



Javanese Gamelan

An Impact Soundworks Instrument for Kontakt Player 5.8

INTRODUCTION

Gamelan is an ancient artform of Indonesia; it is a musical ensemble most often containing percussive, tuned metallophones with meditative, bell-like tones. The gamelan is among the oldest known instrument ensembles that is still played today, known to be at least 1,200 years old. Each instrument within the ensemble has its own unique design, size, and tuning, resulting in a rich and transcendent sound when played together.

The sound of the gamelan was hugely influential on 20th century Western composers like Satie, Cage, Bartók, Messiaen, and Britten, but can also be heard prominently in acclaimed scores like *Akira*, *Battlestar: Galactica*, *The Girl with a Pearl Earring*, and many others.

Our sampled Javanese gamelan (as opposed to Balinese or Sundanese) consists of twelve instruments made from bronze in Indonesia, carefully played and sampled by composer Gonzalo Varela to capture their full clarity and nuance. We have presented them here as an ensemble with standard Western tuning, along with the option for custom microtuning scales, and authentic *Pelog* and *Slendro* scales.

Javanese Gamelan lets you customize your own ensemble **or** play individual instruments in their authentic forms. Whether you're writing for soundtracks, pop music, atmospheric electronica, or New Age, we think you'll find it incredibly inspiring - just as we did.

INSTALLATION

1. Install the **Pulse** application if you don't already have it. **Pulse** is a cross-platform desktop app that lets you download and install your libraries with blazing speed! You'll need to create an account here, but once you do, you can access your purchases from **any** developers using **Pulse**, anytime, from any computer.

<https://pulsedownloader.com/>

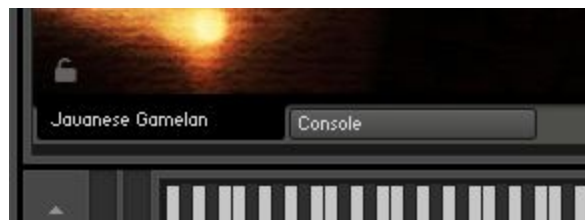
2. Once **Pulse** is installed, open it and enter your **Javanese Gamelan** product code. Follow the instructions to download and install the library.

3. In the downloaded **Javanese Gamelan** folder, load the NKI of choice in Kontakt. No activation is needed, as this is not a Kontakt Player instrument.

SNAPSHOTS & SCRIPT TABS

Javanese Gamelan uses Kontakt's native "snapshots" feature to handle various types of presets. We've extended this feature allowing you to save and load **specific types of snapshots** without overwriting your entire patch.

To support this, **Javanese Gamelan** uses **two** separate scripts for instrument editing, and mixing & effects.



Each of these tabs can save or load its data **independently!** For example, you can load a mixer setup from **Console** without affecting your instrument settings, or load a specific performance preset without affecting your FX.

At the bottom of each tab's UI, you'll see two icons in the lower left and lower right: a **Lock**, and a **Camera**.



When the **Lock** icon is **enabled** (white), the contents of that tab **will not be overwritten** when you **load** a new Snapshot. When the **Camera** icon is **enabled** (white), the contents of that tab will be **saved** when you save a snapshot.

Snapshots in the factory library are split into three categories: Main Controls (Ventus Duduk), Console, and TACT. Each snapshot has been saved with data from one specific tab. However, you can save *your own*

snapshots using whatever combination of tabs you'd like. Make sure to check your Lock/Camera settings when saving and loading.

ENSEMBLE PATCH CONTROLS

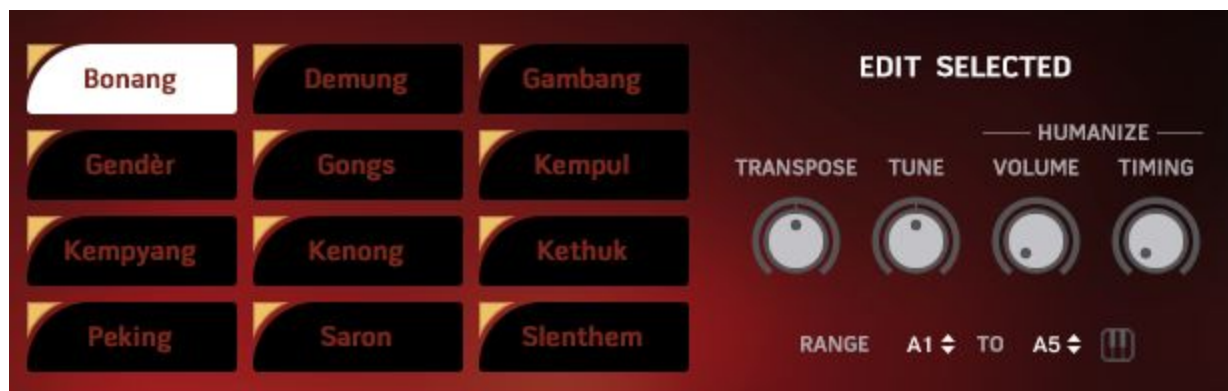
IMPORTANT: Virtually every slider and button on the interface can be MIDI learned! Simply right click and then move the desired MIDI CC to create a link.

Also, you can **hover** over any control to see help text at the bottom of the Kontakt UI. Try it! If you don't see an info panel at the bottom of the Kontakt UI, enable it from the Kontakt options or press "F9" by default.



Ensemble Editor Panel

The top of the UI is used to edit the entire gamelan ensemble, with each of its twelve instruments. Each instrument has its own set of transpose, tune, humanization, and range controls.



To edit an instrument, click on its name, and it will highlight in white. You can **unload** an instrument from the ensemble (and RAM) by clicking the **yellow triangle** in the upper left.

Edit Controls

- **Transpose:** Transposes MIDI input to the selected instrument.
- **Tune:** Tunes the selected instrument. (Note: The tuning range is quite large, allowing for many creative possibilities!) You can also use Alt or Option + Drag to snap to semitones.
- **Humanize Volume:** Increases the amount of volume randomness for the selected instrument with each keypress. At 0%, the instrument will always play back at the same volume given the same MIDI velocity. As you increase the knob, natural variation to this volume is added.
- **Humanize Timing:** Increases the amount of random delay added to the selected instrument with each keypress. As a real ensemble does not play in 100% perfect unison down to the millisecond, this control can be helpful to add a more natural quality to the performance.
- **Range:** Sets the MIDI range where this instrument will trigger. Notes played outside this range will not trigger at all.
- **MIDI Learn Icon:** Press this button then tap a low key, followed by a high key, to set the playable range for this instrument via your MIDI controller (or DAW MIDI input.)

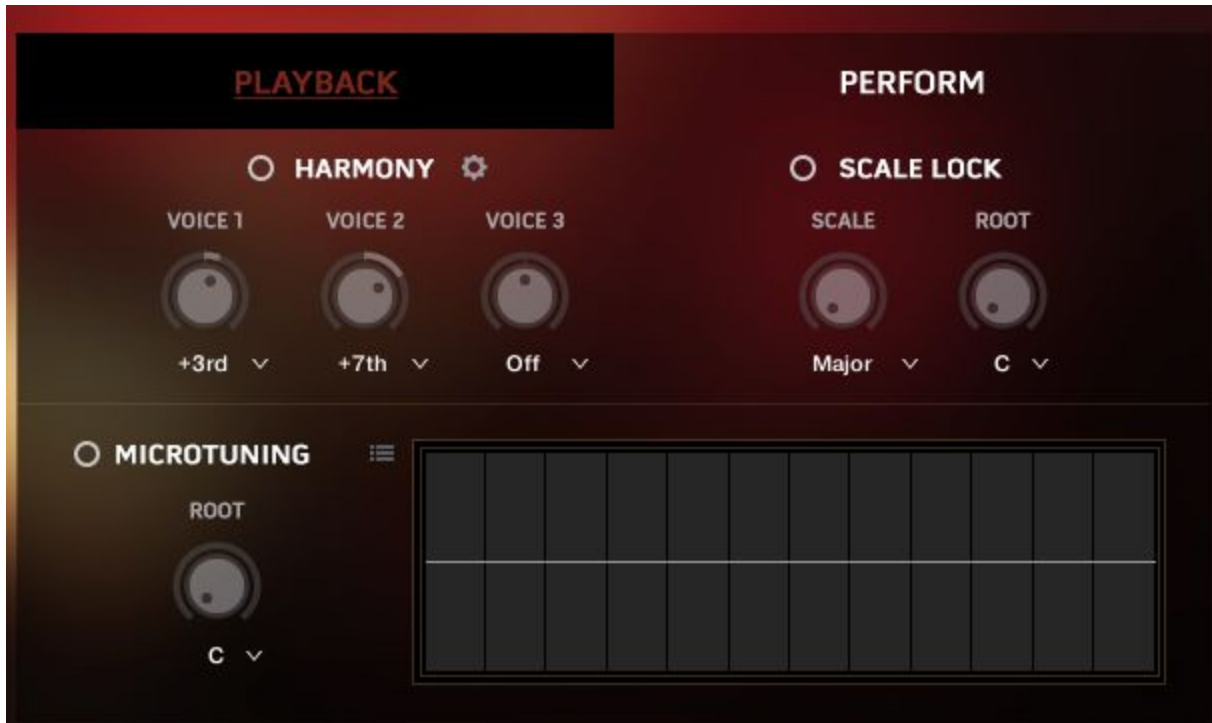


Playback Panel

Note: These controls affect the ENTIRE patch, whereas the controls listed in the previous section were for individual instruments within the gamelan ensemble.

- **Transpose:** Transposes the entire patch (ALL instruments included)
- **Bend Range:** Adjusts the maximum pitch that the pitch wheel/pitch bend control affects the instrument. E.g. Two semitones means that when at max value, the pitch wheel will bend the entire instrument +2st
- **Anti-Repetition (Toggle):** When enabled, additional round robin variations will be added based on neighboring sample zones. The **Chance** knob increases the probability that a variation will be used.
- **Sample Offset:** Increases the playback offset of all samples. Make sure to increase the amp envelope's attack value to about 1-2ms if you do this, since otherwise, samples may not play at a 'zero crossing' thus leading to audible clicks at sample start.
- **Dynamic Filtering:** Increases the amount of lowpass filtering applied when low velocities are played. At max value, the difference in filter cutoff between min and max velocity is much more noticeable.
- **Velocity Curve:** Adjusts the input MIDI velocity curve; lower values scale input velocities down, higher velocities scale it up.
- **Tremolo:** Enables a volume tremolo effect.
 - Rate: Adjusts the rate of tremolo in hertz.
 - Depth: Adjusts the intensity of the tremolo effect.
 - Stereo toggle: Switches the tremolo from mono to stereo channel.

- **Waveform:** Switches the tremolo waveform from sine to square.
- **Volume Envelope:** Adjusts the entire instrument's volume (amplitude) envelope (ADSR, attack, decay, sustain, release)



Perform Panel

Note: These controls affect the ENTIRE patch, whereas the controls listed in the previous section were for individual instruments within the gamelan ensemble.

- **Transpose:** Transposes the entire patch (ALL instruments included)

You can toggle Harmony on/off and click the Gear icon to access Volume, Tuning and Timing controls.

- **Voice 1:** Sets the interval, conforming to Scale Lock if it is engaged, for Harmony Voice 1.
- **Voice 2:** Sets the interval, conforming to Scale Lock if it is engaged, for Harmony Voice 2.
- **Voice 3:** Sets the interval, conforming to Scale Lock if it is engaged, for Harmony Voice 3.

Scale Lock Panel

You can toggle the locking to a particular fixed scale from one of available options on/off.

- **Scale Type:** Selects which scale will be used when scale locking is enabled.
- **Scale Root:** Adjusts the root key (aka tonic) used for the scale locking feature.

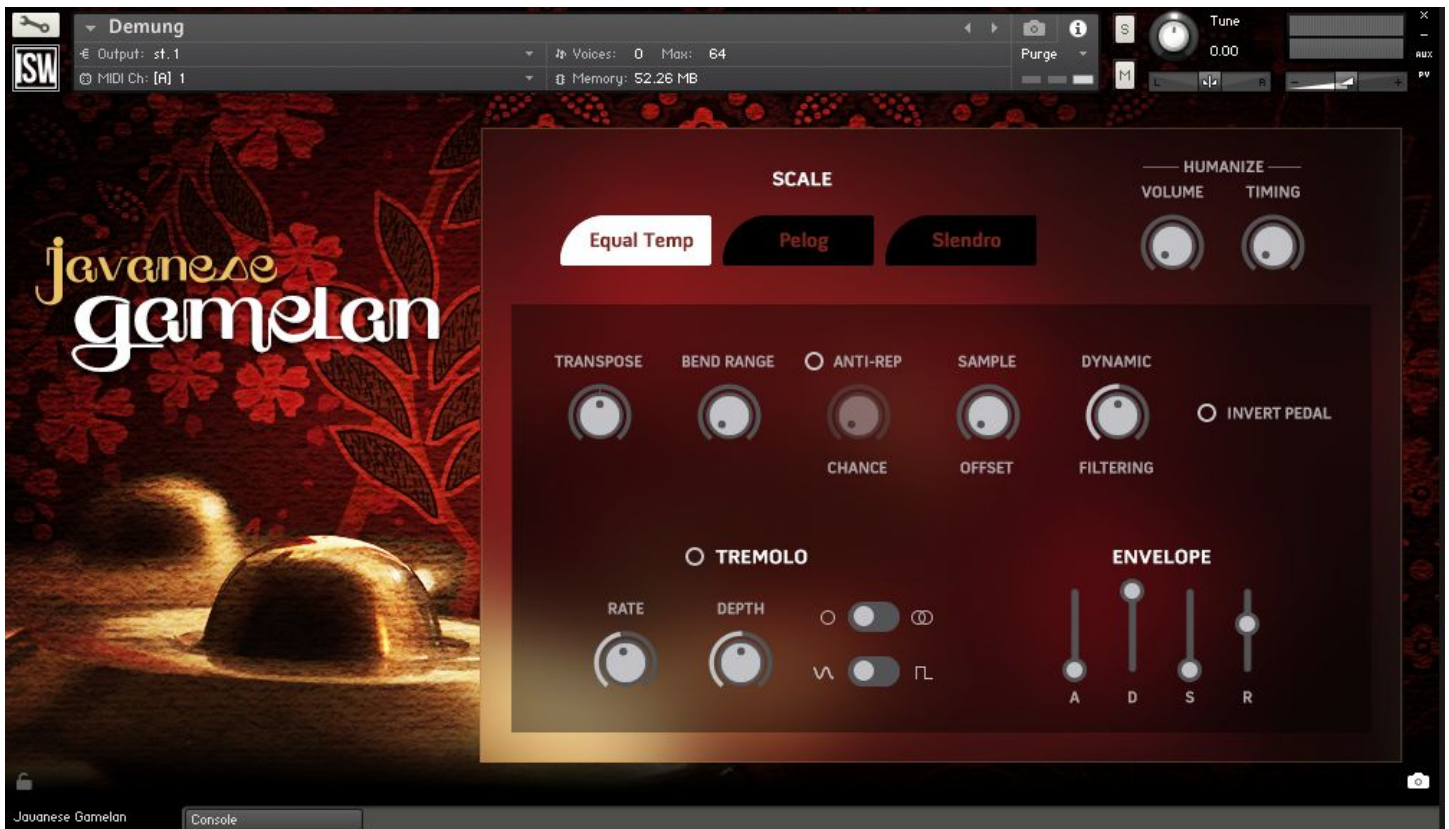
Microtuning Panel

Microtuning allows fine tuning of individual notes to approximate historical or non-western tuning systems. You can toggle Microtuning on/off and save/load presets.

- **Microtuning Root:** Sets the root (aka tonic) note the microtuning indices start from. Line this up with the Scale Lock Root for best results!
- **Microtuning Table:** Allows manual adjustment of pitches in the scale.

SINGLE PATCH CONTROLS

The single instrument patches offer the ability to play them with authentic tuned scales. They offer many of the same controls as the ensemble patch



CONSOLE & TACT

The second tab at the bottom of the GUI, as mentioned earlier is where you can find Console (our extensive mixer and effects rack.) Since this is extremely deep in scope and features, we've created a separate manual for it, which can also be downloaded here:

[Console Manual](#)

CREDITS

Lead Producer: Gonzalo Varela

Programming: Mario Kruselj & Nabeel Ansari

Editing: Gonzalo Varela

Instrument Concept & UI Design: Paulo Nunes

Recording & Performance: Gonzalo Varela

TROUBLESHOOTING

Having trouble with Javanese Gamelan? Use it in a project you want to tell us about? Drop us a line via our [Contact page](#) (but be sure to [read the FAQ](#) first!)

COPYRIGHT & LICENSE AGREEMENT

The following license is granted non-exclusively to all purchasers of our products. This version (updated December 4, 2017) supersedes any prior printed or digital versions of our license.

Overview

All sound recordings, performances, scripting and/or code contained in this product is the intellectual property of Impact Soundworks unless otherwise noted, and remain the property of Impact Soundworks after the product is purchased. When purchasing an Impact Soundworks product, you are purchasing a **non-exclusive license** to use, edit, perform, or otherwise utilize these recordings, performances, scripting and/or code for commercial and non-commercial purposes as defined below.

Authorized Users

Depending on the type of customer and usage scenario, authorized users of this license will vary. ALL purchases fall into category A or B.

A. Individual Purchase

This license is extended to customers who are purchasing as the primary user of the product, OR are purchasing on the behalf of another primary user (i.e. as a gift).

The licensee (primary user) MAY install the product on as many computer systems as he or she has access to. However, ONLY the licensee may use the product. No other users are authorized.

B. Corporate, Academic, Institutional Purchase

This license is extended to customers who are purchasing for a multi-user setting, such as a shared studio, networked workstation, computer lab, etc. In this case, the licensee is **the institution** and not any one user.

In contrast with individual purchases, an institutional license applies to ONE computer / workstation. All users of that workstation who belong to the purchasing institution (licensee) shall be considered authorized users.

However, at no point may multiple authorized users access one license simultaneously. Multiple licenses must be purchased if the product is to be used by multiple users simultaneously.

Scope of License

The licensee is entitled to the use and unlimited editing of the product within the scope of music production, performance, recording, and composition. This includes both non-commercial and commercial usage of all types, including, but not limited to, film scores, television scores, music libraries, video game soundtracks, digital and physical music releases, albums, compilations, etc. Exceptions to this scope are listed below.

The licensee **MAY NOT** use the product in the production of any other sample library or virtual instrument products.

The licensee **MAY NOT** sell individual sounds from a product in any context.

For clarity: The licensee **MAY** use sounds from the product to create individual sound effects (SFX) for use in film, TV, advertising, and video games. However, the licensee cannot sell these sounds individually via marketplace, stock music/stock audio site, etc.

Ownership, Resale, and Transfer

Redistributing, reselling, electronically transmitting, uploading, sharing, or renting the product in any way, shape, or form is prohibited by law. The licensee may create a physical backup copy of any digitally purchased and downloaded product. This backup copy is subject to the same limitations as the original copy of the product, and may not be transferred to any other individual for any reason.

Copyright © 2019 Impact Soundworks, LLC. All Rights Reserved.