrument Dropdown Menu
In the example above, we can see the "**Bass Drum**" instrument is selected. Using this menu, you can select which instrument you would like to edit. You can also use the arrows (left/right) to switch to different instruments quickly.

Vol (Volume)
Sets the volume of the **selected instrument**.

Tune
Sets the coarse tuning of the **selected instrument** in increments of 50 cents (half semitone).

EQ High / Mid / Low
Adjusts the gain of the pre-set EQ bands for the **selected instrument**.

Info Display
The box showing "**Bass Drum L**" in the screenshot above will display useful information at any time. For example, if you adjust a knob like Volume, you will see the current value of that knob in the Info Display. Playing any given articulation will display the current articulation in the box as well.

Instrument Picture (Enable / Disable)
The picture of the selected instrument on the interface is not just for show. You can click on it to disable the instrument, unloading all samples from memory.

Volume Envelope (A/D/S/R)
These familiar Attack, Decay, Sustain, and Release controls can be used to adjust the volume envelope for the **selected instrument**. For example, if you think the attack of the instrument is too harsh, try slightly adjusting the **A** (attack) slider. If you want to reduce the tail / ring-out of the instrument when you let go of each key, try adjusting the **R** (release) slider.

Set Global
This button applies the **current instrument** settings to **ALL** instruments.

Undo Button
Pressing this will reset the **current instrument settings** to defaults.

Output Menu
Set to **Master** in the example, you can use this menu to assign the **selected instrument** to its own **Kontakt output**. For more information on using Kontakt outputs, please consult the Kontakt manual & Native Instruments website, as the method of using multiple outputs depends on your DAW.

Patch Save Menu
Showing "Patch" in the screenshot above, this menu selects what part of the current patch you would like to **save or load**. If "Patch" is selected, you will save/load all data from the current patch. If "Inst" is selected, you will only save/load settings for the **instruments** you have loaded - not the mic mix. "Mic Mix" saves/loads only the mic settings.

Save (Disk Icon) / Load (Folder Icon)
Saves or loads current patch data to an .NKA file on your hard drive. Note that the kind of data saved or loaded depends on what is selected in the **Patch Save Menu** above.

Reverb On/Off, Wet, Size
This control enables or disables added reverb to the **entire patch**. The wetness and size (length) can be adjusted. Note that this does use **extra CPU**.

Mic Mixing (Close, Stage, Hall)
The bottom of the interface features a handy mixer for the microphone positions.

The **Close, Stage, and Hall** buttons will enable or disable those mic positions and load/unload them from memory.

The **Mix** knob controls the volume for each position.

The **Pan** knob controls panning (left/right).

The **Wide** knob controls stereo width - useful to expand the stereo field of the mic, or collapse it down to mono.

Mic Offset Controls (via MIDI CC)
This feature is not actually part of the interface, but can be accessed using **MIDI CCs** sent from your DAW or MIDI controller. By using MIDI CCs 85, 86, and 87, you can control the sample offset times for the close, stage, and hall mics, respectively. Increasing the offset will reduce the lead-in time for each sample, which can yield a better **touch** and reduce the perceived **distance** from the listener to the mic.

USAGE & MIXING TIPS

* As with any orchestral library, the **music you write** is the most important thing to achieving a realistic sound. Even with lots of round robin (RR) variations, rigid percussion with no velocity or timing variation may sound somewhat mechanical. Try **playing in percussion parts** with your keyboard, and **don't quantize 100%**.

* For best results **blending** with other libraries, consider **primarily using the close mic position** with external reverb, and applying that same external reverb to the other libraries. If the sound is still too dry, slowly add stage and/or hall mics to taste.

* Remember that you can adjust the **sample offset** of each mic using **MIDI CCs 85, 86,** and **87**. Higher offset values will reduce the lead-in time for each sample, making them 'respond' faster to keyboard playing and sequencing. Be aware that too much offset on the close mic may start eating into the transients of the hits. We recommend using an offset of no more than 10-12ms on the close mic - however, offsets for the other mics can be higher as there is more distance between each mic and the sound source.

* For a **nice full orchestral sound**, the default mic mix is a great place to start. Most of the mix should come through the **close** mics, with stage / hall providing extra reverberance and tail decay. You may consider widening the hall mic as well.

* **Having trouble with high CPU and memory usage?** Try disabling instruments you're not using (click the instrument picture within the active patch), or disable mic positions. You might also use the **16-bit** samples instead of 24-bit. If you're using internal reverb, try turning that off as well. You may also be interested in our three part blog series on optimizing Kontakt - [click here to read](#)!

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TROUBLESHOOTING & FEEDBACK

Have you used **Rhapsody: Orchestral Percussion** in a project recently? Got an awesome track you'd like to share? Drop us a line (admin@impactsoundworks.com) and we might post it on our website! Or, tell the world at our Facebook page here: http://www.facebook.com/ImpactSoundworks

We encourage all our users to share and promote their work. Word of mouth is the #1 way people find our samples, so it also helps us to produce more great libraries for you!

 For any technical support issues regarding the library, don't hesitate to email support@impactsoundworks.com.

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