

SONICA INSTRUMENTS

KABUKI & NOH PERCUSSION



KABUKI & NOH PERCUSSION

Expansion pack for BFD2.1 and BFD Eco

User Guide

Thank you for purchasing KABUKI & NOH PERCUSSION.
We hope you enjoy using this product in many creative musical endeavors.

The Sonica Instruments team
www.sonica.jp/instruments/

Welcome to KABUKI & NOH PERCUSSION

This library contains high-resolution samples of percussion instruments used in the traditional Japanese arts of Kabuki and Noh. The library is designed to work with FXpansion BFD2.1. With 56 percussion instruments — featuring the essential taiko (shime-daiko), otsuzumi, kotsuzumi, Noh flute, and kakegoe calls, the library covers nearly all musical forms found in the traditional Japanese arts, from Kabuki and Noh to Ohayashi and Kagura.

Overview

Impeccable software rendering of 56 percussion instruments used in Kabuki and Noh performances

We recorded 56 instruments for this library. From the Kabuki and Noh hayashi flute-and-drums ensemble, we sampled the kotsuzumi (an hourglass-shaped hand drum), the otsuzumi (a large hand drum), the shime-daiko (a pitched drum), the Noh flute, and various kakegoe calls (yo and ho calls). And we selected the most common percussive “noisemakers” of Kabuki performances, including the odaiko (a large drum), daibyoshi (a short-bodied drum), okedoh (a barrel drum), mamedaike (the “imperial” drum), uchiwadaiko (a “fan” drum), atarigane (a saucer-shaped gong), chanchiki (another round bell), soban (a smaller gong), ekiro (a doughnut-shaped horse bell), a music box, hontsurigane (a large bell), dora (a gong), and mokugyo (an ornate wooden gong). These have been paired with ashibyoshi foot beats and tsukeuchi sound-effect clappers that add drama to a powerful Kabuki performance.

We were extremely fortunate to have someone as renowned as Takinojo Mochizuki perform these instruments for our recording sessions. Without his precise mastery of these instruments and his vibrant, lively playing style, we could have never reproduced the diverse expressiveness these instruments are capable of.

Main Features

- 56 key Japanese percussion instruments
- Left and right hand hits sampled separately with up to 99 velocity layers for very natural dynamics and roll expressions
- Full range of the expressive kotsuzumi, from crisp hand taps to detailed portamento slides
- Tsukeuchi sound-effect clappers that heighten the actors’ dramatic poses and the ashibyoshi foot beats matched to dance steps
- 27 types and 148 variations of kakegoe calls and 20 types and 61 variations of Noh flute phrases that are an irreplaceable part of any performance
- Pristine vintage microphones and a vintage console captured the true voice of each instrument
- All instruments were recorded with multiple microphones; Direct 1/2, Overhead (stereo), and Room (stereo) captures enable simple but effective mixing
- 156 MIDI grooves (patterns) of authentic Japanese musical rhythms

KABUKI & NOH PERCUSSION Product Guide

Chapter 1. Installation

Chapter 2. Loading the Library — Presets, Kits, Key Maps

Chapter 3. Instrument List

Chapter 4. Key Maps

Chapter 5. Grooves

This guide describes the Library's kit pieces (instruments) and their specifications along with the Library's presets, kits, and key maps.

Note:

You must agree to the License Agreement (which includes prohibition on secondary distribution of the sample library) before installing and using this product.

See the respective manuals and help resources for details on how to configure and use BFD2.1 or BFD Eco and how to use libraries with these products.

Chapter 1. Installation

(1) System Requirements

KABUKI & NOH PERCUSSION System Requirements

- BFD v2.1 or later (free upgrades from v2.x are available) or BFD Eco
- 1 GB or more of free memory (2 GB or more is recommended)
- *Windows machines* — Intel Pentium 4 or AMD equivalent, Windows 7 or later
- *Mac machines* — Intel CPU, Mac OSX 10.5.8 or later
- Internet connection (required for downloading and authorization)
- 17 GB or more of free hard disk space (We recommend installing the library data on a 7200 rpm or faster hard disk volume that is separate from the OS and audio tracks.)

***KABUKI & NOH PERCUSSION** is an extension pack for BFD2. **BFD v2.1 or later or BFD Eco** is required to use **KABUKI & NOH PERCUSSION**.

*Your system must also meet the basic requirements for your host application and **BFD v2.1 / BFD Eco**.

*The data on the **KABUKI & NOH PERCUSSION** install disk is compressed (using a zero-loss algorithm) due to the pack's large volume of samples. You must run the installer in order to successfully install the sounds. Dragging or copying the data will not decompress the sounds correctly.

(2) Choose the Install Size

Important: We strongly recommend that you choose the “Full” install option and install all KABUKI & NOH PERCUSSION kit pieces.

This product requires all kit pieces to reproduce Kabuki and Noh ensembles. “Full” is the most appropriate option for reproducing the Library’s exquisite grooves, which require the full complement of velocity layers. After installation, you can choose the size from High, Medium, Small, or Minimum when loading kit pieces into BFD.

The License Manager will automatically run the first time you launch BFD2.1 or BFD Eco after installing KABUKI & NOH PERCUSSION. Enter your serial number and follow the instructions to authorize the library.

Authorization requires that you have an FXpansion account.

Access the FXpansion website (<http://www.fxpansion.com/>) and login with your BFD2 / BFD Eco username and password. After logging in, go to **SUPPORT > Register**. Enter the SERIAL NO. included with your product and activate the product.

Important: Download and install the latest version of BFD2.1 with your FXpansion account before installing KABUKI & NOH PERCUSSION.

See the FXpansion website for details on using BFD2.1 and BFD Eco.

BFD2.1

<http://www.fxpansion.com/index.php?page=53&tab=148>

BFD Eco

<http://www.fxpansion.com/index.php?page=103&tab=389>

Chapter 2. Loading the Library

KABUKI & NOH PERCUSSION comes with presets for all the library's instruments.

BFD2.1: 4 presets

BFD Eco: 16 presets

By loading one of the presets, you can start enjoying the instruments right away without making any settings.

Each preset has its own custom key map. The corresponding key map must be loaded to make best use of the preset or kit. Be sure to check the Drum Kit, Mixer, Grooves, Key Map, and Global checkboxes before loading a preset.

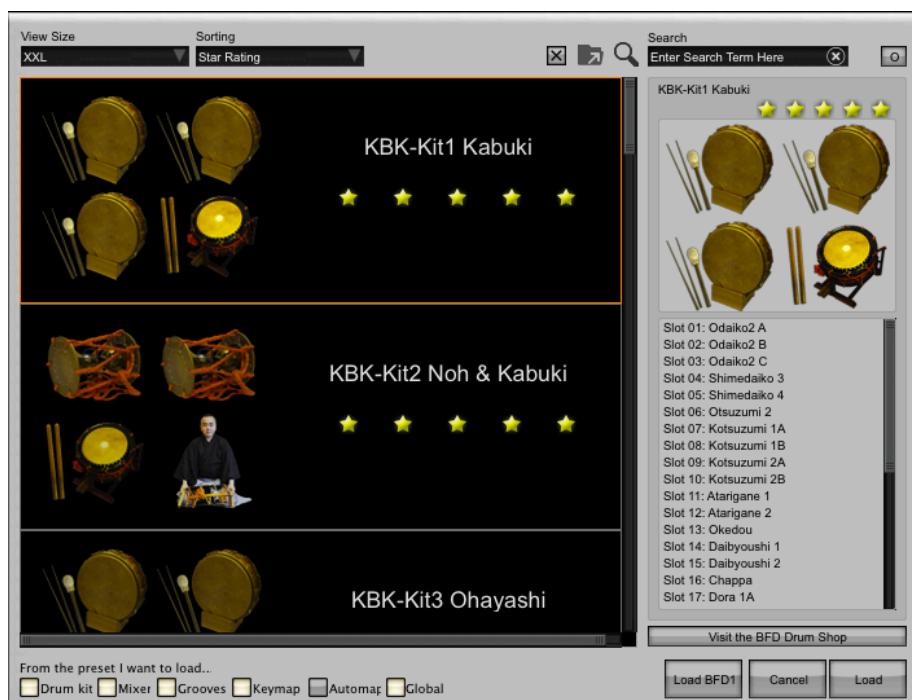
We strongly recommend loading a preset to experiment with the instruments' sounds. This will allow you to load the KABUKI & NOH PERCUSSION pack properly in one step. Presets contain all the kit pieces, the key map, the mixer, and the standard palette (containing multiple grooves and their keyboard assignments) needed to start using KABUKI & NOH PERCUSSION.

On the Preset Load window, check the Drum Kit, Mixer, Grooves, Key Map, and Global checkboxes beside "From the program I want to load..." Make sure that the Automap checkbox is unchecked.

The standard palette will be assigned when you load a preset. You can clear the palette with the Clear Palette command and use other palettes or grooves if you wish.

Note:

If the key assignment is incorrect after loading a preset, please load the key map with the same name as the preset.



Chapter 5. Grooves

The library's grooves work with BFD2.1. **Grooves are not compatible with BFD Eco.**

The library contains 156 MIDI grooves including rhythm patterns frequently used in Kabuki, Noh, and Kagura (Ohayashi) performances and rhythm patterns arranged for modern rhythms.

The library's groove names begin with either KBK-Kit1, KBK-Kit2, or KBK-Kit3 and work with the presets KBK-Kit1 Kabuki, KBK-Kit2 Noh & Kabuki, and KBK-Kit3 Ohayashi respectively.

To play a groove, make sure that the corresponding preset is loaded first.

Examples

Preset: KBK-Kit1 Kabuki

Compatible grooves: KBK-Kit1 Modern Style A, etc.

Preset: KBK-Kit2 Noh & Kabuki

Compatible grooves: KBK-Kit2 Sanbasou, etc.

Preset: KBK-Kit3 Ohayashi

Compatible grooves: KBK-Kit3 Yataishishimai, etc.



CREDITS

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