Welcome to CinePerc!

Cinesamples is proud to present CinePerc, our comprehensive percussion library. All of these instruments were recorded in excruciating detail at the SONY Scoring Stage in Los Angeles, and mixed by master engineer Dennis Sands.

CinePerc brings you many different kinds of percussion, from the standard bread and butter instruments of the orchestral percussion section to ethnic instruments toys and other knick-knacks. CinePerc also includes enormous-sounding single and ensemble percussion patches to give your cues that punch they need. Trailer music composers will find themselves reaching for these patches first to get that larger-than-life sound. Also included are the LEGACY Patches from CinePerc CORE, EPIC, PRO, and AUX.
What’s new in CinePerc v1.2

**Ensemble Patch** - The brand new "CinePerc Orchestral Percussion Ensemble" patch is comprised largely of instruments from the '01 ORCHESTRAL' folder, giving the user a complete orchestral percussion pallet underneath their fingers. Intuitively mapped, this patch makes creating orchestral percussion mockups easy quick. Detailed mapping info can be found below.
What’s new in CinePerc v1.2 (cont’d)

**Re-mapping** - The entire line of CinePerc instruments have been remapped in order to create a consistent and intuitive layout for the user. Non-chromatic instruments have now been centered around middle C on the keyboard, so the user knows instantly where to begin upon loading a new instrument and playing. Other small tweaks have also been added for ease of use, such as several instruments being split out to their own patch for clarity sake (for instance different mallet types, different snare drums, etc., now each have their own patch).

**Merging prior libraries** - CinePerc as a whole is now represented by one library, rather than four (Core, Pro, Aux, Epic). All instruments are clearly organized into a new folder structure which helps the user instantly identify which type of sound they are looking for (for instance Metals, Melodic, Ethnic, etc.). The original instruments have also been preserved in their own folder labeled '08 LEGACY'
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DENNIS SANDS

Keeping the trend we started with CineBrass, Dennis once again lent his legendary talent to this project. Dennis is one of the most sought-after mixers in Hollywood. His credit list is a sight to behold, and includes some of our favorite scores (Back to the Future, The Avengers, Captain America, Shawshank Redemption, American Beauty). As usual, it was an honor to work with him. His contribution to CineWinds is a crucial ingredient that gives the library its trademark Hollywood sound.

THE SONY PICTURES SCORING STAGE

The Sony Pictures Scoring Stage is the largest motion picture scoring venue in the world. The main scoring area has remained unchanged since the 1930s to preserve its unmatched acoustics and unique ambiance. It measures 93’ wide by 67’ long by 34’ high. One of the first scores recorded there was the Wizard of Oz (Herbert Stothart). Its success allowed the stage to become primarily dedicated to the art of the film score. John Williams has used the stage on many occasions for scores such as ET, Schindler’s List, War Horse, and The Adventures of Tin-Tin. Other scores recently recorded there include Toy Story 3 (Randy Newman), Spider-Man (Danny Elfman), Alice in Wonderland (Danny Elfman), Transformers: Dark of the Moon (Steve Jablonsky), Wall-E (Thomas Newman), The Amazing Spider-Man (James Horner) and Star Trek (Michael Giacchino).
Technical Specifications

• All versions of Kontakt v5.3.1 and above Native 64-bit support for stand-alone and plug-in
• Versions on both Mac & PC
• CineWinds is compatible with all major DAWs and with music notation software, using the Kontakt Engine.

Minimum System Requirements

• PC: Vista® / Windows 7® (32/64 Bit), Intel® Core Duo 2 GHZ or AMD Athlon 64, 4 GB RAM
• Mac: OS X 10.7 or higher, Intel® Core Duo 2 GHz, 4 GB RAM
• It is recommended to have at least 2GB of FREE RAM available
• Minimum of 100GB of free hard drive space
• Any Compliant ASIO™ or Core Audio™ compliant device
CinePerc is revolutionary in its scope and sound quality. The library was designed by composers, for composers, with direct feedback from the film music community during its development. The result is a library that is easy to use, composer-friendly, and is professionally mixed right out of the box.

**THE INTERFACE**

The MIXER tab will open by default when you load your first patch. The number of faders you’ll see depends on the patch, but all patches contain a similar set of mic channels to help you dial in the perfect mix for the job.

The Mix presets are there to give you quick and diverse options for the sound of the instrument, and will save you a ton of time if you are mixing on a deadline. If you do have time to tweak, feel free to enter the Custom Mix preset and create your own settings. Use the on/off switch and mute buttons on each fader to enable/disable those channels. Keep in mind that this will affect your RAM usage. Also note that the Full Mix and Quad Mix were created using the other available mics and outboard processing, so if you try to mix channels together that share audio material, conflicting channels will automatically mute to avoid phasing. You can also click “output” at the bottom of each fader to route channels to different Kontakt outputs should you desire.

Also note the send and pan knobs. The send knob will allow you to send different amounts of signal per channel to the patch’s reverb, which is controlled on the Settings page.
The **MAPPING** tab will often have parameters that allow you to switch mallet type, playing style, and other performance variables on the fly. We retained the mapping tab for every patch in case we want to add content in the future, but many patches don’t utilize it. In those cases the slots on that particular tab may be empty.

Be sure to check this tab for every instrument so you are aware of its capabilities. In most cases you can customize different articulations and playing methods so that they are controllable in a way that suits your workflow. Use the Custom Map to make your own presets.

Note that CC#100 and 101 are used internally to control attack and release, so you shouldn’t use those controller numbers on these patches as it can cause problems with the way the patches behave.
The **SETTINGS** tab provides you with even more control over the behavior of the instrument. The first thing you will notice in the top left section is the Reverb control. Here you can turn the reverb on, set the overall amount, and choose your preset by clicking the Preset button. This convolution reverb uses impulse responses from the amazing-sounding Bricasti M7 reverb. Note that the send knobs on the mixer page are sending signal to this reverb control.

Next to this you’ll see a switch called L/R swap. This exchanges the left and right channels. You might want to do this on the Drum Set and mallets for example, to choose whether the listener should hear from the conductors perspective or the more traditional drummer’s perspective.

Beneath the Reverb controls is a dynamics fader that will allow you to compress the dynamic range of the instrument. For example, if you are controlling dynamics with the mod wheel, this slider will allow you to “zoom in” on a specific dynamic range and have the sound of the instrument affected less by extreme changes in the mod wheel’s position.
Across the bottom of the Settings tab, you will see more sample controls. When set to Random, the Round Robin switch will randomly cycle through different samples to prevent the dreaded “machine-gun effect.” When set to Cycle, the engine will just cycle through the round robin samples in the same order every time. The RR reset, when set to ON, will reset the order of the round robin cycling after you have stopped hitting any midi keys. The RR reset knob controls how long it will take to reset. Pushing/sliding it all the way down will make it reset in 1 second, and pushing/sliding it all the way up will cause it to reset in 10 seconds. This enables you to control, down to the sample, exactly how the patch will behave each time your track is played.

Turning on the Sample Start control will let you use the knob to advance the sample start position. This will make the attack of the note sound less realistic, but can lead to increased tightness and responsiveness from the instrument.

The Attack and Release knobs are linked to a traditional ADSR. Turn the attack up for a longer, smoother attack, and turn the release up to hear more of the instrument’s ring out.

We have also provided multiple effects for your convenience - HiPass and LowPass filters, Delay, Stereo Imaging, Chorus, Lo-Fi, Distortion and Compression. When using these built-in Kontakt effects keep in mind that they can be very heavy on your CPU.
Keyboard Layouts

In the following pages you’ll find detailed descriptions of the way each patch is laid out on the keyboard. If you see “(Duplicate)” next to a labeled piano key, it means that set of Round Robins is identical to the non-duplicate version, and was just mapped again for ease of playing back and forth on two different keys. Striking the two keys together is not recommended as if it triggers the same sample you will hear phasing.
Timpani - Soft/Medium/Hard Mallets

- C7 104
- C6 096
- C5 084
- C4 072
- C3 060
- C2 048
- C1 036
- C0 024

- Hits Right
- Hits Left
- Rolls Looped, CC controls Dynamics
Timpani Cresc - Soft/Medium/Hard Mallets

Hits Left

Hits Right

Rolls Looped, CC controls Dynamics
Timpani FX

Shell Hits

FX Repetition Glissando Up
Roll Glissando Up/Down (4 Velocity Layers)
Hit Glissando Down
Hit Glissando Up/Down
Hit Glissando Up
Superball FX
Hand Stop
Snare - Concert

C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024

Ruff
Flam
Hits (Duplicate)
Hits
Roll
Dead Stroke
Ruff
Flam
Hits (Duplicate)
Hits
Roll
Dead Stroke

Concert Snare (ON) w Brushes
Concert Snare (OFF) w Brushes
Concert Snare (OFF) w Sticks
Concert Snare (ON) w Sticks

Swirl
Roll
Rim
Ruff
Flam
Hits (Duplicate)
Hits
Roll

Stick Hit
Stick on Stick no Drum
Stick Hit
Stick on Stick no Drum

Concert Snare (ON) w Brushes
Concert Snare (OFF) w Sticks
Concert Snare (OFF) w Brushes
Concert Snare (ON) w Sticks

Swirl
Snare - Piccolo

C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024

Hits
Flam
Rim (Duplicate)
Hits (Duplicate)
Rim
Roll
Dead Stroke
Flam
Rimshot (ON) or Muted (OFF) (Duplicate)
Hits
Roll
Flam
Roll
CONCERT TOMS

C6 096
- Combo Hits
- Rim Flam
- Ruff Long
- Ruff
- Flam
- Hits (Duplicate)
- Hits
- Roll
- Rim Double

C5 084
- Rim Flam
- Ruff Long
- Ruff
- Flam
- Hits (Duplicate)
- Hits
- Roll
- Rim Double

C4 072
- Rim Flam
- Ruff Long
- Ruff
- Flam
- Hits (Duplicate)
- Hits
- Roll
- Rim Double

C3 060
- Rim Flam
- Ruff Long
- Ruff
- Flam
- Hits (Duplicate)
- Hits
- Roll
- Rim Double

C2 048
- Rim Flam
- Ruff Long
- Ruff
- Flam
- Hits (Duplicate)
- Hits
- Roll
- Rim Double

C1 036
- Rim Flam
- Ruff Long
- Ruff
- Flam
- Hits (Duplicate)
- Hits
- Roll
- Rim Double

C0 024
- Hits (Duplicate)
- Hits
- Roll
- Rim Double

Ruff Long
- Hits
- Roll

Ruff
- Hits
- Roll

Hits
- Hits
- Roll

Roll
- Hits
- Roll

Flam
- Hits
- Roll

Rim Flam
- Hits
- Roll

Rim Double
- Hits
- Roll

Rim
- Hits
- Roll

6" Tom
- Rim Flam
- Ruff Long
- Ruff
- Flam
- Hits (Duplicate)
- Hits
- Roll
- Rim Double

8" Tom
- Rim Flam
- Ruff Long
- Ruff
- Flam
- Hits (Duplicate)
- Hits
- Roll
- Rim Double

10" Tom
- Rim Flam
- Ruff Long
- Ruff
- Flam
- Hits (Duplicate)
- Hits
- Roll
- Rim Double

13" Tom
- Rim Flam
- Ruff Long
- Ruff
- Flam
- Hits (Duplicate)
- Hits
- Roll
- Rim Double

15" Tom
- Rim Flam
- Ruff Long
- Ruff
- Flam
- Hits (Duplicate)
- Hits
- Roll
- Rim Double

16" Tom
- Hits (Duplicate)
- Hits
- Roll
- Rim Double
Concert Toms - Hits Only
Suspended Cymbals

- 18" Dark Cymbal
  - Hit with Mallet
  - Hit with Mallet (Duplicate)
  - Roll with Mallet Looped
  - Hit with Stick
  - Hit with Stick (Duplicate)
- 17" Orchestral Cymbal
  - Cresc with Mallet
  - Cresc with Mallet (Duplicate)
  - Roll with Mallet Looped
  - Scrape
  - Rake
- Sizzle Cymbal
  - 4 Second Cresc
  - 2 Second Cresc
  - 1 Second Cresc
  - Hit
  - Hit with Mallet
  - Hit with Mallet (Duplicate)
  - Roll with Mallet Looped
GONGS - TAMTAM

- **27” Gong**
  - Hit A
  - Hit B
  - FX Metal Hit
  - FX Metal Hit

- **Small Gong**
  - 15 Second Cresc
  - 3 Second Cresc
  - 1 Second Cresc
  - Hit C
  - Hit B
  - FX Metal Hit
  - Repeating Hits FX
  - FX Roll

- **29” Gong**
  - 2 Second Cresc
  - 5 Second Cresc
  - Hit C
  - Hit B
  - FX Metal Hit
  - FX Metal Hit
  - Long Roll Looped
  - Long Roll Looped
Note: See MAPPING tab for details on switching between soft or hard mallets (default is velocity), and hits and rolls (default is pedal)
Note: See MAPPING tab for details on switching between soft mallet and hard mallet. Default is by velocity.
MARIMBA

Note: See MAPPING tab for details on switching between soft or hard mallets (default is velocity), and hits and rolls (default is pedal).
Crotales - Mallets

Pitched Instrument Range
Crotales - Bowed

Pitched Instrument Range
VIBRAPHONE - MOTOR OFF

Pitched Instrument Range
VIBRAPHONE - MOTOR ON

Pitched Instrument Range
VIBRAPHONE - BOWED

Pitched Instrument Range
Glass Marimba

Pitched Instrument Range

Note: See MAPPING tab for details on switching between medium and hard mallets. Default is velocity.
Low Chimes

Pitched Instrument Range
Celeste

Pitched Instrument Range
Temple Blocks

Note: See MAPPING tab for details on switching between Soft and Hard Mallets. Default is velocity.
Claves

C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Anklungs

- C7 104
- C6 096
- C5 084
- C4 072
- C3 060
- C2 048
- C1 036
- C0 024

Hits

Rolls
Apple Box

C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024

Ruff
Flam
Flam
Double Hit
Double Hit
Hit Right (Duplicate)
Hit Right
Hit Left (Duplicate)
Hit Left
Roll

Log Drum 2 with Mallet
Hot Rods
Triangles

C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024

- Large Ethnic Triangle
- Med Ethnic Triangle
- Med Orchestral Triangle
- Small Ethnic Triangle
- Large Orchestral Triangle

Open
Open (Dup)
Open
Open
Open
Open
Open

Roll
Roll
Roll
Roll
Roll

Open to Mute
Open to Mute
Open to Mute
Open to Mute
Open to Mute

Half Muted
Half Muted
Half Muted
Half Muted
Half Muted

Muted
Muted
Muted
Muted
Muted

Open (Dup)
Open (Dup)
Open (Dup)
Open (Dup)
Open (Dup)
Sleigh Bells
Tambourines

- **Orch Tambourine Large**
  - Hit Closed
  - Rubs Short
  - Rubs Med
  - Rubs Long
- **Orch Tambourine Small**
  - Hit Closed
  - Rubs Short
  - Rubs Med
  - Hit Open
- **Pop Tambourine Large**
  - Hit Closed
  - Rubs Short
  - Rubs Med
  - Rubs Long
- **Pop Tambourine Small**
  - Hit Closed
  - Rubs Short
  - Rubs Med
  - Hit Open
- **Hit Open**
- **Roll**
- **Side to Side**
Ensemble Crashes

- Crash Ensemble Bowed
- Crash Ensemble Cresc
- Crash Ensemble Hits
Ensemble Metal hits

Metal Ensemble Hits
Chain Hits
Wind chimes

WindChimes B Glisses

Windchimes A Glisses

Windchimes Trems
Finger Cymbal
Circular Bells

C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024

Light Mallet
Soft Mallet Hits (White Keys)
Bowed
Circular Bells
Suspended Cymbals - Bowed

18" Dark Orchestral Cymbal Bowed

17" Orchestral Cymbal Bowed
Suspended Cymbals - Bowed

- Sizzle Cymbal Bowed
- 18" Dark Orchestral Cymbal Bowed
- 17" Orchestral Cymbal Bowed
Doumbek, Darabuka
Timbales

- Double Hit High
- Double Hit High
- Flam High
- Hit High
- Hit High
- Roll High
- Ruff Long High
- Ruff High
- Hit Low (Duplicate)
- Flam Low
- Hit Low
- Hit Low
- Roll Low
- Ruff Long Low
- Ruff Low
- Rim Hit
- Rim Hit
Talking Drum

C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024

- High Low
- High Low
- Low High
- Low High
- Dead Stroke (Duplicate)
- Dead Stroke
- High Hit (Duplicate)
- High Hit
- Low Hit (Duplicate)
- Low Hit
Whale Drum

Whale Drum Hits

Whale Drum Hits Muted
Tongue Drum
Tambourika

Ruff
Flam
Double Hit
Right Hit High (Duplicate)
Right Hit High
Left Hit Low (Duplicate)
Left Hit Low
Roll
Plastic Pear + Turtle Shell Shakers

- Plastic Pear Shaker Hits
- Plastic Pear Shaker Roll
- Turtle Shell Hits
- Turtle Shell Shaker Roll
African Pod Shaker

African Pod Shaker Roll
JAW BONE
Small metal Shaker

- Small Metal Shaker Hits
- Small Metal Shaker Roll
Vented Steel Orb Shaker
Ankle + Seed Rattle Shakers

- Ankle Shaker Hit
- Ankle Shaker Hit
- Seed Rattle Shaker Hits
- Seed Rattle Shaker Roll
Metal Bar Shaker

C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024

Metal Bar Shaker Hit (Duplicate)
Metal Bar Shaker Hit
Metal Bar Shaker Roll
Monkey Stick

C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024

Monkey Stick Roll

Monkey Stick Hits A

Monkey Stick Hits B
Asian Wooden Chimes

C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024

Asian Wooden Chimes C Trems
Asian Wooden Chimes B Trems
Asian Wooden Chimes A Trems
Small Flower Charm Chimes

Small Flower Charm Trems
Samba Whistles

- Samba Whistle Long
- Samba Whistle Short
Drum Kit - Full 88 Key Mapping

Note: See MAPPING tab for customizable switching between Hi-Hat and Cymbal articulations. Hi-Hat default is CC2 and Cymbal Default is CC4.

If you set HH/cymbal articulations to keyswitches instead, they will be set to A#-1, C#0 and D0.

Combo hits were added to this patch for convenience (See D Keys), but can mainly be found in the Drum Kit Fills patch.
Drum Kit - General MIDI Mapping

- Kick Drum Hard
- Drum Kit
- Kick Drum Soft
- Stick on Stick
- Black Beauty Snare Hit
- Low Mid Tom
- High Mid Tom
- High Tom
- Low Tom
- 18" Crash Cymbal Edge
- Ride Bell
- Splash Cymbal Center
- China Cymbal Choke
- 19" Crash Cymbal Center
- 19" Crash Cymbal Edge
- 19" Crash Cymbal
- China Cymbal
- 19" Crash Cymbal Edge Bell
- Dark HH Closed
- Dark HH Open
- Dark HH Closed
- Dark HH Edge
- Stick on Stick
- High Tom Rim
Drum Kit - Fills

- Stick Drop
- Stick Countoff
- Drum Fills
- Looped Fill
- Combo Hits w Snare
- Combo Hits w Cymbals
- Toms Flams/Combo Hits
Ensemble: Full

- Ensemble Rolls Insanity
- Full Ensemble 4 beat Cresc
- Full Ensemble 2 beat Cresc
- Full Ensemble Ruffs Ring Out
- Full Ensemble Ruffs Muted
- Ensemble Roll E w Metals
- Full Ensemble w Metals Ring Out
- Full Ensemble w Metals Choke/Dampen
- Ensemble Roll D
- Full Ensemble Ring Out
- Full Ensemble Choke/Dampen
- Ensemble Roll C
- Ensemble w BD + Anvil
- Low Hits w Metal
- Ensemble Roll B
- Hits - High and Low Ensemble
- Ensemble Roll A
ENSEMBLE: STOMPS

C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024
Taikos

Stick on Stick

Ruff
Hit(Duplicate)
Rim

Group Taikos with Hard Mallets

Ruff
Hit
Roll

Taiko Right with Soft Mallets

Ruff
Flam
Hit(Duplicate)
Rim

Taiko Right with Hard Mallets

Ruff
Hit
Roll

Taiko Left with Soft Mallets

Ruff
Flam
Hit(Duplicate)
Rim

Taiko Left with Hard Mallets

Ruff
Hit
Roll
Surdos

- Surdo Yellow with Mallets
  - Ruff
  - Flam
  - Hit Mallet Closed (Duplicate)
  - Hit Mallet Closed
  - Hit Mallet Open (Duplicate)
  - Hit Mallet Open
  - Roll

- Surdo Yellow with Sticks
  - Ruff
  - Flam
  - Hit Stick Closed (Duplicate)
  - Hit Stick Closed
  - Hit Stick Open (Duplicate)
  - Hit Stick Open
  - Roll

- Surdo Silver with Sticks
  - Ruff
  - Flam
  - Hit Stick Closed (Duplicate)
  - Hit Stick Closed
  - Hit Stick Open (Duplicate)
  - Hit Stick Open
  - Roll

- Surdo Group with Sticks
  - Ruff Long
  - Ruff Med
  - Ruff Short
  - Flam
  - Body Hit
  - Body Hit
  - Hit Stick Closed (Duplicate)
  - Hit Stick Closed
  - Hit Stick Open (Duplicate)
  - Hit Stick Open
  - Roll
Roto Toms

Note: See MAPPING tab for details on switching between Sticks and Hot Rods. Default is Keyswitch C0 and D0.
Roto Toms - Hits Only

- Roto Tom High Hit (Duplicate)
- Roto Tom Med High Hit (Duplicate)
- Roto Tom Med Hit (Duplicate)
- Roto Tom Med Low Hit (Duplicate)
- Roto Tom Low Hit (Duplicate)
- Roto Tom High Hit
- Roto Tom Med High Hit
- Roto Tom Med Hit
- Roto Tom Med Low Hit
- Roto Tom Low Hit
Shime Daiko

- **Drum A with Sticks**
  - Roll
  - Flam
  - Hit (Duplicate)
  - Hit
  - Roll

- **Drum A with Hands**
  - Roll
  - Flam
  - Hit (Duplicate)
  - Hit
  - Roll

- **Drum B with Sticks**
  - Stick on Stick
  - Flam
  - Hit (Duplicate)
  - Hit
  - Roll

- **Drum B with Hands**
  - Stick on Stick
  - Flam
  - Hit (Duplicate)
  - Hit
  - Roll
Djembe
Monster Low Hits (White Keys Only)
Monster Swooshes (White Keys Only)
Waterphone
Normal

C7 104

C6 096
Bowed Random

C5 084

C4 072
Bowed Medium/Short

C3 060

C2 048
Bowed Long

C1 036

C0 024
Waterphone

- Waterphone
- Strummed
- Bowed Random Long
- Bowed Random Short
- Bowed Long
- Bowed Short/Medium
Flexatone

- Bow Down
- Bow Up
- Boing
- Hit Bend up
- Up Down
- Tremolo Down
- Tremolo Up
Whistles: Train, Police, Siren, Slide

- Slide Whistle
- Siren Whistle
- Police Whistle Short
- Police Whistle Long
- Train Whistle Short
- Train Whistle Long
Typewriter

- Paper Loader
- Repeating Strokes
- Keystrokes
- Carriage Return
- Bell
Keyboard & Mouse

Keyboard

Mouse
Car Horn (White Keys Only)
**ENSEMBLE: CLAPS AND SNAPS**

- C7 104: Snaps
- C6 096: Claps Fingers Only
- C5 084: Claps Palm Only
- C4 072: Claps Cupped
- C3 060: Claps Normal
- C2 048: Leg Pats
- C1 036: Chest Pats
- C0 024: Note: This patch is white keys only
Bottle Caps + Lids

C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024

- Bottle Caps Roll
- Lids Roll
- Bottles Roll
Washboard

Washboard Roll

Washboard Hits

Washboard Hits (Duplicate)

Washboard Roll
Tines

Tines (White Keys Only)
Prepared Piano + Bucket

Prep Piano + Bucket Hits

Prep Piano + Bucket Roll
WATER JARS

Water Jars w Mallet (White Keys Only)
Flower Pots

Flower Pots w Mallet
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<td>Piatti Crash Cymbals</td>
<td>Hits and Chokes, Half-Chokes</td>
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<td>Plastic Pears Shaker</td>
<td>Plastic Pear + Turtle Shell Shakers</td>
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<td>Police Whistle</td>
<td>Whistles - Train + Siren + Slide</td>
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<td>Rain Sticks 1, 2, and 3</td>
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<td>Shime Daiko 1</td>
<td>Shime Daiko</td>
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<td>Scrapes, Bows, Sticks, Mallets, Cres</td>
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<td>Slide Whistle</td>
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<td>Snare - Piccolo</td>
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<td>Snare - Tenor</td>
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<td>Wood Block Alto</td>
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<td>Rubber, Stick and Plastic Mallets</td>
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<td>Wood Block Bass</td>
<td>Wood Blocks</td>
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<td>Wood Block Tenor</td>
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<td>Rubber, Stick and Plastic Mallets</td>
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<td>Wooden Asian Chimes</td>
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<td>Wooden Asian Chimes 2</td>
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<td>Xylophone</td>
<td>Xylophone</td>
<td>Soft and Hard, Rolls</td>
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</table>

Enjoy CinePerc!
The Original CinePerc Crew

• Produced by: Michael Barry and Michael Patti
• Lead Sample Manager: Sam Estes
• Engineer/Mixer: Dennis Sands
• Lead Percussionist: Devin Kelly
• Associate Producer: Ryeland Allison
• Sample Editing: Michael Hobe
• Demos: Alexander Temple and Sebastian Najand
• Sampling Assistant: Cara Batema
• Recorded at: MGM Scoring Stage, Sony Pictures Studios, CA

The CinePerc 1.2 Update Crew

• Producers: Michael Barry and Michael Patti
• Ensemble Patch Scriptors: Patrick O’Neil and Will Bedford
• Project Coordinator: Tim Starnes
• Sample Mapping and Editing: Jonathan Kranz
• Assistant: Ben Chrisman