Supersonic

Premium

drum Samples

Multi-Hit & Multi-Velocity for ultra real drum replacement

24bit/ 44.1khz WAV files &
Drumagog formatted GOG files

www.supersonicsamples.com

Thank you for purchasing the Supersonic Drum Sample Library!
I sincerely hope you get years of mileage out of these samples! They were created with the Mix Engineer in mind and for the purpose of giving you as many options as possible while meeting your high quality expectations.

On this DVD you will find over 2700 new sounds to choose from as well as 200 neatly organized GOG files for all the Drumagog users (www.drumagog.com). I suggest you read the entire **Supersonic User Guide** PDF to become familiar with how the way files are organized as well as familiarizing yourself with Supersonic's unique features. Enjoy!

If you have any further questions or suggestions, please visit the site or contact me here: **supersonicsamples@gmail.com**

Happy Mixing,

E.

www.supersonicsamples.com

Supersonic User Guide

(Drumagog install info and Tips & Tricks located on the last 2 pages of this guide)

Sample Key

UNIVERSAL:

H (heavy hit)
M (medium hit)
L (light hit)
1-3 (EQ, compression and mic combination variations)
LT (low tuning)
MT (medium tuning)
HT (high tuning)
FD (fast decay)
LD (long decay)
ND (no damping)

Snares:

S (soft hit)
RS (rimshot)
XS (cross stick)
dh (dead head)

Kicks:

HR (heavy right foot)
HL (heavy left foot)
PB (plastic beater)
FB (felt beater)
WB (wood beater)
EL (extended low end)
WS (with snare)
CA (combo attack -ss hybrids only)

Toms:

RC (stereo Room verb,Center)
RP (stereo Room verb, Panned)
AC (mono Ambient mic, Center)

Material Key

a (acrylic)
b (brass for snare, birch for kick)
bm (birch and maple)
bz (bronze)
m (maple)
o (oak)
s (steel)

File name info

Although they seem very complex, the file names are actually very simple while remaining very informative. Every file in this collection has all the info you need locked in it, making it easy to make the proper choice at a glance. Please see the example below.

Example file description:

18MBb_14x5.5_1_LTFD_H1

18 (signification number)
M (brand first letter)
B (series first letter)
b (material first letter)
14x5.5 (drum size)
1 (eq,comp, mic combination variation)
LT (low tuning)
FD (fast decay)
H1 (heavy hit number 1)

Supersonic Hybrids and other unique features:

SS Hybrid Blenders™ are digitally edited kick samples which are combinations of different real and synthetic attacks and bodies. They are meant to be blended under the original kick tracks to add depth and/or attack while keeping the original character of the drum intact. If you are using Drumagog, try setting the blend control between 15-30. Usually you'll get about what you need out of the samples using this at a starting setting. Try using these as a full replacement for some unique tracks that might work well in industrial, metal or even hiphop.

Snareside Swish™ samples are just that; the underside of the snare. These are excellent for adding some presence to an existing track while keeping the character of the original snare. A 20% blend is a good place to start.

Crack and Swish™ samples are edited so that the initial attack of the snare comes through as well as an under snare mic. These are also meant for blending. The best way to use these are for those mixes where you just can't seem to get the attack and/or presence out of the original track but you want to keep the original character. You can roll off some of the high end of the original track to keep hi-hat bleed from getting harsh and then blending in the attack and presence from this sample set. Also, try copying your original snare to another track, inserting these as a full replacement and sending the signal to an aux channel or bus with a good drum reverb inserted (plates are great for this)...now blend underneath the original, unaltered snare track ...all the fatness you want from your snare, with no artifacts from the rest of your kit! You will be amazed with the mileage you'll get out of these.

For Drumagog Users:

Snares - The **RS** (rim shot) files are NOT meant to be the most triggered snares, they are simply meant for those extra loud hits... for some extra flair and realism or as accent sounds. The **H** (heavy hits) files are meant to be the most triggered snares and this is precisely why there are 8 of them... for the most variety in your most used hits. In the dynamic groups tab you'll see the YELLOW group as the highest group. I recommend setting this group high enough that it's not consistently triggered... unless of course the sound of a Rimshot is what is called for in the song. The BROWN group has the widest range because it references the Heavy hits group. These should be the most used snares. I find for most rock or metal, you'll want the Heavy hits 90% of the time. Remember, you can create your own gogs with ONLY the heavy hits by simply right clicking on the RS, M, L, and S files (or dragging them to the trash bin) and deleting them from the gog. After deleting them, you can rename a new gog by clicking on the file name at the top of the "samples" tab.

Snare reference colors:

YELLOW = RS (rimshots)
BROWN = H (heavy hits)
DARK BLUE = M (medium hits)
LIGHT BLUE = L (light hits)
PURPLE = S (soft hits)

Kicks - Most of the kicks have **HL** (heavy left foot) and **HR** (heavy right foot) samples. Because the majority of drummers are right foot dominant, and because Drumagog naturally chooses the LEFT "hand" files as the main hits, all the gogs have the LEFT and RIGHT foot hits BACKWARDS in the gog. This was done to make sure the RIGHT foot hits are the most used hits. If you'd like to change this for whatever reason, simply click on the file in the "samples" tab and then change the "hand" at the bottom of the page. As I stated about the snare hits, the Heavy hits will probably be the hits used 95% of the time. If you find that you aren't getting consistent kick volumes, you can do two things: change the dynamics to 30% or less on the "advanced" tab and/or delete the medium hits from the "samples" tab.

Kick reference colors:

LIGHT BLUE = H (heavy hits)
PURPLE = M (medium hits)

Toms reference colors:

DARK BLUE = H (heavy hits)
LIGHT BLUE = M (medium hits)
PURPLE = L (light hits)

DRUMAGOG INSTALL INFO:

In order for Drumagog to 'see' your new Supersonic samples, you simply need to place the "Supersonic GOGs" folders (**Supersonic K**[kicks], **Supersonic S** [snares] and **Supersonic T**[toms]) in your system's "Gog Files" folder.

Standard file path for MAC users:
root/Applications/Drumagog/Gog Files

Standard file path for PC users:
C:\Program Files\Drumagog40\Gog Files

The next time you open Drumagog, you will find all the samples under the same headings listed above. It's that simple.

DRUMAGOG TIPS & TRICKS:

-When you are setting up Drumagog to replace or augment a snare, be aware that very low "Dynamic Tracking" (30% or less) can yield less than ideal results for some styles of music, if you are replacing at a high mix percentage (70% +). In order to get a more natural sound, I recommend copying your snare track to an alternate track and isolating all the medium velocity or below hits. After you've done that, set your "dynamic tracking" to somewhere around 80% +. Use the original track for all your heavy hits and set the dynamic tracking as high as you feel comfortable with. This way you will get the best of both worlds.   *The same goes for toms.

-Manipulation of the WAV file (i.e. increasing the transient levels manually) can also help with any sort of mis-triggers due to very light hits.

-For metal and heavier styles of music in general, dynamic tracking on the kick should be set very low (<30%). This way all your hits will be very consistent.

-On the "advanced" tab, I recommend a setting of around 200ms for the "hand" timing. This will get you in the ball park for properly triggering the left foot during double kick parts.

-Remember, the "input" level on the first screen of Drumagog is ONLY changing the level of the incoming signal that Drumagog 'sees' and it will not change the volume of your track in any way. This is used to increase levels of your hits internally so they can be more accurately trigger the appropriate velocity level. (i.e. If you find your loudest hits are only triggering your '"medium" velocity samples, try increasing the "input" level and see how it helps.)

Supersonic Samples
Contact Info:

email - supersonicsamples@gmail.com
website - www.supersonicsamples.com

Drumagog Contact Info:

email: info@drumagog.com
website: www.drumagog.com

Thanks for actually reading the manual! Send an email to supersonicsamples@gmail.com with "FREE SNARE 44" in the title for your "reward" ;) If you simply skipped to the end then I suggest scrolling back to the top and reading everything first... or you may get struck by lightning or something.

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