

CINEMATIC THUNDER

EPIC ORCHESTRAL TOMS

vir2
INSTRUMENTS

Produced by Vir2 Instruments

Vir2 Instruments is an international team of sound designers, musicians, and programmers who specialize in creating the world's most advanced virtual instrument libraries. Vir2 is producing the instruments that shape the sound of modern music.

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Instrument Introduction

We are proud to present Cinematic Thunder: Epic Orchestral Toms. Recorded in a large concert hall in central California from three mic positions for complete flexibility, Cinematic Thunder delivers an epic sound. From soft and warm to big and bombastic, Cinematic Thunder is an absolute and indispensable production tool.

Cinematic Thunder contains four master patches: Sticks, Mallets, Group Hits and Group Big Hits. Each patch contains unique and powerful drum sounds within an extremely user-friendly and versatile interface.

The Sticks patch offers punchy attacks in the lower velocities and clear, crisp tones in the higher velocities while the Mallets patch offers deep and soft attacks in the lower velocities and gigantic cinematic impacts in the higher velocities. Both the Stick and Mallet patches offer six different drum groups including; surdo, 18" Toms, 16" Toms, 14" Toms, 12" Toms, and 10" Toms, as well as combo hits which are samples of two toms being struck simultaneously for an even more robust impact.

The Group Hits patch contains hits as well as two-drum flams for each drum.

The Group Big Hits patch is a great patch for adding big accents, it contains only single hits and flams played at maximum volume.

Requirements & Installation

System Requirements

For Mac users, this library requires OS 10.10 or greater, an Intel Core Duo 2.0GHz or higher, and minimum 4GB of RAM.

For Windows users, this library requires Windows 7, 8, or 10 (latest s.p.), 32bit or 64bit compatible, an Intel Core Duo 2.0GHz or higher, and minimum 4GB of RAM.

Vir2 Instruments strongly recommends more than 8 GB of RAM and an 88-key controller in order to use this library to its fullest potential.

The library requires approximately 4.92 GB of available disk space once installed.

Installing The Library In KONTAKT

The installation of this library in KONTAKT consists of two separate steps: the installation of the KONTAKT engine, and the installation of the library.

In the library's "Installation Instructions" folder, you will see the installer for the KONTAKT 5 Player. If you do not already have KONTAKT 5 or the KONTAKT 5 Player already installed on your computer, you can run the KONTAKT 5 Player installer to install the KONTAKT 5 Player on your computer.

The KONTAKT 5 Player installer will install the KONTAKT 5 Player engine, its standalone application, all of its plug-in versions, and the Service Center authorization program. We recommend the Easy Install, and that the install locations for each component are left at their default settings.

This library is approximately 4.92 GB in size, and can be installed on any available hard drive. For speed reasons, we recommend this library be installed on an external hard drive. We recommend installing on a 7200rpm drive or SSD drive for optimal performance.

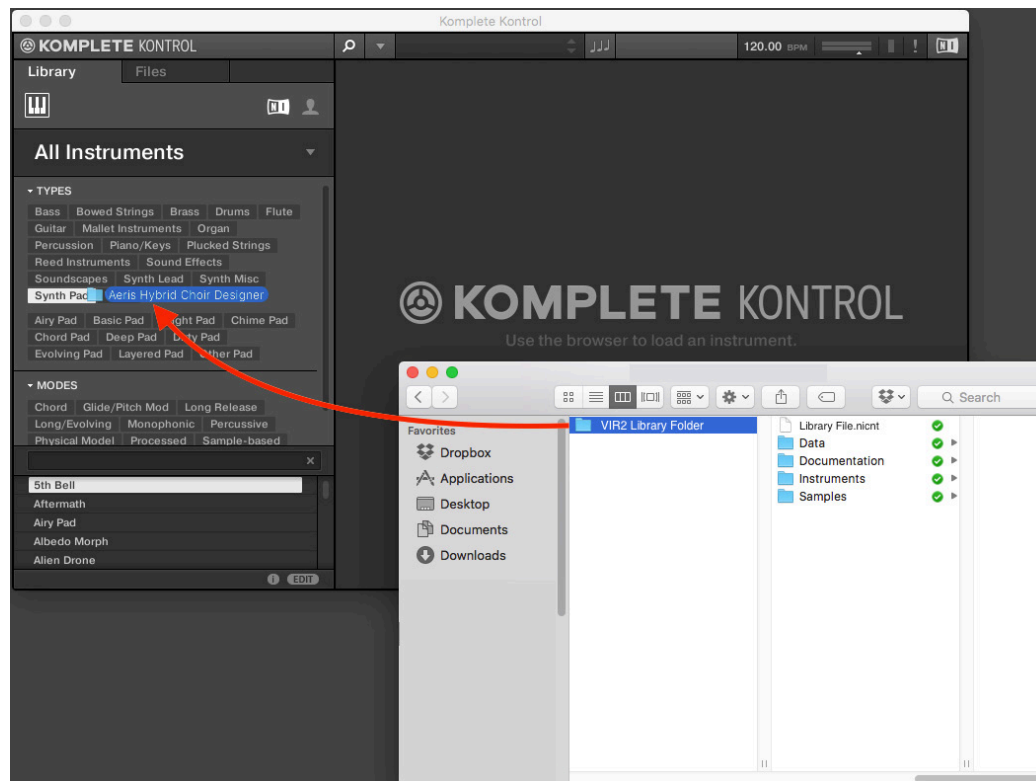
Once the KONTAKT 5 player is installed, launch the standalone application. Select the Libraries tab from the KONTAKT 5 Player's browser on the left side of the KONTAKT interface. Just below "Libraries," select "Add Library." A "Locate Folder" window will appear. Navigate to the Library folder, select it, then select "Choose". The library should now appear in KONTAKT's library browser.

Installing the Library in KOMPLETE KONTROL & MASCHINE

Note: This section is only for those who own KOMPLETE KONTROL and/or MASCHINE. If you do not own KOMPLETE KONTROL or MASCHINE please move on to the next section.

Because this library is a KONTAKT instrument with NKS support, you must manually add the library to your KOMPLETE KONTROL/MASCHINE Library. During installation, please launch KOMPLETE KONTROL/MASCHINE as a standalone application.

To add the library to your KOMPLETE KONTROL/MASCHINE Library, simply drag the library folder onto the KOMPLETE KONTROL or MASCHINE Browser. After dragging it to the Browser, the library will be available in the “Library” window of the Browser under the User Library section. See following image.



Authorizing

After you've completed installation, this library will be running in demo mode; it will only work for fifteen minutes at a time. To authorize it for KONTAKT, simply select the “Activate” button located in the top right corner of the library and follow KONTAKT's prompts.

For KOMPLETE KONTROL & MASCHINE users (and KONTAKT users), launch Service Center (found in the Applications folder on a Mac, or the Program Files folder on Windows) and follow its instructions. You will be prompted to enter your email address and password for your Native Instruments account, or will be given an option to create an account if you don't already have one. Once the Service Center is open, it will give you a list of all the Native Instruments and NI-powered products on your hard drive and give you the option to activate them. You are allowed to install and authorize this library on up to two computers simultaneously.

Service Center will guide you through the process for either online (instant) activation, or offline activation if the computer on which you have installed this library does not have direct access to the internet.

Once the Service Center shows that this library has been activated, you can restart KONTAKT, KOMPLETE KONTROL and/or MASCHINE to begin using the activated product.

Updating

After installation, please make sure that you are fully updated to the most recent versions of the three components that make up the library package: the library (which contains all the patch information and programming), the engine (which is powered by KONTAKT, KOMPLETE KONTROL and/or MASCHINE), and the authorizer (Service Center). It is possible that any of these components may have a more recent version than what shipped in your physical or digital package, so you should check for updates to each of these three. You can do this by visiting the vir2.com website and checking the [Support area](#) as well as going to www.native-instruments.com and checking their Support area.

Using KONTAKT

How To Access The Library From KONTAKT

This library ships as a KONTAKT-powered library, and is opened from within KONTAKT, which can be run either as a standalone application, or as a plug-in hosted by any major sequencer on either Macintosh or Windows platforms. All these versions are installed by the Easy Install option of the installer.

Users who don't own a sequencer, or would like to simply boot up and be able to play this library, can go to their Applications folder (Mac) or Program Files folder (Windows) to launch Native Instruments > KONTAKT 5.

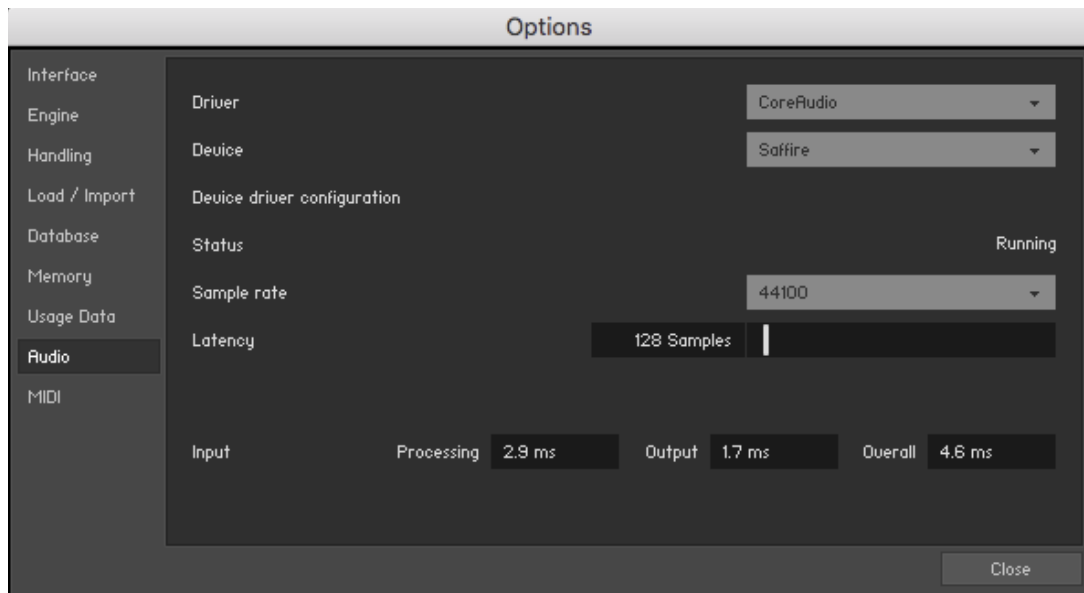
Users who wish to use this library for sequencing or recording should use it in plug-in mode within a host sequencer. KONTAKT supports the VST, AudioUnit, and RTAS plug-in formats. Any host sequencer that supports these plug-in formats properly will be able to run KONTAKT. Instructions vary slightly from sequencer to sequencer, but the general procedure is to initiate KONTAKT as a virtual instrument plug-in, then load an instrument patch in KONTAKT, then route a MIDI track to KONTAKT so it can be triggered and recorded.

The following instructions will help standalone and plug-in users get working quickly with a basic track of the library.

Using KONTAKT In Standalone Mode

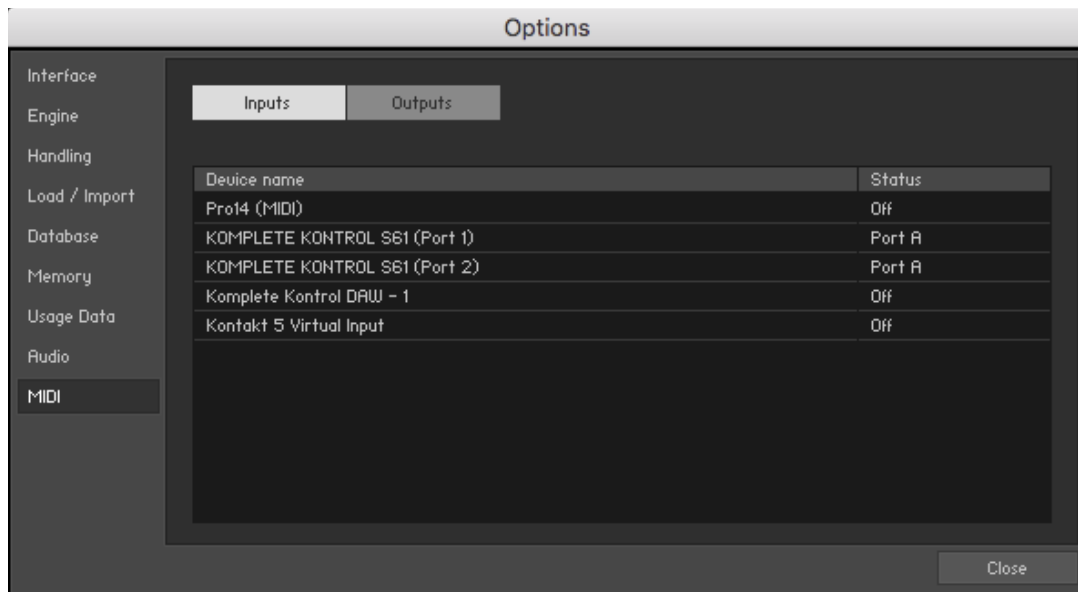
The standalone KONTAKT application can be found in the Applications > Native Instruments > KONTAKT 5 folder for Mac users, or Program Files > Native Instruments > KONTAKT 5 for Windows users.

After launching the KONTAKT application for the first time, you will be presented with a dialog box to set up your audio and MIDI settings. Settings will vary for each user according to the specific setup, but the important thing is to route the audio to a valid audio device, and to set the buffer reasonably low for good latency performance. We recommend 256 samples or less. The lower the latency slider, the less latency (the split second between the physical playing of the note and the sound coming out of KONTAKT) there will be, but the harder the computer will have to work. Typical useful values range between 128 and 256, however very fast computers may be able to handle lower values, while very slow computers may need higher values.



Audio setup options

The MIDI page of the Options dialog box must be configured in order to let KONTAKT know which MIDI device(s) to respond to. KONTAKT will respond to up to four MIDI input ports (A, B, C, and D), so we recommend you switch one MIDI source on to Port A, as shown in the following image.



MIDI input options

Using KONTAKT With Your D.A.W.

LOGIC PRO X

Users of Apple's Logic can use KONTAKT 5 as an AudioUnit plug-in

Create a Software Instrument track

From the instrument list (E-Piano selected as default), select AU Instruments / Native Instruments / KONTAKT 5

The KONTAKT window will appear, and a MIDI track will be created, transmitting to KONTAKT's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into KONTAKT

GARAGEBAND

Users of Apple's GarageBand can use KONTAKT 5 as an AudioUnit plug-in

Create a Software Instrument track

Select Smart Controls

Select Plug-Ins

From the instrument list, select AU Instruments / Native Instruments / KONTAKT 5

The KONTAKT window will appear, and a MIDI track will be created, transmitting to KONTAKT's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into KONTAKT

PRO TOOLS

Create an instrument track

From the Inserts list, select multichannel plug-in / instrument / KONTAKT 5 AAX (stereo)

The KONTAKT window will appear

CUBASE

Add an Instrument Track

From the Instrument list, select KONTAKT

The KONTAKT window will appear, and a MIDI track will be created, transmitting to KONTAKT's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into KONTAKT

ABLETON LIVE

Insert a MIDI track

From the Categories / Plug-ins list, drag and drop KONTAKT 5 onto your MIDI track

The KONTAKT window will appear, and a MIDI track will be created, transmitting to KONTAKT's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into KONTAKT

FL STUDIO 12

Select Plug-in database / Installed / Generators / VST / KONTAKT 5

Select 'Open in new channel'

The KONTAKT window will appear

SONAR

In the synth tab, select the + symbol

Select Insert Synth / VST2 / KONTAKT / KONTAKT 5

The channel will be created; to view the KONTAKT window, select it from the synth list at the left

Using KONTAKT With Another Host

There are too many host programs to cover here in detail, but any modern sequencer that properly supports the VST, AudioUnit, or RTAS standards should be able to use KONTAKT properly, and load the library within it. Consult the manual for your specific host to find out how to instantiate the KONTAKT virtual instrument

Getting Started

The CINEMATIC THUNDER interface is very easy to navigate. There are three main pages; Mixing, Effects, and Sequencer (located in the top right corner). Let's take a look at each one of these pages and the features included with each.

Mixing



The Mixing Page

The Mixing page contains controls for the Stage, Tree, and Room mic positions, as well as the Processed buss which is a processed version of all three mic positions. Each mic position has an On/Off switch located immediately below the mic title. Each mic position has its own mute and solo buttons at the bottom of the fader as well as an output menu for placing each mic position on a separate track.

By default, the Stage, Tree, and Room mics are all turned on. When switched Off, the samples for that mic position are purged, freeing up RAM. The sample are reloaded once switched back On.

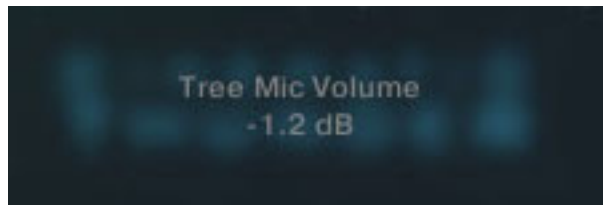
NOTE: If The Processed bus is turned on then all other mic positions are automatically turned off. Likewise, when either Stage, Tree, or Room mic positions are engaged, the Processed bus will turn off if it was previously turned on.

In the Randomize section on the right side of the mixing window users have the ability to adjust the randomization value for both the pitch and velocity of every hit. Adjusting the values of these two parameters can be very useful for quickly creating dynamic and natural sounding performances.

The pitch can be set to randomize +/- 0-100 cents while the velocity can be set to randomize +/- 0-100 units. The higher each one of these values is set, the more drastic the randomization of the pitch and velocity will be.

To the right of the Randomize controls you will find the Master Volume which controls the volume output for the entire instrument.

One further thing to note is that when adjusting any knob or fader on any page of the instrument, the exact value will appear in the lower right hand side of the page over the Cinematic Thunder Logo as shown below.



Value Meter

Effects



The Effects Page

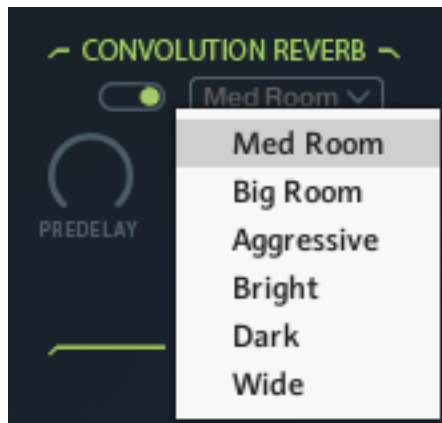
The Effects page offers six different effects including Reverb, Delay, Limiter, Distortion, Compressor, and Stereo Width as well as Transient Master and EQ controls. Each effect has an On/Off switch located right below the effect type. By default all effects are turned off. When an effect is engaged, the On/Off switch will turn from gray to green to indicate it has been turned on.



Effect Turned Off



Effect Turned On



The reverb type can be changed by clicking on the currently selected reverb and then choosing from the drop down list as shown below.

Reverb List

Sequencer



Drum Sequencer

The Sequencer page is where powerful, easily customizable, and intricate drum patterns can be programmed. Let's take a look at the different controls and what they do.

To engage the sequencer you must make sure it is turned on by clicking the On/Off switch in the top left of the sequencer. Once the sequencer is turned on you will be able to trigger either the right or left hand hits of any drum in order to begin the sequencer for that specific drum (see [Keyboard Layout](#) for the location of right and left hand hits). Any number of drums can be triggered and they will all sync together and follow the same pattern in the sequencer.

To adjust the division (or speed) of beats from 1/4 to 1/32T beats, simply increase or decrease the Division knob. The Division knob is set to 1/16 beats by default

Choose any number steps ranging from 2 to 32 steps by either increasing or decreasing the value of the Steps knob. The Steps knob is set to 16 steps by default

The Reset button will reset all the steps in the sequencer to their original starting position at full velocity (127)

Easily draw patterns across any number of steps by simply click-and-dragging across the Sequencer.

Keyboard Layout

Let's take a look at how the samples are organized across the keyboard in each patch.

Note the Stick and Mallet patches are organized and function in the exact same way so they are combined in the diagram bellow.

As shown below, there are six separate drum groups in the Stick and Mallet patches. Each drum in the Stick and Mallet patches has left and right hand hits, flams, 3-stroke ruffs, 5-stroke ruffs, and rolls. There are also combo hits in the highest octave. The Combo hits consist of two toms being struck simultaneously. We sampled hits from highest pairs to lowest. In other words, 10" & 12" toms, 12" & 14" toms, 14" & 16" toms, 16" & 18" toms, and 18" toms & a surdo drum.

The Group Hits patch contains hits as well as two-drum flams for each drum. There is also a section of extra hits starting at C0 and ending at F0.

The Group Big Hits patch is a great patch for adding big accents, it contains only single hits and flams played at maximum volume. The hits are laid out on the keyboard from C2 to G3 while the flams are laid out from C4 to F5.

STICK/MALLET

Combo Hits

Roll

5-Stroke Ruff

3-Stroke Ruff

Flam

10" Tom

Right Hand

Left Hand

Roll

5-Stroke Ruff

3-Stroke Ruff

Flam

12" Tom

Right Hand

Left Hand

Roll

5-Stroke Ruff

3-Stroke Ruff

Flam

14" Tom

Right Hand

Left Hand

Roll

5-Stroke Ruff

3-Stroke Ruff

Flam

16" Tom

Right Hand

Left Hand

Roll

5-Stroke Ruff

3-Stroke Ruff

Flam

18" Tom

Right Hand

Left Hand

Roll

5-Stroke Ruff

3-Stroke Ruff

Flam

Surdo

Right Hand

Left Hand

Roll Velocity

GROUP HITS

10"Tom/8"Tom Flam

10"Tom Hits

12"Tom/10"Tom Flam

12"Tom Hits

14"Tom/12"Tom Flam

14"Tom Hits

16"Tom/14"Tom Flam

16"Tom Hits

18"Tom/16"Tom Flam

18"Tom Hits

Surdo/18"Tom Flam

Surdo Hits

Assorted Hits

GROUP BIG HITS

Flams

Hits

Tech Support, Etc.

Tech Support

Vir2 Instruments stands behind its products and is committed to helping you get the most out of using them. Please check the [Support area](#) of the www.vir2.com web site if you encounter any difficulties in using the product. You may also e-mail support@vir2.com.

Before getting in touch with Vir2 Instruments regarding problems with the product, make sure you are running the latest versions of the library, engine, and Service Center. We are continuously updating and improving the product, so it is possible that there are more recent updates available that were released after the physical manufacturing of your product copy.

The Full Version Of KONTAKT 5

This library ships with The Kontakt 5 Player running in library mode, meaning it is fully able to play back the library and access the parameters detailed in this manual.

Registered owners of this library are eligible for a special cross-grade discount to the full version of Kontakt 5, which enables users to create their own libraries, import libraries in non-KONTAKT formats, and access numerous deep editing features.

Visit [Native Instruments](#) for details on the Kontakt cross-grade.

License Agreement

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Credits

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