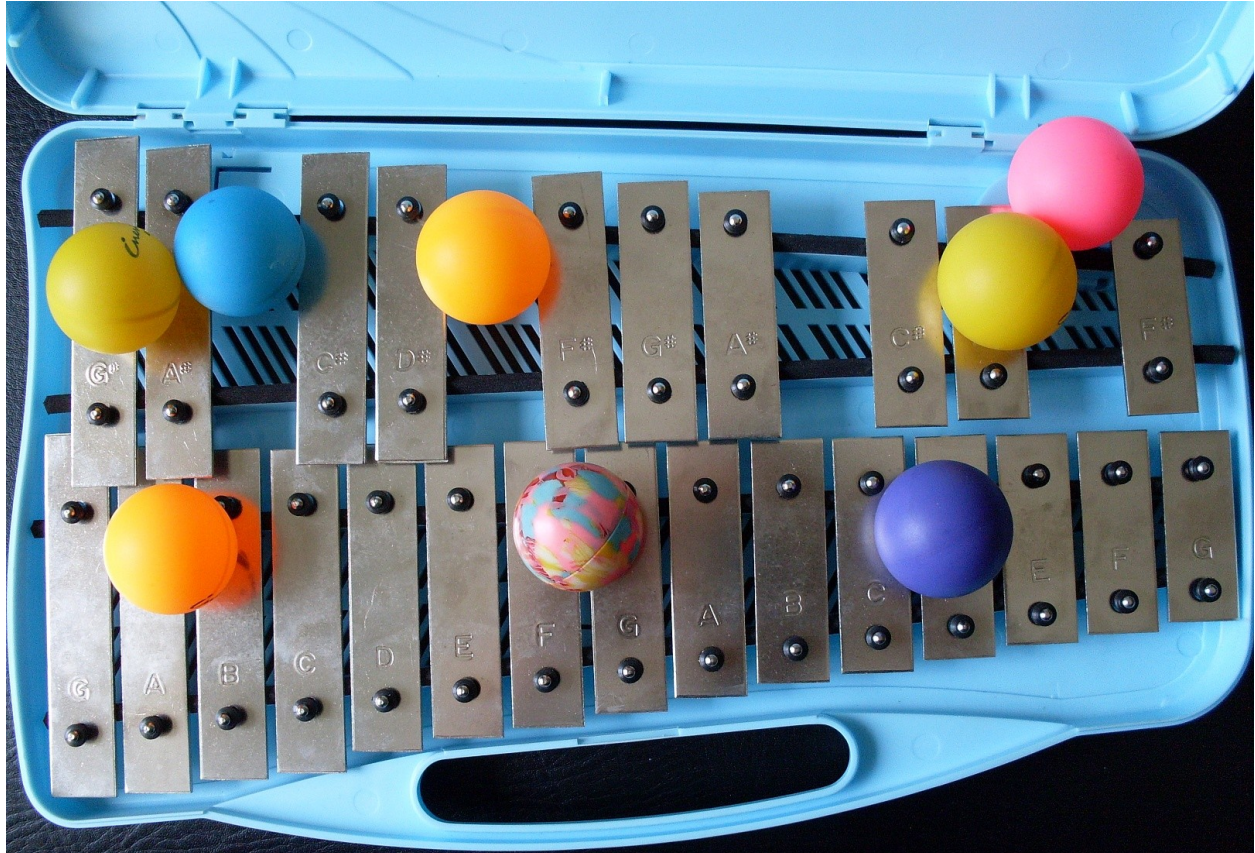




# AudioThing

## Pong Glockenspiel



### About

Why use sticks when you can use ping pong balls? Pong Glockenspiel is a Kontakt Instrument made by recording a toy glockenspiel played with ping pong balls. Two velocity layers (hard and soft) are cross faded to have a smooth transition while the 3 round robin (repetitions samples) avoid the “machine gun” effect of sampled instruments. Tweaking the controls in the custom performance view you can alter the instrument making many new sounds. There are also two ambient instruments and two synth pad instruments crafted using the original samples.

# Specifications

- 6 Kontakt Instruments (.nki)
- 3 Round Robin
- 2 Velocity Layer (cross faded)
- Sample resolution: 44.1Khz / 24Bit
- Size: 82 MB installed
- Custom performance view
- Native Instruments Kontakt 3.5+ full retail versions is required

## Installation

Once *AudioThing\_PongGlockenspiel.zip* is downloaded, you need to unzip it using a software like WinRar or UnRarX. It is better to preserve the internal folder structure, however, it is possible to place instruments and samples to separate folders/harddisks but Kontakt will ask for the new path first time you run the instrument. Kontakt 3.5 is needed. Kontakt Player will run a demo version of this library for a limited time (and with limited functions).

## Instruments

### **PongGlockenspiel\_Main.nki**

Main instrument

### **PongGlockenspiel\_Main\_Double.nki**

Artificial octaver effect on main instrument

### **PongGlockenspiel\_Ambient1.nki**

Sound designed ambient patch

### **PongGlockenspiel\_Ambient2.nki**

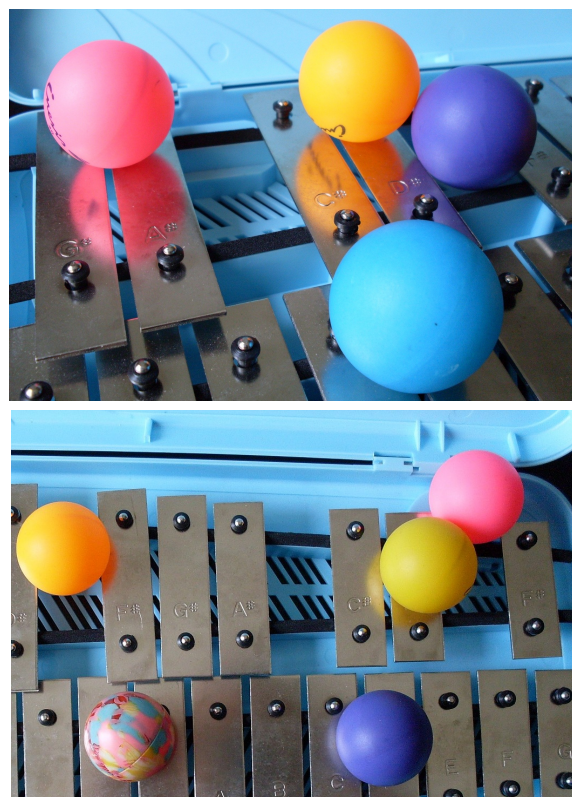
Sound designed ambient patch

### **PongGlockenspiel\_Pad1.nki**

Sound designed synth-pad patch

### **PongGlockenspiel\_Pad2.nki**

Sound designed synth-pad patch



# GUI



## License

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## Thank You

Thank you for buying this AudioThing library, we hope you will have as much fun as we had making this product.

For help or any question, feel free to mail us: [info@audiothing.net](mailto:info@audiothing.net)