



## About

Wood is an organic material, found in plants, and used for many purposes such as making musical instruments. Many wooden instruments are idiophones, instruments where the vibration of the material itself is the main source of the sound. Following this concept, Wood is a sample library made by sampling hits, collision or effects with wooden tools (sticks, claves, boards, drums, castanets, bowls and so on). The samples are then processed into different instruments ranging from tuned/untuned percussions, drum kits, hits/noises to sound textures and sound effects. Wood featured 15 instruments and 4 multis using 278 stereo samples with many round robin and velocity layers. Four standard effects are accessible from the custom performance view: Saturation, Rotator, Delay and Reverb.

## Specifications

- 17 Kontakt Instruments (.nki)
- 4 Multis Kontakt Instruments (.nkm)
- 3 Round Robin and Velocity Layers for most samples
- Size: 88MB installed
- Formats: Kontakt and .wav
- Sample resolution: 44.1Khz / 24Bit stereo
- Custom performance view
- Native Instruments Kontakt 3.5 full retail version is required

# Installation

Once *AudioThing\_Wood.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

### **Wood\_Hits\_Block.nki**

Wood-block hits and rub

### **Wood\_Hits\_Bowl.nki**

Clave hits on a bowl

### **Wood\_Hits\_Castanets.nki**

Castanets hits

### **Wood\_Hits\_Various.nki**

Various wooden object hits

### **Wood\_Kit1.nki**

GM Standard Drum Map kit

### **Wood\_Kit2.nki**

GM Standard Drum Map kit

### **Wood\_SFX\_Circulars.nki**

Stick in a bowl circulars effects

### **Wood\_SFX\_Texture1.nki**

Sound designed texture

### **Wood\_SFX\_Texture2.nki**

Sound designed texture

### **Wood\_SFX\_Texture3.nki**

Sound designed texture

### **Wood\_Synth.nki**

Sound designed synth instrument



### **Wood\_Tuned\_Board.nki**

Tuned board hits

### **Wood\_Tuned\_Claves.nki**

Tuned claves hits

### **Wood\_Tuned\_Claves-Sticks.nki**

Tuned claves on sticks hits

### **Wood\_Tuned\_Drum\_Bass**

Sound designed tuned synthetic bass

### **Wood\_Tuned\_Drum\_Hard.nki**

Tuned hard drum hits

### **Wood\_Tuned\_Drum\_Soft.nki**

Tuned soft drum hits



## GUI

All knobs are pre-assigned to CC16 to CC21. On some instruments the modulation is assigned to a +24 pitch transpose, good for glitches effects. It is possible to re-assign every knob with the Kontakt MIDI Learn function (right-click on the control you want to map).

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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)