

Simoni

LIVE

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Producer: Alessandro Camnasio

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Introduction

About Sinori Percussion™

Sinori is a one of a kind percussion derived from a sheet of steel, capable of producing a wide range of interesting sounds thanks to its unorthodox design and shape that allows unique playing techniques, as well as the most traditional ones. It is the result of a study on metallic materials used in the field of music to produce sounds, as well as the application of the most important theories in engineering design. Its structure is composed of a sheet of steel which was moulded into a clear-cut shape and provided with a wooden knob which allows the user to hold the instrument with ease.

Throughout the 2010, we have recorded two Sinori models in collaboration with Filippo Sironi, its creator: a standard version (Sinori Studio) and a special prototype (Sinori Live). This sample library features the “Live” model. During the recording sessions we have sampled the following playing techniques: mallets (on the metal sheet / on the knob), superball mallets, harmonics made with various drumsticks (wood, bamboo) and body-playing, a special playing technique unique to this instrument.

For more information you can visit www.sinoripercussion.com



About the Designer

Filippo Sironi, designer and drummer, has been involved in design for music for a few years. He has been studying drums since he was 14 and, since 2006, under the tutelage of Tony Arco: a famous, professional drummer and fellow native of Milan (Italy). Tony is well-known on the national and international jazz scene too. Filippo is graduated in Industrial Design at the Politecnico di Milano University.

Sample Library

Overview and Formats

- 9 instruments for KONTAKT 4.2
- 517 Samples (recorded Dry)
- 24 bit / 96 KHz
- Up to 10 Dynamics and 8 Round robins
- Playing techniques: Mallets (on the metal sheet / on the knob), Superball Mallets, Harmonics (bamboo and woodsticks), Body-playing (flexion: center, knee, hand/top), Muted hits (woodsticks).

Requirements: Native Instruments KONTAKT 4.2 or later (Full version)

Playing Techniques

Legend: var. = variations = round robins mapped over different keys / rr = round robins

Mallets		
Hits	On metal sheet	10 dynamics / 8 rr
	On the knob	10 dynamics / 8 rr
Rolls	5 seconds	4 variations
	10 sec	3 var.
Crescendos	2-3 sec	8 var.
	5-7 sec	5 var.
	12 sec	3 var.
	15 sec	3 var.
	20 sec	3 var.
Trills	1 sec ca.	3 dynamics / 4 var.



Harmonics

Bamboo	Center > bottom	22 var.
	Center > side	17 var.
	Top	22 var.
Woodstick	center	22 var.



Superball Mallet

Rubbing	Long	40 var.
	Medium/short	41 var.
	Mixed	26 var.



Body-playing

Flexion	Hands (center)	6 dynamics / 6 var.
	Flex Knee (hit)	3 dynamics / 8 var.
	Flex Knee (release)	3/2 dynamics / 8 var.
Hits	Hand (Top left)	7 dynamics / 6 var.



Woodsticks (Muted)

Hits	Metal sheet (bent / muted)	2 dynamics / 7 var.
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MALLETS

FLEX

crescendo

roll

trill

metal

knob

center

knee

top

20" 15" 12" 5-7" 2-3"

10" 5"

root B3

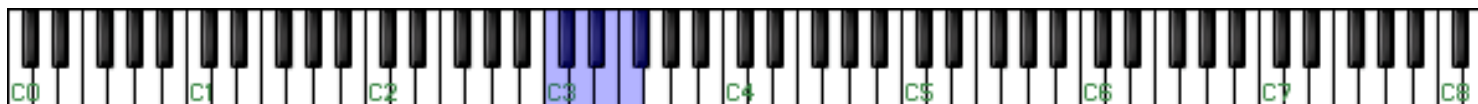
root C5

attack

release



Sinori_Live_mallets+flex



Sinori_Live_muted_woodstick



Sinori_Live_muted_woodstick 2 (MW rel) [7 round robins]



Sinori_Live_superball_1



Sinori_Live_superball_2

Support

For questions related to the use of this product, feedback and suggestions for future improvements, feel free to contact us at <http://www.virtuasonic.com/contact.php>

We have put a lot of work and efforts in the development of Sinori Live and sincerely hope that you will find it useful for your music making.

Thank you for your interest in our work.

Special Thanks

We would like to thank all the people that supported, inspired and helped us in many ways: Giorgio @S3Studio, Giulia Marzio, Elena and Silvia Cosmo @m2 (music management), Paolo @type-p, Angela, Mauro, Piero, Amalia, Giacomo and all the great people and friends that made this possible.

A very special thanks to Filippo Sironi for his hard work and passion on this project.