


# DRUMS FROM A CAR

 virtuasonic



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# Introduction

## Overview and Formats

- 30 instruments and 5 Multis for Native Instruments KONTAKT 3.5+
- Up to 5 dynamics and 12 Round Robins
- Pre-configured customizable FX section
- 468 Samples
- 24 bit / 96 KHz
- Formats: Kontakt 3.5+ / accessible WAV files

## About the Project

**Drums From a Car** is a sample library derived from an experimental music and sound design project named **Music from a Car**. The basic idea was to play a car as a sort of musical instrument.

As you can see from the pictures in this manual and the [video of Music From a Car](#), all the sounds come just from playing the car: by patting on the windows, punching and slapping the bumper, rubbing parts made of fabric or plastic, giving fuel, playing rhythms on the wings, the roof, and so on.

Additional samples were recorded to complete the sample library. The Kontakt's sound processing capabilities have also been used to alter the original samples and create new drums sounds.



# Getting Started

## Installation

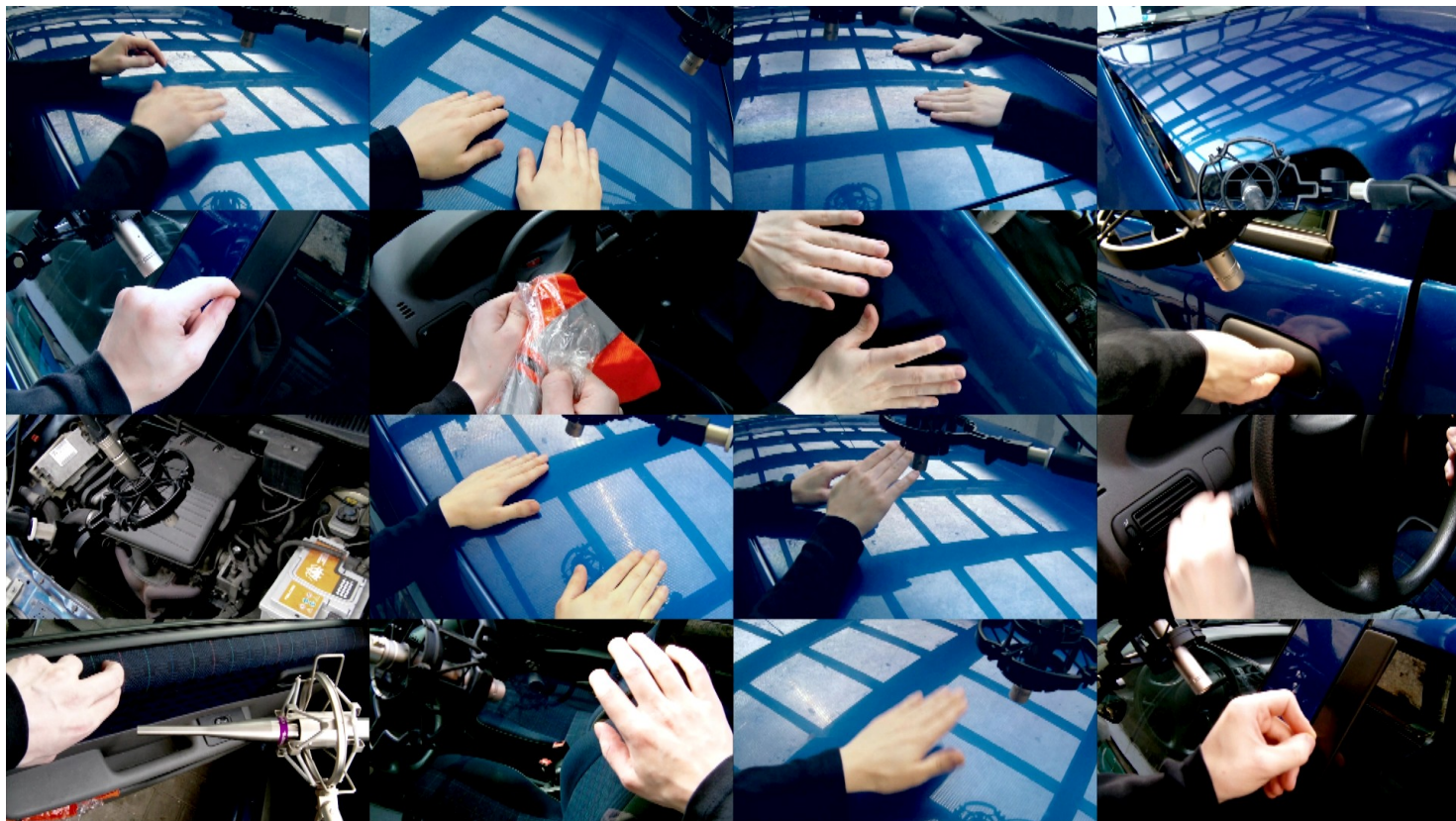
The files are provided as a compressed archive to make the download time shorter. To install the library, simply extract the compressed file(s) to a target folder on your hard disk. You may also make a back-up of the files on CD-ROM or DVD for future installations and for your personal use only.

## Kontakt Instruments

Here you will find a description of the parts and playing techniques that have been recorded for this sample library. Please, note that each instrument is available at least in three versions: as part of a Kontakt **Multi** (original, altered, echo), **EXT** (mapped on a wider zone of the keyboard) and **EXT Altered** (processed using some Kontakt built-in FX).

Preset Name	Part	Playing Technique(s)	Dynamics / Round Robins
<b>Bumper</b>	Bumper	Punch Slap	1 dyn / 7 rr 1 dyn / 7 rr
<b>Handle</b>	Handle 1 (snare-like) Handle 2	Mechanic hit	5 dyn / 7 rr 1 dyn / 7 rr
<b>Brake Lever</b>	Brake Lever	Pull fast Pull slow (single click)	1 dyn / 7 rr x 2 sets (= 14 rr) 1 dyn / 7 rr x 2 sets (= 14 rr)
<b>Rearview mirror</b>	Rearview mirror	Nails scraping (shaker-like sound)	1 dyn / 12 rr x 3 sets (= 36 rr)
<b>Fabric Plastic</b>	Plastic part (window) Fabric (inside the car) Jacket plastic bag	Nails scraping (fast) Nails scraping (short/slow) Shaking it with both hands	1 dyn / 12 rr x 2 sets (= 24 rr) 1 dyn / 12 rr 1 dyn x 4 samples
<b>Roof Fingers</b>	Roof	Tapping with fingers	3 dyn / 11 rr
<b>Blinker</b>	Blinker lever	Mechanism	1 dyn / 4 rr x 4 sets (different sounds) 1 dyn / 4 samples
<b>Roof Hand</b>	Roof	Hand (palm hit)	2-3 dyn / 6 rr x 3 sets (= 18 rr)
<b>Trunk</b>	Trunk	Closing (slamming)	2 dyn / 4 rr x 2 sets (= 8 rr)
<b>Bonnet</b>	Bonnet	Closing (gentle / heavy)	2 dyn / 2 rr

Preset Name	Part	Playing Technique(s)	Dynamics / Round Robins
Garage Door	Garage door	Closing (short) Closing (long)	2 dyn / 4 rr x 2 sets (= 8 rr) 1 dyn / 4 rr x 2 sets (= 8 rr)
Wing1	Wing	Hands	3 dyn / 4 rr
Wing 2	Wing	Hands	2 dyn / 7 rr
Windows	Windows	Fingers (4 different sets) Slap	[5 dyn / 7 rr + 4 dyn / 7 rr + 1 dyn / 7 rr 1 dyn / 7 rr] + 1 sample (slap)
Multi		Description	
All Drums		All percussions mapped on the entire keyboard	
All Drums Altered Kit 1, 2		All percussions mapped on the entire keyboard + FX processing	
All Drums Echo Kit 1, 2		All percussions mapped on the entire keyboard + FX processing	



To speed up your workflow with the sample library and give you maximum flexibility at the same time, each Kontakt instrument comes with a pre-configured FX section that allows you to alter the original samples in a fast and easy way.

The screenshot displays the Kontakt software interface for the 'Blinker' instrument. At the top, the instrument name 'Blinker' is shown with a tool icon (wrench) on the left, which is highlighted by a red arrow labeled '1'. Below the instrument name, there are controls for Output (st. 1), Voices (0 Max: 32), and Memory (2.07 MB). The interface is divided into several sections: Source (DFD), Preset (MIDI: default), Mod, Group InsertFx (with multiple 'Add Fx' buttons), Amplifier (Volume and Pan controls), and Instrument InsertFx (with various FX modules like HP 2, Lo-Fi, Skrm., Delay, Rot., and Sends). A red arrow labeled '2' points to the 'InsertEffects' button below the amplifier section. The bottom of the interface shows the 'Delay' module with controls for Time (3.0), Damping (29.0), Pan (100.0), and Feedb. (40.0 %).

- 1) Simply click on the “tool icon” to open the editing window.
- 2) Then select, modify or bypass the FX.

Please, note that the **EXT instruments** come with all the FX bypassed (except EQ in some cases). While the **EXT Altered** have some creative FX already turned on.

## 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 Drums From a Car 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: Angela, Giorgio @S3studio, Paolo @type-p, Mauro, Piero, Amalia and all the great people and friends that made this possible.