



VINTAGE TOY PIANO



simple sam samples™

Introduction

Thank you for purchasing Vintage Toy Piano! This quickstart guide will lead you through the basics of installing/loading the instrument and give you an overview of the features.

"Vintage Toy Piano" is a charmingly beautiful, classic toy piano. Deeply sampled and featuring two microphone perspectives, the character of the instrument works well for both solo and ensemble applications, including film, classical, children's, and pop music.

Features:

- More than 1750 samples recorded in 24 Bit
- All 30 keys individually sampled in 10 dynamic levels
- Up to 3 Round-robins per velocity level
- Two microphone perspectives (Close and Room)
- Multi-velocity adjustable mechanical noises (key-down, key-release)
- 25 custom-designed presets
- User controllable microphone/recording noise
- Adjustable stereo width and controllable reverb

Installation

After unzipping the download file, copy the entire "Vintage Toy Piano" folder to your sample directory. Make sure you keep the folder structure as it is, so that the Kontakt instrument can find its samples. Within Kontakt, under the "Files" tab, navigate to the "Vintage Toy Piano" folder and open the "Vintage Toy Piano.nki" instrument patch found within. This patch contains both CLOSE and ROOM microphone perspectives. There are an additional 25 "preset" patches located within the "Instrument Presets" folder. These presets are designed as a "launching pad" for your own creativity and can be edited by anyone with a beginning to intermediate knowledge of Kontakt.

Main Performance View



Upon loading, you will see “Vintage Toy Piano” in its main performance view. You will see volume controls for both “Close” and “Room” Mic perspectives. Additionally, there are basic controls for Master Reverb Return Levels, Stereo Image (from mono to “widened” stereo), Master Pan and Master Volume. The output of the instrument is rather “hot” to begin with, so you may find it necessary to adjust the Master Volume output control to avoid distortion, especially when using both Close and Room Microphones combined. Note that, like a real toy piano, the sustain pedal does not have any affect on any parameters of the instrument.

The Close and Room Microphones are designed to be “phase aligned,” just as they were coherently recorded in the studio. The Close microphone perspective is intended to be the primary perspective for “playing” use. The Room microphone perspective can be used beautifully by itself, or in combination with the Close perspective; however, its subtly delayed latency may not be ideal for solo performance. If you experience “dropped notes” at any time while playing, you may need to increase Kontakt’s “Max” voice count, use a faster hard-drive, or increase system buffers. Vintage Toy Piano accurately captures the full dynamic range of the sampled toy piano, and although this dynamic range is not as wide as a typical full-size piano, you may find that its inherently limited dynamic-range actually allows the instrument to sit comfortably in a mix without excessive compression.

The remaining parameters of the instrument can be accessed by clicking on the “Main Settings” button in the upper-left corner.

Main Settings View



Upon clicking on the “Main Settings” button, you will find access to various parameters controlling mechanical noises and resonances.

Key-Down Noise

Although the sounds of the key being depressed and the human finger touch are inherently present in the main samples, this control can be used to add even more “key-click” noise to the onset.

Key-Release Noise

This sound encompasses the entire release mechanism of the key.

Recording Noise

This feature allows the user to add a controllable amount of microphone noise/roomtone to Kontakt’s output. The first 2 presets, “Small Studio” and “Medium Studio,” were recorded with the same microphones and setup used to capture the sampled piano, while the remainder of the presets allow for many “creative” opportunities. This feature is not triggered by any “note on” or “note off” activities; it is continuous. Because of Kontakt limitations, this feature must be turned on every time a saved project has been loaded (e.g. it is not saved with the project’s data). “Recording Noise” requires 1 continuous Kontakt voice. In the event that the “Recording Noise” is cut off, you will mostly likely need to increase Kontakt’s “Max” voice limit.

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