# SAGA

ACOUSTIC TRAILER PERCUSSION

# Reference Manual

RRA006 | v.1.1

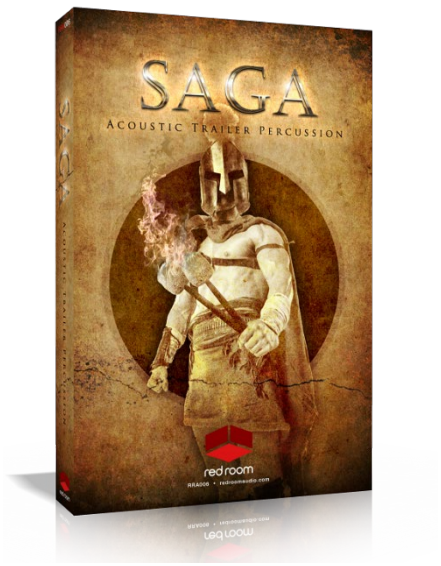
# Contents


| | |
|---|---|
| Welcome to Saga | 2 |
| Download & Installation | 3 |
| GUI | 4 |
| List of Articulations | 7 |
| Credits | 8 |
| License Agreement | 9 |


KONTAKT 5.6.8 OR LATER
FULL VERSION REQUIRED

LOSSLESS NCW SAMPLES
24 BIT / 44.1 KHZ

# WELCOME TO SAGA




**"Saga – Acoustic Trailer Percussion"** is an extensive collection of thunderous drums, dynamic metals and other real-world acoustic percussion instruments focused on providing impact and scale to cinematic and trailer music.

**SATP** features a broad range of instruments and articulations recorded on a scoring stage, including 11 orchestral and world drum ensembles, 5 world drum soloists, 6 cymbals and gongs, 3 oil drums, anvils and a plethora of large metal slams and crashes. Also included are field recordings of giant silos, metal doors, machinery, tools and various small metals. There are over 110 instruments in total and the easy-to-use Kontakt GUI offers plenty of performance and sound shaping options that allow you to customize Saga to suit your compositions.

We hope **Saga – Acoustic Trailer Percussion** provides the inspiration to write some amazing music.

# DOWNLOAD & INSTALLATION

**Saga – Acoustic Trailer Percussion** requires the **full** version of Kontakt 5.6.8 or above. If you don't already own Kontakt, get it here.

For convenience, download and installation are handled through the **Pulse** app. Pulse is fast and simple and has many valuable features including easy access to re-downloads, product updates more. Just follow these steps:

1. Go to **www.pulsedownloader.com** and click on **"Download Pulse".**

2. Once downloaded, click on the installer and it will automatically install Pulse on your machine.

3. Open Pulse and register an account or login.

4. Once logged in, click on **"Add a Product"** in the top right-hand corner of the Pulse app. **Enter the Serial Number** you received with your order and click on **"Redeem."**

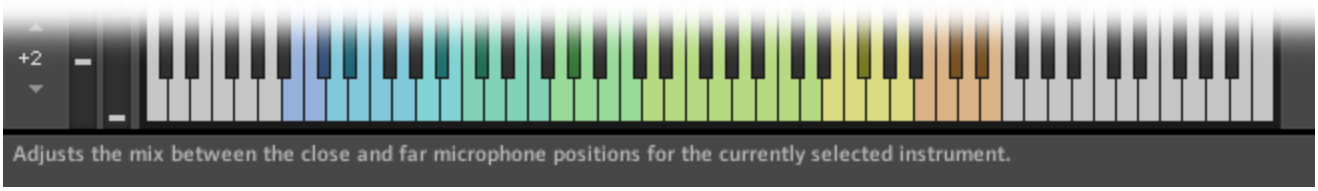
5. The product will be added to your Pulse account. To download and install the product, click "Install", select the installation directory and press **"Download & Install".** Pulse will begin downloading your product. Once it's finished downloading, it will automatically extract your library and remove the temporary files for you.

6. When installation is complete, open Kontakt and go to the **Files** tab. Here, navigate to the hard drive location of your library and open one of the .nki's in the Instruments folder.

# GUI

**Saga - Acoustic Trailer Percussion** includes 10 Kontakt Instruments (.nki's) with very similar GUI's, each divided into 4 primary panels. Let's go through the features. But first, 2 very handy tips:

**TIP** - *We've added handy help text for every control in our GUI! If you're unclear as to the function of a control, simply hover over it and the help text appears at the bottom of the Kontakt window. You can also hover over the keys in Kontakt's virtual keyboard to quickly identify the instrument/articulation.*




**TIP** - ***Saga*** *makes use of Kontakt's full widescreen GUI. If you're viewing on a laptop or lower resolution monitors, we've also included a trick to narrow the GUI to eliminate the fancy artwork and display only the primary, usable portion.*

*To go narrow, simply click on the small double-arrows in the lower left of the GUI. Then, to complete the transformation, click on the exclamation point (!) in the top right corner of Kontakt. Voila! Repeat this same process to go wide again.*

## Instrument Display

At the top left you'll find Instrument Display panel. This is where you can select an instrument within the patch for editing from the dropdown menu (note that the Anvils, Metal Sheets and Silo Booms patches only contain one instrument and therefore do not have a dropdown). You may also see the following icons:

When this button is active (on), the Instrument Display and instrument currently selected for editing will follow MIDI note input.

For patches with multiple instruments you can use this button to turn specific instruments or groups on or off to save RAM.

## Instrument Edit

This is where you'll find controls for editing the currently selected instrument or instrument group. These controls affect all the articulations of an instrument, not just the samples associated with a particular MIDI note. Knobs here include instrument **Volume, Pan, Width, Tune** and **Mic Blend**, which allows you to adjust the balance between the Close and Far mics (not applicable for Silo Booms and Various Metals patches, which are comprised of field recordings). The next row of knobs offers 4-band **EQ** and **Tone** (HP + LP filter). You may also see the following icons:

When this button is active (on), adjustments made to the edit controls will be applied to ALL the instruments in the patch. When off, only the selected instrument or group are affected.

This button appears only when you've made changes to one or more of the knobs in the panel. Clicking this button resets all parameters for the currently selected instrument to default values.

## FX

The third panel houses a compact yet powerful 4-slot FX rack. To load an effect, click on any slot's down-facing arrow. This opens a dropdown where you can select one of 12 effects or move them up or down in the rack to change their order. The radio buttons turn the slot on and off (bypass).

Slots have 3 states – **selected, loaded** and **empty**. In this screenshot, the first slot shows an effect loaded and it's **selected** for editing. Its controls appear to the right. The second slot has an effect **loaded** and its name is displayed, but it's not selected for editing. The last two slots are **empty** (no effect currently loaded).

The "hamburger" icon opens a menu for saving and loading tweaked versions of individual effects as well as your entire FX rack. Full details for all 12 effects can be found in the **FX** part of this manual.

## Global

The fourth (bottom right) panel contains a set of global controls that apply to all instruments in the patch. Row one includes knobs for **Tone** (HP + LP filter) and **Roll Dynamics** (where applicable, default mapped to CC1/modwheel). The **Roll To Hit** button adds an accented hit to the end of any roll, and the **RR** button activates or deactivates the additional round robin samples (we recommend leaving this on for realism). Row two contains knobs for setting the **Velocity Curve** and its Minimum and Maximum values. You'll also see the following icons:

This button toggles reversed instrument playback to allow you to play samples forwards or backwards (except rolls with release trigger samples).

This button enables or disables **Double Tracking**, where every key will trigger the played articulation twice.  The Round Robin button should be enabled for best results.

This button enables or disables **Keyspread Mode**, where the last played articulation is spread across 5 octaves so it may be played melodically (except rolls with release trigger samples). Note that this function will not be available if the last played key's instrument is unloaded (duh).

Note that a few of the controls in this panel may be unavailable in some patches.

# LIST OF ARTICULATIONS

**ORCHESTRAL ENSEMBLES**
*Large Drum Ensemble (6x):*
Hit
Roll (modwheel)

*Snare Ensemble (6x):*
Hit
Roll (modwheel)
Rim

*Snare (Off) Ensemble (6x):*
Hit
Roll (modwheel)

*Low Tom Ensemble (6x):*
Hit
Roll (modwheel)
Rim

*High Tom Ensemble (6x):*
Hit
Roll (modwheel)
Rim

**WORLD ENSEMBLES**
*Taiko Ensemble (6x):*
Hit
Edge Hit
Rim Hit
Sticks

*Tupan Ensemble (6x):*
Hit
Roll (modwheel)
Rim

*Surdo Ensemble (6x):*
Stick Hit
Stick Roll (Modwheel)
Mallet Hit
Mallet Roll (Modwheel)

*Frame Drum Ensemble (6x):*
Hit
Rim

*Repinique Ensemble (3x):*
Hit
Roll (Modwheel)

*Hand Drum Ensemble (6x):*
Hit
Roll (modwheel)
Rim
Rim Roll (modwheel)

**WORLD SOLOISTS**
*Solo Taiko:*
Hit
Edge
Rim
Sticks

*Solo Tupan:*
Kiek Open
Kiek Muted
Top Kiek
Top Flam
Mid Kiek Open
Mid Kiek Muted
Rim Kiek
Rim Flam
Center Stick Open
Center Stick Muted
Center Flams
Rim Stick

*Solo Repinique:*
Hit
Roll (Modwheel)

*Solo Surdo:*
Stick Hit
Stick Roll (Modwheel)
Mallet Hit
Mallet Roll (Modwheel)

*Solo Frame Drum:*
Hit
Rim

**CYMBALS**
*16", 18" & 20" Crashes:*
Hit
Roll (modwheel)
Choke
Scrape
Short, Medium & Long Rolls

**GONGS**
*Tamtam:*
Hit
Roll (modwheel)
Choke
Scrapes

*Low Gong:*
Hit
Roll (modwheel)
Choke
Scrapes

*High Gong:*
Hit
Choke
Scrapes

**OIL DRUMS**
*Large, Medium, Small Barrels:*
Various Hits

**ANVILS**
Various Hits
Scrapes

**METAL SHEETS**
Various Hits
Bows
Rubs
Slams & Crashes

**SILO BOOMS**
Various Hits & Booms

**VARIOUS METALS**
Small Metals
Containers
Tools
Pipes
Globes
Doors
Large Metals

# CREDITS

**Concept & Art:** Dickie Chapin
**Kontakt Scripter:** Mario Krušelj
**Sample Editor:** Christian Yoder
**Performed by** Nikola Petrov and members of The Sofia Session Orchestra at FourForMusic
**Session Producer:** Yuliyan Stoyanov
**Engineers:** Plamen Penchev & Angelia Vihrova
**Field recordings:** Dickie Chapin

**Thanks:** In addition to everyone above who worked so hard to create this library we'd also like to give extra special thanks to Jodi & Phoebe & Lola Chapin, The Ray Family and Ray Farms, Impact Soundworks, and the entire staff at Sofia Sessions Studios and FourForMusic.

If you have any questions or comments about **Saga – Acoustic Trailer Percussion** please go to www.redroomaudio.com/my-account and login using your Red Room Audio username and password. Then click **CONTACT** from the main navigation. This ensures that all your info is included automatically with your message.

You can also email support directly at support@redroomaudio.com.

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