

cinesamples™

**CINESAMPLES  
CINESNARES**



**USER MANUAL AND USER AGREEMENT**



**In order to use this library you must have a complete edition of Kontakt 2.24 + Installed.**

**CINESAMPLES TEAM:**

**Created/Produced by:**

Michael Barry and Michael Patti

**Mixed by:**  
**Programmed by:**

Tim Starnes  
Greg Schlaepfer

**Beta Team/Composers:**

John M. Davis, Jason Graves, Alex Pfeffer, Alex Roder;  
Tom Salta, Tilman Sillescu

**Special Thanks To:**

Devin Kelley, Jan Petrov, Hyomin Kang, Manhattan  
Center Studios

**CONTENTS:**

Concepts:	3
Table of Instruments:	3
Microphone Perspectives:	4
Keyboard Mappings:	5
User Agreement	6



## CONCEPTS behind CINESNARES

For most composers the transition to Kontakt has reached a point where it has become a trustworthy and familiar companion. Specifically Kontakt's 3.5 update was a game changer in terms of stability, system performance and memory enhancements. This new power combined with deeper sampling and instrument scripting have driven us over a threshold of realism.

At cinesamples we felt that it was time to harness this power and use it to replace some of our aging percussion libraries that were recorded in a time where things like Velocity Layers/Scripting/Round Robin were less significant or simply not available. All the products in this percussion series by cinesamples will be specifically tailored for Kontakt and this unique and marvelous player.



### Table of Instruments:

These four particular snares have been used by world famous orchestras at the prestigious Carnegie and Avery Fisher Halls. They are the best snares available in NY and the same models used on the scoring stages in Los Angeles.

#### Concert Snare:

There are many type of snares - however if you were to name a staff in your score Snare Drum this would be the choice of the player. This snare possesses that familiar, middle of the road sound that is instantly recognizable. We recorded this drum with snares on and snares off.

#### Military Snare:

A deeper and larger instrument then the concert snare, producing a more aggressive, bass-ier tone. This drum is frequently layered with the concert snare, especially in marching settings by soundtrack composers (Concert Snare and Military Snare a2).

#### Piccolo Snare:

A smaller, lighter drum then the concert snare, extremely loud and bright - covering the high frequencies of the spectrum.\*

#### Period Snare:

Sometimes called a rope drum or field snare. Wood rimmed - ancient looking - used to direct troops into combat. Possessing a unique fat, militaristic, tone. A really interesting color to blend or to feature by itself. \*

- \*= no rims were recorded for these instruments ( they sounded very weak and undesirable )

## Microphone Perspectives:

Another important benefit of faster machines and Kontakt's new power allows us to multiple microphone positions being played back live - without noise. For this percussion series we journeyed back to Manhattan Center Studios - where we had recorded Drums of War. We set the stage exactly the same, having taking specific measurements from our tracking dates with Drums of War, using the same microphones and Neve mixing board. The microphones were placed using standard film scoring technique - a combination of the LCR Decca Tree, spot and ambient microphones.



### Close Mics:

A series of microphones placed within inches of the instrument - giving a tight, centered perspective with little suggestion of any space.

### Mid Mics:

Used rather interchangeably with the term stage mics. This is a very familiar and cinematic sound to the ear. A pleasant amount of early reflections with out excessive closeness or far-ness provided by the other microphones. A good starting point for dialing in a custom mix.

### Far Mics:

Microphones placed many meters from the percussionist in the rear of the stage. Lacking definition but making up for it with power and fullness. Mixing in these microphones with the others really gives the larger than life element.

Each of these microphones can be adjusted live within the Kontakt User Interface. Setting a microphone group to 0 will mute that group and cut down on the amount of voices being triggered in Kontakt. Since Cinesnares uses DFD streaming for the huge majority of the samples you will find the memory footprint very light compared to the thousands of samples you will be loading. Be sure to save your patch should you find a unique combination that works for you.

## Keyboard Mappings:

### **Concert Snare - Snares OFF**

**A-1:** Crescendo roll (1 beat)  
**B-1:** Crescendo roll (2 beats)  
**C0:** Crescendo roll (3 beats)  
**D0:** Crescendo roll (4 beats)  
**E0:** Crescendo roll (5 beats)  
**F0:** Crescendo roll (6 beats)  
**G0:** Crescendo roll (7 beats)  
**A0:** Crescendo roll (8 beats)  
**C1 to C2:** Rim hit  
**F2 to C4:** Hit  
**F#4:** Roll  
**G#4:** Roll with release  
**A#4:** Sfz roll with release  
**C5 to D#5:** Hit (velocity)  
**E5 to G5:** Rim hit (velocity)

### **Concert Snare - Snares ON**

**A-1:** Crescendo roll (1 beat)  
**B-1:** Crescendo roll (2 beats)  
**C0:** Crescendo roll (3 beats)  
**D0:** Crescendo roll (4 beats)  
**E0:** Crescendo roll (5 beats)  
**F0:** Crescendo roll (6 beats)  
**G0:** Crescendo roll (7 beats)  
**A0:** Crescendo roll (8 beats)  
**B1 to C4:** Hit  
**F#4:** Roll  
**G#4:** Roll with release  
**A#4:** Sfz roll with release  
**C5 to C6:** Rimshot  
**C6 to D#6:** Hit (velocity)  
**E6 to G6:** Rimshot (velocity)

### **Military Snare**

**A-1:** Crescendo roll (1 beat)  
**B-1:** Crescendo roll (2 beats)  
**C0:** Crescendo roll (3 beats)  
**D0:** Crescendo roll (4 beats)  
**E0:** Crescendo roll (5 beats)  
**F0:** Crescendo roll (6 beats)  
**G0:** Crescendo roll (7 beats)  
**A0:** Crescendo roll (8 beats)  
**C1 to C2:** Rimshot  
**E2 to C4:** Hit  
**F#4:** Roll  
**G#4:** Roll with release  
**A#4:** Sfz roll with release  
**B4 to C6:** Rim hit  
**C7 to D#7:** Hit (velocity)  
**E7 to G7:** Rimshot (velocity)  
**G#7 to B7:** Rim hit (velocity)

### **Period Snare**

**A-1:** Crescendo roll (1 beat)  
**B-1:** Crescendo roll (2 beats)  
**C0:** Crescendo roll (3 beats)  
**D0:** Crescendo roll (4 beats)  
**E0:** Crescendo roll (5 beats)  
**F0:** Crescendo roll (6 beats)  
**G0:** Crescendo roll (7 beats)  
**A0:** Crescendo roll (8 beats)  
**F2 to C4:** Hit  
**F#4:** Roll  
**G#4:** Roll with release  
**A#4:** Sfz roll with release  
**C5 to D#5:** Hit (velocity)

### **Piccolo Snare**

**A-1:** Crescendo roll (1 beat)  
**B-1:** Crescendo roll (2 beats)  
**C0:** Crescendo roll (3 beats)  
**D0:** Crescendo roll (4 beats)  
**E0:** Crescendo roll (5 beats)  
**F0:** Crescendo roll (6 beats)  
**G0:** Crescendo roll (7 beats)  
**A0:** Crescendo roll (8 beats)  
**D1 to C2:** Rimshot  
**A2 to C4:** Hit  
**F#4:** Roll  
**G#4:** Roll with release  
**A#4:** Sfz roll with release  
**C5 to C6:** Hit  
**C7 to D#7:** Hit (velocity)  
**E7 to G7:** Rimshot (velocity)  
**G#7 to B7:** Rim hit (velocity)

### **Stick on Stick**

**C3 to C4:** Hit  
**C5 to D#5:** Hit (velocity)

# CINESNARES

## LICENSE AGREEMENT

Please carefully read the following terms which detail the license agreement. To install this library you must agree to the following terms which will become active immediately upon installation. Your license will be terminated upon violation of any of the conditions of the following agreement.

User is provided with a singular commercial license for use in commercial recordings. This license entitles this one individual to install and use CINESNARES on up to three computers or samplers provided they are the sole owner of these devices. Cinesamples also grants the user access to simultaneously use the provided library on any of these three systems at one time. Remember that this library and its contents will remain, at all times, the copyrighted property of Cinesamples and that this library is only licensed to the said user. Certain scripting techniques used in this library may be protected by patents in this company's name.

In no situation may any of the content of this library be resold or repackaged in ANY form. This library may not be distributed by any method or device other than Cinesamples or an authorized Cinesamples dealer.

Upon online checkout Cinesamples will provide you with a personal serial number which will be used to activate your installation application. If you purchased this product in boxed form you will be sent your serial # via email from Cinesamples shortly after submitting your identification # to our authorization email account.

During the installation process this number will be embedded into all files used by the library. It is important to keep your serial number and files secure at all times as the content of your library will be directly traceable to you. This license may not be transferred to any other user. It is the sole responsibility and risk of the user to engage in this license agreement. Cinesamples will not be responsible for any damages or losses caused by the use or misuse of this library in any form. All violations or acts of piracy will be swiftly prosecuted to the fullest extent of the law. Allies of our company are everywhere, speak every language, and constantly monitor all channels of distribution. Help us help you! By agreeing to these terms we promise to continue to release future reasonably priced, niche libraries. If you have witnessed any violation of these terms please contact customer support at: [admin@cinesamples.com](mailto:admin@cinesamples.com)