BOLDER Sounds

Presents

Dan Bau

for NI Kontakt 5.5+

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Welcome to the Dan Bau sample library for Kontakt. This library is unique in that it is the first detailed sample library of this wonderful instrument.

The Dan Bau is a Vietnamese stringed instrument, in the form of a monochord (one-string) zither. Written records date its origin to 1770, many scholars estimate its age to be up to one thousand years older than that.

A popular legend of its beginning tells of a blind woman playing it in the market to earn a living for her family while her husband was at war. Whether this tale is based on fact or not, it remains true that the Dan Bau has historically been played by blind musicians. Until recent times, its soft volume limited the musical contexts in which it could be used. The Dan Bau, played solo, is central to Vietnamese folk music, a genre still popular today in the country.

Originally, the Dan Bau was made of just four parts: a bamboo tube, a wooden rod, a coconut shell half, and a silk string. With modern versions of the instrument, an electric guitar string has replaced the traditional silk string.

Harmonics are played at the nodes creating the first five overtones – similar

to guitar harmonics at the various string positions creating the octave (1/2), the perfect fifth (2/3), the perfect fourth (3/4), the just major third (4/5), and the just minor third (5/6). The "in between" notes are created by bending the wooden pitch rod (sort of the original whammy bar used in electric guitars today).

With the invention of the magnetic pickup, the usage of the Dan Bau spread to ensembles and also to contemporary Asian pop and rock music. Now, electronics designed for the electric guitar are sometimes employed with the Dan Bau to further expand its tonal palette.

One of the current masters of this instrument is Pham Duc Thanh - there are numerous videos as well as audio recordings of him on the internet - check him out, he is amazing!

In the context of modern electronic music, the Dan Bau is an extremely expressive lead melody instrument. If you are at home with synthesizers like the Mini-Moog synthesizer, this library will give you a similar lead-line experience with a unique organic touch.

Since the Dan Bau is a single stringed instrument - it is monophonic. However, on the SETTINGS page, you may choose to play it in polyphonic mode to create chords. There are some pads in your Examples folder in your download.

We have sampled the Dan Bau with both a magnetic pickup as well as a microphone. The microphone was placed inside a sound port on the bottom of the instrument since acoustic volume from the top of the Dan Bau is very weak. You can choose to use either source alone or in varying degrees in combination. Independent EQ and AMP envelope articulation editing of each source is also available making for a broad tonal palette. The mic samples were intended to add an "acoustic air" to the instrument in combination with the magnetic pick-up. The mic samples are not intended to be used alone, the magnetic pick-up is really the main sound source of the instrument.

We hope you enjoy the Dan Bau library!
Dennis Burns and Bo Clausen

Features of the Dan Bau Sample Library

- Scripted 5 x independent random round-robins per key.

- The string is sampled chromatically from C1 up to C5. C1 to B1 are open strings – C2 to C5 are harmonics – C5 to C6 is the C5 sample stretched.

- The two sampled sound sources (Magnetic Pickup and Microphone) can be edited completely independent, and the settings can be saved as independent Presets.

- On the Pitch Bend Page, you can setup 2 different Pitch Bend settings and shift between them with a selected CC controller.

- A very advanced scripted Vibrato control, this is a rebuild of Big Bobs SIPS v. 110 Vibrato.

- The Dan Bau can be played either in Monophonic Mode (with Mono-Latch On or Off) or in Polyphonic Mode.

- A bonus instrument "Dan Bau – Open String" that has all the open string samples mapped out across the keyboard from C1 up to C6.

- On top of that, an Effect Panel with 8 FX Slots. In the first four Slots you can load different Effects. Each FX Slot has its own Preset menus, so you can save and recall all the various parameters.

- And much more!

The full uncompressed size of this library is 2.10 GB. It has been Kontakt compressed (.ncw) down to 1.52 GB for the convenience of downloading and rapid loading into Kontakt.

General Stuff

KONTAKT Compatibility:

This library requires NI KONTAKT version 5.5.2 or higher. This library is NOT compatible with the KONTAKT 5 sample PLAYER, only the full retail KONTAKT SAMPLER. It will only run in demo mode for 15 minutes on the KONTAKT PLAYER.

Hover Over Mouse Help:

If you turn on the **Show Info Pane**, you can simply 'hover' your mouse over a particular control and the information on that control will be displayed in the Info Pane at the bottom of the KONTAKT window.
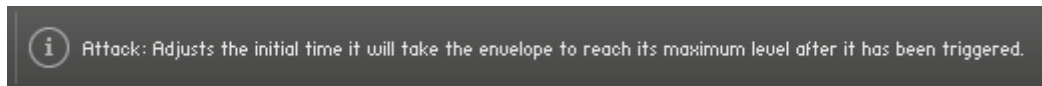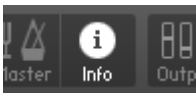
Reset Knobs:

All knobs can be reset to their default value, if you CTRL + Click (PC) or Command + Click (Mac) on the knob.

MIDI Learn CC#:

All the buttons and knobs can be automated by a MIDI control. Just Right + Click (PC) or Control + Click (Mac) the button or knob and select **Learn MIDI CC# Automation**, and then move your hardware MIDI controller.

Panels:

The User Interface has two Panels. Click on the Panel Tab Name to open the Panel.

The About Page:

Each Panel has an **About Page** that gives you a quick overview of the Panel.

About the Presets

There are a total of 26 Preset drop-down Menus.

On the Instrument Panel:
Mic/Pick EQ Presets, **Mic/Pick SG-EQ** Presets, **Mic/Pick ENV** Presets, **Pitch Bend** Presets and **Vibrato** Presets.

On the Effect Panel:
Compressor Presets, **S.B.Comp** Presets, **F.B.Comp** Presets, **Tape** Presets, **Twang** Presets, **Skreamer** Presets, **Jump** Presets, **EQ** Presets, **SG-EQ** Presets, **Filter** Presets, **Chorus** Presets, **Flanger** Presets, **Phaser** Presets, **Rotator** Presets, **Delay** Presets, **Reverb** Presets, **Cabinet** Presets and **Space** Presets.

The Preset Menu:

You can Save and Recall up to six Presets per Preset drop-down Menu.

To Save a Preset, first edit the settings as you like, and then select the **Save as Preset #** in the Preset Menu.

To Recall/Select a Preset, open the Preset Menu and select the **Preset #**.

When you Save a Preset, the changes are written into the data folder and then automatically loaded the next time you load the instrument in Kontakt. So there is no need to save the instrument.

The six Presets can also be Saved and Loaded as a **Bank**.

To Save the six Presets as a **Bank**, select the **Save Bank** in the Preset Menu. A save dialog box opens, pointing to the default Data folder inside the main Instrument folder. For better organization, give the file a name that refers to the Effect – ex. "EQ - my presets".

To Load a Bank, select the **Load Bank** in the Preset Menu. A open dialog box opens, pointing to the default Data folder.

If you have loaded a Bank and you want this Bank to be loaded the next time you load the instrument in Kontakt, then select the **Set as Def. Bank**.
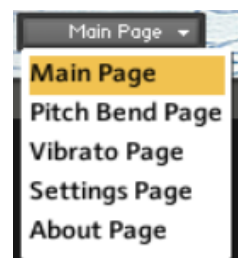
The Reset All Knobs sets all the knobs to their default setting.
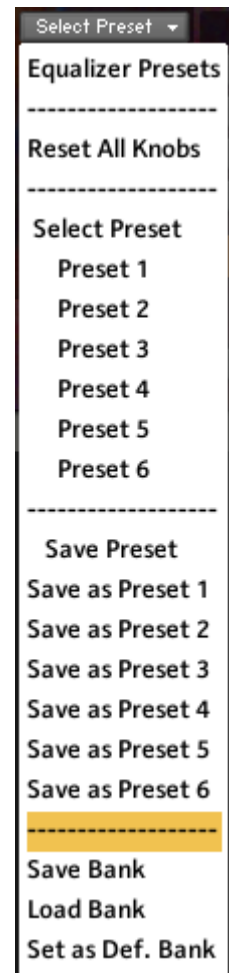
The Instrument Panel

The Instrument Panel has five different Pages that can be selected from the Page drop-down Menu.

The Main Page:

On the Main Page you can adjust and edit the two sound sources (Microphone and Pickup) independently.

You can choose between 4 different Equalizers to adjust the sound.

The Sample Start can be adjusted and so can the Transient, and you have full control over the Envelope.

Presets can be Saved/Loaded for both the Equalizers and Envelopes settings.

When you open the **Edit Window** for either the Microphone or the Pickup, you can select between two different views:

The Equalizer View:

Here you can choose between 4 different Equalizers, and adjust the selected sound source.
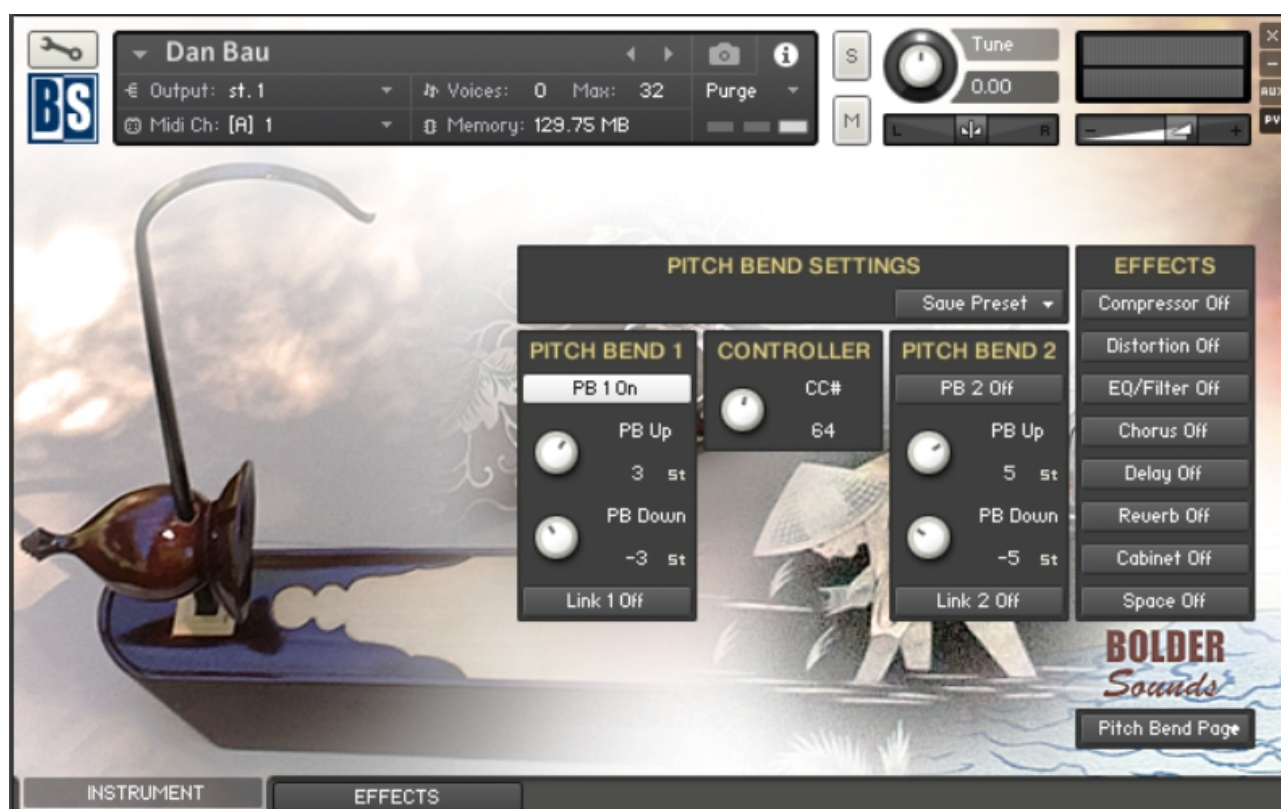

The Envelope View:

Here you can adjust the Sample Start and the Transient settings, and you also have the full control over the AMP Envelope.

The Pitch Bend Page:

On the Pitch Bend Page you can adjust the various Pitch Bend settings.

You can setup two different Pitch Bend settings that you can shift between via the selected CC controller.

The Pitch Bend settings can be Saved/Loaded as Presets.

When the **Link** button is On, the PB Up and PB Down knobs are linked, and they behave like one knob.

The **PB Up** knob controls how many semitones will be bent, when the Pitch Wheel is moved upward. The knob is bipolar (+-), CTRL/Command + Click sets the knob to zero.

The **PB Down** knob controls how many semitones which will be bent, when the Pitch Wheel is moved downward. The knob is bipolar (+-), CTRL/Command + Click sets the knob to zero.

The **Pitch Bend CC Control** knob selects the CC# that will shift between the two different Pitch bend settings.

The Vibrato Page:

On the Vibrato Page you can adjust all the Vibrato settings.

It's a very advanced scripted vibrato, that is a rebuild of Big Bobs SIPS v. 110 Vibrato.
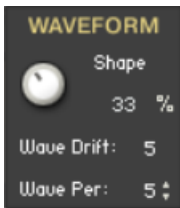
The Vibrato Amount and Speed can be controlled via the selected CC controllers.

The Vibrato settings can be Saved/Loaded as Presets.

Width: Sets the maximum amount of pitch modulation.

Width Var: Sets the limit for random variations (as a percentage +/-) of the Width knob.

Shape: Adjusts the shape of the modulation waveform. 0% is triangular and 90% is nearly square.

Wave Drift: Sets an upper limit (as a percentage +/-) of the Shape knob setting that can occur from accumulated random variations in Shape.

Wave Per: Sets the amount of random change in the Shape (as a percentage +/-) that can occur in one vibrato cycle.

Speed: Sets the frequency of the pitch modulation in Hz.

Speed Drift: Sets an upper limit (as a percentage +/-) of the Speed knob setting that can occur from accumulated random variations in Speed.

Speed Per: Sets the amount of random change in Speed (as a percentage +/-) that can occur in one vibrato cycle.

Speed CC: Selects the CC that controls the overall vibrato speed.

CC Range: Sets the range for the selected Speed CC.

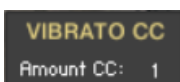**Delay:** Sets the time from when a note is played and until the vibrato is added.

Fade In: Sets the time of how fast the vibrato will reach its maximum setting.

Decay: Sets the time of how fast the vibrato will decay to the level specified by the Sustain.

Sustain: Sets the level of the vibrato after the decay.

Amount CC: Selects the CC that controls the overall vibrato amount.

The Settings Page:

On the Settings Page you can select between Polyphonic or Monophonic Mode.

When Mono Mode is selected, you can turn Mono Latch On/Off.

In Poly Mode the Sustain Pedal behaves as a normal Sustain Pedal - in Mono Mode the Sustain Pedal is turned off.

Here you can also adjust how the Velocity controls the Volume and the Velocity Filter Cutoff.

The Effects Panel

The Effect Panel has eight different Pages. Here you select and edit all the various Effect parameters.
You can also Save/Recall up to six Presets for each Effect, and Save/Load the Presets as Banks.

The Effects On/Off and the Pages:

The eight Effect buttons turn the various Effects On and Off, and open the corresponding Page.
You can also navigate between the different Effect Pages, using the Page Menu.
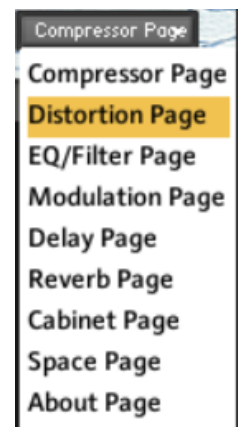
There are eight Effect Slots, and in the first four Slots you can load different Effects:

1. Slot - **Compressor:**
    Select between 3 different Compressors:
    Standard Compressor
    Solid Bus Compressor
    Feedback Compressor

2. Slot - **Distortion:**
    Select between 4 different Distortions:
    Tape
    Twang
    Skreamer
    Jump

3. Slot – **EQ/Filter:**
    Select between 4 different Equalizers or 27 different Filters.

4. Slot - **Modulation:**
    Select between 4 different Modulations:
    Chorus
    Flanger
    Phase
    Rotator

5. Slot - **Delay:**
    The Delay Time can either be free or in Sync with the host.

6. Slot - **Reverb:**
    An algorithmic reverb.

7. Slot - **Cabinet:**
    You can select between 11 different Cabinet Simulations.

8. Slot - **Space:**
    You can select between 12 different convolution IR's.

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Script, Patch and Presets by Bo Clausen.

Enjoy the Dan Bau library!

Dennis Burns - Bolder Sounds – August 2017

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Customer Support

For any questions, technical issues inquiries etc .... Please contact Bolder Sounds via email at sales@boldersounds.net.

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BOLDER *Sounds*

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