



Shou Drum - Serum 2 · SFZ · WAV

An Impact Soundworks Instrument
for Serum 2 and .sfz compatible plugins

Instrument Version 1.0.0

Product Manual

Introduction

Shou Drum is a steel-tempered, tuned percussive instrument that produces a lovely tone great for atmospheric music, film & game scoring, evolving textures, and ambient moods. We recorded the shou using a variety of implements such as brushes, fingers, and various mallets, all with deep-sampled variations, and each providing its own attack timbre and harmonic profile.

Along with the suite of natural sounds, which also include unpitched strikes and rhythms of various kinds, we've also created a small collection of evocative designed sounds. These include playable tonal instruments and atmospheres to create even more immersive and meditative compositions.

Shou Drum - SFZ Version is a slightly slimmed-down version of the Kontakt instrument of the same name; we have included an easy-to-install Serum 2 preset pack with both natural and designed patches for all instruments, as well as .sfz files - compatible with all SFZ players. You also have the option of downloading all of the samples in WAV format as a separate folder.

We know you will enjoy the **Shou Drum** and its distinct, pure tone. Whether you're creating contemplative film scores, New Age, hybrid music, or jazz, the creative possibilities are sure to inspire!

— *The Team at Impact Soundworks*

Installation

The process of installing **Shou Drum - SFZ Version** will differ slightly depending on what plugin you intend to use it with.

First, install [Pulse Downloader](#).

Open the Pulse Downloader app, and click the 'Add a Product' button. In the dialog box, paste in the Pulse product key you received in your order confirmation email; the format will look like this: xxxxxxxx-xxxx-xxxx-xxxx-xxxxxxxxxxxx (containing only lowercase letters and numbers). Select an installation destination, and Pulse will download **Shou Drum - SFZ Version**.

The Installation Folder Structure

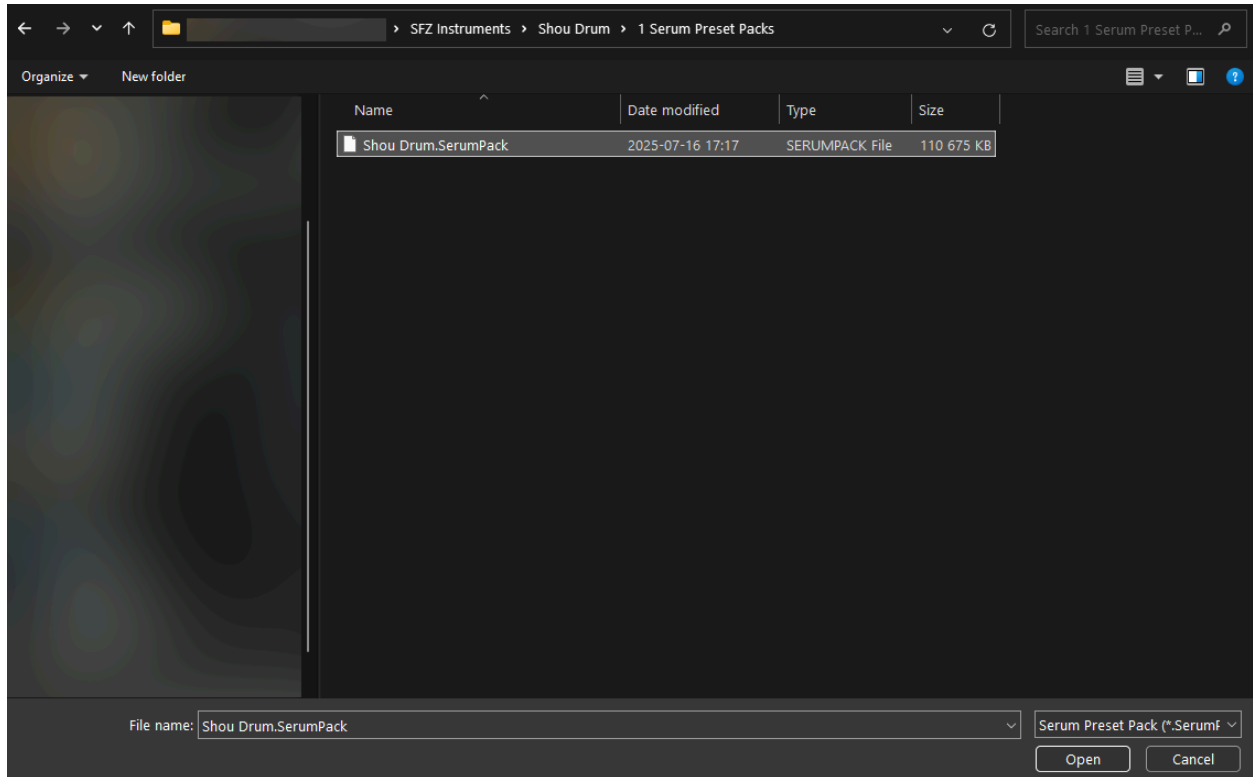
Inside the downloaded folder you will find three sub-folders: *1 Serum 2 Preset Pack*, *2 Sfzs + Samples* (which contains two sub-folders: *1 Sfzs* - which in turn contains two sub-folders: *Designed* and *Natural* - and *2 Samples*), and *3 Samples (WAV)*.

Serum 2 Preset Packs

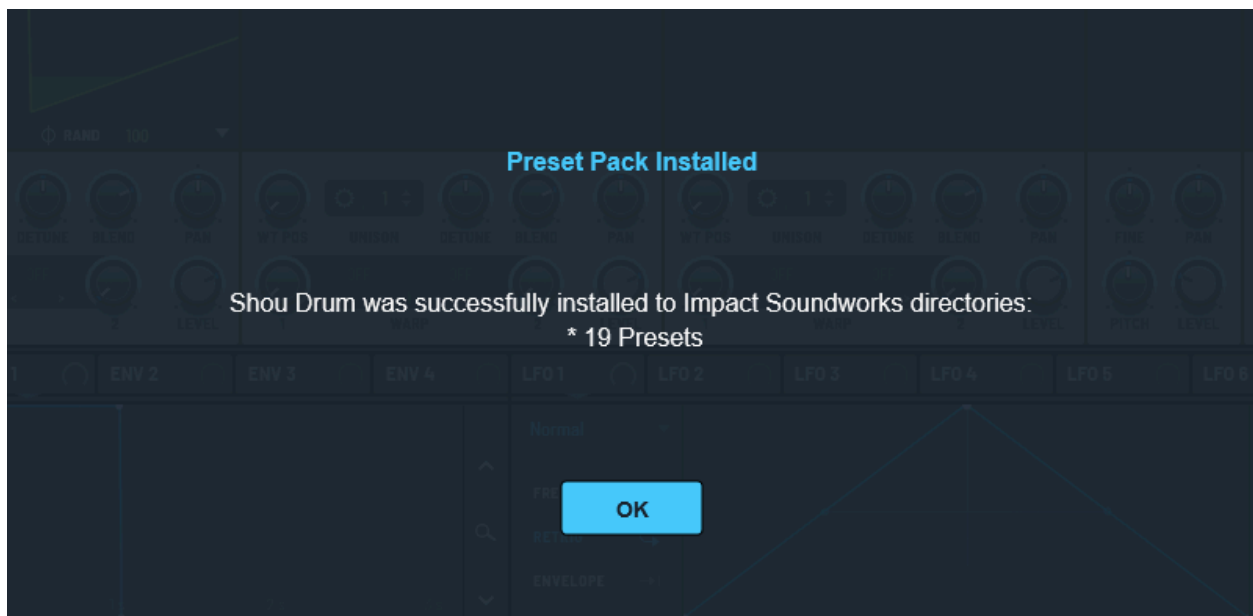
If you own Serum 2, the process of installing **Shou Drum - SFZ Version** is very straightforward. Open up Serum 2, open the *Menu*, and select *Import Preset Pack...* in the dropdown menu:



In the dialog box that appears, navigate to the *Shou Drum* folder you downloaded with Pulse, open the *1 Serum 2 Preset Pack* folder, and open the 'Shou Drum.SerumPack' file:



You should see a confirmation message that looks like this (it can take a few seconds before it appears):



Open the Preset Browser and navigate to *Packs > Impact Soundworks > Shou Drum*. This folder contains sub-folders for *Designed* and *Natural* [see page 7-8]. Selecting either of them shows the

available presets in the browser window (and selecting *Shou Drum* shows them all); click the preset you want to load and you are ready to go!



These presets all use the first oscillator in Serum 2 in Multisample mode and there is a lot of flexibility to change things around as needed (add additional oscillators, per-oscillator filters, effects, and a whole ton more). **NB:** *The additional oscillators in Serum 2 are disabled in these presets by default, but they have been gain-staged to match the samples, so if you turn them on they will blend with the samples immediately!*

The sheer power and scope of Serum 2 is outside the scope of this manual, so please check out the [Serum 2 User Guide](#) for more info!

It's also important to note that, much like the more 'generic' .sfz files, the Serum 2 presets for **Shou Drum - SFZ Version** do not contain all of the controls present in the Kontakt version.

Generic SFZs + Samples

This folder contains what we refer to as 'generic' .sfz files; these can be opened in most .sfz players.

NB: *The internal folder structure of the '2 Sfzs + Samples' folder **must** remain unchanged. If this folder structure is altered, you will run into errors attempting to load the .sfz file.*

Since the most common .sfz player is Sforzando, we will briefly go over how you load these files in that player here.

Sforzando

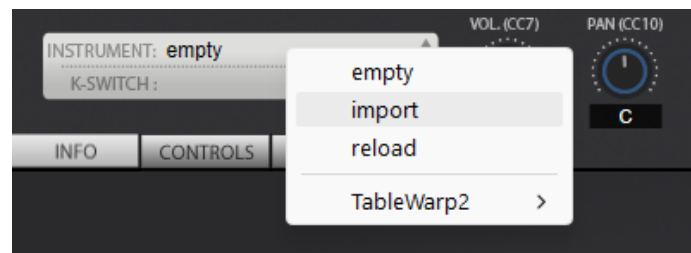
Sforzando is a free SFZ player made by Plogue, available for Windows, Mac, and Linux (in beta).

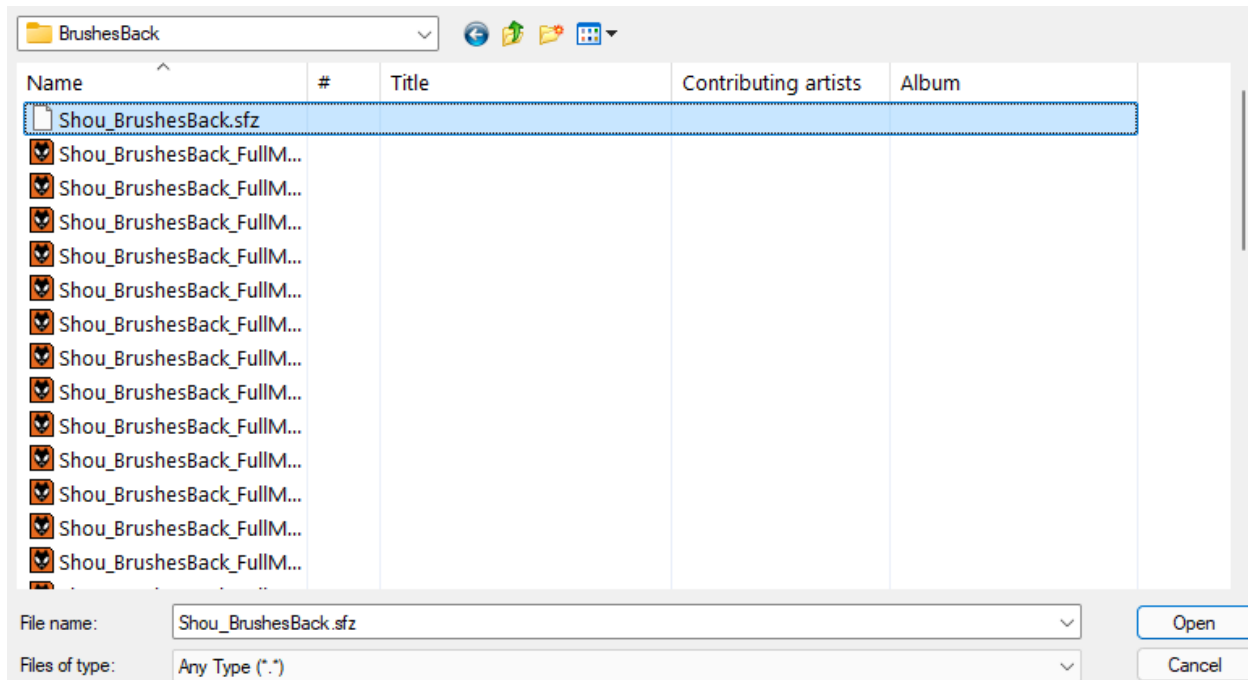
First, head over to <https://www.plogue.com/downloads.html#sforzando> and download the version that's appropriate for your system. The Windows and Mac installers should guide you through the process and install the plugin in a directory of your choosing (keeping in mind that the plugin component(s) should be installed to a directory your DAW scans for new plugins).

When you load the Sforzando plugin, you will see this interface:



Drag-and-drop an .sfz file from the *2 Sfzs + Samples* folder into the plugin window to load it, or click the Instrument section, select 'import', navigate to the *2 Sfzs + Samples* folder, and load the desired .sfz file from the sub-folder you want:





It's important to note here that **Shou Drum - SFZ Version** is (necessarily) a simplified version of [the Kontakt library of the same name](#), so the controls available to you in the Kontakt version are absent here.

Samples (WAV)

This folder contains audio files in .wav format of all samples used to build both the Natural and Designed patches. You can load these in your favorite sampler or drop them into your DAW for processing and additional sound design - the sky's the limit!

Natural vs. Designed

Natural

The *Natural* patches consist of tuned multisamples of each playable 'tongue' on the shou drum. The *Natural* patch consists of tuned multisamples of each playable 'tongue' on the shou drum, each recorded with multiple beaters and techniques, and captured using a mono shotgun & stereo X/Y mic setup, with multiple round robins.

Here is a list of the *Natural* patches (**NB:** The list is categorized according to how the patches are grouped in the Serum 2 pack; if you use the .sfz files directly you won't see this categorization in the folder itself):

Mallet

Big Rubber	Mallets with large rubber heads.
Brushes	Percussion brushes striking the drum.
Brushes Back	Performed using the reverse side of the brushes for a metallic tone.
Fingers	Performed by tapping with fingers.
Small Mallets	Mallets with small rubber heads.
Timpani Mallets	Felt timpani mallets.

Perc

Untuned Brushes	Various motions and strokes using the brushes without producing much tone.
Untuned Strikes	Hits and brief phrases/rhythms that are not particularly tuned or tonal.

Designed

The *Designed* category includes additional sounds created using various offline processing and sound design techniques.

Here is a list of the *Designed* patches (**NB:** *The list is categorized according to how the patches are grouped in the Serum 2 pack; if you use the .sfz files directly you won't see this categorization in the folder itself*):

Ambience

Haunted Submarine
Ice Castle
Microcosm
Nanoscopic Winds
Neutron Waves

Hit/Stab

Reversed Illusion

Keyboard

Rhodesia
Shoupiano

Mallet

Arpeggiate Me
Distant Memory
Hybrid Shou
Sonorous Pipe
Space Dissolution
SpectraBell
Timpani Balaphonic
Winds of Creation

Pad

Holy Ice

Brainwaves

Texture

Caged Souls

Chamber of Dreams

Dazhong Temple Bells

Nocturne Whispers

Underwater

Credits & Acknowledgements

SFZ / Serum 2 Version

SFZ Version: Jared Le Doux

User Manual: Fredrik Häthén

Quality Assurance: Fredrik Häthén, Shane Roberts, Jared Le Doux

Original Kontakt Version

Instrument Design, Recording, and Editing: Abel Vegas

Scripting: Ryth Azhur

Artwork: Constructive Stumblings

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