MONUMENTAL AUDIO
Presents

Monumental Drums Virtual Instrument

User's Manual
Forward

Thank You for choosing the Monumental Drums Virtual Instrument, Loop, and Hit Collection from CDSoundMaster. We are pleased to introduce this important VST Instrument release from our "Cinematic Expressions" series of Virtual Instrument Samplers. As the name suggests, "Monumental Drums" provides you with the kind of larger-than-life drums that would expect to hear in countless epic films of numerous genres. Complete control of all individual hits and looped phrases are immediately available via a keyboard interface. We have designed this series of instruments, loops, sounds for the independent composer who needs the right tools for specific tasks, but also with a focus towards do-it-yourself film producers and directors who may not have the budget to license or hire a composer for their film, and therefore can use the tools in the "Cinematic Expressions" series to score their own projects and to easily place temp music tracks in place for sync before a final score is created.

About CDSoundMaster

For many years, Michael Angel has used his knowledge about the recording, producing, and mastering processes to apply them to research and development and beta testing of sound recording software. He creates original software program libraries for the Nebula Pro Plug-in as an official 3rd Party Developer. CDSoundMaster now creates their own line of Audio Plug-ins that represent the highest quality digital emulations of real analog hardware that can be used in your DAW. The CDSoundMaster line of Virtual Instruments is now under the name Monumental Audio, under its Cinematic Expressions series of instruments and sample packs.

About Monumental Audio

Monumental Audio is the home for Michael Angel's Original Music for Motion Picture Advertising and Soundtrack. As Composer, he creates professionally produced and mastered original music recordings for licensing in synchronization with visual media for use as soundtrack and motion picture advertising. He works from his recording studio Angel Lofte Studio, which includes original software and hardware that he has designed for mastering and recording. It is through this channel that he shares his skills in sound and music development in the form of sound samples, music loops, and virtual instrument samplers of the highest, most competitive sound quality. Michael Angel is a follower of Christ, a multi-instrumentalist with a background in classical music, training in piano, drums and percussion, and classical voice. Michael Angel devotes a measure of his professional time to creating completely original compositions for the formats mentioned above, and these works are licensed via the Monumental Audio brand name.

Monumental Drums Installation

PC 32 Bit

We highly recommend closing all applications and creating a system restore point before installing any new software onto your computer.
Make sure that you complete all downloads for your platform.
Once your download is complete and extract the .zip file,
*copy the "**CDS-MONUMENTAL-DRUMS-PC-32-BIT**" folder to your*
32 Bit vstplugins folder
(usually c:\program files (x86)\steinberg\vstplugins).
Open your vst Host and you should see
*"**Monumental Drums**" in your list of VSTi instruments under your Host program. Open "**Monumental Drums**" .*
When opening the first time, Monumental Drums will ask for your unique license key. This key is supplied to you via your customer email where you have purchased Monumental Drums. In most cases your license is emailed along with your download or emailed to you within 24 hours of your purchase.

PC 64 Bit

Follow the same directions above.
Instead of your 32 Bit vstplugins folder, you will copy the
*"**CDS-MONUMENTAL-DRUMS-PC-64-BIT**"*
folder to your 64 Bit vstplugins folder
(usually c:\program files\steinberg\vstplugins).
*Open your vst Host and you should see "**Monumental Drums**" in your list of VSTi instruments.*
The rest of the instructions are the same as above.

Macintosh VST

We highly recommend closing all applications before installing any new software onto your computer.
*Copy your "**CDS-MONUMENTAL-DRUMS**" folder*
*to your "Library/Audio/Plug-Ins/VST" folder. When you open your host, you should see the "**Monumental Drums**" VSTi.*
When opening the first time, Monumental Drums will ask for your unique license key. This key is supplied to you via your customer email where you have purchased Monumental Drums. In most cases your license is emailed along with your download or emailed to you within 24 hours of your purchase.

Macintosh AU

We highly recommend closing all applications before installing any new software onto your computer.
*Copy your "**CDS-MONUMENTAL-DRUMS**" folder*
To your "Library/Audio/Plug-Ins/Components" folder. When you open your host, you should see "ACTION".
When opening the first time, Monumental Drums will ask for your unique license key. This key is supplied to you via your customer email where you have purchased Monumental Drums. In most cases your license is emailed along with your download or emailed to you within 24 hours of your purchase.

About Monumental Drums

Monumental Drums combines the use of a high quality 24 Bit, 44.1kHz sound collection with a powerful sampler interface, packed with individual hits and compositional loops designed to help you produce high quality drums and percussion to complement any style of music that calls for huge, impact drums. It uses 32 Bit Float internal processing of sounds so the quality is preserved at all dynamics. A single instance of Monumental Drums can be used on any midi channel and multiple instances can be used in a session with very low system resources. The sounds are created completely from scratch and loops are composed from scratch by Michael Angel, composer for Monumental Audio, a specialty music licensing company designed to provide the highest quality original music for use in soundtrack and in motion picture advertising.

Michael Angel is also an accomplished mastering engineer and music recording software developer. Every sound has been carefully produced and mastered to easily fit into a final, fully-produced song with little additional processing or mixing. Sounds have been tested, mixed, and compared to the best movie soundtracks to ensure that they can hold up to the highest standard.

Monumental Drums is actually the equivalent of two complete virtual instruments; one is the "MONUMENTAL DRUMS ONE SHOTS" and the other is "MONUMENTAL DRUM LOOPS." The first is a collection of banks of one shots, including drums recorded to real analog tape, repeated with increased amounts of real room reverb. The second group contains numerous banks of looped drum compositions, many using drums taped on real analog tape.

We hope that you enjoy this special drum and percussion collection and we hope that you will be blessed by the use of these sounds. Please keep us in mind for your other song creation projects. Our "Cinematic Expressions" Collection of samplers and sound sets will be covering many musical genres and we would be honored to have you as a returning customer. If you use audio effects in your song productions, please also consider using CDSoundMaster original audio plug-ins.

Monumental Drums Sampler Controls
Under The Hood

The primary function of Monumental Drums is to playback the hits and loops contained in the collection. This includes many hidden controls that have been edited and programmed ahead of time for your use. The length of time for every key has been programmed for easiest use. Individual one shot hits can play through by holding the key down, or you can shorten the amount of the hit by only hitting the key briefly. Long, looped information will continue as long as you hold it down, and it will play as long as note information is entered for that note in that program. This means that not only can you control the type of sample from your keyboard controller for live performance and live tracking, but you can also record the midi information into your Host software and adjust the length of notes to control loop information.

Full volume dynamics are automatically included for all sample functions. If you use the included keyboard on the instrument sampler to play the drum sounds, you will find that dynamics (volume) for each sound is controlled just by the location of the key that is pressed (clicked). Clicking the bottom of they key will produce the loudest volume, while pressing the key further to the top gets increasingly quieter.

Each group of sounds will begin on the "C" key. When loading a selection of loops, each group of loops is given its BPM, or Beats Per Minute tempo in the bank's name. Each change in tempo in a single bank begins at the next octave, so for instance, if you load "LOOPS 90, 106, 110, 115" the first group of loops are 90 BPM, and the next group is 106 BPM, and will start at the next "C" key, etc. The selected "kit" or "preset" can be saved as part of your DAW session and any saved midi function commands that are recorded as part of its performance may be recalled within the session as well. In addition to these features, you also have access to certain sampler functions directly from the Action Interface, allowing you to control and restructure the samples.

Loading Programs

From the Monumental Drums Interface, there are two main groups of programs to load; "MONUMENTAL DRUMS ONE SHOTS" and "MONUMENTAL DRUM LOOPS." These are instantly available at any time simply by clicking within the program-loading window. The "Instrument List" allows you to choose whether you wish to load the group of one shot programs or loop programs. Click towards the lower portion of the dark program loading window to choose between one shots and loops. Once you have chosen one shots or loops, you have a list of individual banks to choose from. These are called the "Group List." Choose from "Drum Group 1" or multiple Tape Drum Loops under the one shots, or choose between looped drums and taped looped drums when the loops are selected. Monumental Drums has plenty of polyphony to play the samples within any set, but it is a single sound generation tool, so we recommend opening separate instances for separate simultaneous tracks if needed, or you can easily render sections and loops from kit to kit as your composition takes form. Monumental Drums is actually the equivalent of two complete virtual instruments; one is the "MONUMENTAL DRUMS ONE SHOTS" and the other is "MONUMENTAL DRUM LOOPS." The first is a collection of banks of one shots, including drums recorded to real analog tape, repeated with increased amounts of real room reverb. The second group contains numerous banks of looped drum compositions, many using drums taped on real analog tape.

Sampler Functions

Attack

The "Attack" function adjusts the instant first response of the sound being generated. When a sample is played, it is reproduced in the exact form of the original recording. Adjusting the attack can force the initiation of the sound to react quicker or slower, depending on the desired result. To reproduce sounds as they are originally intended to be heard, leave the control at its original position. To create faster attack, turn the control to the left. To slow down the attack response, turn the control to the right.

Decay

"Decay" is operated in the same manner as the "Attack" feature. Therefore, turning the control to the left causes a faster decay time, and turning the control to the right slows decay time. "Decay" interacts with "Attack" to determine how long the initial start of the sample playback will remain in effect before changing into its next function.

Sustain

The "Sustain" control adjusts the playback of the sound from the period of its first attack, or initial sound, to the transition of its sample length. Think of sustain as the middle portion of the sample length. This control structures the sound as it transitions from the first sound made in an intermediary step before the final fade out of the sound. Usually you will not notice much change in sound until adjusting the "Release" control at the same time.

Release

The "Release" control allows the sound to increase or decrease by the final fade out length of the sample, varying the effect that the keyboard "note-on" and "note-off" messaging will have on the length of the final note length. This means that if a sound normally stops playing immediately after the key is released, you can use this control to lengthen how long the sound will continue when the key is released, either to end much faster or to continue playing longer with a pronounced longer fade out after the note is depressed. When used in combination with the "Sustain" control, the amount of sustaining sound and fade out length can be combined for very profound different out-going signal effects to make for a long fade out that matches the exact length of the measure performed, or it can shorten a smooth note to end much more abruptly.

Volume

"Volume" increases or decreases the loudness of the sound at the Action! Sampler's output. This is a digital control, and it can be used to balance out sound between multiple instances of the sampler if desired. Since all samples are recorded in 24 bit, you do not have to be concerned about degrading the quality of the sound output at lower levels.

Pan

The "Pan" control adjusts the playback of sound from left to right. Each instance of the Action! Sampler can be set to a different position in the stereo field spectrum from fully left or right to any location in between. Each instance is pre-configured for center positioning.

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Monumental Audio

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