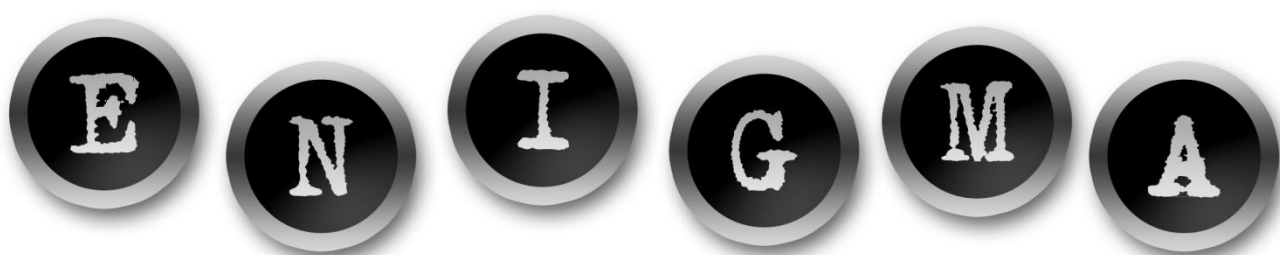


Total Composure

◉ The Art of Audio



Curious Percussion...

USER GUIDE V2

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INTRODUCTION

This library was greatly inspired by Art of Noise, Mystery Guitar Man, and the percussion group STOMP. There are lots of percussion sample libraries available but we wanted to create something different, something unique, and something that no other library currently offers. So we created Enigma.

While the sound of huge drums and thunderous hits are readily available we chose to focus on something a little different. We decided to take smaller, more intimate sounds and combine them to create a rich palette of interesting percussive rhythms. We sampled curious percussive sounds created using all kinds of objects from everyday life and built a library that allows us to use those sounds in a musical way.

The original concept was to create a library of single hits but then we realised that these sounds naturally lent themselves to the creation of loops and grooves so we decided to include a system to make it easy to build loops that could be saved as pre-sets and quickly loaded into a project to add an interesting rhythmic element to any composition.

We also decided to include a number of premade multis and loops to inspire your projects and show you the possibilities of Enigma. As a bonus we added easy to use EQ controls and original impulse responses from our Mirkverb collection.

THE LIBRARY

Enigma is a set of 15 Kontakt instruments, several multis and some advanced scripting. The samples were recorded dry allowing you to put them in any space you choose using the included convolution reverb or a reverb of your choice. The decision to record these samples dry also means we didn't have long decays or natural reverbs to record, thus creating much smaller files and greatly reducing the overall size of the library.

CONTENTS

- 15 Patches in NKI format.
- 7 Multis with example loops.
- 6 Original stereo impulse responses for use with Kontakt's convolution reverb.
- 2208 stereo samples recorded at 24bit 48 KHz, 8 velocity layers and 4 repetitions (round robin).
- Original user interface and scripting, including the new Loop Builder step sequencer.

SYSTEM REQUIREMENTS

- Full version of Kontakt 4.2 +
- 350 MB disk space

INSTALLATION

Enigma is supplied as a single Zip file. This is a compressed folder that you can open using the built in tools on your computer. Open the file by double clicking; and it will decompress the contents.

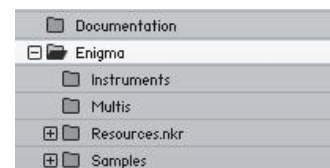
Once decompression is complete you will have a single folder, this contains all the files needed to use Enigma. Simply copy this folder, or its contents, to the drive where you store your samples. For top performance it is recommended to keep sample libraries on a different drive to that of the OS and program files.

If this is your first Total Composure product installation, we recommend that you create a Total Composure folder on your sample drive in which to store this and any other Total Composure products you may own in the future.

RUNNING THE LIBRARY

Once inside Kontakt, if you open the file tab in the browser window on the left-hand side you can browse to the instruments and multis of the Enigma library. Just double click the one you want to use and Kontakt will load it up.

You can also make use of Kontakt's Quick Load feature to make it even easier to load Total Composure libraries into Kontakt: Please refer to the Kontakt user manual for more information.



INSTRUMENTS

Our curious sample library is a collection of non-pitched percussive hits on objects not usually thought of as musical, sometimes described as found sounds. We also included a couple of reversed and processed hits, and one or two longer looped samples here and there.

We wanted to achieve as much consistency as we could across all the instruments. To do this we calibrated the peak volume of each dynamic layer of every articulation and used elegant compression and normalization techniques to balance the volume of each sample without distortion. This means that any note played at a particular velocity should be about the same volume no matter which instrument it is played on.

To further our goal of consistency each instrument patch has 5 articulations playable from C3 to G3, on the white keys only, and any long or looped articulations are on F3 or G3. Every instrument responds to continuous controller 11 (CC11 Expression) to control volume, you can also use the MIDI learn feature of Kontakt to assign MIDI CC control to various parts of the user interface – refer to the Kontakt user manual for more information.

There are over 2000 samples in this library, every articulation was recorded at 8 dynamic levels and most have 4 round robin repetitions to help avoid the machine gun effect. Some instruments have pre-set EQ's and reverb to bring out the best characteristics of the sound but we encourage you to experiment and find new and interesting ways to use these sounds. To help get you started we included a few multis too.

All the instruments were recorded dry using a stereo microphone configuration in a close mic position. We recorded through an analogue mixer in order to retain a more natural sound, and used high quality A/D converters before fine tuning and editing each sample inside a sequencer.

PATCHES AND ARTICULATIONS

In this section we've listed each instrument and given a brief description of how we created the sounds. Under the descriptions is a list labelled C3-G3; this is a list of the articulations available for that particular instrument and the Kontakt keyboard keys they correspond to.

ABSINTH BOTTLE

We took a half drunk bottle of Absinthe and attacked it with some drum sticks. The results provide a very industrial sound. The rattle sound was produced by holding two drum sticks, crossed, in one hand and hitting the bottle repeatedly from both sides very quickly. This creates a very bright sound at higher dynamics and a more woody tone when played softly.

- C3: Cap
- D3: Body
- E3: Neck
- F3: Rattles (Looped)
- G3: Blown

BOOK

We had an old user manual for a portable mixer lying around. We dropped it onto a table from various heights, hit it with drum sticks, and flicked through the pages. The sounds are very rhythmic and the flicker (G3) can add a nice tail to a loop.

- C3: Drops 1
- D3: Drops 2
- E3: Sticks
- F3: Sticks 2
- G3: Flicker

BUBBLE RAP

In order to achieve different dynamics we had to burst the air pockets with varying amounts of vigour. Each pops articulation uses a different set of recordings; pops 2 and 3 also have some post processing applied. The reversed pops sound really good subtly mixed into the middle of a groove with a touch of reverb. If you're in need of some ideas of what to do with this instrument, check out MysteryGuitarMan's Bubble Rap video on YouTube that inspired us to create this instrument - <http://youtu.be/8HPRbZNNzew>.

- C3: Pops
- D3: Pops 2
- E3: Pops 3
- F3: Reversed Pops
- G3: Twists

CARDBOARD BOX

We got a fairly large cardboard box and hit it with different implements. The sound is quite woody. Turning down the high EQ and adding some reverb creates a more booming sound.

- C3: Sticks 1
- D3: Sticks 2
- E3: Soft Hits
- F3: Soft Hits Reversed
- G3: Tremolo (Looped)

CEREAL BOX

One box of our favourite cereal and a drum stick. We hit both the cardboard and the bag creating some interesting sonic textures. We also shook the bag about to get that nice early morning wakeup cereal sound. ☺

- C3: Box Sticks
- D3: Box Sticks Reversed
- E3: Bag Sticks
- F3: Bag Shakes
- G3: Squeeze Box

PLASTIC BASKET

A big bassy laundry basket made of plastic. This item provided a lot of different possibilities and we ended up with more articulations than we needed. We cut them down to the five we felt were most suitable for creating music. Turning down the high EQ, turning up the bass, and adding a little reverb can really bring this instrument to life, creating a big bassy sound.

- C3: Boom Hits
- D3: Sticks
- E3: Rim
- F3: Scrapes
- G3: Tremolo (Looped)

MATCH BOX

This choice was directly inspired by STOMP. We recorded matches being struck until lighting (D3). We drummed on a match box with... match sticks. We shook it, we flicked it, and we also brought an oven sparker in to get a useful clicking sound – sits well at the back of a loop with some reverb.

- C3: Sparker
- D3: Strikes
- E3: Flicks
- F3: Sticks
- G3: Shakes (Looped)

PANS

Who doesn't enjoy whacking saucepans with things? They produce a very satisfying ring. We picked two that had a musical tone to them and struck them right in the middle of the base. We also hit the lids and recorded some longer hits which we flipped around to create a nice swooshing crescendo effect.

- C3: Pan 1
- D3: Pan 2
- E3: Lid
- F3: Double Hits
- G3: Reversed Hits

PENS

The sound of pens tapping on desks, being clicked idly or scribbling is a sound we hear all the time. So why don't we put it to music? We took a selection of pens and hit them against different surfaces. We also added some clicks which are always handy.

- C3: Taps 1
- D3: Taps 2
- E3: Taps 2
- F3: Clicks
- G3: Bounces

RULER

We twanged plastic rulers of varying lengths off the side of a desk. Not much more to explain really.

- C3: Twang 1
- D3: Twang 2
- E3: Twang 3
- F3: Twang 4
- G3: Slides

SODA CANS

Two empty soda cans. We hit them together, bases and sides. We hit them with sticks, leaving them crumpled and indented shadows of their once proud selves. We tweaked the ring pulls too which created a nice dull sound.

- C3: Ring Pull
- D3: Base Taps
- E3: Side Taps
- F3: Sticks
- G3: Sticks 2

MUG

Spoon in a mug. We left the microphone running during a tea break and it gave us an idea. Nothing revolutionary here, just the sound of a spoon hitting different parts of a chunky mug.

- C3: Hits 1
- D3: Hits 2
- E3: Hits 2
- F3: Double Hits
- G3: Spoon Drops

SPOONS

An instrument long loved by folk musicians and jug bands. We recorded a number of hits in both the traditional castanet style and with the handles striking each other. We also recorded the spoons being scraped against each other, and some repeated tremolo hits.

- C3: Hits
- D3: Dull Hits
- E3: Handles
- F3: Scrapes
- G3: Tremolo (Looped)

STICKS

Sticks are always a versatile sound to have. We used ordinary drum sticks and struck them together at different points along their length. We also recorded some multiple hits and tremolos.

- C3: Hits 1
- D3: Hits 2
- E3: Bounces
- F3: Triple Hits
- G3: Tremolo (Looped)

NUT TIN

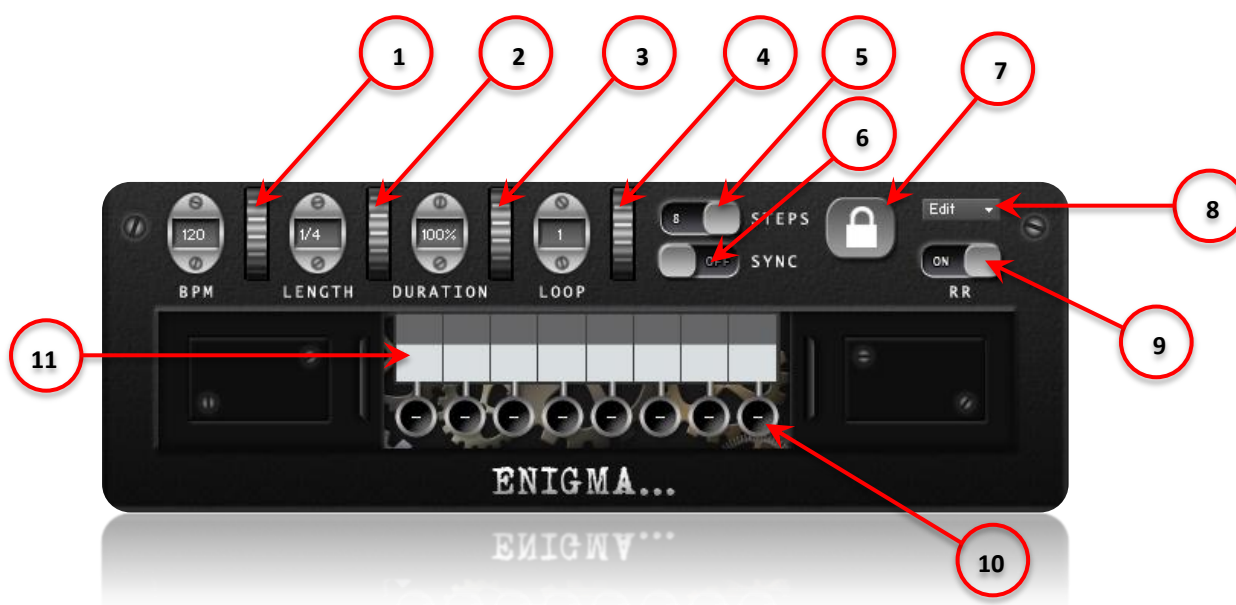
This is an interesting instrument with a variety of uses. We took an empty sweet tin (left over from Christmas) and hit it with things (sticks mainly). Then, for reasons that are unknown, we filled the tin with unshelled peanuts and hit it some more. Very versatile sounds especially when used with reverb.

- C3: Soft Hits
- D3: Sticks
- E3: Lid Hits
- F3: Filled Hits
- G3: Shakes (Looped)

USER INTERFACE

The Enigma user interface has been designed to make use of Kontakt 4's advanced scripting features. The controls are straightforward and easy to access, and offer lots of creative options. The following section will detail the function of each control.

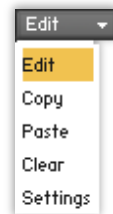
LOOP BUILDER PANEL



1. **BPM Wheel:** Change the loop playback rate (tempo). This wheel is ineffective when the Sync switch is turned on. The current tempo in BPM is displayed next to the wheel.
2. **Length Wheel:** Set the rhythmical value of one step. T stands for Triplet.
3. **Duration Wheel:** Set the duration of each played step in percentage of the current step length. For example if Length is set to 1/4 and Duration is set to 50% then the effect will be a 1/8 note playback and 1/8 rest. Because many of the samples are very short you may not notice a difference in playback at high settings or at slow tempos.
4. **Loop Selector Wheel:** You can have up to five loops set up at once. This wheel allows you to switch between them. You can also do this using the loop selector keys on the keyboard – Explained in the Keyboard Layout section below.
5. **Steps Switch:** Toggle between a loop of 8 or 16 steps.
6. **Sync Switch:** Switches between tempo synchronised to host (on) and free tempo controlled by the BPM Knob. You only really need to use the Sync switch when you want to synchronise Loop Builder's tempo with that of your DAW's.
7. **Lock Switch:** This switch enables and disables editing of the loop. To edit a loop put this switch into the unlocked position then enter a sequence using your MIDI keyboard or the Kontakt keyboard.



8. **Edit Menu:** This menu offers commands for copying, pasting, and clearing loops. It also has an option to go to the extended instrument settings panel (moving to the settings panel will automatically lock the loop to avoid accidental editing). To copy a loop go to the loop you wish to copy then select copy from the edit menu, next go to the loop you wish to paste to and select paste from the edit menu.



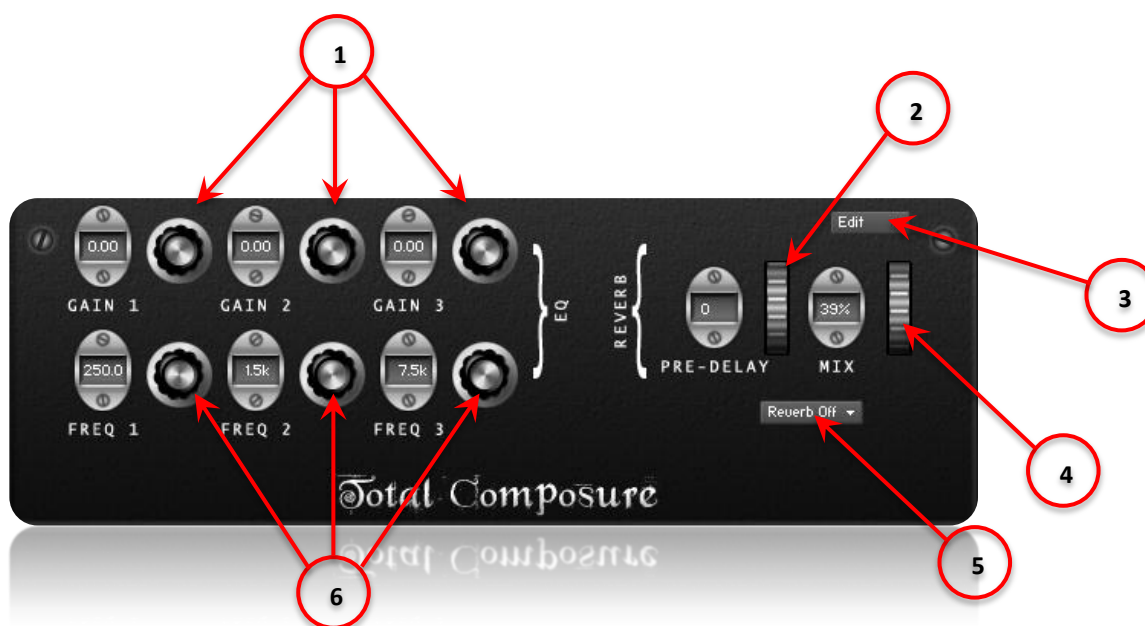
9. **Round Robin Switch:** Toggle the round robin system on and off for those keys which use it. Almost all the articulations in Enigma make use of 4x round robin. This means that for every hit at every velocity there are four different recordings that are played in a cycle to produce a more realistic sound and avoid the machine gun effect.

10. **Step Key:** A loop is a sequence that is made up of a number of steps. Each of these keys represents a step in that sequence. When in editing mode, with the lock switch in the unlocked position, you can click one of these keys to choose where to start editing your loop from. Once you have created a loop you can click on these keys to playback the note currently selected for that step. These keys will also display the note letter that corresponds to the articulation assigned to that step.

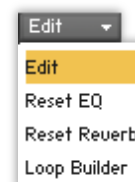


11. **Velocity Table:** Use this table to enter the velocity each step should be played back at. When editing a loop via a MIDI keyboard the velocity at which the notes are entered for each step will automatically be added to the velocity table. Holding down the right mouse button while dragging on the velocity table will allow you to draw a line, editing multiple steps at once.

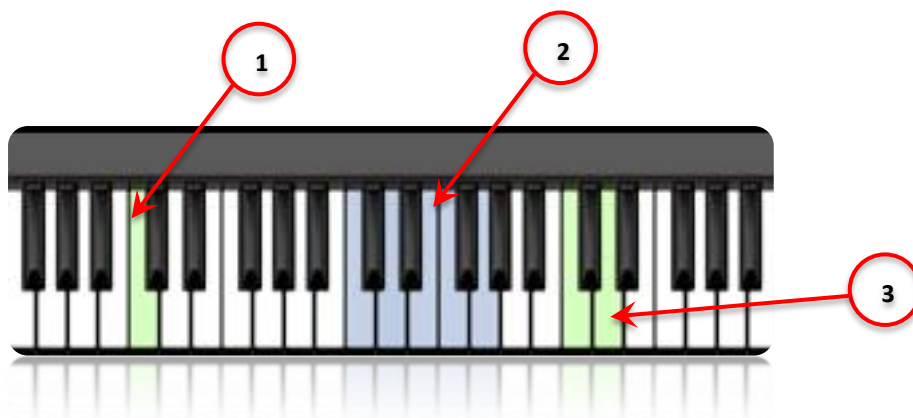
EXTENDED INSTRUMENT SETTINGS PANEL



1. Gain Knobs 1-3: Enigma makes use of Kontakt's 3 band EQ effect. These knobs control the gain of each band. -12dB to +12dB.
2. Pre-Delay Wheel: Use this wheel to adjust the pre-delay of the built in convolution reverb: Value in milliseconds.
3. Edit Menu: From this menu you can reset the EQ and reverb to their default values (note that any currently loaded impulse response will not be affected). From this menu you can also return to the Loop Builder panel.
4. Mix Wheel: Adjusts the wet/dry mix of the convolution reverb.
5. Reverb Menu: Use this menu to change the impulse response used by Kontakt's convolution reverb. The impulse responses we have included are high quality stereo impulses from our Mirkverb collection.
6. Frequency Knobs 1-3: These knobs are used to set the frequency of the three bands of Kontakt's 3 band EQ effect. Experiment with these settings, they can really enhance the instruments.



KEYBOARD LAYOUT

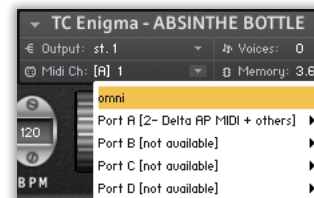


1. Play Button C2: This key (highlighted green on the keyboard) is used to play back a loop created in Enigma's Loop Builder. Simply hold down the key and the loop will playback from left to right. You will see the step keys in the Loop Builder panel move to show you the progression of the sequence. This key is also used to add a blank space in the sequence when editing a loop.
2. Note Keys C3 – G3: These keys (highlighted blue on the keyboard) represent the different articulations of the instrument. When you enter a step into a loop you will see the step key in the Loop Builder panel display the letter of the note you have entered. These keys will change to a lighter blue as the sequence is played back to indicate the current articulation being played. Please refer to the Patches and Articulations section of this guide to find out exactly what articulation each key will play.
3. Loop Selector Keys C4 & D4: These two keys (highlighted green on the keyboard) allow you to scroll through the different loops. Each instrument can have up to five loops (only one is played back at a time). Use C4 to go to the previous loop and D4 to go to the next loop. You can also do this using the Loop Selector Wheel on the Loop Builder Panel of the Enigma user interface.

QUICK START TUTORIAL

In this brief tutorial we will go through the steps of creating a multi instrument loop. For this particular multi we will use three of the Enigma patches and layer them together.

1. Inside Kontakt load the Absinthe Bottle, Book, and Match Box instruments.
2. Now set the MIDI input of each instrument to either Omni or the incoming port and channel of you MIDI controller keyboard. This allows us to edit the three instruments at the same time.
3. If you hold down the play button (C2 on the Kontakt keyboard) you will see the step keys moving as the loop plays back.



4. Now let's add some sound. Solo the Match Box instrument by clicking the S button on the Kontakt interface, it will turn green.
5. Click on the lock switch to unlock the loop for editing. Then click on the first step key, you will see it depress. This is the position in the loop from which we will begin entering our sequence, if you want to start editing the loop from a different position just click on a different step key – this is useful when correcting mistakes.



6. Enter the following notes into the Match Box loop and change the length to 1/16 using the Length Wheel. Don't worry too much about the velocity just keep it low, you can always adjust it later using the mouse in the velocity table. Once you have finished entering the notes click the lock switch again to lock the loop.



7. Now solo the Book instrument, the Match Box instrument will automatically be muted. Unlock the loop and then enter the following notes into the Book instrument's loop. Set the instrument's Length to 1/8 and its Duration to 45%. Disable the round robin repetition feature of this instrument by clicking the round robin switch. Lock the loop.



8. Solo the Absinthe Bottle instrument and click the lock switch to enable editing. Click on the Steps switch, the display will update to show a loop of 16 steps. Using either the keyboard keys C4 or D4, or the loop selector wheel, move to loop 3. Enter the following notes into the loop then set the instrument's Length to 1/8. Lock the loop.



9. Un-solo all three instruments. Hold down the play key to hear to the loop play back.
10. Solo the book instrument once more and select Settings from the Enigma edit menu. Using the EQ controls on the left; increase the Gain 1 knob to about 6 – this value is in dB. Decrease Gain 2 and 3 to about -4 and -5 respectively. You can hold down the play key while you do this to hear the changes live! Turn the Frequency 1 knob down to about 140. If you play back the loop it should sound quite a bit lower and deeper.



11. Experiment with the reverb settings, try different impulse responses, mix, and pre-delay settings to see what you like the sound of. A longer reverb lightly mixed (5-20%) can create a nice bassy sound. Now go to the edit menu and select Loop Builder.
12. Try changing the EQ and reverb settings of the other two instruments and see what sounds good to you. We found that most of these sounds benefit from a little bit of reverb but we recorded them dry to give you more flexibility.
13. Once you're happy with your loop go to the file menu in Kontakt and save the new multi you have created. Now when you need a curious percussion loop quickly it's just a click away.

For more tutorials and helpful information about using Enigma please visit our website
www.TotalComposure.com.

E.U.L.A.

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You may also be able to find the answer to your problem at our YouTube channel - www.YouTube.com/TotalComposure.

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Reaper - <http://www.reaper.fm>.

Many thanks to our Facebook followers for testing the library.