


# Traveler Series - Bodhrans & Bones

An Impact Soundworks Instrument
for Kontakt Player 7.6+
*Instrument Version 1.0.0*

# Product Manual

# WELCOME TO THE TRAVELER SERIES

**Welcome to the Traveler Series**, a collection of boutique sample libraries featuring traditional world instruments faithfully recorded *on location* from destinations around the globe. Traveler Series libraries focus on delivering a genuine purity that can only be captured where the instrument and musical style originated, preserving its true character and history. We seek out a region's most skilled and renowned performers; amazing folks with stories and bloodlines who live and breathe traditional provincial music. We leave with an education and appreciation for their culture and the role these beautiful instruments serve (as well as a tale or two of our own). We hope our Traveler Series adds an authentic native spirit to your music.

The **bodhran** *(baʊˈraːn)* is an Irish frame drum with an open side so one hand can be placed against the inside of the head to control the pitch and timbre. It is struck either with the bare hand or a variety of "tippers" and is said to have been developed as the "poor man's tambourine" by farmers who couldn't afford the metal. **Bones** are an instrument often used in traditional Irish folk music, as well as Bluegrass and zydeco. It consists of a pair of animal bones or pieces of wood played by holding them between the fingers and moving the wrist in such a way that they knock against each other.

For **Bodhrans & Bones** we journeyed to Dublin, Ireland to work with **Marcin Oracki**, owner and drum builder at Mighty Bodhrans. Marcin has been passionately crafting bodhrans, hosting workshops and performing live for two decades. We also had the pleasure of recording at Herbert Place Studios with producer/engineer **James Darkin**. Our spirited sessions were fueled by coffee, visits to Searsons Pub, and friendly personal insults and were a complete riot.









# DOWNLOAD & INSTALLATION

We have an online installation guide for this instrument library here with images and the latest information: https://helpdesk.impactsoundworks.com/hc/3369906564/68/install-guide-kontakt-player-instrument?category_id=5

If anything goes wrong during the installation process, feel free to send us an email at support@impactsoundworks.com and we will help you as soon as we can!

# BODHRANS

**Traveler Series - Bodhrans & Bones** features 6 bodhrans of varying dimensions and made from different materials to produce their own distinctive sound and character. Each was sampled in detail at 5 zones on the drum **(center, mid, edge, rim and shell)** with 5 stick types **(wood tipper, hotrod tipper, loose brush, tight brush** and **fingers)**, all with plenty of dynamic layers and round robins for realistic performance. Let's take a look at these beauties:




**Bodhran 1** – 15 ½" x 6" deep light shell with medium weight goat skin.

**Bodhran 2** – 14" x 6" light composite shell with light weight calf skin, taped to cut overtones.

**Bodhran 3** – 14" x 5" deep light composite shell with medium weight calf skin, taped to cut overtones.

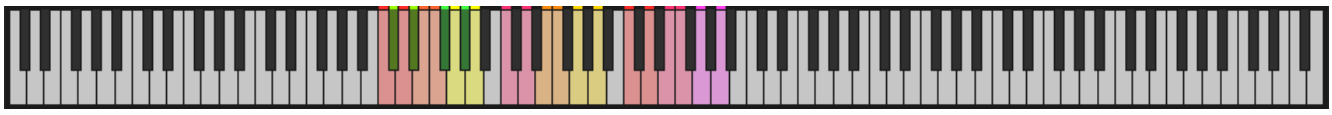
**Bodhran 4** – 14" x 5" medium weight birch shell and walnut veneer with heavy calf skin.

**Bodhran 5** – 12" x 5" medium weight birch shell and walnut veneer with medium weight goat skin, plus a second layer of goat skin to cut out overtones.

**Bodhran 6** – 12" x 4" medium weight birch shell with heavy goat skin, taped to cut shell vibration.

## Mapping

When you load a bodhran instrument in Kontakt you're going to want to start playing, right? Let's first take a quick look at how the samples are mapped to the keyboard so you know what you're hearing.



Starting at C1 there are 3 octaves of samples, each serving a specific purpose:

**Open (C1-A1):** For fast playing, samples are mapped to two adjacent keys for fully **open** hits of all 5 drum zones. Here, transient samples are layered with Sustain samples to achieve more realistic drum pitch changes using the Pitch slider (see page 7 for more details on our "Frankensampling" approach). Rims and shells samples are mapped to the first 4 black keys.

**Muted (C2-A2):** Samples are mapped to two adjacent keys for fully **damped** (muted) hits of center, mid and edge zones (rims and shells are omitted since they can't be muted, duh). Note that the Pitch and Dampen sliders are ineffective for fully muted samples.

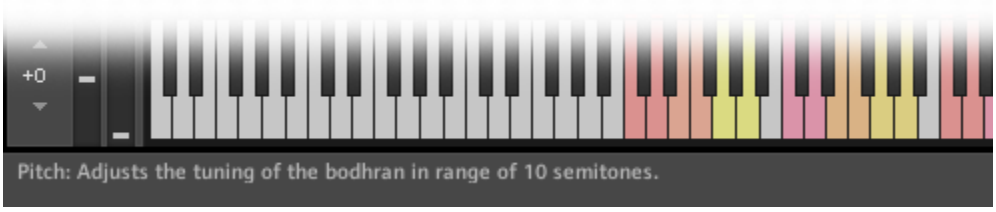
**EZ (C3-A3):** Samples are mapped to two adjacent keys for fully open, half-damped and fully damped **center hits only**. Note that previous samples are duplicated here in this bonus range designed for fast, simplified performance.

The mapping is consistent for all 6 bodhrans so it's easy to switch to a different drum, or copy your MIDI performance to a second track and load up another bodhran to create an ensemble. Try it!

## GUI

**Traveler Series Bodhrans and Bones** feature an easy to use 2-panel GUI. Let's check it out, but first a very handy tip:

**TIP* - We've added handy help text for every control in our GUI! If you're unclear as to the function of a control, simply hover over it and the help text appears at the bottom of the Kontakt window. You can also hover over the keys in Kontakt's virtual keyboard to quickly identify the hit type.*






On the left side you'll find several visual elements and controls.

- **Drum Zone Illustration & Specs:** This bodhran visual is divided into 5 zones (center, mid, edge, rim and shell). When you play a key, the appropriate zone lights up (note that these do not light up during DAW playback to save system resources). Underneath the drum is a short description of the bodhran.

- **Stick Type:** In the top left you'll find this menu, which allows you to select one of 5 stick types: **Wood Tipper, Hotrod Tipper, Loose Brush, Tight Brush** or **Fingers**. Note that Fingers does not have rim samples (that would hurt!).

- **Pitch:** This is one of the key controls of the library. In addition to striking the drum, bodhran players use their other hand to control pitch by gently placing it against the opposite side of the drum head and moving it vertically. The Pitch slider, assigned to CC1 (modwheel) by default, moves up and down to simulate this hand movement. In addition to the pitch change we also recorded the sound of the player's hand rubbing the drum head for added realism, which you'll hear anytime the Pitch slider is moved (even if you don't play a key). Note that some DAWs (like Logic) reset CC's whenever the playhead moves, which may trigger a short hand sample. This is annoying but don't worry – you shouldn't hear it during playback.

- **Dampen:** In addition to changing pitch, the player can also dampen, or mute, the resonance of the drum by applying pressure to the back side of the head. This horizontal slider allows you to control the degree of dampening by moving the slider left or right. You can assign this slider to any MIDI CC with a right-click.

The right side of the GUI contains several controls for shaping the sound of the drum, as well as powerful features for adjusting its performance.

- **Mic & Elements Mixer:** Bodhrans & Bones was recorded with 5 carefully selected microphones at 3 positions (3 mono and 1 stereo pair). The mic mixer allows you to dial in your own mix or unload microphone samples to save resources.

- **Transient, Sustain and Hand:** We recorded and edited Transient and Sustain samples *separately* for each hit, and then meticulously re-assembled them in script to provide maximum control and playability. This allowed us to achieve the re-pitching effect so common in bodhran playing without the transient being affected (which would sound unrealistic). These flexible "Frankensampled" hits are mapped to the first octave only (C1-A1). As a result of this approach, the UI offers Volume and Tune knobs for the Transient (Attack) and Sustain elements. Next to these knobs you'll also find Volume and Tone knobs for the Hand movement samples. Play around with the mix of these elements to suit your music or for sound design fun.

- **Ensemble:** This feature layers round robin samples to create an ensemble of up to 3 players and pans each player for a wide stereo picture. The **Timing** knob slightly randomizes the timing between players for a less quantized, more human performance. Similarly, the **Tuning** knob randomizes each player's pitch.

- **Performance:** The Velocity Curve slider adjusts the slope of the velocity curve, useful for conforming to the feel of your MIDI keyboard.

# BONES

**Traveler Series - Bodhrans & Bones** includes 2 sets of **bones**, one made of actual bone and the other ebony.

## Mapping

The mapping here is very simple. Single hits are mapped to 2 adjacent white keys (C and D) for fast playing and rolls are mapped a half-step above (D#).



## GUI

The GUI contains several of the same controls from the bodhrans instruments, with a few exceptions.




In the top left and right corners you'll see illustrations of the two sets of bones. When you play they light up. Underneath each you'll find **Volume**, **Pan** and **Tune** knobs. In the top center you'll find the **Mic Mixer** with the same features as the bodhrans (described on page 6).

**Roll Dynamics:** This slider, assigned to CC1 (modwheel) by default, controls the dynamics of the rolls.

The bottom center features the same **Ensemble** and **Performance** controls as the bodhrans (described on page 7). Note that activating additional players in Ensemble mode overwrites all other Pan settings.

# FX RACK

**Traveler Series - Bodhrans & Bones** includes a modular 8-slot FX Rack, featuring a large variety of useful EQ's, reverbs, delays, modulation FX, amps & cabinets, etc. Let's take a tour of the interface:




## FX Chain Panel




The large black panel at the top contains a row of **8 FX slots**. Think of this like a guitar pedal board. Click the **dropdown menu** on any slot to load an effect. The **blue button** to the left of the effect name toggles it between active (on) and bypassed (off). When you load FX into multiple slots you'll notice **left and right arrows** above their graphics. Use these to move that effect left or right across the board, re-ordering the FX chain.

## Effect Edit Panel

When you load an effect into a slot or click on its graphic, it becomes highlighted and the bottom panel populates with controls to edit its parameters. All the individual FX, their controls and features, are described in detail in the Kontakt manual. The **Slot Preset** menu on the left lets you to save your current settings, load a previously saved preset you created, or reset the effect to default.



The **dice icon** randomizes all of the currently selected effect's parameters for creative inspiration. Note that it does not randomize Output or Wet/Dry knobs.

Lastly, in the top right of the interface there's a **Rack Presets** menu where you can save the *entire rack's* current settings, load a previously saved rack you created, or reset the rack to default (empty).

# CREDITS

**Concept & Art:** Dickie Chapin
**Kontakt Scripter:** Mario Krušelj
**Sample Editor:** Christian Yoder
**Performed by** Marcin Oracki
**Session Producer:** Dickie Chapin
**Engineer:** James Darkin

**Thanks:** In addition to everyone above who worked so hard to create this library we'd also like to give extra special thanks to Jodi & Phoebe & Lola Chapin, Impact Soundworks, Henning Nugel and the entire staff at Herbert Place Studios.

If you have any questions or comments about **Traveler Series - Bodhrans & Bones** email our customer support directly at support@impactsoundworks.com.









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