ABOUT STREZOV SAMPLING

STREZOV SAMPLING © is a division of STREZOV MUSIC PRODUCTIONS LTD – a company created by George Strezov – orchestrator, composer and orchestra/choir contractor in Sofia, Bulgaria.

ABOUT THUNDER X3M

THUNDER X3M is a product that took all three previous editions of our epic percussion range and brought new live to the sample material by implementing an exciting and powerful engine that allows the user to manipulate the sample material. This, along with a fresh and unique **new** sample content, opens vast musical possibilities for the working composer.

The concept behind all Thunder series was to create unique instrument combinations – on-set mixture between timpani and toms, between Bulgarian tupans and snare drums. The series were held in high regard and we continued to experiment with Thunder 2 and 3, introducing a large 15-man percussion ensemble for the third version.

The reason we went back to the scripting is simple – we were not happy with the library, it didn't live to its full potential. As working composers ourselves we needed features that will optimize our workflow – pitch control of the percussion and transient controlls to name a few. The new sample content not only has ensemble patches, but also tons of solo percussion – excellent for giving your rhythms definition.

Our main idea was to record epic film percussion. The library has multiple dynamic levels (from very soft *ppp* to blasting *ffff)* and has multiple round-robins (meaning that each instrument has unique samples that get changed everytime you press a key).

DISCLAIMER / PHILOSOPHY

We would like to note that, in our pursuit for more lively and natural samples, we tend to avoid a few things that are considered commonplace. We used some normalization on the samples of “Thunder”, but tried to keep the depth of the instrument dynamics. We embrace candid, lively samples that include some natural imperfections.

THUNDER X3M ENGINE

The concept behind the new Thunder engine is quite simple – it is made of 12 zones that you assign different patches to. After making the template of your choosing just plug in and play – nothing else needed!

When you load up **Thunder X3M** you automatically load all samples inside your "Samples" directory. However, the instruments are built in such a way that actually keeps all samples purged, unless you load them up in a zone. This means that not only you have a single patch with all types of percussion you might need, you also have a patch that is optimized and does not hurt your RAM!

How does it work?

When you open the patch the main setting you need are displayed here:

You have 6 zones displayed on this page (you can use the arrow to change between pages) and you have several controls:

Pitch knob – allows you to adjust the pitch of the samples. Really useful to load a single instrument two times and then change the pitch of one of the zones. For instance – load up a solo Taiko low on zones 1 and 2, then decrease the pitch of zone 2 all the way to the left. And now your have even thicker sound of a taiko – be sure to turn on your sub speaker for even more awesomeness!

Transient controls – transient attack and sustain work like a compressor; the attack amps up the beginning of the wave file, while the sustain can increase or decrease the sample tail. These are just PERFECT for getting even punchier sound!

When you click on the zone names (ZONE 1, ZONE 2, etc...) you get a new page with the individual zone settings (*as displayed above*). You have a couple of main categories: **Low ensembles, High Ensembles, Ethnic Percussion, Epic Metals, Sound Design Percussion, Distorted Percussion**.

How do I load instruments?

Click on any zone (*marked Z-1, Z-2, Z-3, ..., Z-12 above*) and then navigate throught he list of categories; choose a sample that works well for you and then click the "X" button at the top right courner of the detailed settings. There are two additional buttons at the bottom – DISCARD (reverts all changes that you have made to the default values) and CLEAR (removes all samples and settings from the zone).

All 12 zones are marked with different colours to allow for easier playability. Not only that – when you edit the zones **the colour of the edited zone will change to white**. We did this to avoid confusion and to give you clear view of what you are currently editing.

You also have EQ control (three knobs for high, mid and low frequencies) and individual volume control for the current zone.

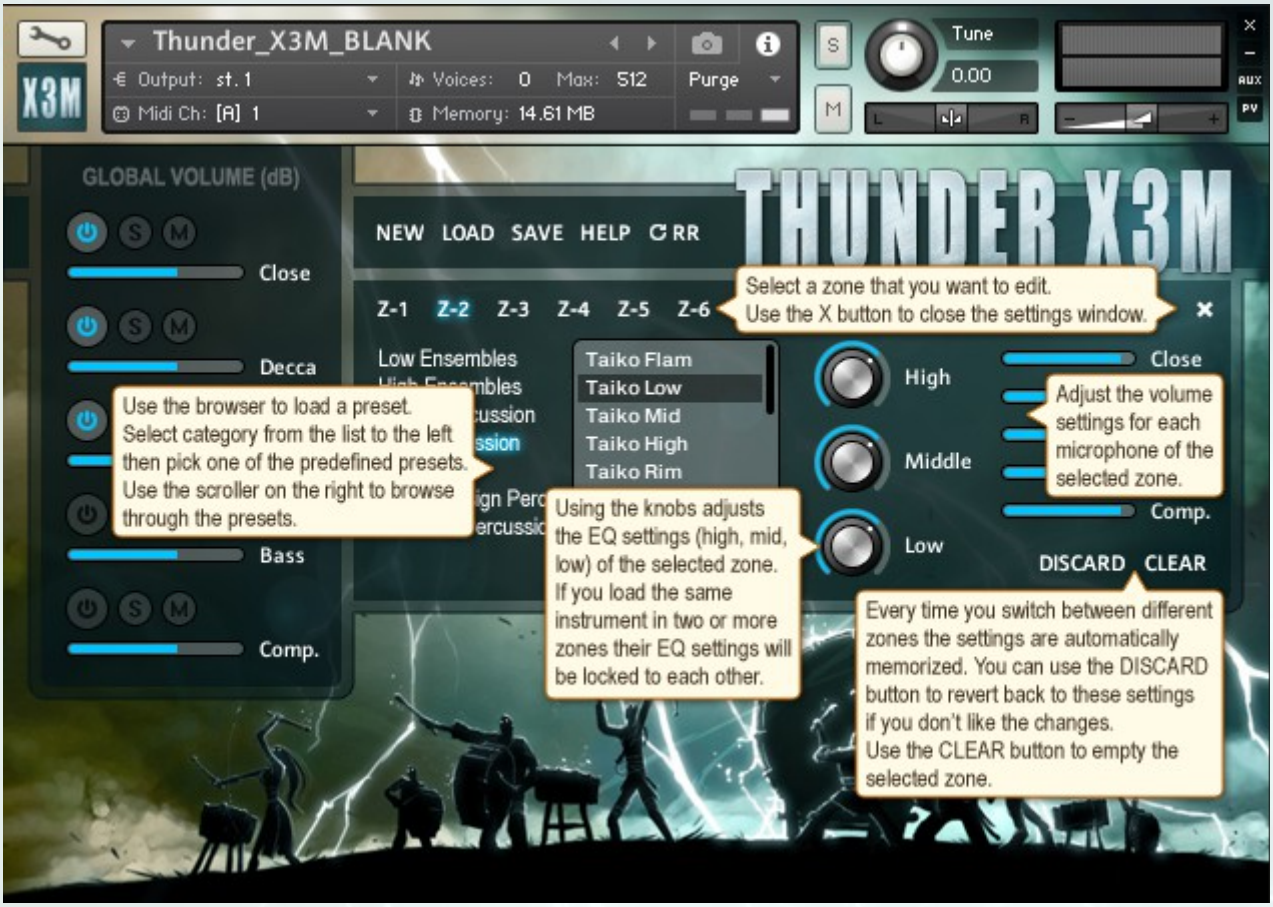
The patches also have global microphone control.

By default you have three microphones turned ON - “Close”, “Decca” and “Hall”.

The other two microphone positions - “Bass” and “Comp.” are hardware processed sample material that you can overlay on top of your samples.

Bass stands for powerful sub-bass edited samples – not just EQ, but clever compression, EQ-ing and pitching done through vintage analogue hardware.

As for “Comp.”, it stands for parallel compression (or NY compression). Imagine really *crushed* sample material that you can layer in to thicken your samples. Be careful - both of these need to be used properly, so trust your ears and try not to 'overcook' your percussion grooves!



Last but not least, the engine has some really useful controls:

NEW – initializes the template – just like the button CLEAR, but applied to all zones
LOAD/SAVE – you have the possibility to make your own presets and to save them with just a few clicks of the mouse!
HELP – a built-in “help” file (*as displayed above*)
RESET RR – resets all Round-robins for the samples

INSTRUMENT PATCHES

In your “Instruments” directory you will find the following patches:

“Thunder_X3M_BLANK” - blank template of the engine, ready for you to play around with!
“Thunder_X3M_Rolls_BLANK” - blank template of the engine made especially for the rolls (sample content from Thunder 3). Rolls are multiple dynamic epic looped rolls that can be controlled with ModWheel (CC#1)

You also have some additional patches that you can load for specific instruments. They are to be found in the sub-folder called “Multi Patches”. Here they are:

- All Clacks
- Epic Metals
- Ethnic Percussion
- High Ensembles
- Low Ensembles
- Solo Percussion
- Sound Design Percussion
- Toms

INSTRUMENTS AND INSTRUMENT COMBINATIONS

As we previously pointed out, “Thunder” is all about instrument combinations. It is important to point out that these combinations were not made on post-production – everything was recorded that way. For us, the ensemble is what makes the music and what makes the samples (*a good example of that could be our Storm Choir series*). When playing really different and unorthodox instruments **together** the entire sound of the percussion changes, the players behave differently and think differently. As a result we have something really special and **unheard** before.

Here is a detailed list of all samples included:

LOW ENSEMBLES

The Brute – low taiko (mallets) and gran casa (hands);
Elder Titan ML - 7 timpani, 3 bass drums and 5 floor toms, recorded with mallets (ML)
Elder Titan ST - 7 timpani, 3 bass drums and 5 floor toms, recorded with sticks (ST)
Elder Titan BR - 7 timpani, 3 bass drums and 5 floor toms, recorded with brushes (BR)
King Kong Rise - 2 concert bass drums, 1 detuned kick drum, 3 detuned timpani and shouts; the shouts are a part of the recording, they are not added afterwards.
King Kong Shout - 2 concert bass drums, 1 detuned kick drum, 3 detuned timpani and shouts; the shouts are a part of the recording, they are not added afterwards.
The Kraken - 2 concert bass drums and 1 detuned kick drum (huge sticks), 3 detuned timpani (hard mallets);
The Mandarin - 2 concert bass drums (huge sticks) and 4 wooden clacks;
Camel Safari - 2 concert bass drums (mallets), 2 detuned timpani (sticks), 4 bulgarian tupans (sticks);
The Hulk - 2 concert bass drums (mallets), 2 detuned timpani (mallets), 1 kick drum (played with a mallet), 3 low toms (mallets);

ETHNIC ENSEMBLES

Bendir – solo Turkish bendir, played with mallets;
Cajon Low – solo cajon, played with mallets;
Cajon High – solo cajon, played with hands;
Wooden Sticks – two sticks, played by one player;
Kali – combination of 5 tambourines, 6 djembes and 4 darbukas;
Mumbai Chase BR - 15 large water jugs, recorded with brushes (BR);
Mumbai Chase H - 15 large water jugs, recorded with hands (H)
Mumbai Chase ST - 15 large water jugs, recorded with sticks (ST);
The Cartel – 4 cajons, 6 djembes, 1 gran casa, 4 darbukas;
Urban Warriors ML - basins and buckets, recorded with mallets (ML)
Urban Warriors ST - basins and buckets, recorded with sticks (ST)
Jungle Chase - 6 toms (rimshots);
Samurai - 6 custom made wooden stick clacks;
Voyvoda Tupans - 3 tupans (small sticks), 2 floor toms (sticks), 2 concert bass drums (mallets), 1 mid tom (sticks);

EPIC METALS

Anvil 1 – anvil played with a hammer;
Anvil 2 – anvil played with a hammer;
Anvil 3 – anvil played with a hammer;
Anvil 4 – anvil played with a hammer;
Anvil 5 – anvil played with a hammer;
Lightning – two anvils, being hit with another anvil;
Thrall 1 – anvil, being hit with a metal chain;
Thrall 2 – multiple anvils, being hit with a hammer;
Uruk-Hai – metal anvil, thrown on top of pile of anvils;
Thunderbolt - an ensemble of various metals – big "anvil" sound;
Metal Freak - 5 small anvils (hammers);
Gates of Hell – metal gates, played with hammers;
Gates of Hell Low – detuned metal gates, played with hammers;

HIGH ENSEMBLES

Fists of Fury – six detuned timpani (sticks), solo taiko (hard sticks), 2 floor toms (mallets);
Two Toms – two floor toms (sticks);
Armada Snares – 15 snares (sticks);
Pirate Ship - 8 different snares (sticks);
Fist Fighter - 2 concert bass drums, 1 detuned kick drum, 3 floor toms – played with hands;
Warrior
Click Clackers 1 - 4 tupans (sticks), 2 concert bass drums (sticks), 2 detuned timpani (sticks) – *all of them: rimshots;*
Click Clackers 2 - 8 toms, detuned (sticks) – *all of them: rimshots;*
Dawn Rider - 4 tupans ('beater'), 3 high toms (sticks), 1 mid tom (sticks);
Dervish - 3 bulgarian tupans (sticks), 1 darbuka (hands+stick), snare drum with tambourine (sticks), 1 floor tom, 1 concert bass drum (mallet), 1 snare drum (sticks);
Greater Beasts 1 - 8 toms, normal tuning (sticks);
Greater Beasts 2 - 8 toms, detuned on set (sticks);
Mountain King - 2 timpani, 1 concert bass drum, 2 snares, 3 toms (*all of them with brushes);*
Voyvoda 1- 3 tupans (small sticks), 2 floor toms (sticks), 2 concert bass drums (mallets), 1 snare drum (sticks);

SOLO PERCUSSION

Taiko Flam – low taiko, flammed hits;
Taiko Low – low taiko hits;
Taiko Mid – mid taiko hits;
Taiko High – high taiko hits;
Taiko Rim – taiko rimshots;
Thor's Hammer – "Mahler hammer" on wood;
Gran Casa Case – concert bass drum inside a case, sticks;
Gran Casa H – concert bass drum with hands (H);
Gran Casa ML – concert bass drum with mallets (ML);
Gran Casa ST – concert bass drum with sticks (ST);
Kick ML – drum kit kick, played with mallets (ML);
Kick ST – drum kit kick, played with sticks (ST);
Kick RIM – drum kit kick, played on the rim;
Tom 12" ML – 12" tom, played with mallet (ML);
Tom 12" ST – 12" tom, played with sticks (ML);
Tom 14" ML – 14" tom, played with mallet (ML);
Tom 14" ST – 14" tom, played with sticks (ML);
Tom 16" ML– 16" tom, played with mallet (ML);
Tom 16" ST – 16" tom, played with sticks (ML);

SOUND DESIGN PERCUSSION

Balrog - processed samples of hits on enormous sheets of metal; ensemble hits with hammers and large drumsticks.
Dragon - 2 concert bass drums (mallets), 2 detuned toms (large sticks), 2 "anvils" (hammers);
Emperor Kong 1 – processed off-beat hits of 2 concert bass drums, 1 detuned kick drum, 3 detuned timpani and shouts;
Emperor Kong 2 - processed hits of 2 concert bass drums, 1 detuned kick drum, 3 detuned timpani and shouts;
Mammuthus – processed low booms;
Steampunk – processed high clacks;
Thunderbolt Dist – processed metal hits;
Werewolf – processed toms;

Most of the patches also have distorted versions, that were run through a Marshal amp!

INSTALLATION / SYSTEM REQUIREMENTS

Native Instruments Kontakt 5.0+ FULL version required
27.5 GB Hard drive space (8.5 GB for the zip and **19.00 GB for the unzipped folder**)
Internet access

Download the .zip archive, unrar and load into your Kontakt Instrument.

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SOFIA SESSION ORCHESTRA

Thank you!
George Strezov