DRUM & PERCUSSION TOOLS

TA5 COR 46

Creative Essentials

Sampling CD Series

Volume 16

AUDIO

.WAV

AIFF

Zero-G

CREDITS

Drum & Percussion Tools is a

LOOPY TUNE PRODUCTION

for Time + Space

**All Samples Created from
The Real Thing by**

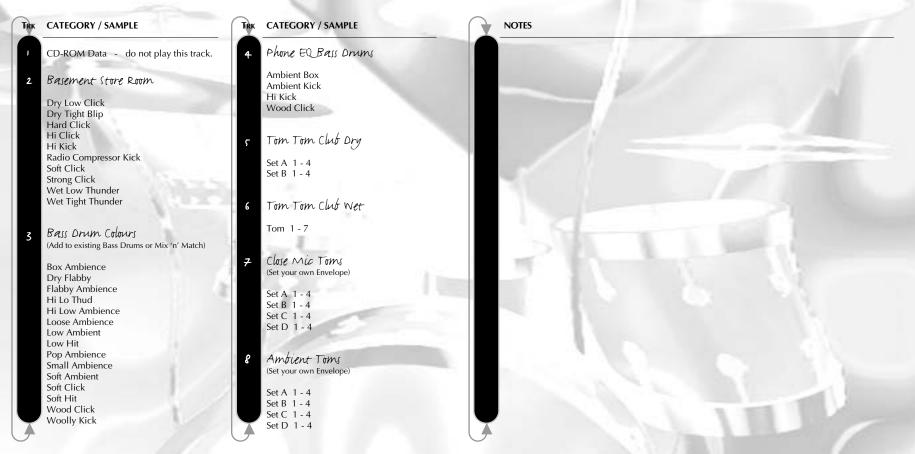DAVE HICKMAN

Samples Modified With

Lexicon LXP-15 MkII
Boss SE-70
Yamaha Pro Mix-01
SPL Vitalizer
Behringer SNR-2000
Novation Bass Station Rack
Apple Mac IIsi 350-17mb
Micropolis 1gb av Drive
Iomega Jazz 1gb Drive
Digidesign Audio Media II
Sound Designer II, DINR
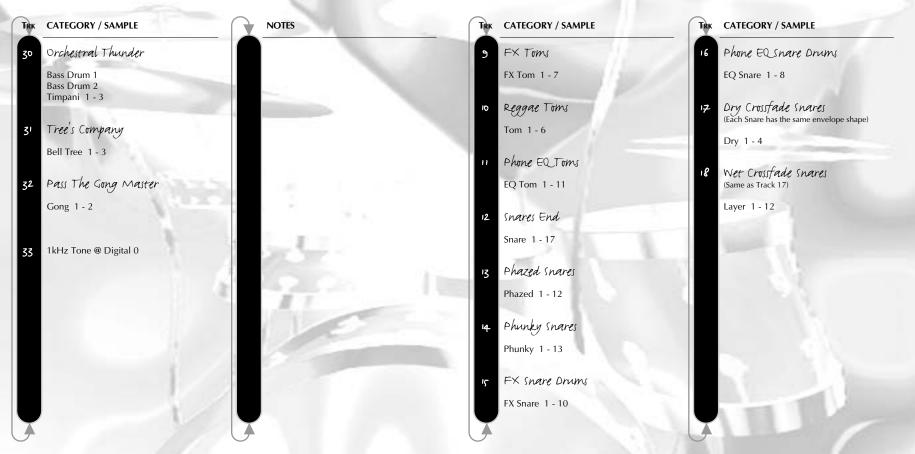Waves L1 & Q10
Emagic Logic Audio 2.5

Zero-G

info@zero-g.co.uk

Trk	CATEGORY / SAMPLE
1	CD-ROM Data - do not play this track.
2	*Basement Store Room*
	Dry Low Click
	Dry Tight Blip
	Hard Click
	Hi Click
	Hi Kick
	Radio Compressor Kick
	Soft Click
	Strong Click
	Wet Low Thunder
	Wet Tight Thunder
3	*Bass Drum Colours*
	(Add to existing Bass Drums or Mix 'n' Match)
	Box Ambience
	Dry Flabby
	Flabby Ambience
	Hi Lo Thud
	Hi Low Ambience
	Loose Ambience
	Low Ambient
	Low Hit
	Pop Ambience
	Small Ambience
	Soft Ambient
	Soft Click
	Soft Hit
	Wood Click
	Woolly Kick

Trk	CATEGORY / SAMPLE
4	*Phone EQ Bass Drums*
	Ambient Box
	Ambient Kick
	Hi Kick
	Wood Click
5	*Tom Tom Club Dry*
	Set A 1 - 4
	Set B 1 - 4
6	*Tom Tom Club Wet*
	Tom 1 - 7
7	*Close Mic Toms*
	(Set your own Envelope)
	Set A 1 - 4
	Set B 1 - 4
	Set C 1 - 4
	Set D 1 - 4
8	*Ambient Toms*
	(Set your own Envelope)
	Set A 1 - 4
	Set B 1 - 4
	Set C 1 - 4
	Set D 1 - 4

NOTES

Trk	CATEGORY / SAMPLE
30	**Orchestral Thunder**
	Bass Drum 1
	Bass Drum 2
	Timpani 1 - 3
31	**Tree's Company**
	Bell Tree 1 - 3
32	**Pass The Gong Master**
	Gong 1 - 2
33	1kHz Tone @ Digital 0

	NOTES

Trk	CATEGORY / SAMPLE
9	**FX Toms**
	FX Tom 1 - 7
10	**Reggae Toms**
	Tom 1 - 6
11	**Phone EQ Toms**
	EQ Tom 1 - 11
12	**Snares End**
	Snare 1 - 17
13	**Phazed Snares**
	Phazed 1 - 12
14	**Phunky Snares**
	Phunky 1 - 13
15	**FX Snare Drums**
	FX Snare 1 - 10

Trk	CATEGORY / SAMPLE
16	**Phone EQ Snare Drums**
	EQ Snare 1 - 8
17	**Dry Crossfade Snares** (Each Snare has the same envelope shape)
	Dry 1 - 4
18	**Wet Crossfade Snares** (Same as Track 17)
	Layer 1 - 12

Trk	CATEGORY / SAMPLE
19	**Snare Rooms**

(Add to Track 17 or 18 for Effect)

Hall
B.B.D.L. Reverb
Bright Gate
Bright Hall
Bright Plate
Bright Room
Bright Short Tap
Cave Snare
Dark Mono Tap
Dark Panner
Dark Room
Dark Slap Room
EQed Delay
Fast Dark Ping Pong
Fast Ping Pong
Flanged Verb
Mod Delay
Mod Tap
Mono Tap
No Snare Hall
No Snare Phaze
No Snare Room
No Sync Multi Tap
Panner Room
Phazed Verb
Pitched Dark Hall
Pitched Reflection
Pitched Stereo Tap
Pitched Tape Jam
Rising Tap
Snare Plate
Spring Verb
Stereo No Sync Tap
Stereo Ping Pong

Trk	CATEGORY / SAMPLE
20	**Ambient Cymbals**

Ambient 15" Crash
Ambient 16" Crash 1
Ambient 16" Crash 2
Ambient 16" Crash 3
Ambient 18" Crash
Ambient 20" Bell
Ambient 20" Ride
Ambient 22" Ride
Ambient Deep Crash
Ambient Orchestral 1
Ambient Orchestral 2
Ambient Stick Ride
Slow Attack

Trk	CATEGORY / SAMPLE
21	**Panned Cymbals**

Left 1 - 4
Right 1 - 4

Trk	CATEGORY / SAMPLE
22	**Hat Rack**

Bell 1
Bell 2
Closed 1 - 4
Open 1 - 3
Open Closed 1 - 3
Ped 1 - 4

Trk	CATEGORY / SAMPLE
23	**Panned Hats**

Closed 1 - 5
Open 1
Open 2
Open Closed 1
Open Closed 2
Ped 1 - 3

Trk	CATEGORY / SAMPLE
24	**Side Sticks**

Stick 1 - 11

Trk	CATEGORY / SAMPLE
25	**FX Sticks**

FX Stick 1 - 9

Trk	CATEGORY / SAMPLE
26	**Percussion Department**

Conga Open
Conga Slap
Cow Bell
Forest Skin 1
Forest Skin 2
Hi Blip
Metal Pipe
Metallic Hit
Open Tom
Shaker
Shaker Scratch 1
Shaker Scratch 2
Slappy
Snappy Snare
Tamb
Tin Pan
Wood Block

Trk	CATEGORY / SAMPLE
27	**FX Percussion**

FX Percussion 1 - 8

Trk	CATEGORY / SAMPLE
28	**Phone EQ Percussion**

EQ Percussion 1 - 15

Trk	CATEGORY / SAMPLE
29	**Analog Filtered Percussion**

Analog Percussion 1 - 9