

Cinesamples is proud to present our second drum-loop library: **Deep Percussion Beds 2**. Composed by highly talented industry professionals, and mixed by our veteran sound engineer **Tim Starnes**, the follow-up library to our original Deep Percussion Beds collection offers 40 fresh and versatile tempo-synced loops that are sure to inspire and enhance your productions for film, television, games and more! These 40 loops feature 2 additional variations each for a total of 120 different grooves that are all separated into low, mid, and high layers to allow for easy isolation, mixing and matching of the parts, making your work with percussion loops a more creative process.

CONCEPTS



The problem with most percussion loops is that they sound... well... loopy. Usually, epic orchestral percussion loops have the habit of drawing attention to themselves. They contain so much dynamic thumping that they place themselves in front of the mix whether the composer wants them their or not. The concept of this particular library was to create loops that are devised to be the foundation of a cue, as opposed to the gleaming facade. These loops are specially designed to act as supporting structures in your music, acting as a bed from which to enhance, but not dominate, your cue.

Additionally, we have taken great lengths to create concrete musical variations. This allows your cue to grow organically, as it would with live percussionists. Each loop is constructed with five major parts: VARIATION A, VARIATION B, VARIATION C, Codas/Endings for each variation, and the individual hits used in the loops. With these different variations, along with the single hits, you can give your percussive beds more character and flexibility, breaking the monotony of a typical drum loop.

Each Variation is presented as a full mix and as grouped stems, allowing for maximum proficiency.

MIXING ENGINEER: TIM STARNES

Tim Starnes is one of the most seasoned and sought-after music editors and recording engineers within the film scoring business. He has worked with most of the current and former A-list composers of Hollywood. His credits include productions such as King Kong (2005), The Lord of the Rings II & III (2002, 2003), The Aviator (2004), The Departed (2006), Remember Me (2010), Twilight: Eclipse (2010), Hugo (2011), and Extremely Loud and Incredibly Close



(2011). Tim Starnes' presence at the composition, recording and mixing phases of the score give him the unique understanding needed to faithfully emulate the sound of Hollywood. After previous successful collaborations such as "Drums of War" and the "Dulcimer & Zither" libraries, Cinesamples is proud to once again be fortunate enough to have him as a recording engineer on this library.

TECHNICAL SPECIFICATIONS

- Kontakt FULL 5.3.1 or higher
- Kontakt FULL 5.3.1 supports: Stand-alone, VST®, Audio Units, RTAS® (PT 9 + 10), AAX® (Pro Tools 11 and higher), ASIO, Core Audio®, WASAPI
- 32-bit and 64-bit support for stand-alone and plug-in versions on both Mac & PC
- Deep Percussion Beds 2 is compatible with all major DAWs and with other music notation software
- PC: Windows 7®/8® (32-bit/64-bit), Intel Core 2 Duo or AMD Athlon 64 X2, 8.2 GB RAM (to load all patches)
- Mac: OS X 10.7 (Lion)/10.8 (Mountain Lion)/10.9 (Mavericks) Intel Core 2 Duo, 8.2 GB RAM (to load all patches)
- 9 GB of free hard drive space required
- 7200rpm drive recommended (SSD not required)

THE PATCHES

#	Patch Name	BPM	Time Signature
01	Jungle Rumble	98	4/4
02	Evasive Maneuvers	114	4/4
03	The Temple	114	3/4
04	Predator Strike	128	4/4
05	Overgrown	144	4/4
06	Diplomacy	105	4/4
07	Giant Enemy Crab	160	3/4
08	War Table	110	4/4
09	Icelandic Highway	144	4/4
10	Eastern Block	104	4/4
11	Power Level Scanner	150	5/4
12	All Your Base	140	4/4
13	Shields Up	160	4/4
14	Red Alert	98	4/4
15	Lie Low	80	4/4
16	Caged	140	4/4
17	Lockdown	144	4/4
18	Scorched Earth	100	4/4
19	Circle of Threes	140	12/8
20	Stolen Cargo	120	12/8
21	The Najand Concept	130	7/8
22	Assimilate	160	3/4
23	Blending In	90	4/4
24	Round the Clock	130	4/4
25	Tripwire	150	5/4
26	Line in the Sand	150	4/4

#	Patch Name	BPM	Time Signature
27	Encoded Message	150	4/4
28	Rivers of Babylon	120	4/4
29	Head Banger	120	4/4
30	Air Strike	100	4/4
31	Nightfall	130	12/8
32	Interrogation	130	12/8
33	Rooftops	140	4/4
34	Firewall	110	4/4
35	Homemade Explosive	150	12/8
36	Poison Dart	120	4/4
37	Non-Lethal Force	132	4/4
38	Showdown	80	4/4
39	Time Paradox	80	3/4
40	Overland Flight	155	7/8
41	All Patch - 4/4 - Full	65	4/4
42	All Patch - 4/4 - Low	65	4/4
43	All Patch - 4/4 - Mid	65	4/4
44	All Patch - 4/4 - High	65	4/4
45	All Patch - Non 4/4 - Full	65	12/8 3/4 5/4 7/8
46	All Patch - Non 4/4 - Low	65	12/8 3/4 5/4 7/8
47	All Patch - Non 4/4 - Mid	65	12/8 3/4 5/4 7/8
48	All Patch - Non 4/4 - High	65	12/8 3/4 5/4 7/8

THE ALL PATCH



The All Patches are split into two main groups of patches: the 4/4 Time Signature loops, and the Non-4/4 Time Signature loops. Each group is split into four different patches: the Full Mix loops, the Low layer loops, the Mid layer loops, and the High layer loops. The two Full Mix patches are designed to be used as preview patches, allowing users to load a single patch and listen to each of the available loops. Please refer to the keyboard layout below to find the corresponding loop name for each available note in the patch.

The All Patches also include a fun feature involving Modulation Wheel. When the Mod wheel is set to the lowest value, the patch will only play back the Low layer of the loop, while the highest CC1 value triggers only the High layer. As the Mod wheel approaches the middle, the other two layers will slowly fade in, resulting in the Full mix at CC1 value 64.



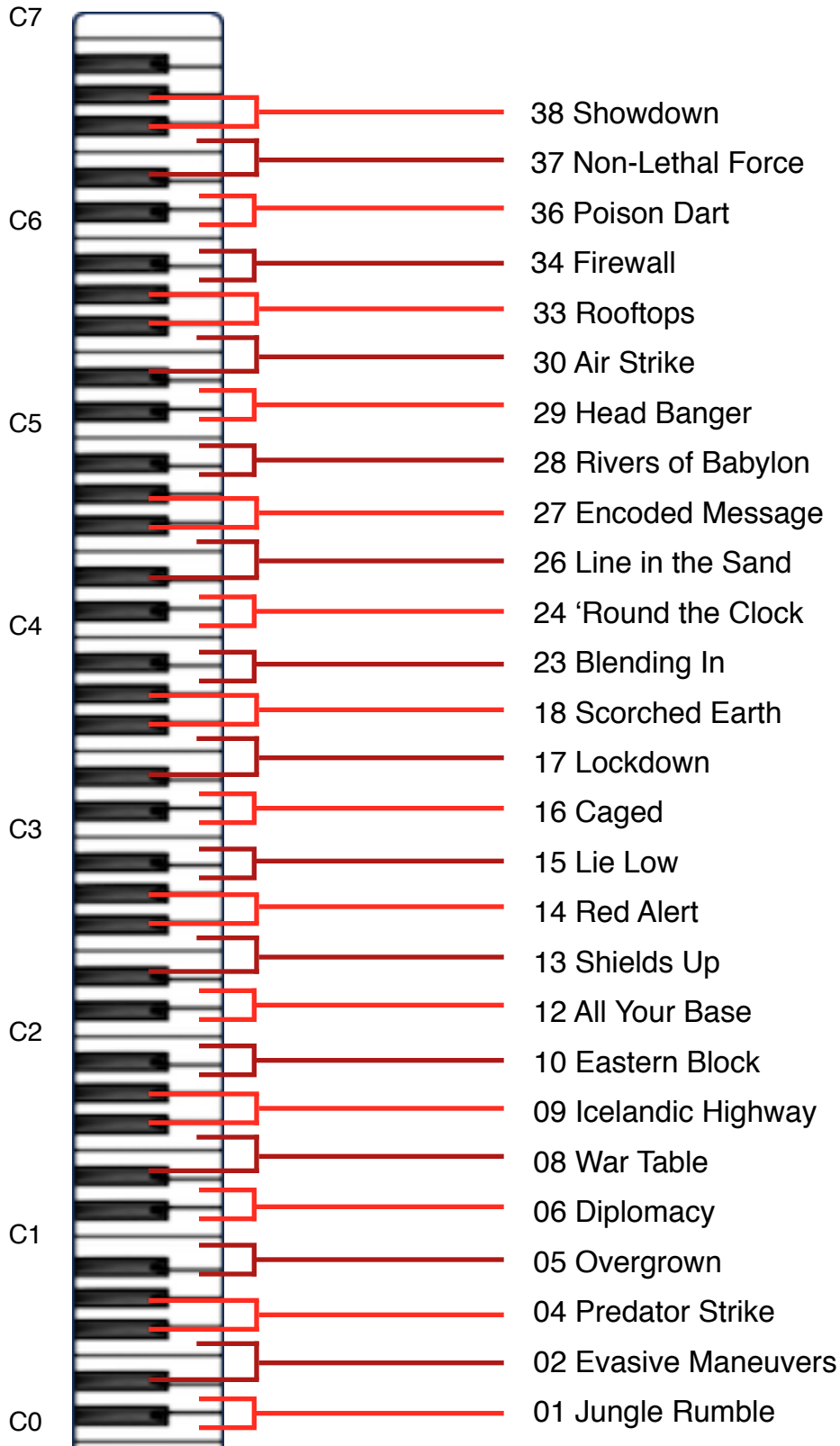
The Low, Mid, and High layer All Patches are provided to you as tools to mix different layers from various loops. The layout matches that of the Full Mix All Patches.



The Non-4/4 All Patch consists of four different time signatures: 12/8, 3/4, 5/4, and 7/8. The keyboard is split into four different sections corresponding to these time signature loops respectively from left to right.

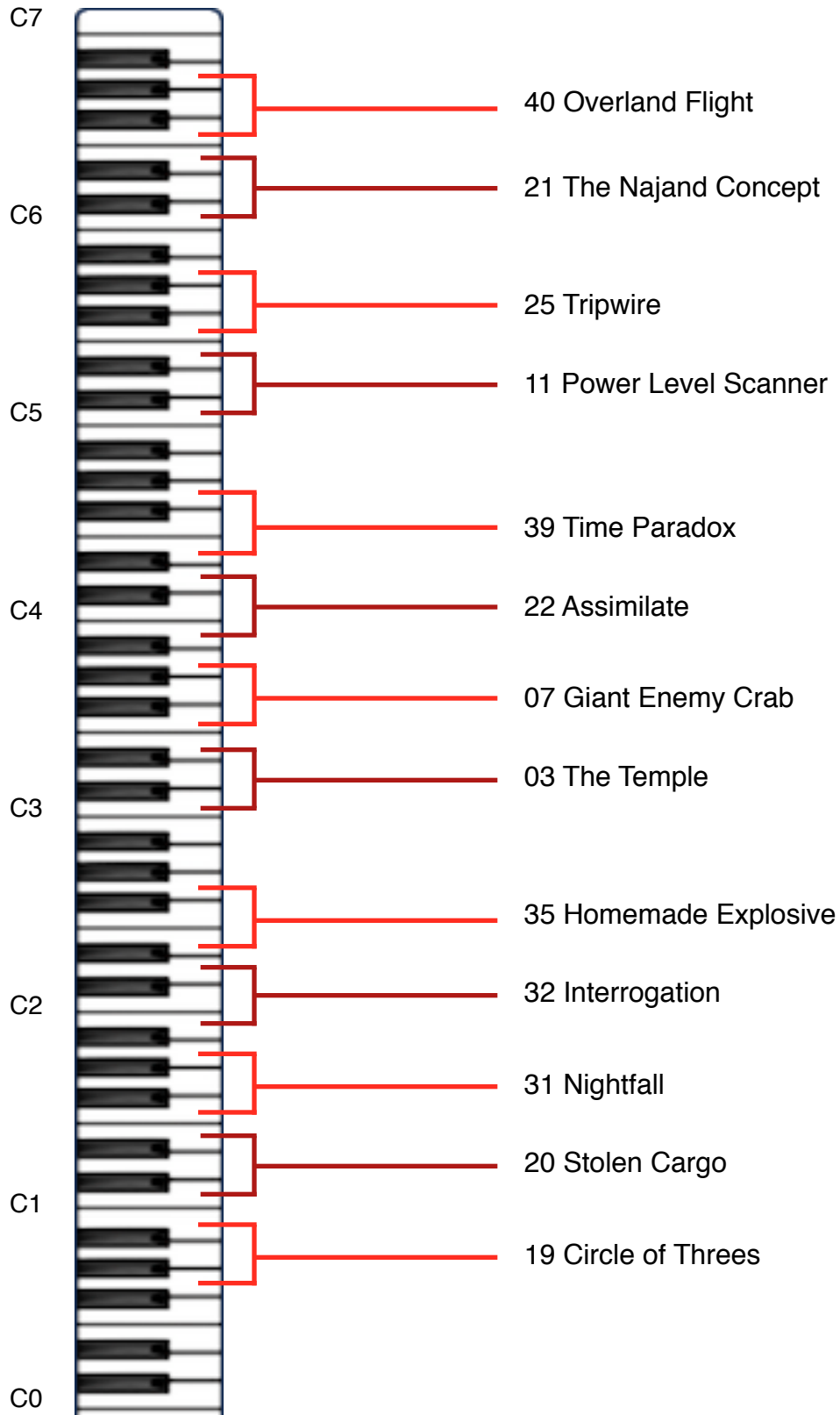
4/4 ALL PATCH LAYOUT

The 4/4 All Patch has each loop assigned chromatically.



NON 4/4 ALL PATCH LAYOUT

The Non-4/4 All Patch has each loop assigned only on the white keys.



Keyboard Layout



The keyboard for our patches is divided into five different sections. Starting from the left side, the sections are divided into: single individual hits (green), full mix loops and codas (blue), low layer loops and codas (red), middle layer loops and codas (yellow), and high layer loops and codas (cyan).

The EFFECTS Controls



We have included four different effect controls, accessible through the drop-down menu: the Mix, EQ, Compressor, and Reverb controls. The EQ, Compressor, and Reverb effects can be switched on or off using the power button next to the Effects drop-down menu. By default, these three effects are turned off (white button), but you can switch them on by accessing each of their control interfaces, then clicking on the power button (red button). The Mix control cannot be turned off.

The TEMPO SYNCH Controls



These controls are basic double-time, half-time, and manual settings for the loop in relation to the tempo set in Kontakt or the DAW. The [Normal] setting will automatically sync the loop to the current tempo. [Half] and [Double] will play back the loop in half and double time. The [Manual] setting will play the loop at the BPM set in the user interface, and independently from the tempo set in Kontakt or the DAW itself.

The Deep Percussion Beds 2 Crew

Produced by: Michael Barry and Michael Patti

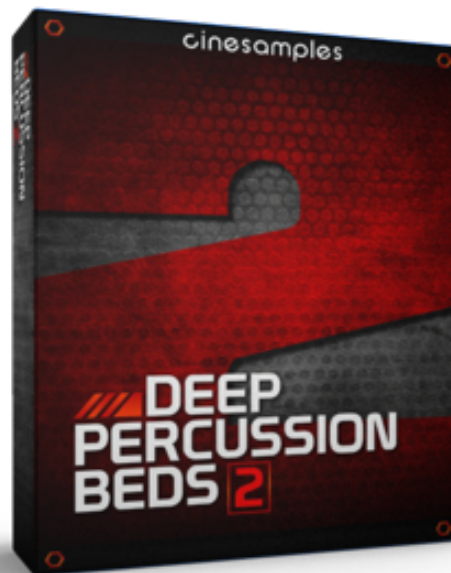
Loops Composed by: Alex Temple, Sebastien Najand

Engineer/Mixer: Tim Starnes

Scripted by: Patrick O'Neil

Kontakt Editors: Patrick O'Neil, Dong Ryun Lee, Casey Merhige

Quality Assurance: Dong Ryun Lee, Casey Merhige



ENJOY DEEP PERCUSSION BEDS 2!

For installation assistance, general questions about our products, updates, upgrades, order related questions, product activation or tech troubleshooting, please contact our customer support team via support@cinesamples.com.