

authentic drums Vol. 2 for Slate Trigger



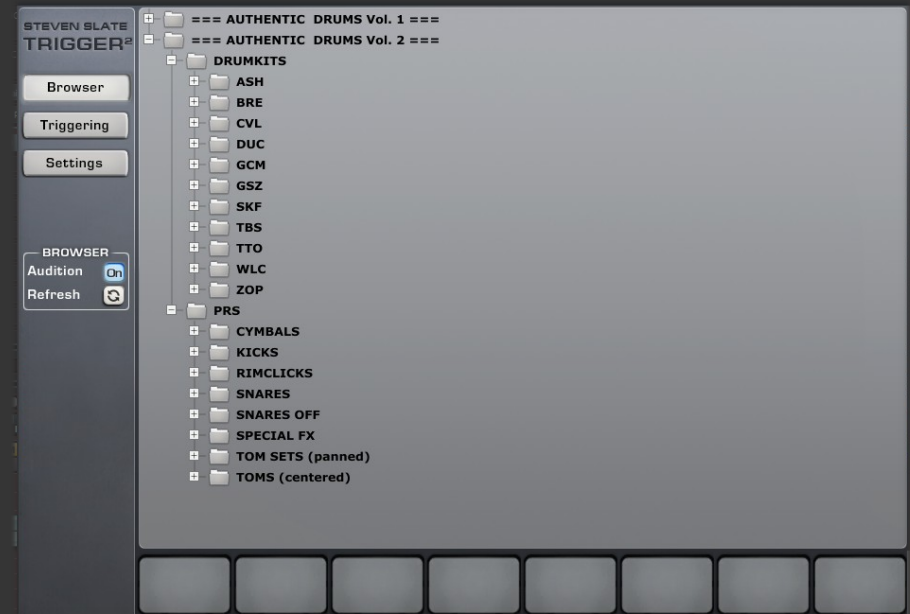
authentic drums Vol. 2 is a library for [Slate Trigger](#),
the industry standard plugin when it comes to
replacing or augmenting drum recordings.

#1 what you get

It contains samples of **11 complete drum sets**. Each set contains
Kicks
Snares and
2 to 5 Toms
as well as different FX sounds like
Effect Cymbals
Snare Drums with **Snares "off"**
Rimclicks (aka **Sidesticks**)
and also some **Cymbals**
(which is definately not the main usage for triggering but a welcome
addition for layering).

#2 what you need

You'll get a download link to the library, you need roughly
10 GB of free space on your computer.
You need to have the Slate Trigger plugin installed on your system.

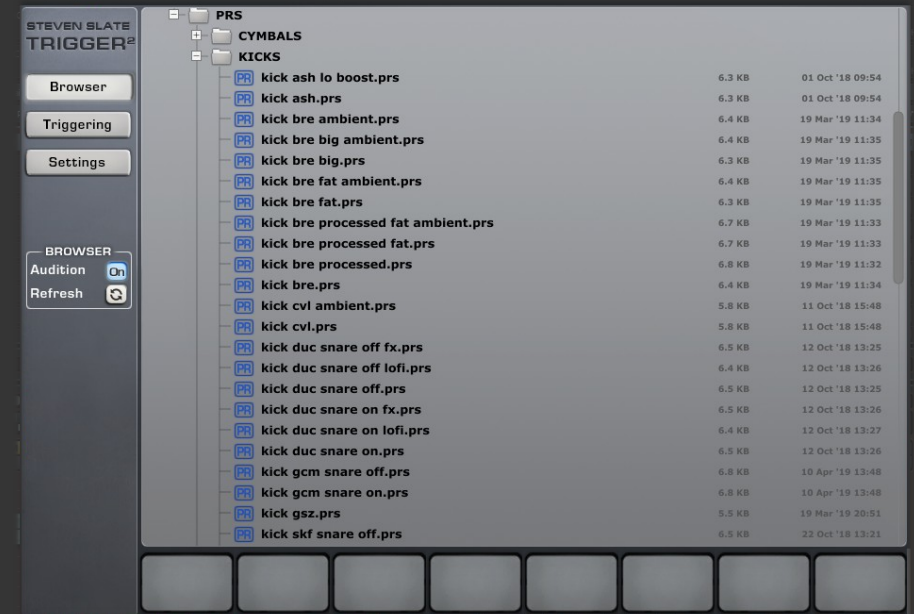


#3 what's inside

authentic drums for Trigger is a huge toolkit.

It comes with 500 presets (.prs) for kicks, snares, toms, sidesticks, special FX and cymbals. Those are made for instant use and are adjustable to taste.

Moreover all *components* are provided as .tci-files, allowing the user to combine all elements throughout the library.



#4 what's meant by components?

Components are *aspects* of a drum hit in a multi-mic recording setup. Trigger provides 8 slots for 8 components, offering the chance to control up to 8 aspects of a sound like:

- Slot 1: direct mic
- Slot 2: front of kit (fok)
- Slot 3: overhead mics
- Slot 4: room mics
- and so on...



#5 adjustable multi perspective drum sounds

All samples in authentic drums Vol. 2 have at least 4 aspects (aka .tci-files) that can be processed with Triggers internal engine:

Volume
Pan
Tune
Phase
Attack/Sustain/Release curves
Dynamics/Velocity/Range settings

The presets deliver instantly usable sounds while everything is adjustable/combinable.
A whole world of sounds, fine ingredients to cook with.



#6 sample organization

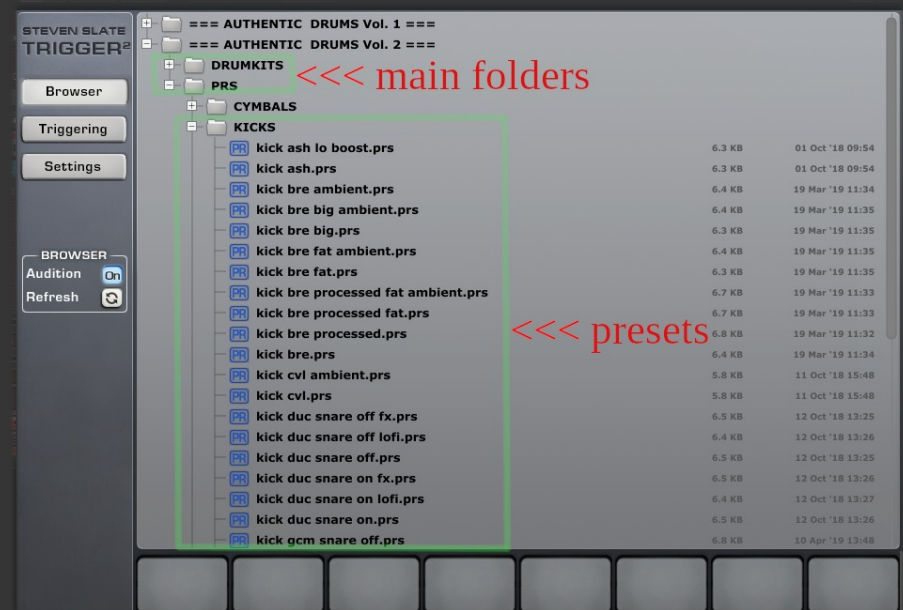
The library has two main folders:

In DRUMKITS you'll find exactly that: drumsets that were recorded within one session/within one ambience, therefore with the same 'taste', organized in individual instrument folders.

Below the folders for individual instruments there are preset files.

In PRS you'll find the same presets as described above but assorted as instruments - kicks, snares, toms etc.

Looking for the kick that fits your project best? Just step through dozens of kick presets, choose what you like best and adjust to your liking.
Same for other instruments of course.



#7 toms & panning

Within the folder PRS you'll find two folders for toms:

TOM SETS (panned)

Here you have the available toms per set (2 to 5). The panning of the direct mic is set according to the stereo information of overhead and room signals.

TOM SETS (centered)

There you have *all* tom presets, independent from drumsets to browse through quickly. The panning of the direct mic is centered in the preset. The room information of a toms' real position within the set is maintained.



#8 how to make the most of it

Make sure you are using stereo channels throughout all your tracks with an instance of Trigger. All presets use stereo information for oh & room channels.



#9 how to implement authentic drums into your system

1. check the 'base directory' location on your computer
2. copy === **AUTHENTIC DRUMS Vol. 2** === to that base directory
3. click 'Browser', then click 'Refresh'

Done.

#10 authentic drums history

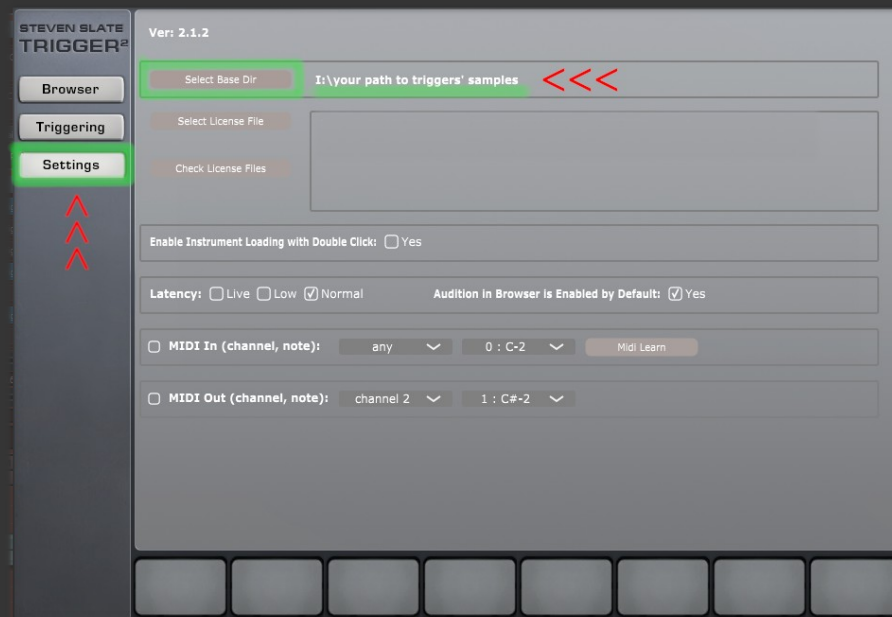
authentic drums is a collection grown over more than a decade. Vol. 1 wasn't sampled for the sake of a library in the first place, Vol. 2 was neither.

Each set originates from an actual album production, was tailored to specific needs at the time.

Each instrument contains multiple real played drum hits with different intensity (velocity). 10 - 30 hits might be enough to get realistic results, however there are sets with much more detail, containing 120+ hits per instrument.

Spectacular natural reverbs from distant mics in stairways and corridors are available in some sets, well tuned drums with fresh heads meet old misused ones - stuff you usually wouldn't sample in the first place.

All has its place though and an 'odd' sound could be exactly what you need in a suitable context.



Velocity	Play on click <input checked="" type="checkbox"/>	ROWS	COLUMNS	AMG Preset	Select AMG preset	
Auto	Use velocity <input type="checkbox"/>	19	7			
108	01 gcm sn low top-001 (Ampl:62.42)	01 gcm sn low top-002 (Ampl:77.82)	01 gcm sn low top-003 (Ampl:61.64)	01 gcm sn low top-004 (Ampl:44.40)	01 gcm sn low top-005 (Ampl:60.73)	01 gcm sn low top-006 (Ampl:64.16)
102	01 gcm sn low top-008 (Ampl:55.53)	01 gcm sn low top-009 (Ampl:62.16)	01 gcm sn low top-010 (Ampl:59.50)	01 gcm sn low top-011 (Ampl:56.52)	01 gcm sn low top-012 (Ampl:42.96)	01 gcm sn low top-013 (Ampl:66.59)
96	01 gcm sn low top-015 (Ampl:42.40)	01 gcm sn low top-016 (Ampl:55.59)	01 gcm sn low top-017 (Ampl:45.70)	01 gcm sn low top-018 (Ampl:53.85)	01 gcm sn low top-019 (Ampl:36.50)	01 gcm sn low top-020 (Ampl:38.20)
90	01 gcm sn low top-022 (Ampl:36.34)	01 gcm sn low top-023 (Ampl:33.60)	01 gcm sn low top-024 (Ampl:37.69)	01 gcm sn low top-025 (Ampl:37.12)	01 gcm sn low top-026 (Ampl:34.06)	01 gcm sn low top-027 (Ampl:41.21)
84	01 gcm sn low top-029 (Ampl:36.13)	01 gcm sn low top-030 (Ampl:34.31)	01 gcm sn low top-031 (Ampl:41.35)	01 gcm sn low top-032 (Ampl:29.11)	01 gcm sn low top-033 (Ampl:25.92)	01 gcm sn low top-034 (Ampl:27.25)
78	01 gcm sn low top-036 (Ampl:24.49)	01 gcm sn low top-037 (Ampl:26.60)	01 gcm sn low top-038 (Ampl:23.07)	01 gcm sn low top-039 (Ampl:25.71)	01 gcm sn low top-040 (Ampl:22.55)	01 gcm sn low top-041 (Ampl:22.52)
72	01 gcm sn low top-043 (Ampl:20.09)	01 gcm sn low top-044 (Ampl:19.23)	01 gcm sn low top-045 (Ampl:18.58)	01 gcm sn low top-046 (Ampl:20.12)	01 gcm sn low top-047 (Ampl:17.36)	01 gcm sn low top-048 (Ampl:17.77)
66	01 gcm sn low top-050 (Ampl:16.42)	01 gcm sn low top-051 (Ampl:15.63)	01 gcm sn low top-052 (Ampl:14.20)	01 gcm sn low top-053 (Ampl:13.97)	01 gcm sn low top-054 (Ampl:15.31)	01 gcm sn low top-055 (Ampl:17.26)
60	01 gcm sn low top-057 (Ampl:15.79)	01 gcm sn low top-058 (Ampl:14.83)	01 gcm sn low top-059 (Ampl:14.39)	01 gcm sn low top-060 (Ampl:15.16)	01 gcm sn low top-061 (Ampl:11.15)	01 gcm sn low top-062 (Ampl:12.26)
54	01 gcm sn low top-064 (Ampl:12.29)	01 gcm sn low top-065 (Ampl:12.02)	01 gcm sn low top-066 (Ampl:13.82)	01 gcm sn low top-067 (Ampl:12.27)	01 gcm sn low top-068 (Ampl:11.07)	01 gcm sn low top-069 (Ampl:10.18)
48	01 gcm sn low top-071 (Ampl:9.81)	01 gcm sn low top-072 (Ampl:9.45)	01 gcm sn low top-073 (Ampl:10.24)	01 gcm sn low top-074 (Ampl:10.11)	01 gcm sn low top-075 (Ampl:8.83)	01 gcm sn low top-076 (Ampl:10.20)
42	01 gcm sn low top-078 (Ampl:9.50)	01 gcm sn low top-079 (Ampl:9.34)	01 gcm sn low top-080 (Ampl:10.12)	01 gcm sn low top-081 (Ampl:8.27)	01 gcm sn low top-082 (Ampl:8.90)	01 gcm sn low top-083 (Ampl:9.41)

#10 how samples were recorded

All sampling was done at 44.1 kHz/24 bit. The raw recordings were time aligned & preprocessed to work right away.

No esoteric gear was involved. Mics from Audix, Shure, Sennheiser, AKG, Oktava, Neumann, Gefell, Line Audio and other usual suspects went straight into preamps/interfaces from RME, Focusrite, Audient, SPL and Universal Audio.

The drums sampled were just what drummers did bring.

Locations range from my favourite 200 m² live club to acoustically treated studio rooms to rehearsal rooms.

#12 free edition

The free edition of Vol. 2 contains a single slot version of the GCM set, sounding rich and full. May be all you're looking for.

#11 fair use

You get a big bunch of drum sounds to use in any sort of project.

There's no copy protection involved. Please appreciate the plenty hours of expertise and hard work that went into creating the library by *buying* it instead of just passing it on to your producer mates. However, no one can keep you from, it's your karma you're gonna deal with.

There are fully functional free editions of both Vol. 1 & 2. Please visit the [homepage](#) to download.

#13 support

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