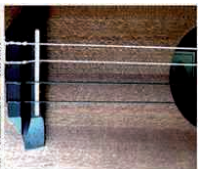




CINEMATIQUE INSTRUMENTS



best-service







**THANK YOU FOR CHOOSING
CINEMATIQUE INSTRUMENTS !**





CINEMATIQUE INSTRUMENTS

During the last 10 years we have been composing music for feature films and documentaries, next to producing bands and solo artists (for further informations please visit www.ddmusik.de). No matter if we compose for films or producing an artist, we always try and use exceptional and sometimes weird instruments or sounds.

If you share our love for "the other way", we hope that you will find inspiration from these instruments to create your own music. Against this background, it is nothing but logical that this present collection contains a lot of odd, rare and unique instruments.

The library is perfectly suitable for all kinds of music productions giving your music a special character. Even though there is a slight focus on filmmusic, you can benefit from these unique sounds in various fields of music productions, too.

The instruments are highly playable and providing a lot of opportunities using the different patches and controller.

We wish you a great deal of fun and inspiration using our instruments.

Cinematique Instruments, Cologne,
March 2010



Please enter the coupon code "Tango" to achieve a discount of 15 EUR on your next purchase at Cinematique Instruments.

For more information, questions and instruments, please visit our website:

www.cinematique-instruments.com

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INSTRUMENTS



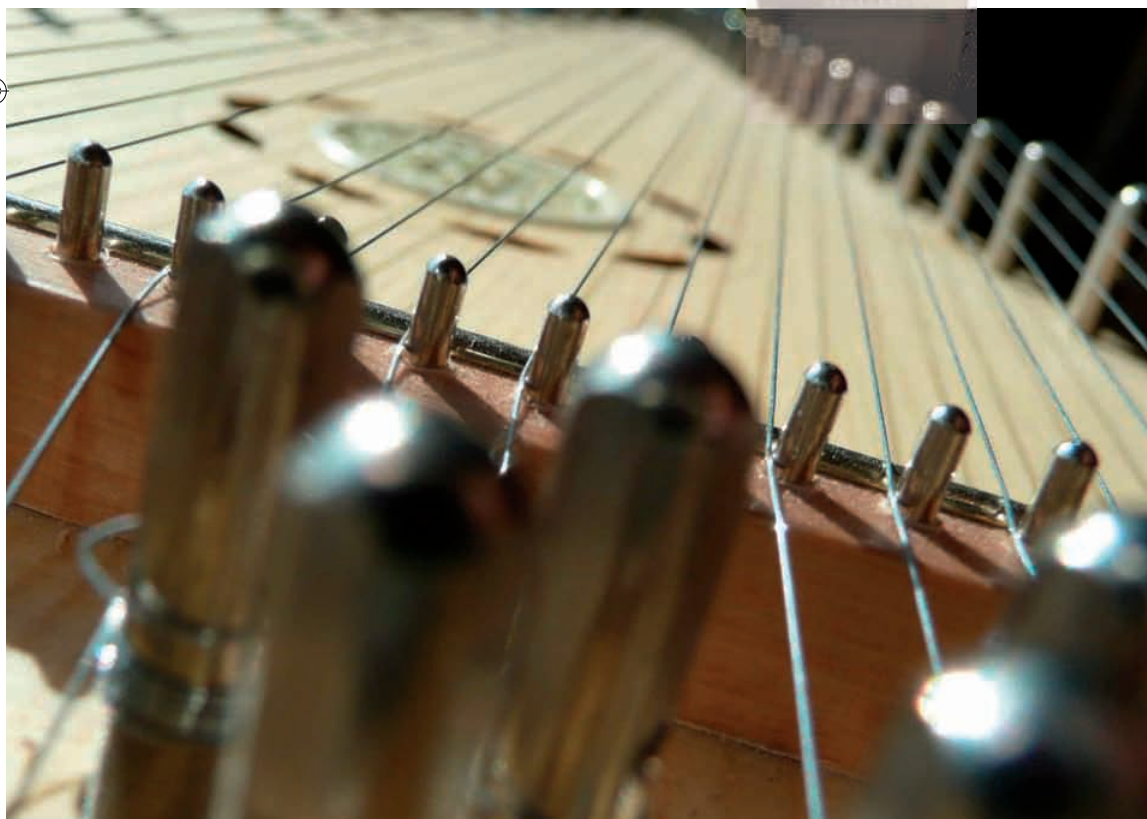


AUTOHARP

The autoharp is a stringed instrument having a series of chord bars, when depressed, mute all the strings other than those that form the desired chord. Despite its name, the autoharp is not a harp – It's a chorded zither.

BOWED PSALTERY

A bowed psaltery is a stringed musical instrument of the zither family such as a kind of a wooden soundbox with unstopped strings over it, that is played with a bow. The Bowed Psaltery is triangular in shape, allowing each string to extend a little farther than the one before it, so that each can be individually bowed – only one note at a time. The Bowed Psaltery we used is a diatonic one having the sharps and flats notes on opposite sides.





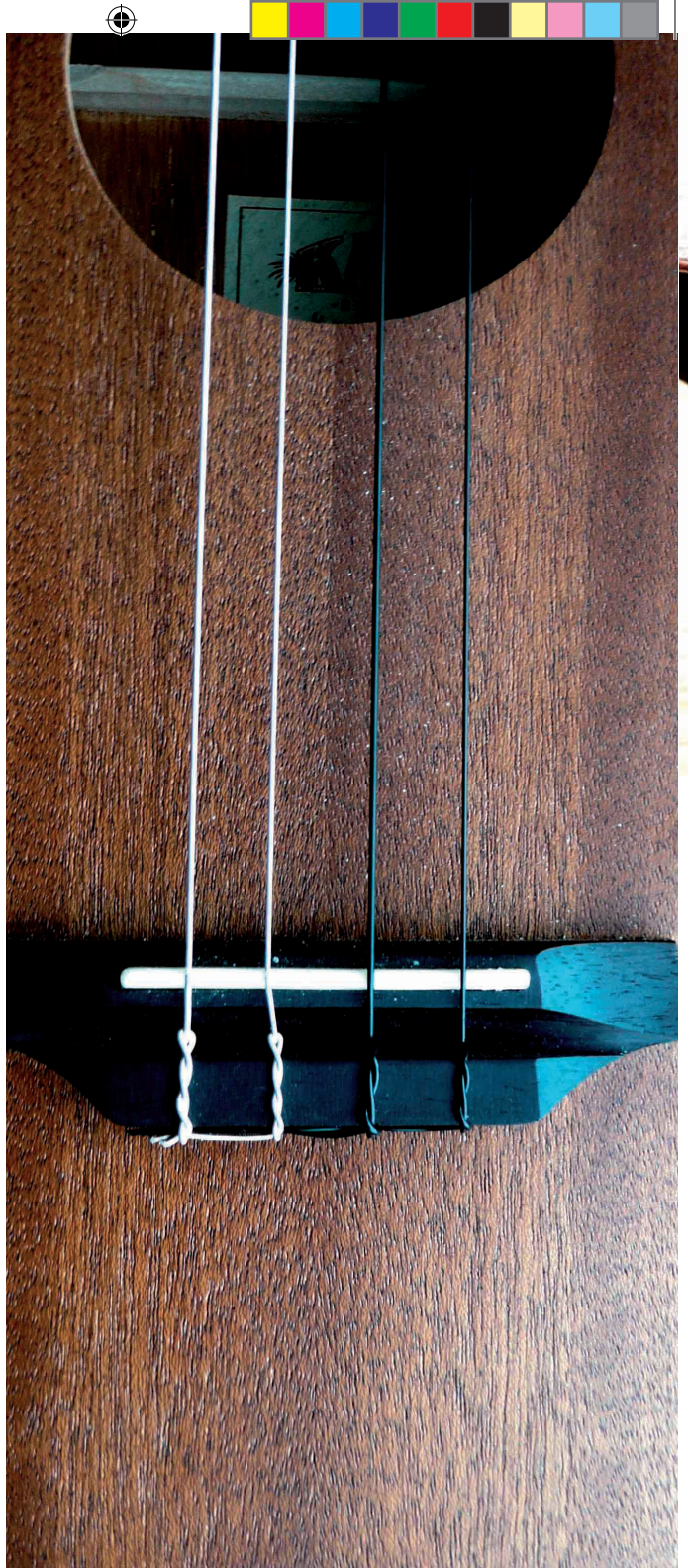
CELTIC NYLON HARP

The celtic nylon harp is a small-sized harp with a height of nearly 39 inch (98 cm) and is usually designed for traditional music. The wooden instrument ranges in three octaves between C2 and C5 and has got 22 strings which are made of nylon and are plucked with the fingers. The harp has a lever close to the top of each string; when it is engaged, it shortens the string so its pitch is raised a semitone (sharped note if the string was a natural). The warm sound of the nylon strings is inspiring and adorable.



MUTED BARITONE UKULELE

The ukulele is a small plucked lute and also a subset of the guitar family. It commonly has four nylon or gut strings or four courses of strings and has its origins in Hawaii. The baritone ukulele was developed in 1940 and, as well as being the largest ukulele, has a different tuning. (D-G-B-E, the same as the last four strings of a standard guitar, as opposed to G-C-E-A). We didn't want to make a complete instrument and instead have concentrated on the muted played notes which can add beautiful light and subtle elements to your music.





KANTELE

A kantele is a traditional plucked string instrument of the zither family native to Finland and Estonia, in turn, is part of the Baltic Psalteries instrument group. The kantele has a distinctive bell-like sound and has a diatonic tuning. Our kantele has five strings tuned in g-a-b-c' and d', but we made a Kontakt patch to play it in a chromatic tuning.





MAGNUS HARMONICA ORGAN

The Magnus Harmonica Corporation built and sold the most popular chord organs in the 1970s. These little organs use an electric fan to blow air across reeds, like a giant harmonica with keys. They are called 'chord organs' because they have chord buttons to be played with the left hand, similar to how a piano player plays with their left hand. Our Magnus Harmonica Organ is unfortunately out of tune, but we did our best and it was certainly worth it. There's real character to that sound!



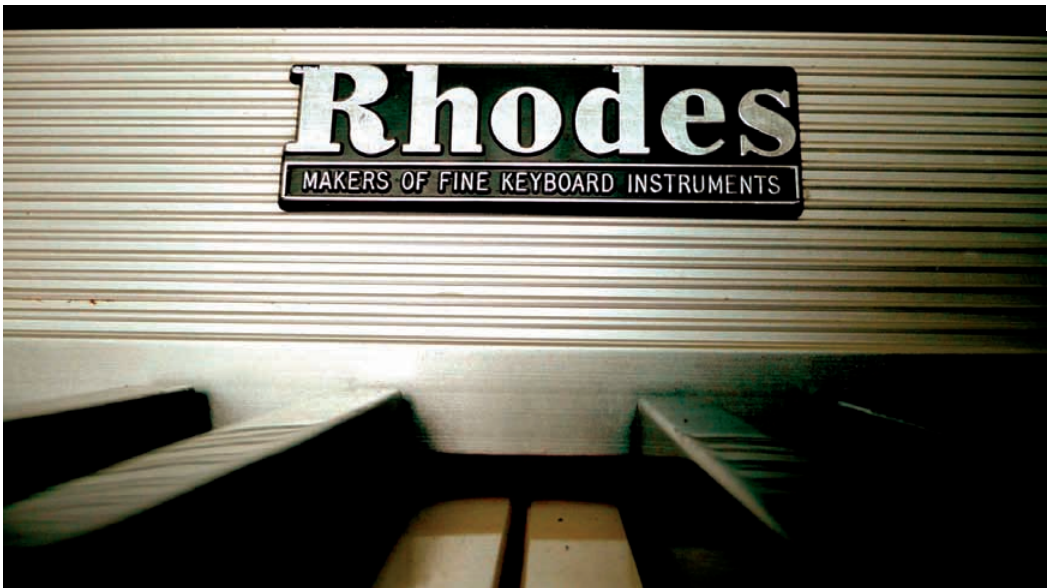


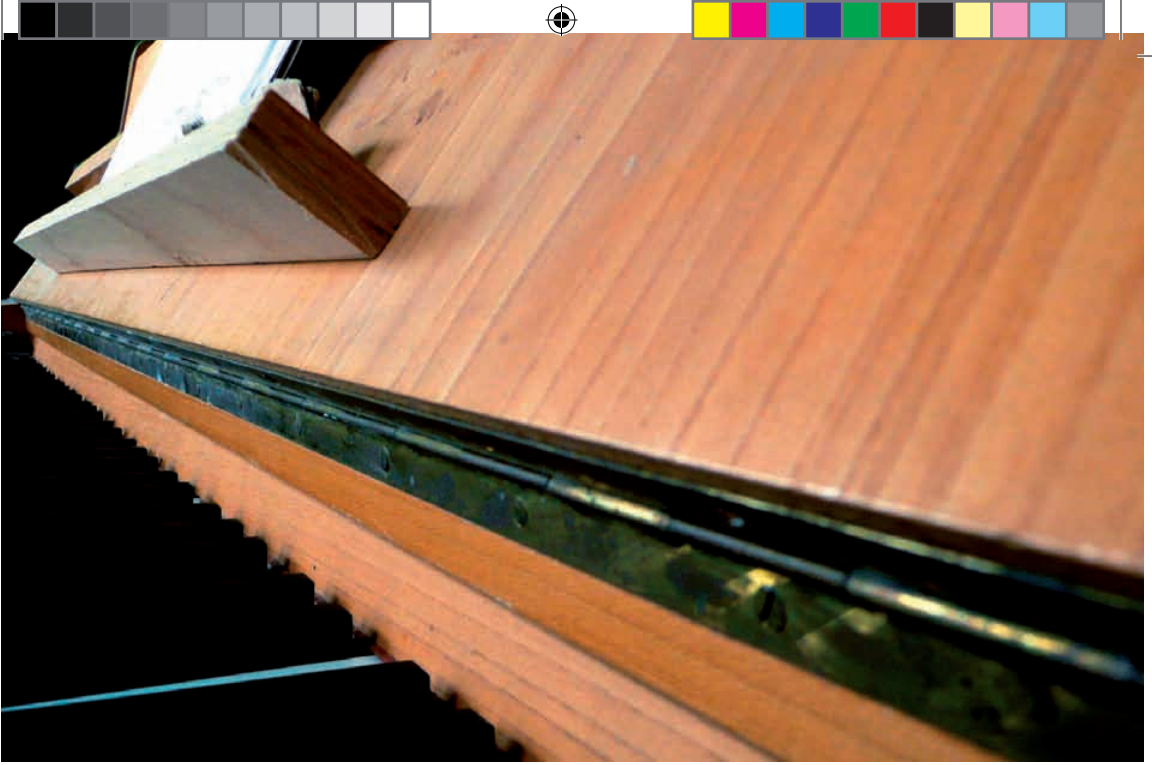
SUPER SOUND EK-470

There is not much to say about the Super Sound EK-470 piano. It's the processed e-piano sound of a low-cost, garbage keyboard for just 25 Eur. The sound is warm and crunchy.

RHODES MARK I

The Rhodes Mark I piano was first introduced in 1965. Its sound differs from that of the Mark II or Mark III, it's less bell-like and has a more comfortable and warm tone. We're happy to say that we've recorded that real vintage sound and brought it to you. Our Rhodes Mark I isn't in that perfect condition but that's exactly what makes it so irresistible.





ZEITTER & WINKELMANN UPRIGHT PIANO

The Zeitter & Winkelmann upright piano is our rehearsal piano located in one of our control rooms. It's a small piano built centuries ago, but it has got a nice and organic charm.





METALLIC KITCHEN

This is a collection of sounds, noises, crashes and bangs made with our studio-kitchen fixture and fittings. We've been beating, hammering, wiping and rubbing every single part and surface with hands, sticks and timpani mallets.



LIDS

This is a collection of sounds, noises, crashes and bangs made with some lids. We've been beating the surface with hands.





HANDRAIL

This is a collection of sounds, noises, crashes and bangs made with our staircase with its huge handrail. We've been beating and hammering the handrail with hands, sticks and timpani mallets.



GLASS

We collected various glasses and flower vases in different sizes, scrubbed, rubbed and tapped them and came up with some beautiful instruments.





DOWNBEAT BOX

Downbeat encompasses a wide variety of music-styles. But it's much wider than those terms of "laid-back electronic music" alone would indicate.

Downbeat box is a fresh and exciting exploration into this world – highly playable, this essential selection will be a wonderful resource for use in a broad range of music styles such as electronic, pop and score music productions.

Downbeat box is fed from many organicas well as synthetic sources such as voices, whistling noises, feedbacks, guitars and sounds and slices of the subtractive synthesized legendary Korg MS20.



EXPERIMENTAL BOX

The Experimental box focuses on aspects of glitch, minimal and noise music and gives you a full toolbox of ingredients for cacophony, dissonance, atonality, noise, glitch, machines, hum, and repetition.

It is a wonderful assortment which were assembled from unique sounds such as station-announcements, trains, paper crumpling, acoustic and electronic noise, station hum, underground-railway noise, pneumatic doors, crown cap shaking, glitches, noise, hiss, hum, and other weirdness. Check out all the opportunities the instruments provide by using the modwheel and Kontakt's program interface.



BONGOS

This is a normal pair of wooden bongos with synthetic drum heads.



CHIMES

These are solid bar chimes - 26 aluminium chimes with silver alloy coating and red wood frame.



GUIRO

We used a fish-guiro. Open-ended and hollows with parallel notches cut in one side



SHAKER

This is a collection 5 of different shaker: 2 chicken eggs, 2 wood shaker (small + large) and one plastic shaker.



TAMBOURINES

This is a collection of 2 different tambourine frames with pairs of small jingles.





SPRING DRUM

Its sound is created by gently shaking the drum so that the vibrations of the spring are transmitted to the head, produces a unique sound somewhere between a gong and a dijeridoo. We 've got two sizes of spring drum.

OCEAN DRUM

This is a 12" (31cm) diameter ocean drum with double skinned fixed (pretuned) heads and metal pebbles inside.





PROGRAMS/ LAYERS





Name	Description	Controller
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AUTOHARP

Autoharp Chord LEG KEY	All different chord types, key switch, reverb knob	Mod-wheel controls chord-glissando amount (shortness)
	C2-B2 = Glissando Chords C3-B3 = Downstroke Chords C4-B4 = Upstroke Chords	
	Key Switches: C0 = Major C#0 = Major 7 D0 = Minor	
Autoharp Chords	Different sus-chord types, scary textures, reverb knob	
	C1-B1 = Chords C2-B2 = Glissando F3-B3 = Scary Sounds	
Autoharp Deluxe	Single notes, two sample sets (true doubling), reverb knob	
Autoharp Metal	Single notes, warm sample set, reverb knob	
Autoharp Soft	Thin and metallic sound, reverb knob	
Autoharp Tremolo	Single notes, autoharp meets guitar amp, reverb knob	
Autoharp Percussion	Single notes, autoharp played with timpani mallets, processed, reverb knob	

BARITONE UKULELE MUTED

Baritone Ukulele Mallets	Warm sound, sample set 2, reverb knob
Baritone Ukulele Muted Doubled	Real doubling, two samples sets, additional noise, reverb knob
Baritone Ukulele Muted	Sample set 1, additional noise, reverb knob





Name	Description	Controller
BOWED PSALTERY		
Bowed Psaltery FX	Processed long notes, pad-like, reverb knob	
Bowed Psaltery Loops	"slow - tremolo" (ostinato) loops, additional loops of noises and scratches made with the bow, tempo-synced, revrb knob	
Bowed Psaltery MW	Sustain/ legato notes as seperate upbow and downbow stroke variations, looped, additional release notes, reverb knob	Mod-wheel controls dynamic
Bowed Psaltery Shrt	Short notes (app. 3sek.) in 4 times Round Robin	
Bowed Psaltery Stacc MW (Arp)	Staccato notes in 4 times Round Robin, arp, reverb knob	Mod-wheel affects the attack, release and dynamic of every note from gentle to hard staccato
Bowed Psaltery Stacc MW	same without arp	
Bowed Psaltery Tremolo	Tremolo notes, looped, additional release notes, reverb knob	Mod-wheel controls dynamic, controlling amount of reverb

CELTIC NYLON HARP

Celtic Nylon Harp Close Arp	Sustained notes recorded in a close mic-position, reverb knob, knob to control amount of damping	
Celtic Nylon Harp Close MW damped	same patch without arp and damping knob, reverb knob	Mod-wheel controls amount of damping
Celtic Nylon Harp Deluxe MW Vib	Both far and close notes panned in one patch, reverb knob	Mod-wheel controls amount of vibrato
Celtic Nylon Harp Far MW	Sustained notes in several velocity layers and 4 Round Robin variations recorded at sound hole in rear position, reverb knob	Mod-wheel mutes the note

DOWNBEAT BOX

Ambient A	Calm ambient pad assembled out of processed solo guitar strings	Mod-Wheel modulates sound
Ambient T	Deep evolving texture assembled out of transformed and processed nylon guitar strings	Mod-Wheel modulates sound
Gentle	Simple and pure sinus sounds formed to a chary and careful background pad.	



Name	Description	Controller
Insidious	Rude and nasty sound fed by guitar sounds and processed with screaming distortion, delay knob	
Maryn Arp	Simple and pure sinus sound, arp	
Maryn	same but without arp	
Meseno 1	Short processed sound generated by the KORG MS 20 subtractive synthesis, delay knob	
MS20 Rhythm Bank	39 looped beats created with sounds of the "MS20 Rhythm BSH", 1- or 2-bars, tempo-synced, knobs are controlling LP/HP-Filter, Delay and Reverb	
MS20 Rythm BSH	Bass-Drums, Snares and HiHat sounds and noises exclusively generated with the legendary MS20 (like the way the old drum-machines worked), separate knob for BD, SN, HH volume and amount of distortion	
MS20 Rhythm Perc	43 looped percussive and tonal beats of the "MS20 Rhythm Perc", 1- or 2-bars, tempo-synced, separate knobs are controlling LP/HP-Filter, Delay and Reverb	
MS20 Perc Bank	A bunch of noises, blups, slices and percussion sounds, exclusively generated with the legendary MS20. Nice for use as add-ons or background loops.	
MS20 Sin Bass	A classical pure sinus bass; very low	
Outta Space	This sound reminds of a thermin. If you move the	Mod-wheel adds a special recorded old Dynacord MINI Tape-Machine atmospheric sound to it
Tranquilizer	Beautiful sampled feedbacks, whistling sounds and human tones, processed to a mystic pad	Mod-Wheel modulates sound

EXPERIMENTAL BOX

Brakes & Noises	Screaming brakes of an underground railway and noise ambience sent through a tape delay	Mod-wheel switches between two scenarios.
Clashing Rails	Screaming rails and station ambience, including an announcement gong.	Mod-wheel switches between two scenarios.





Name

Description

Controller



Cuts Cap & Paper

A couple of tempo-synced loops, reverb knob, delay knob
C1-G1 = Crone-Cap shaking,
A1-E2 = Paper crumpling,
F2-E3 = Weird noises,
F3-F4 = Tapping the strings of a guitar,
G4-C6 = Steps in leaves

Electro Wrong

An eighth note gated distorted alarm sound

Mod-wheel changes gate speed

Frog Angels

Kind of whistling/kazoo sound mixed with electronic filtered noise.

Mod-wheel changes between the ambiances

Harmonize Arp

Lot hum through an arpeggiator

Mod-wheel cuts high frequencies

Lonesomescape

Different recordings of synthetic generated noise and sine oscillators. Low and deep! You can set accents by turning the gate knob and vary its speed

Mod-wheel changes the attitude of the sound

Noisescape

Different recordings of a busy lot and a sample of station hum manipulated by filters and gates

Mod-wheel changes the attitude of the sound.

Railway

A couple of samples of trains and underground railways of cologne, separate knobs to control a HP- and LP-filter and 2 different types of accent gates, giving the loops a slices-rhythmical shape: a quarter note and an eighth note based gate
C1-A1 = Trains at the central station such as ICE and "Regionalbahn",
C2-D3 = Underground railway interior recordings (all tempo-synced),
F3-B3 = Central station noises and hum
C4-D5 = Station announcements in German and English.

Reverse Garden

A combination of autoharp and psaltery fragments mixed up with a "bad" synthetic sound

Mod-wheel modulates the sounds

Western Dirt

A dirty, dry muted E-guitar, additional noise, scratch and attack recordings, separate knobs to control reverb, delay and amount of dirt
C0-F0 = Pure noise + crackle,
G0-Bb0 = Scatches,
C1-F3 =Guitar

Mod-wheel controls the attack of the guitar sound





Name	Description	Controller
ZW Expressive	A very expressive and percussive variation of our Zeitter & Winkelmann Piano. Seperate knobs to control reverb and amount of noise	Mod-wheel shortens the notes

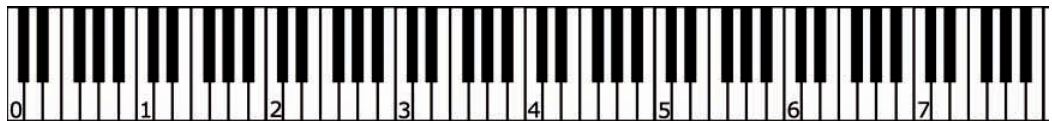
GLASS

Glass Mallet	Mallet glass sounds, seperate knobs to control the metallic attack, the reverb amount and delay	
Wine Glass MW	Sustained notes by rubbing the rim	Mod-wheel controls volume
Wine Glasses Rotary	Sustained notes meet rotary speaker, reverb knob	

KANTELE

Kantele Deluxe	True doubling by using two different sample sets	Mod-wheel adds real sustained ambience
Kantele Draft	Mellow sound (sample set 2)	
Kantele	Bright sound (sample set 1)	

MAGNUS HARMONICA ORGAN



Magnus Harmonica Organ	single notes and chords, reverb knob C0-B0 = Minor Chords C1-B1 = Major Chords C2-C5 = Sustained Notes C6 = Power Switch	
Magnus Rev + Leslie	amped version, reverb knob	ModWheel switches the rotary slow and fast

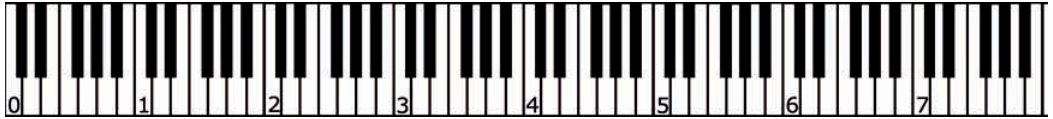




Name

Description

Controller



HANDRAIL

Handrail FX	Gated samples, cave FX C1-D1 = Handrail hit with hands E1 = Closing Door F1-A1 = Sheeting hit with mallets C2-D3 = Handrail hit with mallets and sticks F3-B3 = Braces hit with sticks C4-E4 = Glissando	
Handrail Real	same mapping, real stairwell ambience, additional reverb knob	
Handrail Reverb	same mapping, cutted/ gated samples, reverb knob	

LIDS

Lids	Different lids, seperate knobs for reverb and volume amount of three different kinds of lids: LOW = deep lids called BELL = a bell-like lid called WEIRD = off-tune lid	
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METALLIC KITCHEN

The Kitchen	Several hits and booms of a letallic kitchen, seperate knobs to control room and ambience C2 = Closing Door F2-A3 = Door hits with mallets and sticks C4-B4 = Door sounds with brushes C5-C6 = Sidebox hits with mallets,	Mod-wheel adds real room information
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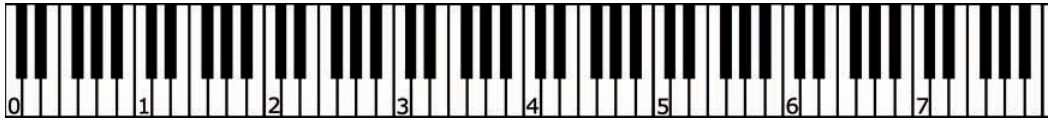




Name

Description

Controller



PERCUSSION

Beach Towel Drums

A small nice drum kit, reverb knob
A0-C = Different bass drum
C#0-F1 = Different snare drums
F#1-Bb1 = HiHat (close-mid-open)

Percussion Set

A multi of various percussion sounds,
reverb knob

Toms:

High Low Bongos
Toms

Cymbals:

Ride
Cymbal

Shaker 1
Shaker 2

Various:

Triangle
Tambourine 1
Tambourine 2

FX:

Various Wood Chimes
Percussion Glissando
Spring Drum

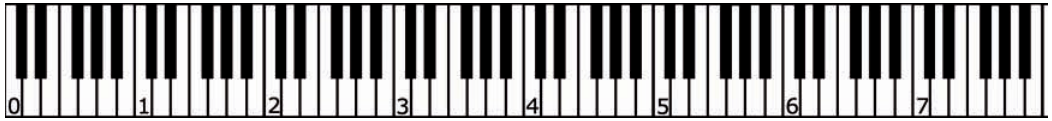




Name

Description

Controller



Bongos Deep FX

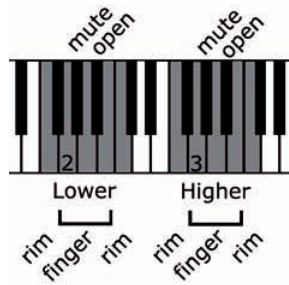
Bongos with FX, reverb knob
B1-F2 = Low bongo
B2-F3 = High bongo

Bongos Light

Bongos, less samples, reverb knob
C3-C#3 = Low bongo
D3-D#3 = High bongo

Bongos

Bongo with multi playing techniques,
reverb knob



Chimes rct

Single chimes with several delays
programmed, separate knobs to
control reverb and delay

Chimes

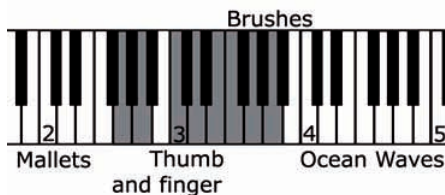
More complex programmed chimes
with various knobs to control the
reverb and glissando:
Tone = Controls the sound of the single
bar from rich to thin
Response = Controls the amount of
vibration or response of the other
bars.
Delay = Controls the repetition of the
response

Guiro

A guiro with different playing
techniques.

Ocean Drum

Various playing techniques with sticks,
hands and mallets, additional ocean
waves (single and loops), reverb knob





Name	Description	Controller
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Shaker5

Various playing techniques for five different kinds of shaker:
 C1-E1 = Chicken egg no.1
 C2-E2 = Wood shaker 1
 C3-E3 = Plastic shaker
 C4-E4 = Wood shaker 2
 C5-E5 = Chicken egg no.4

Following attitudes apply to each shaker:
 C = Upshake + downshake (release)
 C# = Slow upshake
 D = Slow downshake (with release)
 D# = Upshake (single)
 E = Downshake (single)

Spring Drum

Typical thunder (F4-C5) as a loop, forward and reverse variations and different spring noises (C3-C4), reverb knob

Spring Drum Deep

Same mapping, reverb knob

Tambourine

Various playing techniques for 2 plastic tambourines:
 C2-F2 = Tambourine 1
 C3-F3 = Tambourine 2

Following attitudes:
 C = Upshake
 C# = Accent
 D = Downshake
 D# = Low accent
 E = Flam
 F = Release sound

RHODES MARK I

Rhodes Mark I amped	Amp-simulated, separate knobs to control amount of drive and reverb	Mod-Wheel controls amount of vibrato
Rhodes Mark I draft	Sample set of earlier recordings, less samples, reverb knob	
Rhodes Mark I	Deluxe sounding rhodes mark I, reverb knob	Mod-Wheel controls amount of vibrato





Name	Description	Controller
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GLOCKENSPIEL & SPIELUHR

Glockenspiel Room	Single notes recorded in a distance of 5m, separate knobs to control amount of additional reverb, delay and damping	
Glockenspiel Rotate	Single notes, rotary fx, separate knobs to control high cut, delay, reverb and amount of rotary-speed	
Glockenspiel	Single notes, separate knobs to control reverb, delay and damping	
Spieluhr Hard	Single Notes recorded with a hard EQ-setting, separate knobs to control reverb and delay	
Spieluhr Looped Processed	Single notes, looped (long release) and processed by several EQs, separate knobs to control reverb and delay	
Spieluhr Resonating Guitar KEY	Single notes recorded on a guitar body, , separate knobs to control reverb and delay, key-switches: C3 = on the guitar body D3 = below the guitar body on the soundhole	
Spieluhr	Single notes, very close and natural recording, separate knobs to control reverb and delay	

SUPER SOUND EK-470

Super Sound EK-470 amped	Amped version, reverb knob	
Super Sound EK-470 ResMW	Amped version, wah-wah-like, separate knobs to control reverb, delay and volume of an additional click noise	Mod-wheel controls the low-cut frequency
Super Sound EK-470	Dry version, reverb knob	

ZEITTER & WINKELMANN UPRIGHT PIANO

Zeitter & Winkelmann FX	Single strings plucked with fingers, spoky sounding	
Zeitter & Winkelmann shrtAttk	Notes with very short attack and decay (good for sequencing)	
Zeitter & Winkelmann	Single Notes, charming sound	



Name

Description

Controller

CI COMBINATIONS

Deep Gorge, Dulcimer Trio,
Flying Dutchman, Funeral,
Jack Frost, Ocean Piano,
OI Keys, Soft Balls, Take A
Minute and Where Are You?

Ten exclusive bonus patches mixed
and combined out of the whole
Cinematique Instruments library.
There are three anonymous knobs to
modulate, change and transform these
patches included. Please, check them
out!





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