



Sonica Instruments

KABUKI & NOH PERCUSSION
96k MASTER EDITION

Virtuoso Japanese Series

User's Manual

Thank you for purchasing **KABUKI & NOH PERCUSSION 96K MASTER EDITION**, part of Sonica Instruments' **Virtuoso Japanese Series**. We sincerely hope you fully enjoy **KABUKI & NOH PERCUSSION 96K MASTER EDITION**, which has been designed to achieve the ultimate in authentic Japanese sound.

Sonica Instruments Team

Introduction

The original **KABUKI & NOH PERCUSSION** (BFD format) software library covered many Kabuki and Noh theater percussion instruments. Over the seven years since its release, we have made fresh, powerful recordings with even higher sound quality of the Nohkan flute, kakegoe calls, and ashibyoushi foot stomps on a Noh stage.

KABUKI & NOH PERCUSSION 96K MASTER EDITION contains over 60 instruments with uncompromising specs — 96 kHz / 24-bit high resolution with multiple mic channels — for an even larger audience of music creators.

Main Features

- NKS ready and Kontakt Player compatible
- Contains 65 types of percussion instruments — virtually every percussion instrument known in Kabuki and Noh theater — in 96 kHz / 24-bit high resolution
- Each instrument has been recorded in a rich multi-mic setting, with Direct 1, Direct 2, Overhead, Room, and Stereo Mix channels available (the sample data is equivalent to about 40 GB in wav format or about 19 GB in NCW format)
- Features two newly-recorded bonus libraries: a library of hayashi ensemble kakegoe calls and a library of Nohkan flute phrases
- Individually recorded left-hand and right-hand hits are sampled alternately
- Up to 100 velocity layers to create extremely realistic dynamics and roll expressions
- 20 preset kits, each with a carefully selected assortment of instruments loaded in 16 instrument slots
- 144 authentic hayashi percussion rhythms and grooves (MIDI patterns)
- The built-in Instrument Editor gives full control over tuning and tone without any loss in sound quality or instrument timbre
- The Instrument Mixer lets you create your own precise mixes for individual instruments
- Includes impulse responses from a Noh theater renowned among Noh musicians for its acoustics

Product Specifications

Native Instruments Kontakt 5.7.3 or newer

Kontakt Player compatible

NKS ready

Operating System Requirements

Mac OS X 10.10 or newer

Windows 7, Windows 8, or Windows 10

Intel Core 2 Duo or AMD Athlon 64 X2

A minimum of 4 GB of RAM (16 GB is recommended) is needed on both Mac and Windows systems

Data size

~19 GB in NCW format (equivalent to ~40 GB in wav format)

- Native Instruments Kontakt or Kontakt Player 5.7.3 or newer is required to use the library.
- Installing the product requires a minimum of 19 GB of free disk space.
- Use the recommended Native Instruments Kontakt or Kontakt Player system requirements at a minimum.
- Installing the product on a computer with a faster CPU and ample RAM is recommended for optimal library performance.

Important: Online user registration is required in order to use the library.

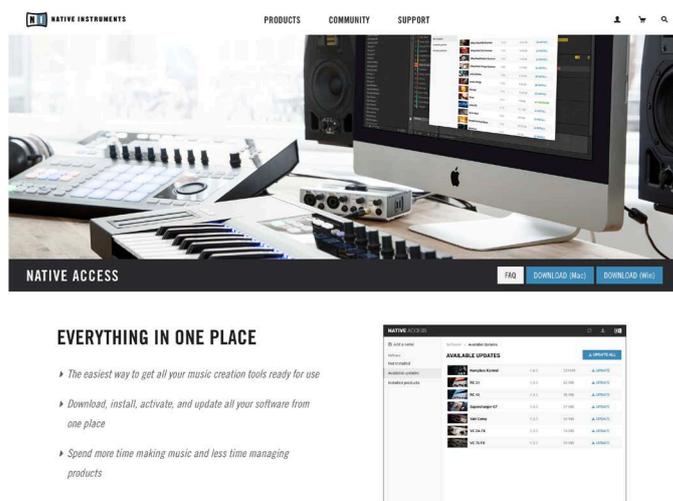
Before Using This Product

You need to **register your serial code** and **download the library data** with the Native Access tool in order to use this product. Check the Sonica Instruments website for a step-by-step installation guide and other information updates.

1. Install Native Access

Note: You can skip this step if you already have Native Access on your computer.

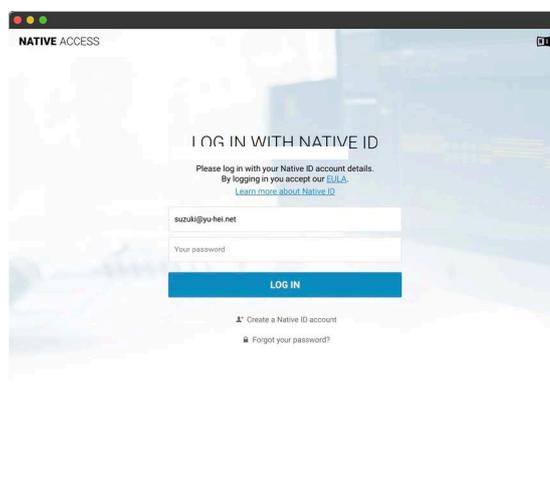
Download the Native Access Installer for your operating system from the Native Instruments website (<https://www.native-instruments.com/en/support/downloads/>) and follow the instructions on the screen to install the tool.



2. Log In with Your Native ID

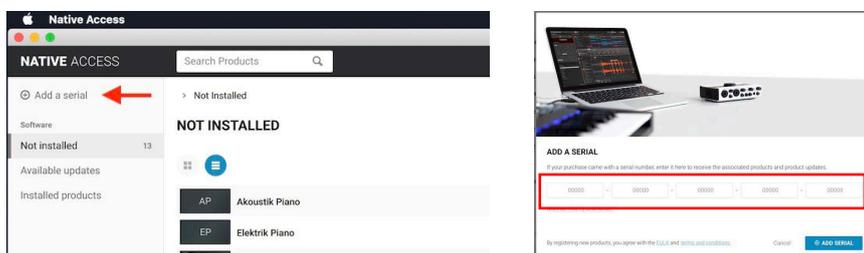
Launch the installed Native Access tool and log in.

If you do not have a Native Instruments account, click Create a Native ID account. On the Create a New Native ID window, enter the required information and create a free account.



3. Register Your Serial Code

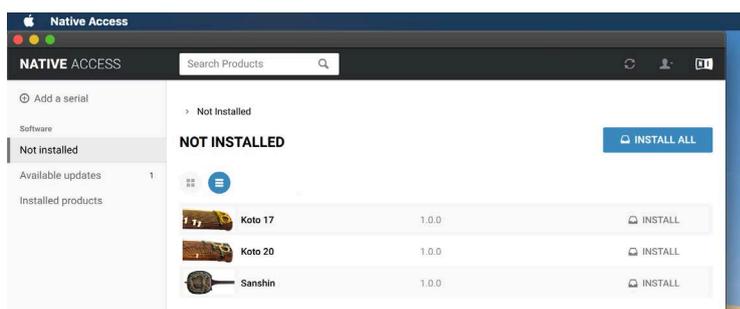
After Native Access launches, click Add a serial at the top left. Enter the serial code you received when you purchased the product in the red box shown below. (The serial code is sent you by email after your purchase.)



Click the ADD SERIAL button to register your product serial code. Next, click the VIEW PRODUCTS NOT INSTALLED button to open the installation window.



The product you registered will appear in the Not Installed list. Click the INSTALL button to the right of the product you wish to install. The download and installation process will now start.



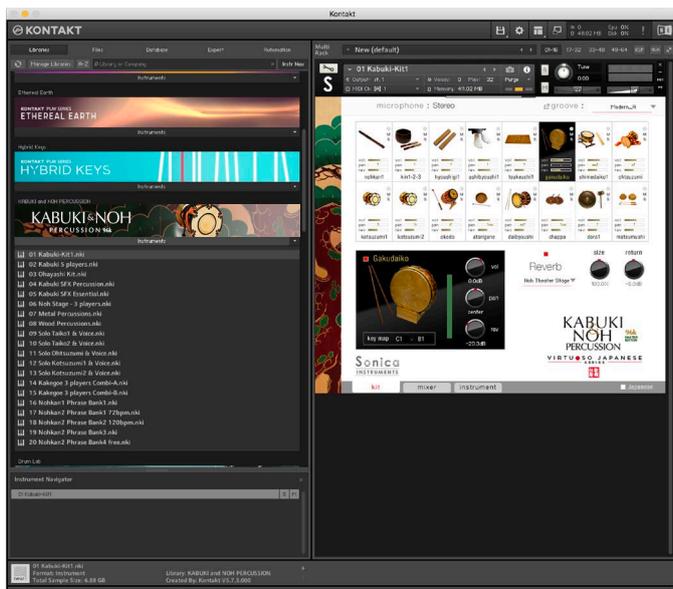
This completes the installation of the library.

After the download finishes, launch Kontakt or Kontakt Player. The product will be added automatically under the Libraries tab on the left side of the screen. You can access the library in Komplete Kontrol in the same way.

Kit Selection

The library comes with 20 preset kits, each with a carefully selected assortment up to 16 instruments from the library's 65 instruments. This way you can quickly access the kit that matches your musical application.

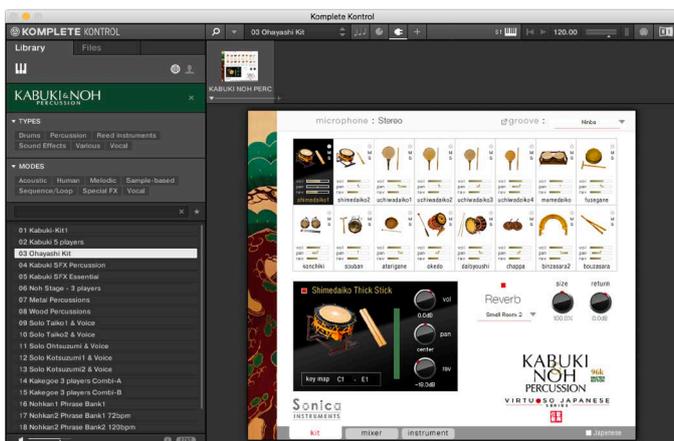
After activating the library, select KABUKI AND NOH PERCUSSION from your Kontakt Library Browser. From here, you can conveniently load the preset kits.



Usable with KOMPLETE KONTROL and KONTAKT Player

KABUKI & NOH PERCUSSION 96K MASTER EDITION supports KONTAKT Player.

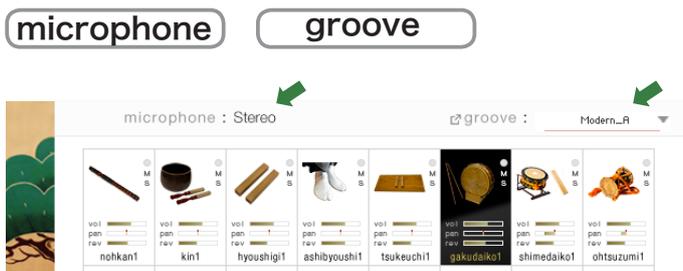
It is also NKS compatible, so KOMPLETE KONTROL can be used to preview tones and save settings as presets.



Because the library is NKS compatible, it will run in conjunction with KOMPLETE KONTROL applications and the KONTROL S Series (MIDI keyboards).

KONTROL S Series' eight knob controllers and browsing functions provide easier control over the library.

See Adjusting Parameters on KONTROL S Series Controllers on Page 14.



The microphone and groove monitor fields are displayed at the top of all three panes — **kit**, **mixer**, and **instrument**. This lets you see which groove is selected at any time.

microphone

This field shows the current microphone-source mode set on the **mixer** pane.

Multi: Multi-mic mode using Direct 1, Direct 2, Overhead, and Room microphone sources.

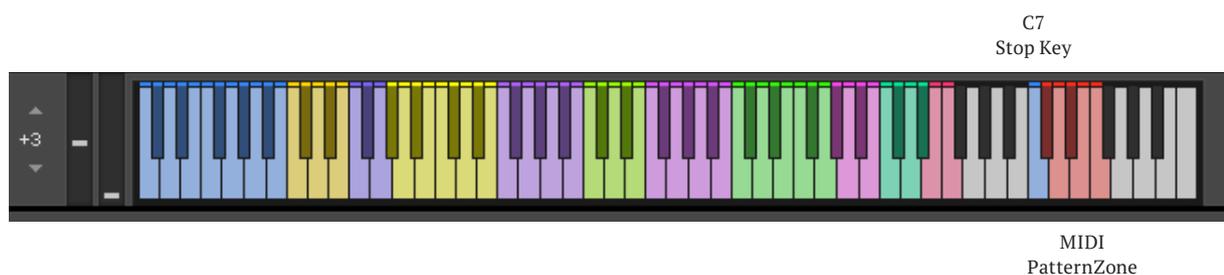
Stereo: Mode using just the Stereo Mix source.

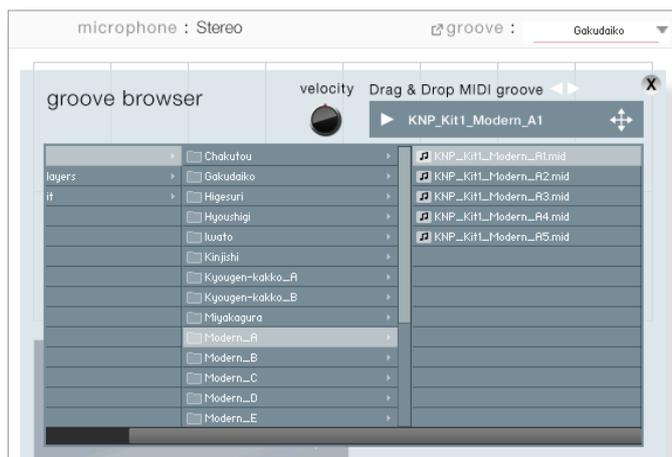
groove

The library's grooves are organized into 22 MIDI pattern groups. This field shows the name of the currently selected groove group.

Each group's MIDI patterns are arranged starting from C#7, so that you can immediately start playing MIDI patterns (C7 is the stop key).

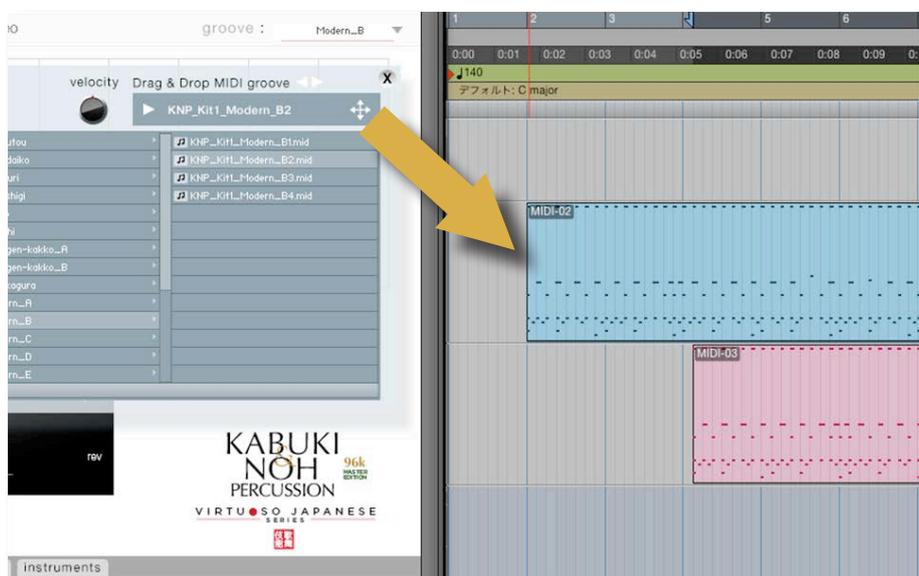
If you find a MIDI pattern you like, you can drag and drop it directly from the groove browser to your DAW's sequencer window. The dragged pattern retains its velocity knob setting when dropped in the sequencer window, letting you quickly create high-quality MIDI grooves.





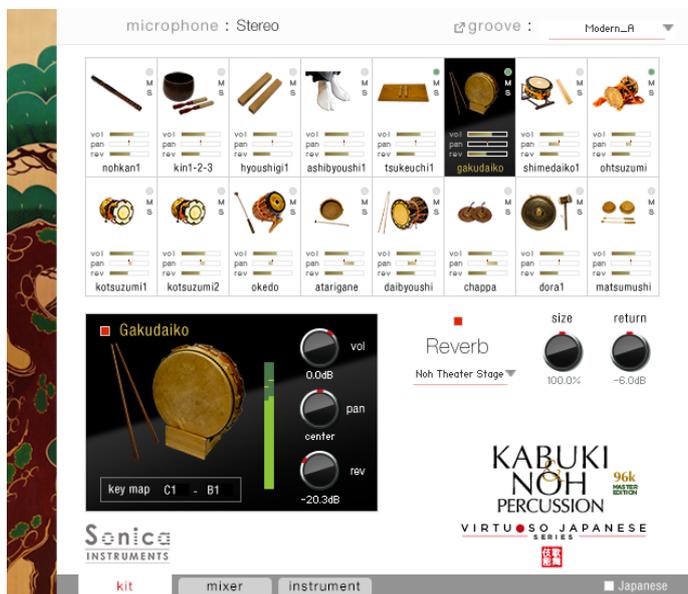
1. Click **groove** to open the groove browser.
2. Double-click on the MIDI pattern.
3. Preview with the **▶** button.
4. Set the velocity.
5. Drag the **+** key into your sequencer window.

Drop the pattern in your DAW's sequencer window



kit

This pane is used to make basic adjustments to each kit instrument loaded into the 16 slots.



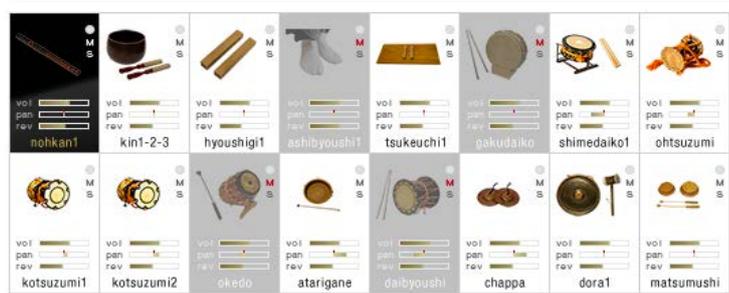
Each slot has three indicators and two controls.

MIDI indicator — turns green when the instrument is played

Mute button — the indicator turns red when the instrument is muted and the slot is greyed out

Solo button — the indicator turns green when the instrument is soloed

Each slot also shows the instrument name, along with meters for volume, pan, and reverb.



Kit instruments muted



Kit instrument soloed

Information about the currently selected instrument appears at the bottom of the pane. Here you can adjust the individual instrument's volume, pan, and reverb. The instrument's key map is also displayed.



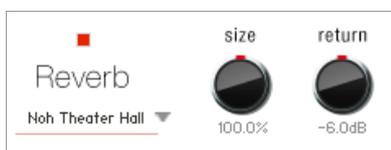
vol: Adjusts the instrument's volume.

pan: Adjusts the instrument's left-right panning.

rev: Adjusts the instrument's reverb send volume.

Turning off the red indicator beside the instrument name will disable the instrument and reduce the library's memory size.

Reverb



The library contains 30 convolution reverbs, including two impulse responses from a Noh theater, available from the pull-down list.

size: Adjusts the reverb dwell time.

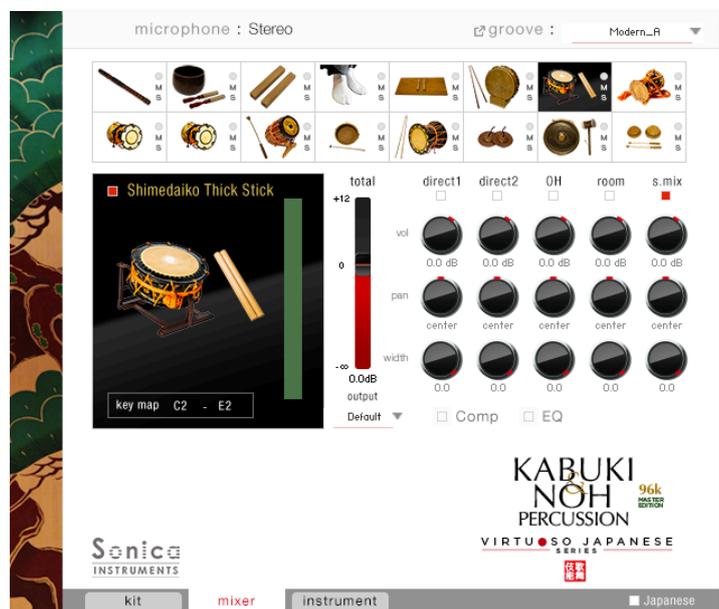
return: Adjusts the volume of the reverb component.

Turning off the red indicator will disable reverb for a completely dry sound.

You can display instrument names in English by turning off the Japanese red indicator at the bottom right of the window.

mixer

This pane is used for basic sound production for individual instruments.



The audio mixer lets you mix four microphone positions — **direct 1**, **direct 2**, **OH** (overhead), and **room** — and the **s.mix** (stereo mix) channel, which is a pre-balanced mix of the four microphone sources. Turning on any of the microphone channels disables the s.mix channel, and turning on the s.mix channel disables all the microphone channels.

Note: Some instruments, due to their inherent characteristics, do not use all microphone channels.

vol: Adjusts the volume of each channel.

pan: Adjusts the left-right panning of each channel.

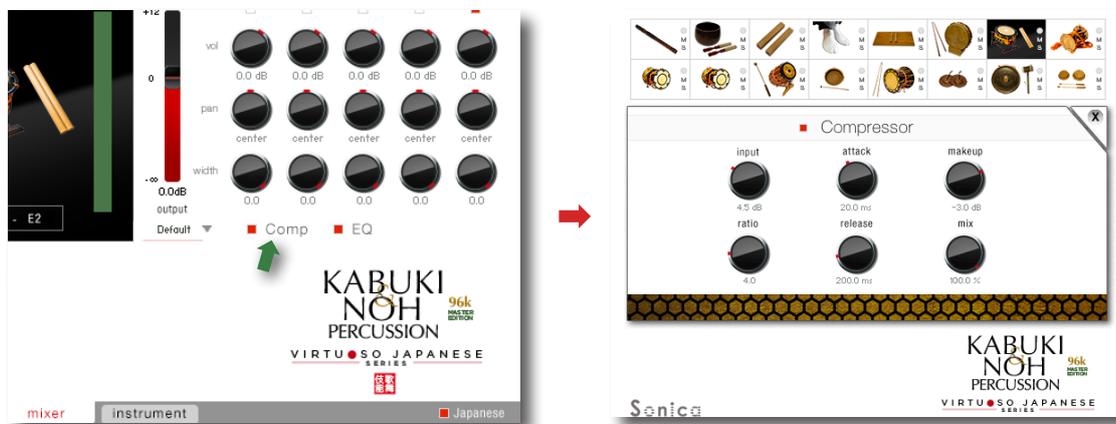
width: Adjusts the stereo microphone width of each channel: turned all the way to the right gives the original stereo width; turned all the way to the left reduces the width to mono.

total: Controls the overall volume without affecting the balance of the channels.

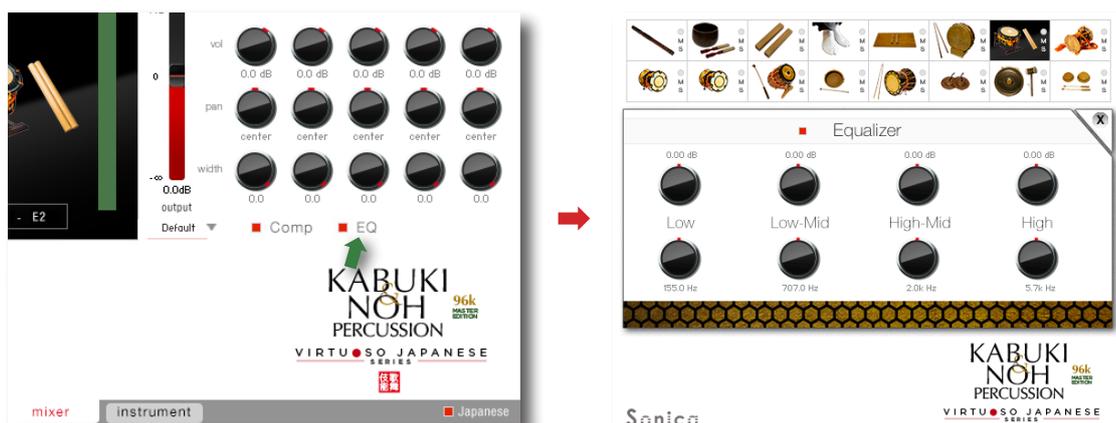
output: Selects the audio output destination of the selected instrument. This is useful when exporting multiple channels to your DAW.

Note: Please see the Kontakt manual for how to create multiple outputs. After creating outputs, clicking the Restart Engine button (marked with an exclamation mark) at the top right of the Kontakt interface will update the output list under **KABUKI & NOH PERCUSSION 96K's output** control.

Comp: Adjusts the compression applied to the selected instrument. The left button is used to turn compression on and off. Clicking the **Comp** opens the Compressor window for fine-tuning compression settings.



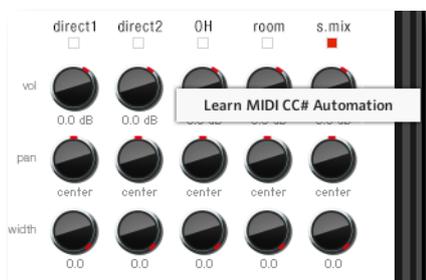
EQ: Provides a four-band equalizer for the selected instrument. The left button is used to turn the equalizer on and off. Clicking the **EQ** opens the Equalizer window for fine-tuning settings.



MIDI CC# Learn function

All control knobs can be controlled individually with MIDI Control Change (CC) messages.

To assign a **KABUKI & NOH PERCUSSION 96K** knob to a certain MIDI controller:



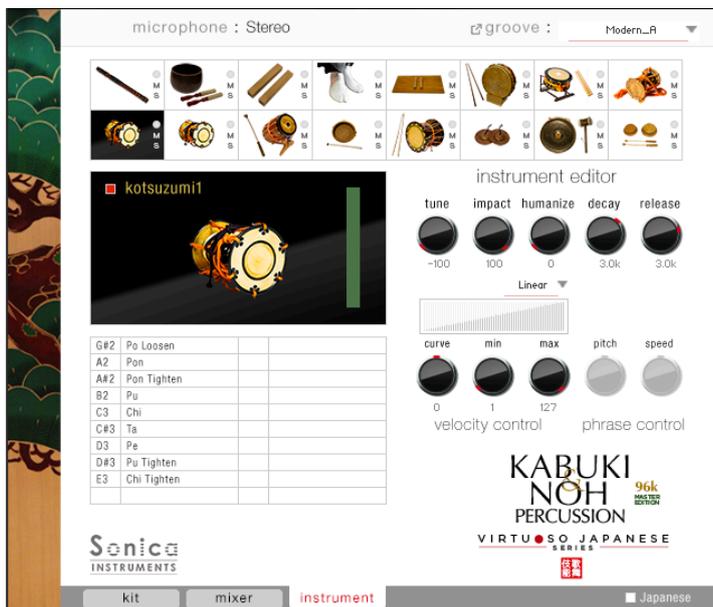
1. Right-click on the knob and select *Learn MIDI CC# Automation*.
2. Turn the knob or move the slider on your MIDI hardware controller.
3. The assignment is complete.

Removing MIDI CC# Automation

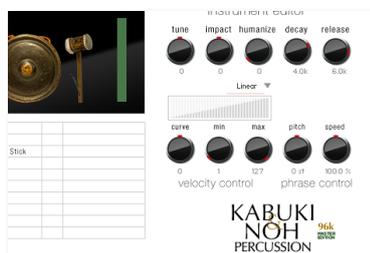
To remove an assignment, right-click on the knob and select *Remove MIDI Automation: CC# nn*.

instrument

This pane is used to preview sounds assigned to each instrument and adjust tonal nuances.



Phrases associated with the selected instrument are displayed in red on the left-side key map. The phrase control controls are used to adjust phrase articulations.



← phrase control

pitch: Adjusts the pitch of the phrase.

speed: Adjusts the speed of the phrase.



← You can quickly preview assigned sounds and check articulations by clicking any articulation on the key map.

instrument editor

The instrument editor lets you adjust tonal nuances that go far beyond the expressions possible with conventional sample libraries. A unique feature of **KABUKI & NOH PERCUSSION 96K MASTER EDITION** is the capability to make adjustments just like a physical model sound source.



tune: Provides very natural pitch adjustments.

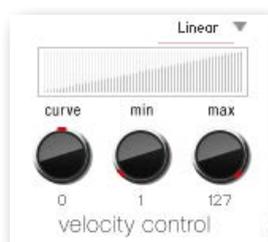
impact: Raises or lowers the instrument's initial noise (the percussive attack component of the sound).

humanize: Adjusts the degree of natural variations in percussive hits.

decay: Adjusts the decay length immediately after the attack.

release: Adjusts the length until the sound ends.

velocity control



Curve Type: Linear, S-Curve, Compound, and Fixed

curve: Modifies the selected curve.

min: Adjusts the minimum velocity of played notes.

max: Adjusts the maximum velocity of played notes.

[Sonica Instruments 10th Anniversary Site](http://www.sonica.jp/instruments/10th_anniversary/)

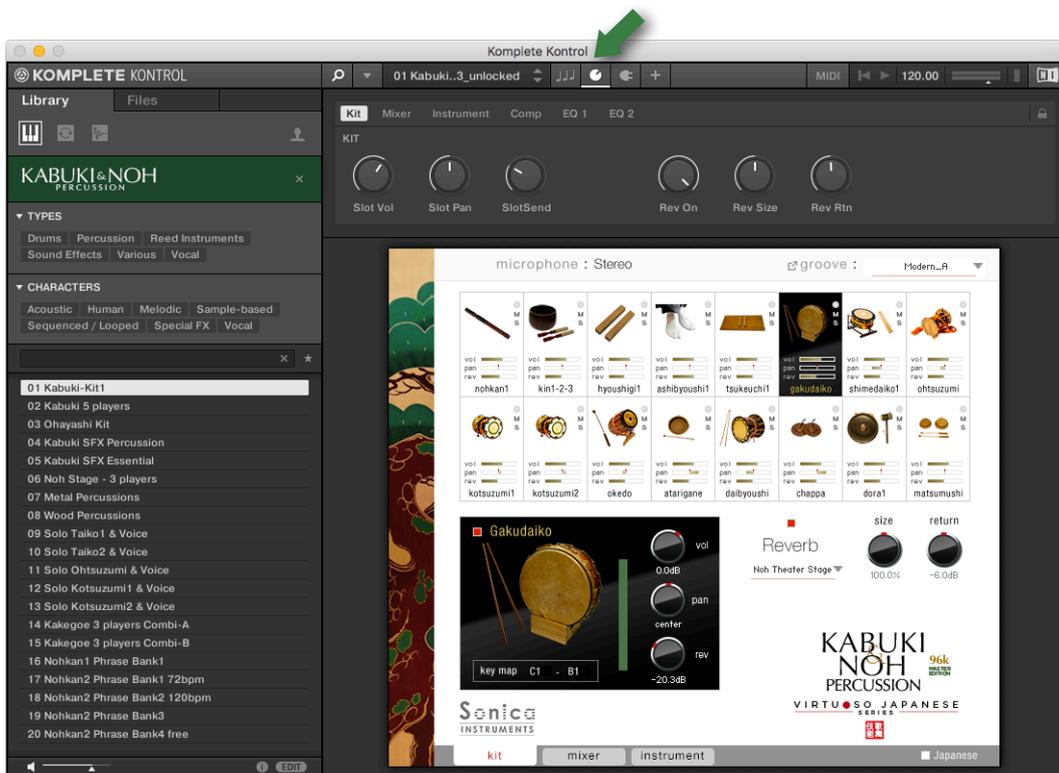
(http://www.sonica.jp/instruments/10th_anniversary/)

On this site, you can watch a number of informative videos of four-piece kabuki hayashi ensemble performances consisting of a kotsuzumi, ohtsuzumi, taiko, and flute. The performance is led by Takinojo Mochizuki, the hayashi ensemble percussionist who performed on **KABUKI & NOH PERCUSSION 96K MASTER EDITION**. The spellbinding performance of just three drums, a flute, and kakegoe calls will definitely heighten your interest in traditional Japanese music and its performers.

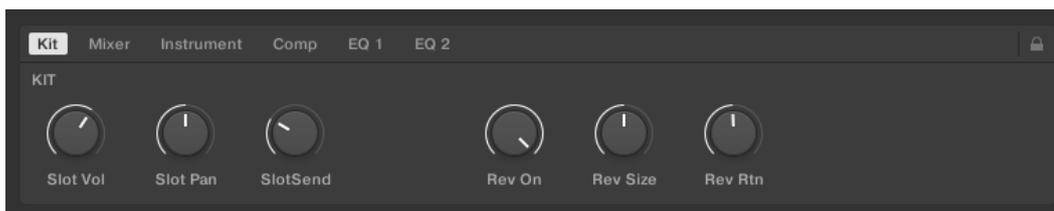
Adjusting Parameters on KONTROL S Series Controllers

KOMPLETE KONTROL and the KONTROL S Series (MIDI keyboards) provide more intuitive adjustments of control parameters. (See the previous descriptions for the operations and effects of each parameter.)

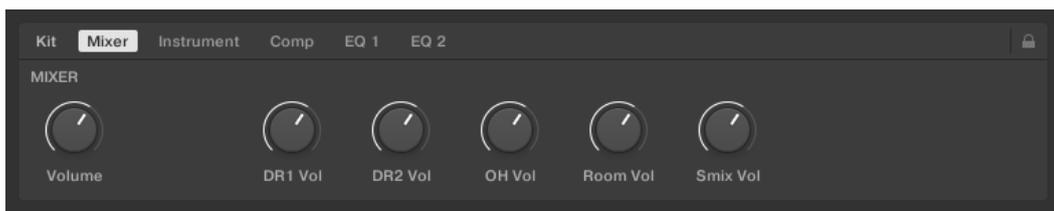
On KOMPLETE KONTROL, click the control button to display the associated parameters.



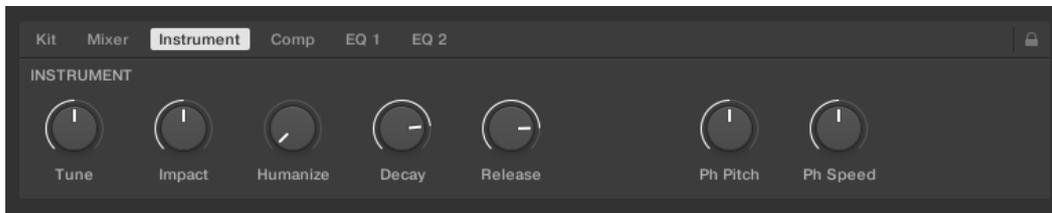
Kit



Mixer



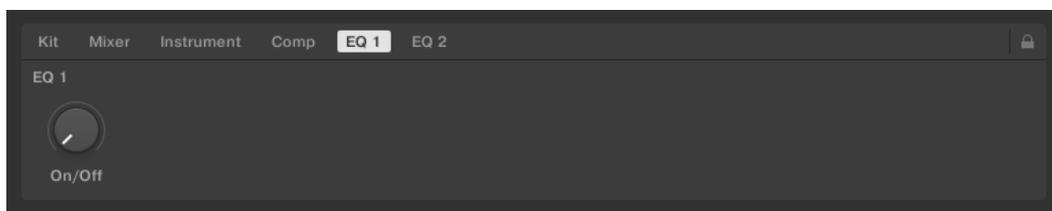
Instrument



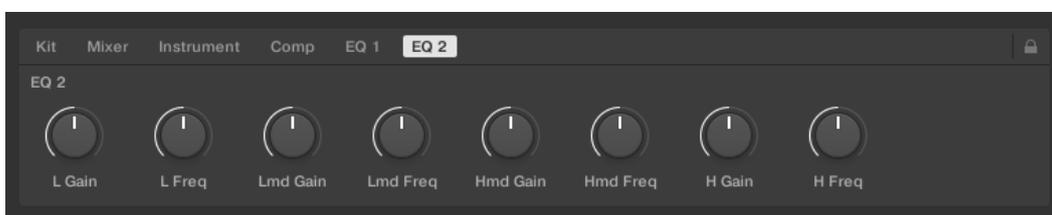
Comp



EQ 1



EQ 2



List of Preset Kits

01. Kabuki Kit 1

This useful kit assembles a Nohkan flute and all the instruments needed to create a Kabuki performance. You can build even more ambience by combining this kit with the kakegoe calls from Kit 14 or Kit 15.

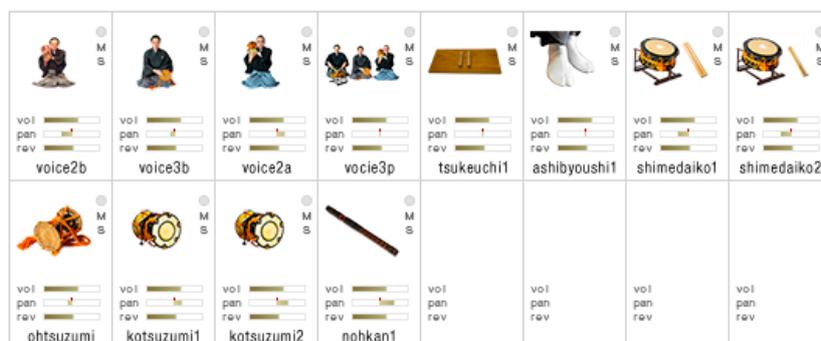
The kit works with MIDI grooves.



02. Kabuki 5 players

This kit brings together the five essential performers for a Kabuki hayashi ensemble performance. The kit includes Shimedaiko 1, Shimedaiko 2, Ohtsuzumi, Kotsuzumi 1, Kotsuzumi 2, Nohkan 1, and a number of kakegoe calls.

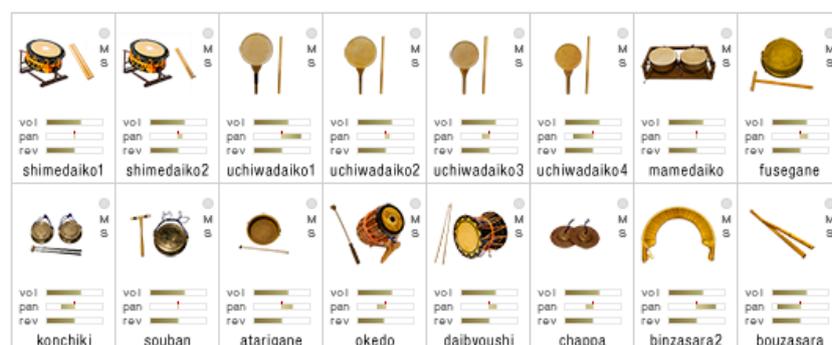
The kit works with MIDI grooves.



03. Ohayashi

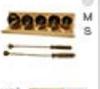
This collection features the essential instruments for hayashi ensemble performances at festivals or small stages.

The kit works with MIDI grooves.



04. Kabuki SFX Percussion

This kit contains Orgol and other instruments, large and small, that make special effects for the Kabuki stage.

 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> dora1	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> dora2	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> hontsurigane1	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> kin1-2-3	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> fusegane	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> souban	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> konchiki	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> matsumushi
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05. Kabuki SFX Essential

This kit is an even more specialized assembly of instruments for Kabuki special effects. The kit includes nearly every special effect phrase produced by the Gakudaiko (Odaiko).

 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> tsukeuchi2	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> tsukeuchi1	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> hyoushigi2	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> hyoushigi1	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ashibyoushi2	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ashibyoushi1	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> gakudaiko	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> gakudaiko
 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ekiro	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> matsumushi	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rei	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> hontsurigane1	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> nohkan1			

06. Noh Stage - 3 players

This kit contains the three performers (Shimedaiko, Ohtsuzumi, and Kotsuzumi) used on the Noh stage, along with Ashibyoushi for Noh.

 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ashibyoushi2	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> shimedaiko1	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> shimedaiko2	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ohtsuzumi	 vol: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pan: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> rev: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> kotsuzumi1			

07. Metal Percussions

This kit contains all the library's metallic percussion instruments, such as Orgol, Atarigane, Hontsurigane, and Dora.

 vol pan rev dora1	 vol pan rev dora2	 vol pan rev hontsurigane1	 vol pan rev kin1	 vol pan rev kin2	 vol pan rev kin3	 vol pan rev fusegane	 vol pan rev souban
 vol pan rev myohachi	 vol pan rev chappa	 vol pan rev konchiki	 vol pan rev atarigane	 vol pan rev rei	 vol pan rev ekiro	 vol pan rev matsumushi	 vol pan rev orgol

08. Wood Percussions

This kit contains all the library's wooden percussion instruments, such as Hyoushigi and Mokugyo.

 vol pan rev tsukeuchi2	 vol pan rev tsukeuchi1	 vol pan rev hyoushigi2	 vol pan rev hyoushigi1	 vol pan rev hariougi	 vol pan rev mokugyo	 vol pan rev mokusho	 vol pan rev kinuta
 vol pan rev binzasara1	 vol pan rev binzasara2	 vol pan rev bouzasara	 vol pan rev takenaruko				

09. Solo Taiko1 & Voice

This kit pairs two taiko drums (Shimedaiko 1 and Shimedaiko 2) with the kakegoe calls of taiko performer No. 1.

 vol pan rev shimedaiko1	 vol pan rev shimedaiko2	 vol pan rev voice1b	 vol pan rev voice1b				

10. Solo Taiko2 & Voice

This kit pairs two taiko drums (Shimedaiko 1 and Shimedaiko 2) with the kakegoe calls of taiko performer No. 2.

 M S	 M S	 M S	 M S				
vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev
shimedaiko1	shimedaiko2	voice1a	voice1a				
vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev

11. Solo Ohtsuzumi & Voice

This kit pairs an ohtsuzumi with the kakegoe calls of an ohtsuzumi performer.

 M S	 M S	 M S	 M S				
vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev
ohtsuzumi	voice3a	voice3a	voice3a				
vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev

12. Solo Kotsuzumi1 & Voice

This kit pairs Kotsuzumi 1 with the kakegoe calls of kotsuzumi performer No. 1.

 M S	 M S	 M S					
vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev
kotsuzumi1	voice2a	voice2a					
vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev	vol pan rev

13. Solo Kotsuzumi2 & Voice

This kit pairs Kotsuzumi 2 with the kakegoe calls of kotsuzumi performer No. 2.

 M S vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/> kotsuzumi2	 M S vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/> voice2b	 M S vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/> voice2b	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>				
vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>

14. Voices 3 players Combi-A

Combination A of three performers' kakegoe calls (ohtsuzumi, taiko, and kotsuzumi).

 M S vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/> voice3p	 M S vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/> voice1b	 M S vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/> voice3a	 M S vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/> voice2b	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>			
vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>			

15. Voices 3 players Combi-B

Combination B of three performers' kakegoe calls (ohtsuzumi, taiko, and kotsuzumi).

 M S vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/> voice3p	 M S vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/> voice1a	 M S vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/> voice3a	 M S vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/> voice2a	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>			
vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>	vol <input type="checkbox"/> pan <input type="checkbox"/> rev <input type="checkbox"/>			

16. Nohkan1 Phrase Bank1

This is a collection of Nohkan 1 phrases.

Recorded at a free tempo, it contains the well-known *hishigi*, *nanori*, *ashirai*, and *netori* Nohkan phrases.

The frequently used *hishigi* and *netori* phrases are mapped between F4 and F#5.

The pitch and speed of the phrases can be adjusted with the **phrase control**.

17. Nohkan2 Phrase Bank1 72bpm

This is a collection of Nohkan 2 phrases.

Recorded at 72 bpm, it contains *abare*, *iwato*, *shagiri*, *sarashi*, *kyogen kakko*, *nanori*, and other phrases.

The frequently used *hishigi* and *netori* phrases are mapped between F4 and F#5.

The pitch and speed of phrases can be adjusted with **phrase control**.

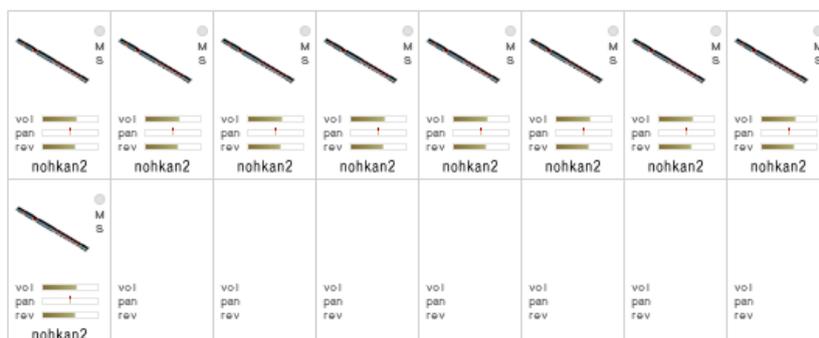
18. Nohkan2 Phrase Bank2 120bpm

This is a collection of Nohkan 2 phrases.

Recorded at 120 bpm, it contains *abare*, *iwato*, *shagiri*, *sarashi*, *kyogen kakko*, *nanori*, and other phrases.

The frequently used hishigi and netori phrases are mapped between F4 and F#5.

The pitch and speed of phrases can be adjusted with **phrase control**.



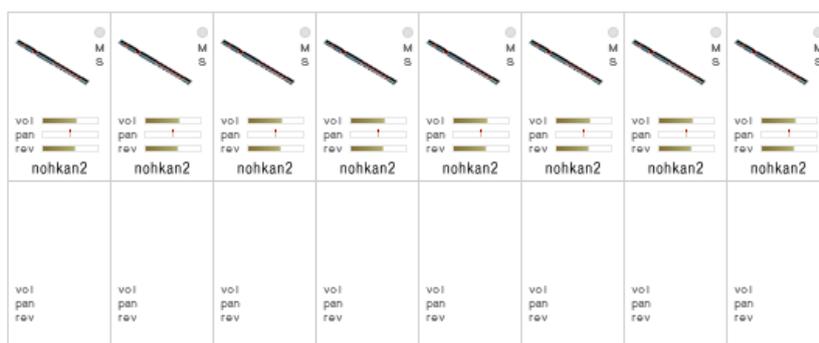
19. Nohkan2 Phrase Bank3

This is a collection of Nohkan 2 phrases.

It contains the *gaku*, *kakeri*, *maji*, *hayafue*, *ranjo*, and other phrases.

The frequently used hishigi and netori phrases are mapped between F4 and F#5.

The pitch and speed of phrases can be adjusted with **phrase control**.



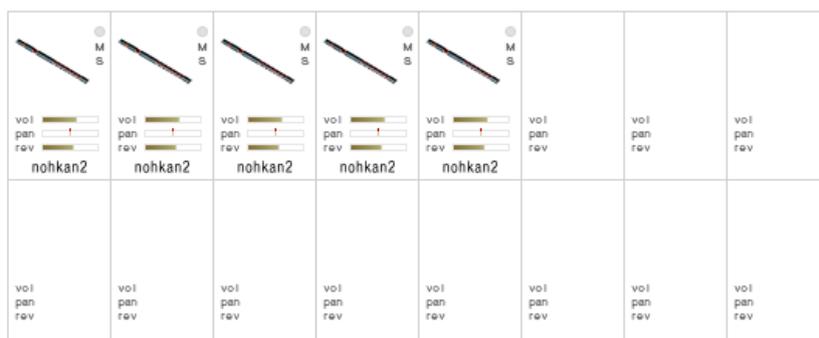
20. Nohkan2 Phrase Bank4 free

This is a collection of Nohkan 2 phrases.

Recorded at a free tempo, it contains *kyogen kakko*, *kyogen shagiri*, *sarashi*, and other phrases.

The frequently used hishigi and netori phrases are mapped between F4 and F#5.

The pitch and speed of phrases can be adjusted with **phrase control**.



List of Recorded instruments

Taiko drum series

Odaiko (Gakudaiko)
- Nagabachi



Odaiko (Gakudaiko)
- Yukibai



Shimedaiko
- Futobachi



Shimedaiko
- Hosobachi



Ohtsuzumi 1



Ohtsuzumi 2



Kotsuzumi 1



Kotsuzumi 2



Daibyoushi
- Bamboo stick



Daibyoushi (low
tuning) - Hosobachi



Okedou



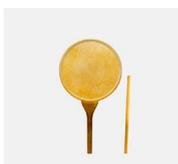
Mamedaiko - Large
and small pair



Uchiwadaiko
- Extra large



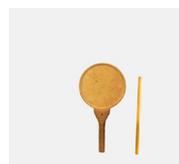
Uchiwadaiko
- Large



Uchiwadaiko
- Medium



Uchiwadaiko
- Small



Bells, gongs, and cymbals

Matsumushi
- High pitch,
Matsumushi
- Low pitch



Atarigane
- Held



Atarigane
- Hanging



Konchiki



Fusegane



Souban



Chappa



Myouhachi



Metallic percussion instruments

Hontsurigane
- Shumoku



Hontsurigane
- Kizuchi



Dora 1 - Large



Dora 1 - Small



Kin 1 - Large



Kin 2 - Medium



Kin 3 - Small



Ekiro



Rei



Orgol



Wooden percussion instruments

Hyoushigi 1
- Hall recording



Hyoushigi 2
- Studio recording



Kinuta



Mokugyo - Large,
medium, and small



Mokushou - Large,
medium, and small



Harisen



Binzasara 1



Binzasara 2
- Kokirikobushi



Bouzasara



Takenaruko



Stage sound effects

Ashibyoushi
- Kabuki



Ashibyoushi
- Noh



Tsukeuchi 1
- Hall recording



Tsukeuchi 2
- Studio recording



Kakegoe calls

Kakegoe
Taiko 1



Kakegoe
Taiko 2



Kakegoe
Ohtsuzumi 1



Kakegoe
Ohtsuzumi 2



Kakegoe
Kotsuzumi 1



Kakegoe
Kotsuzumi 2



Kakegoe
Trio A



Kakegoe
Trio



Nohkan flutes

Nohkan 1



Nohkan 2



KABUKI & NOH PERCUSSION 96k MASTER EDITION Groove List

Kabuki Kit 1

Chakutou

KNP_Kit1_Chakutou_a
KNP_Kit1_Chakutou_b

Gakudaiko

KNP_Kit1_Gakudaiko2-01_Nami
KNP_Kit1_Gakudaiko2-02_Kaze
KNP_Kit1_Gakudaiko2-03_Ame
KNP_Kit1_Gakudaiko2-04_Ame2
KNP_Kit1_Gakudaiko2-05_Yamaarashi1
KNP_Kit1_Gakudaiko2-06_Yamaarashi2
KNP_Kit1_Gakudaiko2-07_Sazanami
KNP_Kit1_Gakudaiko2-08_Doro
KNP_Kit1_Gakudaiko2-09_Oh-Doro
KNP_Kit1_Gakudaiko2-10_Mizu1
KNP_Kit1_Gakudaiko2-11_Mizu2
KNP_Kit1_Gakudaiko2-12_Yuki
KNP_Kit1_Gakudaiko2-13_Moya
KNP_Kit1_Gakudaiko2-14_Ichibantaiko
KNP_Kit1_Gakudaiko2-15_Uchidashi
KNP_Kit1_Gakudaiko2-16_Free

Higesuri

KNP_Kit1_Higesuri1
KNP_Kit1_Higesuri2

Hyoushigi

KNP_Kit1_Hyoushigi

Iwato

KNP_Kit1_Iwato

Higesuri

KNP_Kit1_Higesuri1
KNP_Kit1_Higesuri2

Kinjishi

KNP_Kit1_Kinjishi1
KNP_Kit1_Kinjishi2

Kyogen-kakko_A

KNP_Kit1_Kyogen-kakko_A1
KNP_Kit1_Kyogen-kakko_A2

Kyogen-kakko_B

KNP_Kit1_Kyogen-kakko_B1
KNP_Kit1_Kyogen-kakko_B2
KNP_Kit1_Kyogen-kakko_B3

Miyakagura

KNP_Kit1_Miyakagura1
KNP_Kit1_Miyakagura2

Modern_A

KNP_Kit1_ModernA1
KNP_Kit1_ModernA2
KNP_Kit1_ModernA3
KNP_Kit1_ModernA4
KNP_Kit1_ModernA5

Modern_B

KNP_Kit1_ModernB1
KNP_Kit1_ModernB2
KNP_Kit1_ModernB3
KNP_Kit1_ModernB4

Modern_C

KNP_Kit1_ModernC1
KNP_Kit1_ModernC2
KNP_Kit1_ModernC3
KNP_Kit1_ModernC4
KNP_Kit1_ModernC5_END

Modern_D

KNP_Kit1_ModernD1
KNP_Kit1_ModernD2

Modern_E

KNP_Kit1_ModernE1
KNP_Kit1_ModernE2
KNP_Kit1_ModernE3
KNP_Kit1_ModernE4
KNP_Kit1_ModernE5

Modern_F

KNP_Kit1_ModernF1
KNP_Kit1_ModernF2

Sarashi

KNP_Kit1_Sarashi1
KNP_Kit1_Sarashi2
KNP_Kit1_Sarashi3

Shimedaiko_Katashagiri

KNP_Kit1_Shimedaiko_Katashagiri

Taikoji_A

KNP_Kit1_Taikoji_A1
KNP_Kit1_Taikoji_A2
KNP_Kit1_Taikoji_A3
KNP_Kit1_Taikoji_A4
KNP_Kit1_Taikoji_A5
KNP_Kit1_Taikoji_A6
KNP_Kit1_Taikoji_A7
KNP_Kit1_Taikoji_A8
KNP_Kit1_Taikoji_A9

Taikoji_B

KNP_Kit1_Taikoji_B1
KNP_Kit1_Taikoji_B2
KNP_Kit1_Taikoji_B3
KNP_Kit1_Taikoji_B4
KNP_Kit1_Taikoji_B5
KNP_Kit1_Taikoji_B6
KNP_Kit1_Taikoji_B7
KNP_Kit1_Taikoji_B8
KNP_Kit1_Taikoji_B9

Tama

KNP_Kit1_Tama01
KNP_Kit1_Tama02
KNP_Kit1_Tama03
KNP_Kit1_Tama04
KNP_Kit1_Tama05
KNP_Kit1_Tama06
KNP_Kit1_Tama07
KNP_Kit1_Tama08
KNP_Kit1_Tama09
KNP_Kit1_Tama10
KNP_Kit1_Tama11
KNP_Kit1_Tama12

Tobisari

KNP_Kit1_Tobisari1
KNP_Kit1_Tobisari2

Tsukeuchi

KNP_Kit1_Tsukeuchi1
KNP_Kit1_Tsukeuchi2
KNP_Kit1_Tsukeuchi3
KNP_Kit1_Tsukeuchi4

Kabuki 5 Players

A-Dama

KNP_Kit2_A-Dama1
KNP_Kit2_A-Dama2

Amba

KNP_Kit2_Amba

B-Dama

KNP_Kit2_B-Dama1
KNP_Kit2_B-Dama2

C-Dama

KNP_Kit2_C-Dama1
KNP_Kit2_C-Dama2
KNP_Kit2_C-Dama3

Chunomai (Noh)

KNP_Kit2_Chunomai1
KNP_Kit2_Chunomai2
KNP_Kit2_Chunomai3

Kozutsumi_Chobokure

KNP_Kit2_Kozutsumi_Chobokure

Mari

KNP_Kit2_Mari1
KNP_Kit2_Mari2
KNP_Kit2_Mari3
KNP_Kit2_Mari4
KNP_Kit2_Mari5

Midarenagaji

KNP_Kit2_Midarenagaji1
KNP_Kit2_Midarenagaji2
KNP_Kit2_Midarenagaji3
KNP_Kit2_Midarenagaji4

Momidashi

KNP_Kit2_Momidashi1
KNP_Kit2_Momidashi2

Nidanme

KNP_Kit2_Nidanme

Osozuke

KNP_Kit2_Osozuke1
KNP_Kit2_Osozuke2

Sanbasou

KNP_Kit2_Sanbasou1
KNP_Kit2_Sanbasou2
KNP_Kit2_Sanbasou3
KNP_Kit2_Sanbasou4

Shurabayashi

KNP_Kit2_Shurabayashi1
KNP_Kit2_Shurabayashi2
KNP_Kit2_Shurabayashi3
KNP_Kit2_Shurabayashi4

Tsukkake

KNP_Kit2_Tsukkake1
KNP_Kit2_Tsukkake2

Ohayashi Kit

Ninba

KBK_Ens_Ninba1
KBK_Ens_Ninba2
KBK_Ens_Ninba3
KBK_Ens_Ninba4

Shichome

KBK_Ens_Shichome1
KBK_Ens_Shichome2
KBK_Ens_Shichome3
KBK_Ens_Shichome4

Yataishishimai

KBK_Ens_Yataishishimai1
KBK_Ens_Yataishishimai2
KBK_Ens_Yataishishimai3
KBK_Ens_Yataishishimai4
KBK_Ens_Yataishishimai5
KBK_Ens_Yataishishimai6
KBK_Ens_Yataishishimai7
KBK_Ens_Yataishishimai8



Credits

Executive Producer : Tomohiro Harada

Production, Recording, Editing and Kontakt Development : Sonica Instruments

Percussion, Voice Played by Takinojo Mochizuki

NohKan Played by Hyakushichi Fukuhara

Voice Played by Makoto Takei

GUI Designer : Yujin Ono

Kontakt Programming : Rataro. M (Think Master Inc.)

Marketing, Translation & Production Consulting : Craig Leonard

Photography : Kenji Kagawa

Music Video : Yoshitaka Koyama

User's Manual : Yoshifumi Yamaguchi (Stylus Inc.)

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Sonica Instruments

<https://sonica.jp/instruments/>

Sonica
INSTRUMENTS

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96k MASTER EDITION
VIRTUOSO JAPANESE SERIES