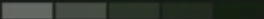




PANDRUM

MANUAL



CINEMATIQUE INSTRUMENTS

Thank you for buying the Pandrum

How to install?

To install, unzip and drag the instrument folder to any hard drive. Launch Kontakt 5.6.8 or higher and load the .nki instruments. Please do not move any file! By installing the product you accept the enclosed product license agreement. For any kind of questions please contact us at : support@cinematique-instruments.com



Pandrum – The Instrument

Welcome to the UFO section of the music instruments!

Pandrum is a collection of seven individual Hand Pan instruments.

A Hand Pan consists of two metal half-shells glued together with an opening whole in the bottom side. On top is a central tone field with the deepest note surrounded by a circle of at least seven tone fields with higher scale notes.

The creation and tuning of the tone fields is extremely complex. At the process of tuning, the tuner hammers several overtones into every tone field. This takes a very long time. Finally the handpan are available in a large amount of scales from all over the world. In addition to the classic hand pan instruments with battered in tone fields, there is also the department of the Tongue Drums, which work with metallic reeds.

In order to give the Pandrum instrument the widest possible range of instruments and their variety, we have put together a very sophisticated selection of hand pans and tongue drums from simple to top notch. They all were recorded in several dynamic layers and 8 round robin variations.



We sampled the following instruments:

Handpans

Aqua Drum (Tongue Drum)

Camenzind

RAV Vast (Tongue Drum)

Orbi Drum

Orbi Drum (played with mallets)

Pan Art

Tiflis

Zephyr

Zephyr (just percussive sounds)

Layer Instruments

Plucked Guitar

E-Guitar Harmonics

Gender (Gamelan Mallets)

Felt Yamaha Piano

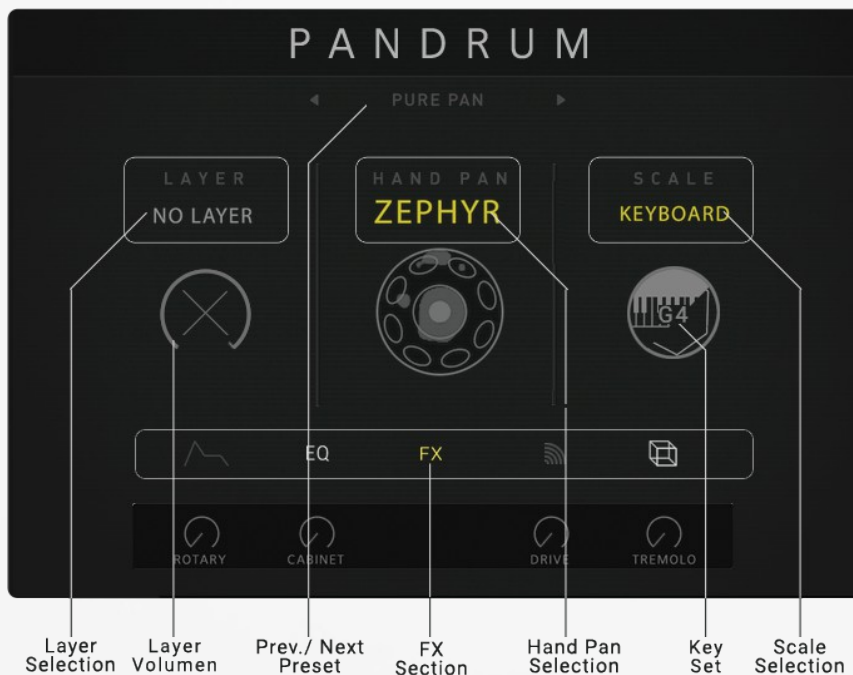
Metallic Salad Bowl



The Engine / the Views

The Pandrum Instrument consists of five control sections/ selections/ views:

Layer – Hand Pan – Scales – Effects Section – Presets



By clicking on an item the corresponding submenu or view will open. Here you can make your selection according to your needs.



The Pan Selection View

Pandrum provides 14 different sound sources (see above). In this submenu you can select your Hand Pan or Tongue Drum. Just click on the icon.



The Layer Selection View

In order to give Pandrum more expressiveness and variation, we have created the possibility to add a layer instrument to the Hand Pan instrument.

We offer five different Layer Instruments, the volume of which can be adjusted by a volume control (circle and icon). The instruments are:

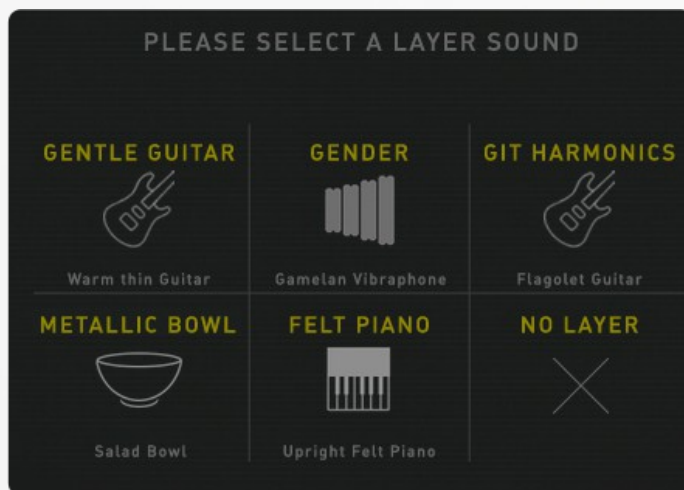
Gentle Guitar - Warm thin guitar

Gender - Vibraphone out of a gamelan orchestra

Guitar Harmonics - Flageolet of a electric guitar

Metallic Bowl - Salad Bowl

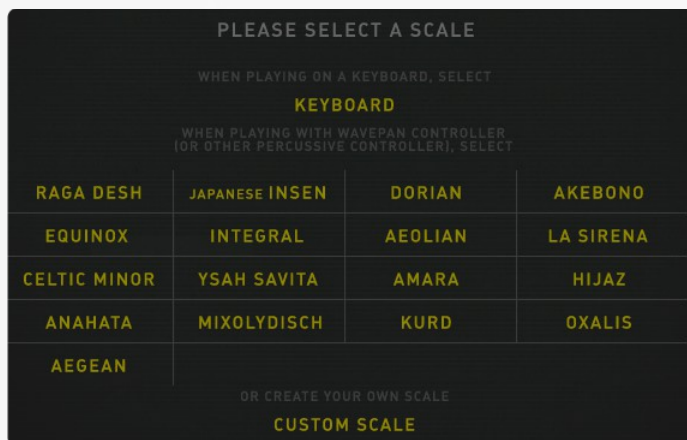
Felt Piano - Upright felt piano



The Scale Selection

In this submenu you can choose with which scale you like to play. There are

Keyboard – Scale Selection – Custom Scale



Keyboard

best suited for playing with a keyboard in the usual chromatic order

Scale

Best suited for playing with a controller. We can highly recommend the Wave-Pan controller. All possible scales are arranged between C3 and G#3, A3 and Bb3 are playing the percussive Body Notes. In order to shift your key note, please use the pull down menu at the main view (see there)



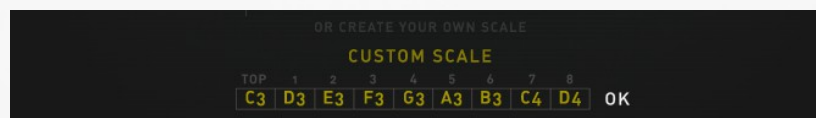
! Even though the Scale tones are set in relation to the base note the base note does not correspond to the root note of the scale, it's just the deepest one !

We choose 17 scales out of the typical pandrum catalogue:

Raga Desh, Japanese Insen, Dorian, Akebono, Equinox, Integral, Aeolian, La Sirena, Celtic Minor, Ysah Savita, Amara, Hijaz, Anahata, Mixolydian, Kurd, Oxalis, Aegean,

Custom Scale

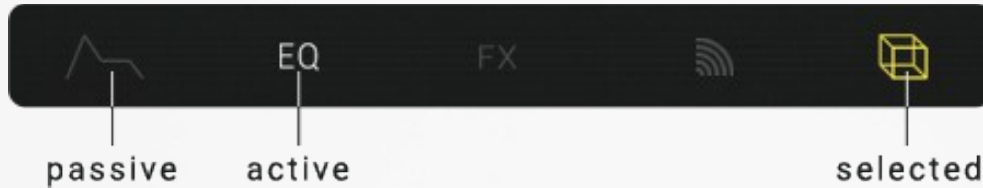
In addition to the predefined scales you have the option to set your own scale. To do so click on the „Custom Scale“-button, set your scale for each note/ tonne filed by a drop down menu and confirm with the „OK“-Button



The Effect Section:

We have set a color code for the effect section to indicates its status:

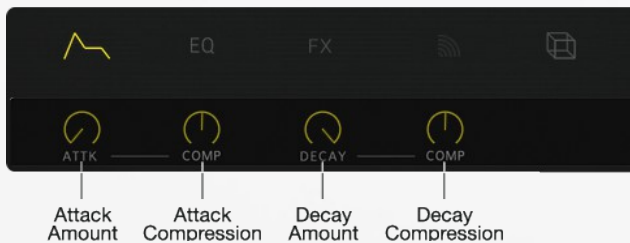
Yellow: selected – white: active – grey: bypassed



The effect section provide 5 different fx options:

ADSR Enevelope – EQ – FX – Delay – Reverb

ADSR Envelope



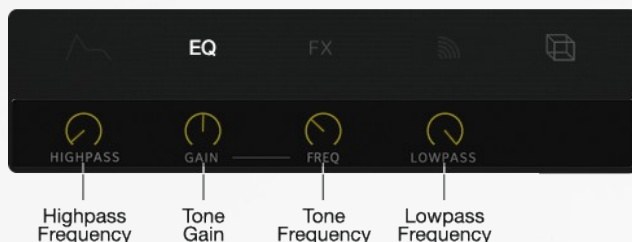
Attack: controls the overall attack time

Release: controls the overall release/decay time (Length)

Comp: increases or decreases the volume of the attack or decay



EQ

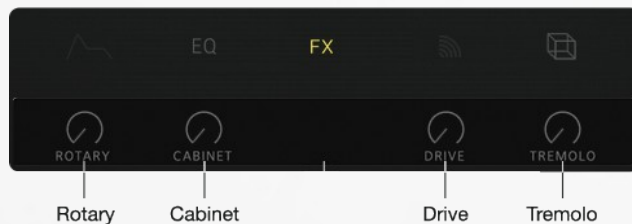


EQ: controls the gainTONE GAIN and center TONE FREQUENCY

Lowpass: controls the cutoff frequency of lowpass filter

Highpass: controls the cutoff frequency of highpass filter

FX



Rotary: controls the amount of rotary simulation

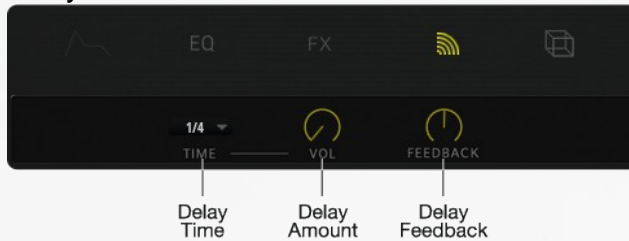
Cabinet: controls the amount of a cabinet simulation

Drive: controls the amount of overdrive

Tremolo: controls the amount of tremolo

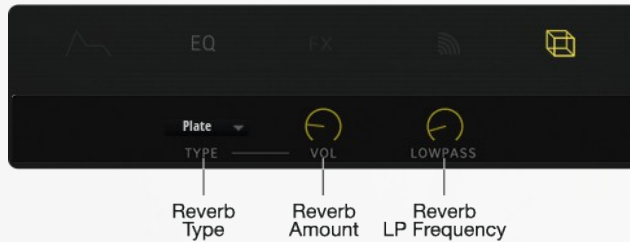


Delay



Delay: controls the amount/ volume, time & feedback of Delay

Reverb



Reverb: controls the volume, type & highcut frequency of Reverb

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

Thanks to Rene , Jumpel, Jonas and Niklas at Cinematique Instruments and Florian, Matthias, Michael and Frank at Steinberg.

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