

# **BOLDER***Sounds*



# Free Libraries

Volume 1

**Owner's Manual**

**KRONOS**  
Music Workstation

## Overview

Welcome to the first volume of free sound libraries from Bolder Sounds for the Korg KRONOS Music Workstation. This collection of 16 sample libraries has been chosen from 20 years of complimentary offerings in various formats from the Bolder Sounds website.

Some of the free libraries are small tastes of larger retail libraries, these are noted with the word *(demo)* next to the title.

Library titles are as follows -

- Harmonica and Riffs
- Toy Piano
- 2 Music Boxes
- Granular Kitchen
- Bavarian Zither (demo)
- Saxinet
- Button Accordion
- Melody Maker
- Psaltery
- 4 African Marimbas
- Ebowed Guitar FX
- Meditation Bowls (demo)
- Tibetan Bowls (demo)
- Granular Slate Rocks
- Granular Gardening

Throughout the bank the program material evolves from more traditional instruments to more experimental sounds featuring granular synthesis.

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## Program List

Program	Name
U-G000	Harmonica SW1=Samp.Vib
U-G001	Harmonica VS Bend
U-G002	Harmonica VS Riffs
U-G003	Harmonica JS+Y=Bends
U-G004	Harmonica JS+Y=Riffs
U-G005	Toy Piano
U-G006	Late Toy Piano
U-G007	Tuned Toy Piano
U-G008	Music Box
U-G009	DIY Music Box
U-G010	Music Box Layer
U-G011	Music Box OCT
U-G012	Music Box 8 DIY only
U-G013	Music Box Octave+DIY
U-G014	Bavarian Zither Split
U-G015	Saxinet SW#1=NaturalVib
U-G016	Button Accordion
U-G017	Button Accord JS=Express
U-G018	Button Accord Foot Pedal
U-G019	Button Accord Auto Pump
U-G020	Melody Maker 1
U-G021	Melody Maker 2
U-G022	Melody Maker 3
U-G023	Melody Maker 4
U-G024	Psaltery
U-G025	Psaltery Layer
U-G026	Afric.Marimba Bass/Tenor
U-G027	Afric.Marimba Sop/Bari

Program	Name
U-G028	Afric. Marimba Oct/Layer
U-G029	Afric. Mar C4 split
U-G030	Afric. Mar C3 split
U-G031	Afric. Mar C5 split
U-G032	Bowed E. Guitar 1
U-G033	Bowed E. Guitar 2
U-G034	Bowed E. Guitar 3
U-G035	Bowed E. Guitar 4
U-G036	Bowed E. Guitar 5
U-G037	Bowed E. Guitar Split 1
U-G038	Bowed E. Guitar Split 2
U-G039	Bowed E. Guitar Layer 1
U-G040	Bowed E. Guitar Layer 2
U-G041	Bowed E. Guitar Layer 3
U-G042	Mallet Bowl
U-G043	Stick Bowl
U-G044	Sustain Bowl
U-G045	Tibet Bowl Hits
U-G046	Tibet Sustain Bowl
U-G047	Tibet Sustain + Mallet
U-G048	Tibet Sustain + Stick
U-G049	Vel. Layer Bowl
U-G050	Slate Reverse+ SUS
U-G051	Slate 3 Hit + Sus
U-G052	Slate 4 Hit + Sus
U-G053	Slate 7 Hit + Sus
U-G054	Slate 8 Hit + Sus
U-G055	ALL Slate Hits + Sus

Program	Name
U-G056	ALL Slate Layer JS+Y Oct
U-G057	Garden Original Samples
U-G058	Rake 1
U-G059	Rake 2
U-G060	Shovel 1
U-G061	Shovel 2
U-G062	Shovel 3
U-G063	Drain Cover Loop 1
U-G064	Drain Cover Loop 2
U-G065	Drain Cover Pad 1
U-G066	Drain Cover Pad 2
U-G067	Drain Cover Pad 3
U-G068	Drain Cover Sweep
U-G069	Drain Pot Pad
U-G070	Small Pot 1
U-G071	Pot Pad

Program	Name
U-G072	Small Pot 2
U-G073	Small Pot 3
U-G074	Spatchula Drain 1
U-G075	Spatchula Drain 2
U-G076	Spatchula Drain 3
U-G077	Wok Med Bowl Layer
U-G078	Wet Rattle
U-G079	Steamer
U-G080	Swept Kitchen
U-G081	Pot Pad
U-G082	Slate Steamer
U-G083	Wok Screw
U-G084	Wok Top 1
U-G085	Wok Top 2
U-G086	Wok Top Layer
U-G087	Music Boxion Pad

## Program Notes

### Harmonica

Here we have each note of the instrument presented with unlooped samples both with and without vibrato. Also included are harmonica riffs and bend samples.

*Harmonica SW1=Samp.Vib* - uses SW1 to trigger sampled vibrato. Using JS+Y also creates a LFO generated vibrato.

*Harmonica VS Bend* - velocity values higher than 121 trigger bend samples.

*Harmonica VS Riffs* - velocity values higher than 121 trigger a selection of harmonica riffs. These are quite random in how the riffs are mapped - however they are quite fun

and unpredictable. Depending on how long you hold the key down (when triggering riffs), you can greatly vary the musical gesture.

*Harmonica JS+Y=Bends* - JS+Y movements create a crossfade between the normal harmonica articulation and the bend samples. If you want to create a realistic phrase, your JS+Y movement needs to be quite quick. But slower moments of JS+Y can create some interesting surreal effects.

The above paragraph also applies to the program *Harmonica JS+Y=Riffs* as well.



### Toy Piano

This is a chromatically sampled Toy Piano owned by my friend Hannah (pictured above). Also included are key release samples assigned to OSC2. If you wish to reduce or eliminate these samples, this can be easily accomplished by moving your Vector Joystick to the left depending on your needs. One of the charming things about Toy Pianos is they are generally out of tune. If you need a more in tune Toy Piano program, one is provided.

## Music Boxes

Two Music Box mechanisms were sampled - one which was removed from a traditional Music Box, and a second DIY (do it yourself) Music Box mechanism. The DIY mechanism came with a strip (sort of like a player piano role) in which you would punch out a hole depending on the pitch to be played (pictured below).



Also required is a resonator of some sort - I used the above pictured tenor guitar. Various programs are offered involving layers with octave displacement as well as Note-On Control delay. Be sure to experiment with your Vector Joystick for OSC 1 and OSC2 balance.

### **Bavarian Zither**

This is a small snippet of a 600 MB sample library I produced for NI Kontakt and the Apple EXS24.



You will notice that at C4, the pitch of the Zither drops back downward. This is the split point of the accompaniment strings and the fretboard strings. Generally the fretboard strings carry the melody and the accompaniment strings - well they play accompaniment or chordal parts. These particular samples were plucked with the flesh of the finger. This is a very challenging instrument to play - check out Anton Karas playing the theme from *The Third Man* on Youtube!

### **Saxinet**

This is an instrument with somewhat of a hybrid tonal mixture of the saxophone and clarinet. It has been chromatically sampled with and without vibrato. LFO generated vibrato is also included.

## **Button Accordion**

The accordions melodic button samples ascend from C3 and the dyadic button samples span from C1 to B2. The dyadic button samples mapped from C1 up to B1 are octaves, while the dyadic button samples from C2 - B2 are intervals of a major 3rd.

One of the key things with accordion emulations is the breathing effect of the pumping bellows of the accordion. A number of options are offered here -



### *Button Accord JS=Express*

Moving JS+Y will increase the volume while moving JS-Y will minutely decrease the volume.

### *Button Accord Foot Pedal*

This program uses a foot pedal to control volume. The advantage here is your left hand is free to play the dyadic button samples while the right hand plays melodies.

\* For this program to function correctly - Go to GLOBAL==>CONTROLLER/SCALE look for Foot Pedal Assign at the top and change it to FOOT PEDAL (CC#04). WRITE GLOBAL SETTING if you want this every time you start up.

### *Button Accord Auto Pump*

Here the pumping of the accordion bellows is controlled by an LFO. The LFO speed is increased by aftertouch.

### **Melody Maker**

The Melody Maker is a dulcimer designed as a child's toy musical instrument. It is supplied with a guitar pick and some sheets that slide underneath the strings telling you which strings to pluck from left to right. Featuring such hits as "Darling Clementine and Aura Lee etc ....

Listen to the lovely demos made by my friend Anil Nallan Chakravarthy of this library - <https://soundcloud.com/bolder-sounds/sets/music-maker-dulcimer>



*Melody Maker 1 - 4* are all slightly different from each other in the way the individual samples are mapped and transposed in their respective multisamples, creating different tonal characteristics. Typically when a dulcimer is played, the strings just ring and ring, because there is no damper pedal. Perhaps experiment leaving your damper pedal down as you play.



### **Psaltery**

This is an old Medieval Psaltery which I purchased used in a local music store and resided in my music studio for a number of years collecting dust. Its sound has a wonderful stark-rustic quality.

Typically this instrument would have been played with a very short bow. I used a modern violin bow, and kept the strokes short. It is only possible to play one note at a time on this instrument, so you might keep that in mind when using it in a traditional context.

### **African Marimbas (bass, tenor, baritone and soprano)**

These marimbas were built by a friend of mine. They were sampled at 2 dynamic levels - the louder dynamic level brings out the rattle of the resonators.

*Afric.Marimba Bass/Bari* is a program that shares both the bass and baritone marimba samples. The same is true of the *Afric.Marimba Tenor/Soprano* program. *Afric.Marimba Oct/Layer* consists of the above two multisample maps layered on top of each other for a powerful octave effect.

Bass, tenor, baritone and soprano samples are all included in *Afric.Mar C3 (C4 and C5) split*. Since the pitch of these marimbas overlap at the baritone-upper and tenor-lower pitch range, having a variable split point at C3, C4 or C5 of their multisamples will give the user more tonal variety to choose from in the midrange of the keyboard. Playing C3, C4 and C5 in succession while playing and switching these three programs will reveal what I am referring to.

### **Bowed Electric Guitar**

Starting with this program - we start to go a little further out into space.

This sound set features five textures created with an Ebow, electric guitar and a Roland GT8 multi effects unit. I created these with a bouncing and sliding motion on the open strings.

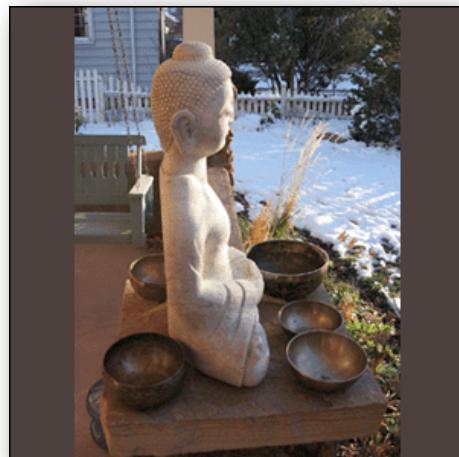


On the Kronos - each of the five textures are presented individually, in splits and finally in layers. A great deal of effects processing was printed into the samples before coming into the KRONOS.

### **Meditation Bowls and Tibetan Bowls**

The Meditation Bowls are a demo library extracted from the Bolder Crystals library. *The full version is available as EXs -105 from the Korg Store.*

Different articulations range from stick and mallet hits to a continuous sustain created with a wooden dowel run along the edge of the bowl.





### Granular Slate Rocks

This sample set was created with four Slate Rock samples from the Best Of Bolder Collection for the KRONOS (*EXs 106*). The sustain portion of the slate rock samples were elongated with the use of SuperCollider, a programming language by James McCartney. The four slates are labeled with the numbers 3, 4, 6 and 7, from the original sample session.

The idea is - you hear the actual slate rock *hit* sample, followed by a surreal sustained effect created by granular synthesis.

Also notice that the slate rock hits and sustains are separate multisamples - they also use separate oscillators. You can easily balance the volume or isolate each separate component with your Vector Joystick mixing.



### Granular Gardening

Another chapter in my exploration and experimentation with granular synthesis. These samples are elongated sustains from gardening tools. The original samples are presented in *program 057: Garden Original Samples*.

To the left is a picture of the various gardening implements used.

The resultant samples are quite vague in regards to having a identifiable pitch center.



### **Granular Kitchen**

This final granular set features ordinary kitchen utensils including - pots, a drain cover, a spatchula, a steamer and a wok top.

These samples tend to be quite metallic as well as dissonant.

Plenty of fodder here for the adventurous sound designer!

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I hope you have as much fun working with these samples as I did creating them!

Dennis Burns - Bolder Sounds - April 2014

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