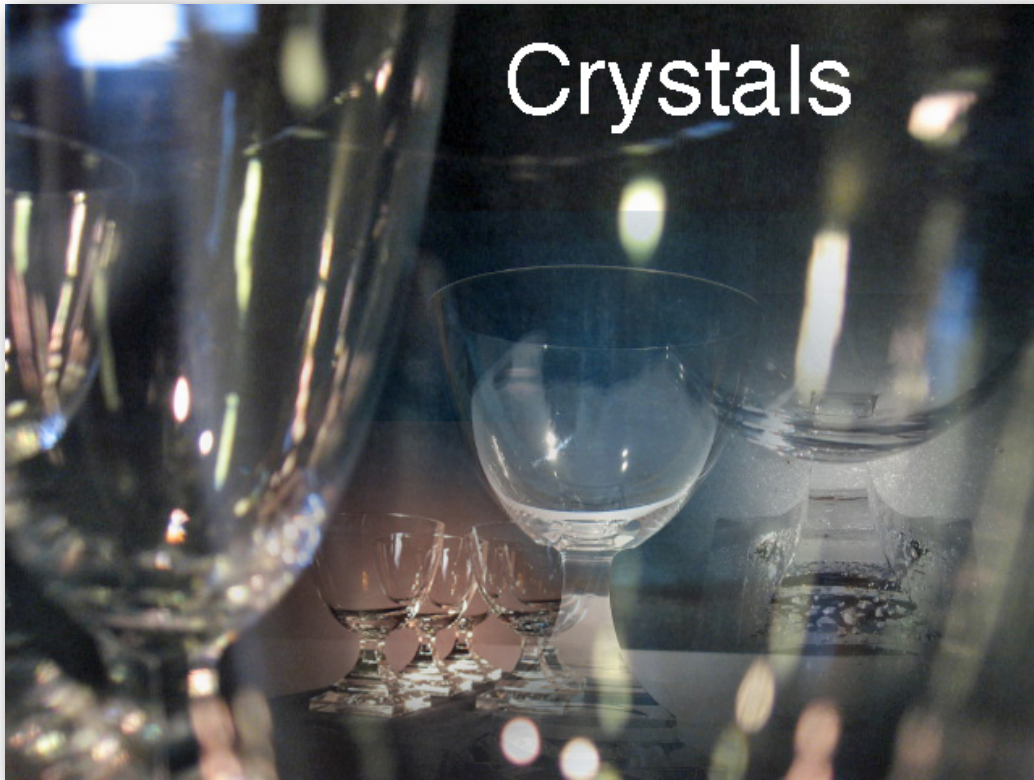


Best Of BOLDER Collection



Owner's Manual

KRONOS
Music Workstation

BOLDER *Sounds*

Overview

Welcome to the Best Of Bolder Collection: **Crystals**

This is a collection of samples taken from 3 sources of Crystal.

- 8 Crystal Glasses
- 6 Quartz Meditation Bowls
- 1 Large Bell Shaped Crystal

Numerous articulations were recorded for each crystal source listed above. They include - sustained sounds created with a wooden dowel or a wet finger being run across the rim of a glass. Also included are hits of the crystal using items such as mallets, wood dowel, felt dowel, sharpies, plastic forks, screwdrivers, finger nails and coat hangers to name a few.

Demo Sequences

In your download is a demo .SNG file containing demo sequences which can be loaded with your sounds called **Crystals.SNG**. - S000 *BOB Crystals Demo 1* and S001 *Crystal Aire* respectively.

Programs

The Crystals KRONOS volume provides 118 Programs. *Programs 069 -117* represent a crystal glass hits menu with each crystal glass hit sample stretched as far across the keyboard as I felt was sonically useful. *Programs 000 - 068* represent the main musical programs.

Program	Name
U-G000	CrystalSustain 1 SW1=8vb
U-G001	CrystalSustain 2 SW1=8vb
U-G002	CrystalSustain 3 SW1=8vb
U-G003	CrystalSustain 4 SW1=8vb
U-G004	CrystalSustain 5 SW1=8vb
U-G005	CrystalSustain 6 SW1=8vb
U-G006	CrystalSustain 7 SW1=8vb
U-G007	CrystalSus. 8a SW1=8vb
U-G008	CrystalSus. 8b SW1=8vb
U-G009	CrystalSus. 8c SW1=8vb
U-G010	Crystal Sustain Layers
U-G011	Crystal Sus+Hit 1

Program	Name
U-G012	Crystal Sus+Hit 2
U-G013	Crystal Sus 8 + Hit 2
U-G014	Crystal Sustains Detuned
U-G015	Crystal Glass Hit 1
U-G016	Crystal Glass Hit 2
U-G017	Crystal Glass Hit 3
U-G018	Crystal Glass Hit 4
U-G019	Crystal Glass Hit 5
U-G020	Crystal Glass Hit 6
U-G021	Crystal Glass Hit 7
U-G022	Crystal Glass Hit 8
U-G023	Big Crystal Mix Vel=Attk

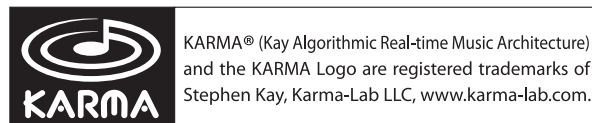
Program	Name
U-G024	Big Crystal Mix
U-G025	Big D Bowl Set
U-G026	Big D Bowl Set Vel
U-G027	Big E Bowl Set 1
U-G028	Big E Bowl Set 1 Vel
U-G029	Big E Bowl Set 2
U-G030	Big E Bowl Set 2 Vel
U-G031	Big F# Bowl Set
U-G032	Big F# Bowl Set Vel
U-G033	F Bowl Set
U-G034	F Bowl Set Vel
U-G035	G Bowl Set
U-G036	G Bowl Set Vel
U-G037	Hard Bowl Set 1
U-G038	Hard Bowl Set 2
U-G039	Soft Bowl Set 1
U-G040	Soft Bowl Set 2
U-G041	Soft Bowl Set 3
U-G042	Soft Bowl Set 4
U-G043	D Med Bowl Sustain
U-G044	E Med Bowl Sustain
U-G045	F Med Bowl Sustain
U-G046	F# High Med Bowl Sustain
U-G047	F# Med Bowl Sustain
U-G048	G Med Bowl Sustain
U-G049	Big D Bowl Set+Sustain
U-G050	Big E Bowl Set+Sustain
U-G051	Big F# Bowl Set+Sustain
U-G052	E+F Med Bowl Sustain
U-G053	F Bowl Set+Sustain

Program	Name
U-G054	F#+G+D Med Bowl Sustain
U-G055	F#+G Med Bowl Sustain
U-G056	F# High Bowl Set
U-G057	F# High Bowl Set+Sustain
U-G058	G Bowl Set+Sustain
U-G059	Hard Bowl Set 1+2 Vel
U-G060	Soft Layer
U-G061	All Soft Layer
U-G062	Big Bell (hand)
U-G063	Big Bell (hand 2)
U-G064	Big Bell (hand 3)
U-G065	Big Bell (plastic fork)
U-G066	Big Bell (sharpie)
U-G067	Big Bell (sharpie 2)
U-G068	Big Bell (pencil)
U-G069	Crystal Glass Hit 1.1
U-G070	Crystal Glass Hit 1.2
U-G071	Crystal Glass Hit 1.3
U-G072	Crystal Glass Hit 1.4
U-G073	Crystal Glass Hit 1.5
U-G074	Crystal Glass Hit 2.1
U-G075	Crystal Glass Hit 2.2
U-G076	Crystal Glass Hit 2.3
U-G077	Crystal Glass Hit 2.4
U-G078	Crystal Glass Hit 2.5
U-G079	Crystal Glass Hit 2.6
U-G080	Crystal Glass Hit 2.7
U-G081	Crystal Glass Hit 2.8
U-G082	Crystal Glass Hit 3.1
U-G083	Crystal Glass Hit 3.2

Program	Name
U-G084	Crystal Glass Hit 3.3
U-G085	Crystal Glass Hit 3.4
U-G086	Crystal Glass Hit 3.5
U-G087	Crystal Glass Hit 4.1
U-G088	Crystal Glass Hit 4.2
U-G089	Crystal Glass Hit 4.3
U-G090	Crystal Glass Hit 5.1
U-G091	Crystal Glass Hit 5.2
U-G092	Crystal Glass Hit 5.3
U-G093	Crystal Glass Hit 5.4
U-G094	Crystal Glass Hit 5.5
U-G095	Crystal Glass Hit 5.6
U-G096	Crystal Glass Hit 5.7
U-G097	Crystal Glass Hit 5.8
U-G098	Crystal Glass Hit 6.1
U-G099	Crystal Glass Hit 6.2
U-G100	Crystal Glass Hit 6.3

Program	Name
U-G101	Crystal Glass Hit 6.4
U-G102	Crystal Glass Hit 6.5
U-G103	Crystal Glass Hit 7.1
U-G104	Crystal Glass Hit 7.2
U-G105	Crystal Glass Hit 7.3
U-G106	Crystal Glass Hit 7.4
U-G107	Crystal Glass Hit 7.5
U-G108	Crystal Glass Hit 8.1
U-G109	Crystal Glass Hit 8.2
U-G110	Crystal Glass Hit 8.3
U-G111	Crystal Glass Hit 8.4
U-G112	Crystal Glass Hit 8.5
U-G113	Crystal Glass Hit 8.6
U-G114	Crystal Glass Hit 8.7
U-G115	Crystal Glass Hit 8.8
U-G116	Crystal Glass Hit 8.9
U-G117	Crystal Glass Hit 8.10

The main programs (000 - 068) include appropriate or unusual preset KARMA patterns and Drum Tracks.



Crystal Glass Programs



All programs with the word *Crystal* in the title refer to crystal glass samples (from 000 - 022). Programs 000 - 014 feature *sustain samples* created by running a wet finger across the glasses rim. Each crystal (labeled 1 - 8) has a unique tonal quality and the glasses vary in size. Some glasses sound very pure, while others might be scratchy or even a bit unstable in nature. Sustain programs labeled with *SW1=8vb* adds the octave below as a layer when SW1 is engaged.

In *programs 011 - 013*, we have hit crystals layered with the sustain samples. You can always very quickly change the volume balance between the sustain samples and hit samples by using your Vector Joystick.

From *programs 015 - 022* you have crystal glass hits 1 through 8 with numerous articulations spread out across the keyboard map.

Big Crystal Bell Programs



Programs 023 and 024 feature the bell shaped *Big Crystal* - this is quite a large bell however the quality of the crystal is quite cheap giving the hits a very deep thud. Not exactly the beautiful clear ringing sound of the other crystal items in this collection, a bit dull sounding but still musically quite useful!

Programs 062 - 068 are Crystal Bell programs with one sample stretched across the keyboard titled *Big Bell*. In the program name you will see in parenthesis whatever was used to strike the bell - for example - *Big Bell (pencil)*. The crystal of this bell was not of a high enough quality to make it sing and create a sustained sample.

Quartz Crystal Meditation Bowl Programs



Beginning with *program 025* we begin with the Meditation Bowl samples - these are my personal favorite samples in this volume.

The Meditation Bowls can be roughly categorized in 3 ways - soft hits, hard hits and sustained samples. Three of the bowls have the word *BIG* in their programs since they were of a rather grand size. The other 3 bowls range from a medium size to a hand held bowl which is labeled F# High Meditation bowl.

The 6 Meditation Bowls are labeled by their fundamental pitch as BIG E (E2), BIG F# (F#2), BIG D (D3), F (F3), G (G3) and F# HIGH (F#4). The fundamental pitch of each bowl can fluctuate widely depending on the material of the beater and how hard the bowl is struck. These bowls typically have a very strong harmonic component a perfect 5th away from the fundamental pitch.

When you encounter a program such as the *Big D Bowl Set*, you have numerous articulations taken from the D meditation bowl distributed somewhat evenly across the keyboard. Typically following that program you will find a program of the same bowl using a velocity switch or crossfade of some sort.

Program 037 begins the sorting out of the bowls into Hard Bowl and Soft Bowl categories. At *program 043* you will encounter the sustained bowl sample created by rubbing a wood dowel around the rim of the bowl - these are VERY COOL for atmospheric textures.

Beginning at *program 049* we have the Meditation Bowl hits combined in layers with the sustain samples. Again - be sure to make adjustments with your Vector Joystick for your balance if you wish.

Starting at *program 054* the Meditation Bowl sustain samples are now layered together in various combinations.

Crystal Glass Hit Programs 069 - 117

As mentioned earlier, these are programs with one sample stretched across the keyboard of the Crystal Glass hits. As an example: *programs 069 - 073* are labeled *Crystal Glass Hit 1.1 - 1.5*. These 6 programs represent 6 different hit types of Crystal Glass 1. These programs could be used as wave sequence material or building blocks to create Combi's. Also by extending the range of the Crystal Glass hits a wide variety of tonal color is available to the user.

Thank you and I hope you enjoy the KRONOS edition of the BOB Crystals volume!
Dennis Burns - Bolder Sounds - December 2013

BOLDER*Sounds*