

Chromatic Hits for Intua BeatMaker 2

by Les Productions Zvon

BeatMaker 2 is a trademark of Intua.

The concept: often when I use one-shot samples, I would like to have them play higher or lower without changing their duration and/or having them slow down or speed up. That gave me the idea for this set. The set contains 49 multisampled instruments for the Keyboard Sampler that can be played chromatically. They are made from resynthesized one-shot samples.

Note that the individual wav files are included. So you can remap them and create new instruments or use them in the Drum Sampler and treat them as individual hits too.

The set is divided in three folders:

- 1- Mix: 27 instruments covering a range of different timbres.
- 2- Metal: 13 metallic sounding instruments.
- 3- Cymbals: 9 resynthesized acoustic cymbals/hi-hats.

The demo version has 4 presets, they are indicated in the rightmost column of the table below.

Most of the original samples used for resynthesis come from our Electronic drums/percussions kits and the Sidekick sets. I also created new original samples. All the above were made with various drum softsynths. On the acoustic side, there are 7 cymbals, 2 hi-hats and 1 cowbell (courtesy from Manytone).

The result: many sounds that can be used as tuned or semi-tuned percussions and others (like the cymbals) where you have low and high pitched sounds of the same speed and length. Most instruments have 4 samples per octave.

Things to keep in mind:

- In most cases, I have named the instruments after the original samples even if for some that meant that the name does not reflect accurately the nature of the new resynthesized samples.
 - For the tuning, the instruments are divided in 3 broad categories as can be seen in the table below. The first two are Tuned, indicated by (T) at the end of the names, and semi-tuned (ST). The third one has no indication and regroups the instruments where the samples have no clear and specific pitch information or the pitch moves widely. Note that even the tuned samples are not exactly in tune. Most are either a few cents sharp or flat and in some instruments the relation between the intervals changes. For instance for a given instrument, C4 may be sharp and C2 is flat. I have retuned some samples but I have kept it to a minimum to avoid introducing further artifacts. I feel that it's true to the percussive nature of the set and it also is more interesting.
 - Some instruments are well suited to play melodic lines and even chords. But remember that the original intent is to offer a range of percussion hits.
 - As most instruments cover at least 6 octaves, it's a good idea to check the sounds across the whole keyboard. You may prefer the sound of specific octaves over others.
 - Resynthesizing introduces artifacts in the sound and none of the newly created samples is exactly like its source.
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Technical details

1_Mix			
<u>Name</u>	<u>Key range</u>	<u># of samples in instrument</u>	
Bass flat (T)	C-1 - C6	19	
Bass String (T)	C-1 - C7	19	
Buzz 03 (T)	C0 - C7	22	
Clap 01 (ST)	C-2 - C7	24	
Dub noisy hit 1 (T)	C-1 - C6	20	
Dub noisy hit 2 (T)	C-2 - C6	22	
Electro buzz (T)	C-2 - C6	19	
FX 03 (T)	C2 - C7	17	
Hard hit 01 (T)	C-2 - C6	18	Demo
Hard hit 02 (T)	C-2 - C6	18	
Hard hit 04 (T)	C-2 - C6	16	
Hard hit 06 (T)	C-2 - C6	21	
Heavy machine (T)	C-2 - C6	19	
Hit synth 07 (ST)	C0 - G8	22	
Human mech 1 (ST)	C-2 - C6	22	Demo
Human mech 2 (ST)	C-2 - C6	22	
Laser hi p08	C-2 - C6	19	
Laser higher 2 (ST)	C0 - C6	22	
Low end (ST)	C-2 - C6	18	
Ping 01 (T)	C-1 -C7	24	
Ping 02 (T)	C0 -C7	24	
Ping marimba (T)	C-2 -C7	24	
Space frog (ST)	C0 - C7	22	
Sweep lo 01	C0 -C7	24	
Sweep lo 02 (ST)	C-1 -C7	24	
Underwater (T)	C0 -C7	25	
Woodblock (T)	C0 - C5	7	

Note that the volume envelope is active for the instruments in the 1_Mix and 2_Metal folders and inactive for the Cymbals.

2_Metal			
<u>Name</u>	<u>Key range</u>	<u># of samples in instrument</u>	
Bell 01a (ST)	C-2 - C7	22	
Bell like dark (T)	C0 -C7	23	
Bowed bell (ST)	C-1 -C7	23	
Chime 2b (T)	C-2 - C6	19	
Chime 3b	C-2 -G8	27	
Chime 4 (T)	C- -C7	26	
Chime 4b (T)	C-2 -G8	27	
Cowbell (ST)	C-1 - C6	22	
Metal 01 (T)	C-2 -C6	20	Demo
Metal 02 (T)	C-2 -C7	22	
Metal brush 01	C-2 -C7	24	
Metal brush 02	C0 -C7	24	
Metal brush 03	C-2 -G8	29	
3_Cymbals			
<u>Name</u>	<u>Key range</u>	<u># of samples in instrument</u>	
Ac Kit crash 1	C-2 -C8	14	Demo
Ac Kit crash 2 (ST)	C-2 -G8	15	
Ac Kit ride bell	C-2 -C7	14	
Ac Kit splash	C-2 -C7	24	
Cym Bell (ST)	C-2 -G8	14	
HiHat open	C-2 -C7	22	
HiHat pedal	C-2 - C7	20	
Realkit1 ride 1	C-2 - C7	18	
Realkit1 ride bell	C-2 -G8	21	

Note that this is a subset of the original Chromatic Hits available for various samplers (101 basic sounds + 100 variations depending on the sampler): http://lesproductionszvon.com/Chromatic_hits.htm

Also visit our iPad and iPhone page for more iOS sounds: http://lesproductionszvon.com/for_iOS.htm

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