

# SOLO DHOL DRUM

SOUNDIRON SOLO DHOL DRUM



INSTRUMENT SERIES

## Welcome to the Solo Dhol Drum!

The traditional Indian dhol is a closed shell barrel-shaped drum with a curvature to the body. It is classically played as an accompanying instrument in traditional Punjabi Bhangra, and the religious music of Sufism.

For our Solo Dhol library, we captured a pair of full-sized drums, one larger and one smaller. These are two of the same drums we also used in our Epic Dhol wet hall ensemble library. These drums have animal hide bass heads (called “dagga”) and mylar treble heads (called “thili”). The dagga sides are tuned with a single heavy nylon rope, wound around the drum through steel rings. The thili heads are tuned with a series of steel lugs and rods, typical of most modern percussion.

We like to refer to the thili as “snare” and dagga as “bass”, since they sound and function in much the same way snare and bass drums are used in western music. Also, we don't like to do anything in the usual way, because we're a pack of weirdos. The thili sound ranges from that of roto-toms or smaller timbales to nasty, abrasive, grainy and thrashing snare-like sounds, depending on the drum size, turning, mallet type, strike position and playing style. The dagga heads range from a bayan-like water drip to a taiko-like boom-crack. We beat the hell out of our Dhol, to push the sound as far as we could take it.

*Note: This library was originally published as “Solo Dhol” by Tonehammer, Inc.*

# SOUNDIRON

## SOLO DHOL DRUM

### OVERVIEW

2 Professional Dhol drums recorded in a dry studio environment

60 Kontakt patches (unlocked)

5,125 Samples

1.35 GB Installed

24bit / 44.1kHz stereo PCM wav samples (non-unencrypted)

Bonus collection of custom convolution reverb impulses

Custom front panel articulation and performance controls

Note: Native Instruments Kontakt 3.5 or later full retail version required to use nki presets.

### CREDITS

Produced, Recorded and Edited by Gregg Stephens & Mike Peaslee

Performed by Gregg Stephens & Mike Peaslee

Programming and Documentation by Gregg Stephens & Mike Peaslee

Scripting by Mike Peaslee

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# ABOUT THIS LIBRARY

## Fidelity

This library was recorded in wide stereo at 44.1kHz / 24bit., in a dry and neutral studio environment. However, we also don't use low pass filtering in our recordings, because we believe in capturing the full depth and power of a sound source. It's much easier and more preferable to remove unwanted bass after the fact than it is to try to recreate and restore those lost elements after the fact. Also be aware that some sound sources are very quiet and to capture their full clarity and detail, it is necessary to allow low levels of preamp and mic hiss to exist in the recordings. We carefully choose our equipment and methods to prevent this wherever possible, but some sounds are just very small. Therefore, please do keep in mind that we don't claim or aim to provide perfectly quiet or perfectly sterile sounds or musical instrument samples.

## Accessibility

All of the sample content and impulse files are included as standard non-encrypted PCM wav files and standard open-format Kontakt presets to allow you easy access to manipulate, reprogram and customize the sounds however you prefer. We know that it's important for many users to be able to go beyond the limitations of any one sampler or preset structure, so we've kept this library's directories and files open for advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

Keep in mind that to use and/or edit the Kontakt presets, you'll need the full retail version of Native Instruments Kontakt 3.5 or later. Please be aware that the free Kontakt "Player" and any other version or form of Kontakt that came bundled with any other library or software product (other than NI's "Komplete" package) will not support this library. The free Kontakt Player is NOT a full version of Kontakt and cannot load or play standard open-format Kontakt instruments or libraries.

While you can reprogram the samples or presets to other formats, we always recommend using Kontakt for best results, since it widely considered the industry standard and easily the most powerful sample programming and playback platform on the market. However, if you wish to convert or reprogram the wav files and instrument presets into any other sampler or softsynth format, including free and open-source standards like SFZ, then there are a variety of great tools that you can use to customize this library, such as Extreme Sample Converter and Chickensys Translator. Just be aware that not all settings and properties will translate accurately, reliably or even at all from one instrument or audio format to the next, due to vast differences in standards, behaviors, structures and capabilities that each platform relies on.

## Custom Convolution Impulses

We enjoy capturing the unique acoustic characteristics of spaces and locations that we come across from time to time. Sampling environments is similar to sampling instruments in many ways. It's done with portable loudspeakers to produce a special sine wave sweep that covers a wide spectrum, from 22 Hz to 22 kHz. We then use dedicated deconvolution software to decode the resulting audio into an impulse response file, which is a wav file with special phase, frequency and timing information embedded in the audio.

Most impulses sound like an odd sort of sharp, reverberant snap, like a balloon pop or starting pistol fired in the environment that was captured – which is in fact how impulses used to be made. When loaded into a compatible convolution reverb effect plugin (such as the one built into Kontakt), these impulses can impart their sonic properties fairly well into most sounds. Of course, it's an imperfect science and much is lost in the translation, especially if the sound being played through it also has it's own strong tonal, phase or reflective properties. Sometimes the results are incredibly lifelike. Sometimes they're awful. It all depends on the sound, the impulse, the plugin and the settings used. Sometimes these variables don't play nice. Then again, you may find some unexpectedly useful and interesting results through a little experimentation.

We've included a hand-selected collection of impulse files that we think compliment this's library's sound. You can manually import any of the wavs in the Impulses directory into any IR wav-compatible convolution effect plugin of your choice. Just please just make sure to keep your speakers or headphones turned down while you experiment. Convolution processing can often create powerful and piercing resonances when applied to many audio sources – especially loud sounds that contain strong mid to low frequency harmonic components.

## System Requirements

The full retail version of Native Instruments Kontakt 3.5 or later is required to use this library. Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We recommend that you have *at least* 2GB of system ram, a dual core cpu and at least a 7200 rpm SATA hard disk before purchasing this or any other Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on older machines.

## Download & Installation

The Kontakt sampler presets in this library is designed for the full retail version of Kontakt 3.5 and later **ONLY**. It cannot be used in the free Kontakt Player. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

We use the Continuata Download Manager to provide high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You'll also need Java v1.6 or later. You may also need to add permissions to your security settings for the downloader, if they block applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Make sure to leave out any spaces before or after the code. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is fully complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

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## Preset Loading

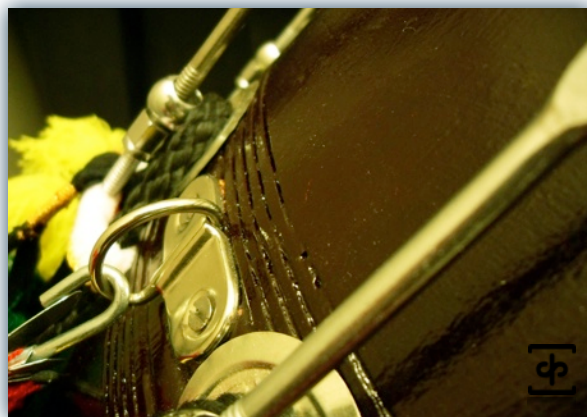
Once installation is complete, you can browse and load the included .nki presets using the Files or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow presets to finish loading completely before loading a new one. You can't use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view. The "Add-Library" function also does not support this product or any other open-format Kontakt library. This library doesn't require any special activation.

## User Presets

If you create custom presets of your own, remember to save them with a new filename. Make sure to save them into the same folder as the original or simply save your custom preset directly into the **User Presets** folder we've provided. Make sure to select "patch-only" and uncheck the "absolute sample paths" box to preserve the proper directory path structure of the library. This will allow us to provide you future updates to the original presets without accidentally overwriting your custom settings and preserve the necessary relative sample, wallpaper and impulse scripting file path settings.

## Batch Re-Saving

If you move or change the directory structure within the main folder of this library, you may see a "missing sample" warning box when loading the presets into Kontakt. This can generally be corrected by using the "Batch Resave" command, located at the bottom of the drop down menu you'll see if you click on the main File menu at the top of Kontakt. Then select the folder you would like to resave. Select this library's main folder and then if Kontakt asks you where to find the missing files, select that same main folder again and press OK to continue. That will update the file-paths stored in the instrument. The scripted file-paths for the impulse files will not self-update however, so the reverb impulse loading drop-menu on the Tone / FX script tab will no longer work in many cases. To repair the impulse menu file-paths, please restore the library to its original structure.



## Programming Notes:

For this deeper dry- and close-mic recorded collection, we used a wide variety of sticks, mallets, brushes and hand articulations, as well as unique tunings, to explore the widest possible range of sounds that these instrument were capable of. We recorded every single note with a full 10 round-robin variations and up to 14 velocity layers. The end result is truly realistic, fully covering the traditional range of sounds, as well as a detailed, progressive and exploratory fresh take on the instrument. We think that the dhol drums are an extremely versatile and wonderful sounding breed of percussion instrument, well worth this level of extensive study and deep sampling.

The included Kontakt nki files include custom scripting controls for easy semi-tone pitch shifting and sustain shaping, allowing note response to be set from full to tightly muted. The sustain shaping control is also mapped to the modwheel, to allow on-the-fly adjustments and automation.

We also include a large collection of custom-captured convolution reverb impulses, to provide a wide range of creative options. To hear some of them in action, we've included a number of custom presets in this library that incorporate some of our favorite impulses to provide an out-of-the-box wet sound. They are prefixed with "wet" and include the name of the convolution at the end, such as "garage" (for example, dhol\_wet\_all\_master\_garage.nki) You can use the modwheel or "Shaping" control knob to adjust reverb wetness.

Lastly, there are "lite" versions of all patches, featuring drastically reduced round-robin note variety, in order to allow a smaller memory footprint. However, we've preserved the full depth of velocity layering and nuanced custom programming, in order to preserve maximum realism and organic playability.



# INSTRUMENT PROGRAMS

## Brushes Presets:

### Dhol combo brushes

This patch includes both thili and dagga, being struck with jazz brushes in a variety of positions. The result is a uniquely crisp, crackling almost-snare-drum like tone. Articulations cover 3-4 notes. The bass notes span C3 – G3. Snare center, edge, rim and side notes span G#3 – E5.

## Hands Presets:

### Dhol combo hands

This patch focuses on the dhol bass skins (dagga) and snare head (thili), struck with fingers and palms in the style of a tabla set. The result is a more nuanced, precise and warm-sounding note, with a crisp attack and a greater variety of subtle resonances and overtones. Bass bend articulations cover one note each, from C0 - D#3. Strike articulations cover 2 notes each to allow rapid playing. Bass notes cover F3 - C5. Snare notes cover D5 - D#6.

### Dhol bass hands

This patch focuses on the dhol bass skins, struck with fingers and palms in the style of a tabla bass drum (“bayan”). The result is a more nuanced, precise and warm-sounding note, with a crisp attack and a greater variety of subtle resonances and overtones. Articulations cover 3 notes each, from C3 to F5.

### Dhol snare hands

This patch focuses on the snare (thili) skins, struck with fingers and palms in the style of a tabla. The result is a more nuanced, precise and warm-sounding note, with a crisp attack and a greater variety of subtle resonances and overtones. Articulations cover 3 notes, C3 to G#4.

## Mallets Presets:

### Dhol bass mallets all

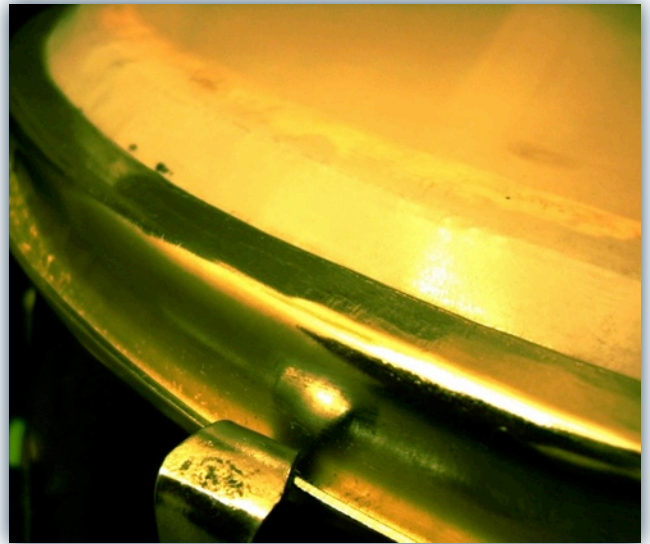
This patch focuses on the dhol bass skins, struck with a variety of mallets, including traditional hooked cane stick, soft mallet, hard bone mallet, and brushes. This patch focuses on the power and full dynamic range of the Dagga. Articulations cover 4 notes each. Dhol 1 spans C2 – B3. Dhol 2 spans C#4 – A5. Rim and body clacks span B5 - A#6.

### Dhol bass felt

This patch focuses on the dhol bass (dagga) skins, struck with a soft felt mallet. The result is a softer, deeper note, with a gentle attack and deeper bass sustain. Articulations cover 4 notes each to allow for rapid playing and are generally arranged from low (left) to high (right), from C3 to B5.

### Dhol bass mallets soft

This patch is a variation of the standard mallet patch, with a focus on the lower half of the velocity layers. The result is a more intimate, nuanced sound that is harder to reach in the context of the entire dynamic spectrum and can therefore often be overlooked. We think the complex tonality and musicality of these drums is well worth diving into. Articulations cover 3 notes each. Dhol 1 spans C2 – B3. Dhol 2 spans C4 – A5. Rim and body clacks span A5 - G#6.



**Dhol combo bone mallets**

This patch includes both snare (thili) and bass (dagga), being struck with hard bone mallets in a variety of positions. The result is a full, thick tone and sharp attack, rather distinct from the traditional cane wood and bamboo sticks normally used on the dhol. Articulations cover 3-4 notes each. The bass notes span C3 – G3. Snare notes span G#3 – A#5. Rim and body clacks span B5 - G6.

**Dhol combo mallets all**

This patch focuses on the dhol bass and snare skins, struck with a variety of mallets, including traditional hooked cane stick, thin bamboo stick, soft mallet, hard bone mallet, and brushes. Articulations cover 2 notes each. Bass 1 spans C0 – D#1. Bass 2 spans E1 – F2. Bass rims and sides span F#2 - C#3. Snare 1 spans D3 – C#5. Snare 2 spans D5 – B6.

**Dhol combo mallets soft**

This patch is a variation of the standard combo mallet patch, with a focus on the lower half of the velocity layers. Articulations cover 3 notes each. Bass 1 spans C0 – D#1. Bass 2 spans E1 – F2. Bass rims and sides span F#2 - D5. Snare 1 spans D#3 – D5. Snare 2 spans D#5 – C7.

**Dhol snare mallets all**

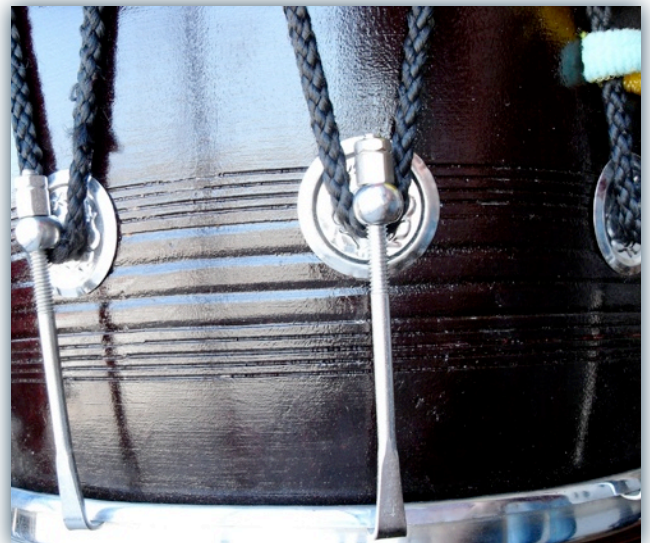
This patch focuses on the snare skins, struck with a variety of mallets, including traditional hooked bamboo stick, soft mallet, hard bone mallet, and brushes. Articulations cover 3 notes each. Snare 1 spans C1 - B3. Snare 2 spans C#4 – C6. Rims and sides cover D6 – A#6.

**Dhol snare mallets soft**

This patch is a variation of the standard combo mallet patch, with a focus on the lower half of the velocity layers. Articulations cover 3 notes each. Snare 1 spans C1 – B3. Snare 2 spans C4 – B5. Rims and sides cover C6 – G#6.

**Sticks Presets:****Dhol combo traditional sticks**

This patch focused on just the traditional dhol sticks. The animal hide Dagga is played with the curved end of a heat-bent wooden stick, roughly 14" long. The result is a deep, crisp, staccato thunk. The mylar thili is played with a thin 16"-long bamboo or rattan whip, producing a very sharp, thin crack. Articulations cover 3-4 notes. Bass C3 – F4. Bass rims and sides F#4 - B4. Snares C5 – F6.



**Master Presets:****Dhol all master**

This program includes nearly all of the Solo Dhol content in single nki file. Each of the 96 unique articulation covers a single key, spanning a total of 7 octaves (C0 - A#6). Needless to say, this patch is massive and requires nearly 600 MB of ram to load, even with disk-streaming active.

**Do not** attempt to load this program unless you have at least a dual-core processor and over 2 GB of ram, as it may cause audio drop-outs and system instability. The "Lite" version of this patch has been stripped down to only 2 round-robins per velocity layer for all articulations, making much more manageable for most systems.

**Dhol bass bends**

This patch focuses on a wide variety of tabla-style bass note bends, played on the bass head of the drum, called the "Dagga". When played by hand, a player can produce the classic water drop effect by striking the drum with a finger and then sliding the palm and wrist toward the center of the drum. We recorded a range of intensities, style variations and bend speeds to provide maximum flexibility. Each articulation covers one key. Articulations are generally arranged from slow (left) to fast (right) and low (left) to high (right). Dhol 1 spans C3 – E4. Dhol 2 spans F#4 - D#6.





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THANK YOU.

Thanks for loving the Soundiron Solo Dhol Drum library and supporting all of our creations. If you have any questions, troubles, concerns, comments, love-letters or hate mail, feel absolutely free to send it on over to us:

[info@soundiron.com](mailto:info@soundiron.com)

much obliged,

Mike, Gregg and Chris



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