

Concert Ukulele Strummer

EXS24 USER'S MANUAL

Introduction

Mahalo for purchasing Concert Ukulele Strummer sample library for the EXS24. The ukulele that was sampled is a normal sized uke with nylon strings tuned to a traditional G- C- E- A. Every chord was sampled with multiple up and down strokes, palm mutes, and full mutes. 12 chord types were recorded in each of the 12 keys. All samples were recorded at 48k / 24bit for the best quality. The chord types that were recorded are:

major	minor	add2
major7	minor7	sus4
7	minor6	
9	diminished	
6	augmented	

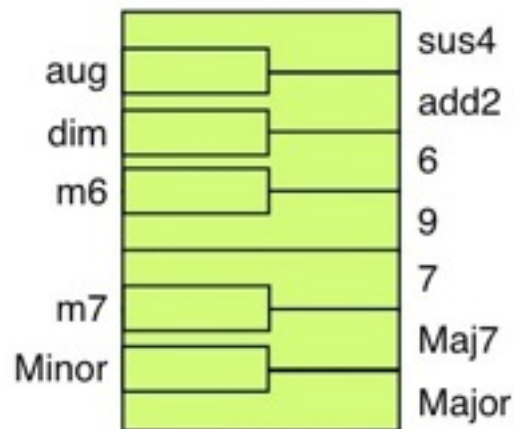
Installation

Unzip the download file, if your browser has not done so already. Drag the "Concert Ukulele Strummer" folder to your "Sampler Instruments" folder. The location of this folder will depend on what version of Logic that you have. Logic X puts the "Sampler Instruments" folder in ~/Music/Audio Music Apps/. Previous versions of Logic put the "Sampler Instruments" folder in ~/Library/Application Support/Logic/. (~ is your home folder)

How do I play this thing?

The octave from C3 to B3 are the down strokes for each key and C4 to B4 are the up strokes. There are many samples on each key, so if you vary your key velocity you should come out with different samples for each strum.

The octave from C0 to B0 are where your chord select key switches are. For instance, if you wanted to play a D7, you would play E0 then rock back and forth between D3 and D4 to get the up and down strokes. You don't have to hold the E0. It acts more like a switch. Check the graphic below for the key assignments.



If you want to play simple up and down strums, then that's all you will need. But if you really want to get into the mutes and holds, read on. For this, you will need the modulation wheel and the pitch bend.

The modulation wheel switches to the longer samples. With the mod wheel in its farthest back position (off) the strum samples will play. If the mod wheel is in the center, the up and down hold strums will play. If the mod wheel is all the way forward, (full) the 'slow down strum' and 'up strum with the back of your thumb' will play. I set the threshold pretty low for those of you with the Roland combination mod and pitch slider. As long as you move it forward it will engage the holds. And jam it all the way forward for the other holds.

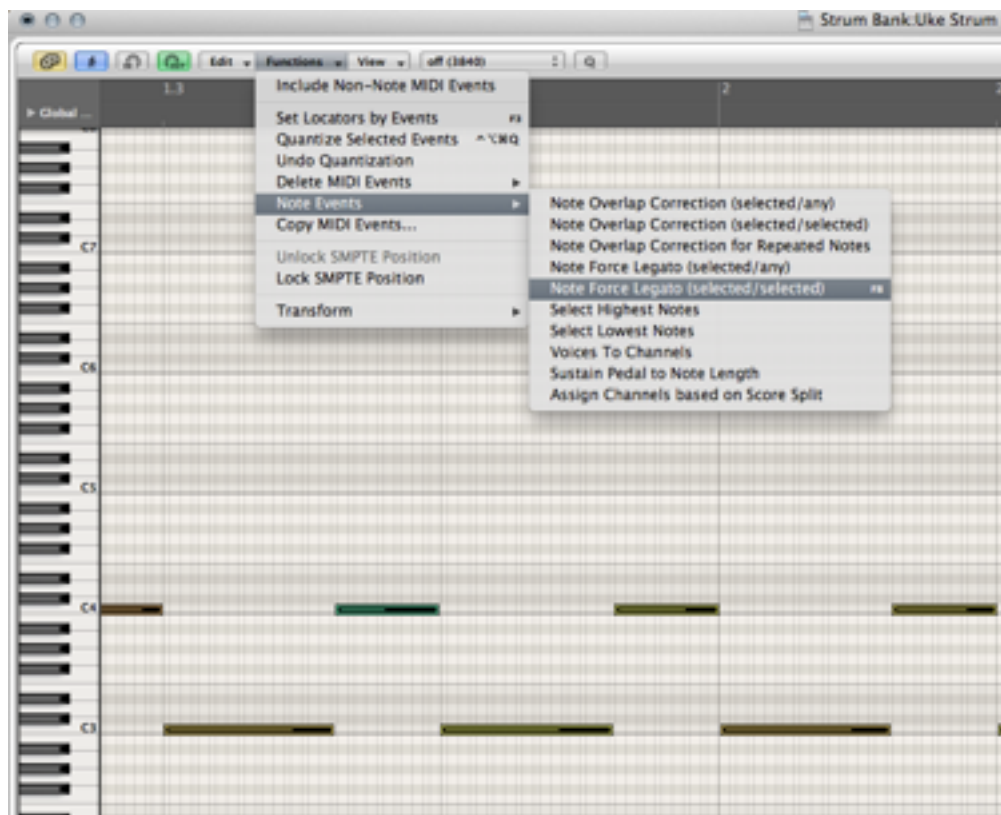
The pitch bend triggers the mutes. In the center position, the regular strum samples will play. Move it forward to get the chorded palm mutes. These mutes are played with the heel of your palm damping the strings. Move it back to play the full mutes. These have no tonality and are made by resting your left hand on the strings so that they don't sound and strum with your right hand. The pitch bend will override the mod wheel. No matter what position the mod wheel is in the pitch bend will sound the mutes.

There is also the "chuck". It's made by damping the strings immediately after a sharp down stroke. It's sort of a percussion sound when strumming. The snare of the uke, if you will. It's played when you play the down stroke hard.

Programming tips

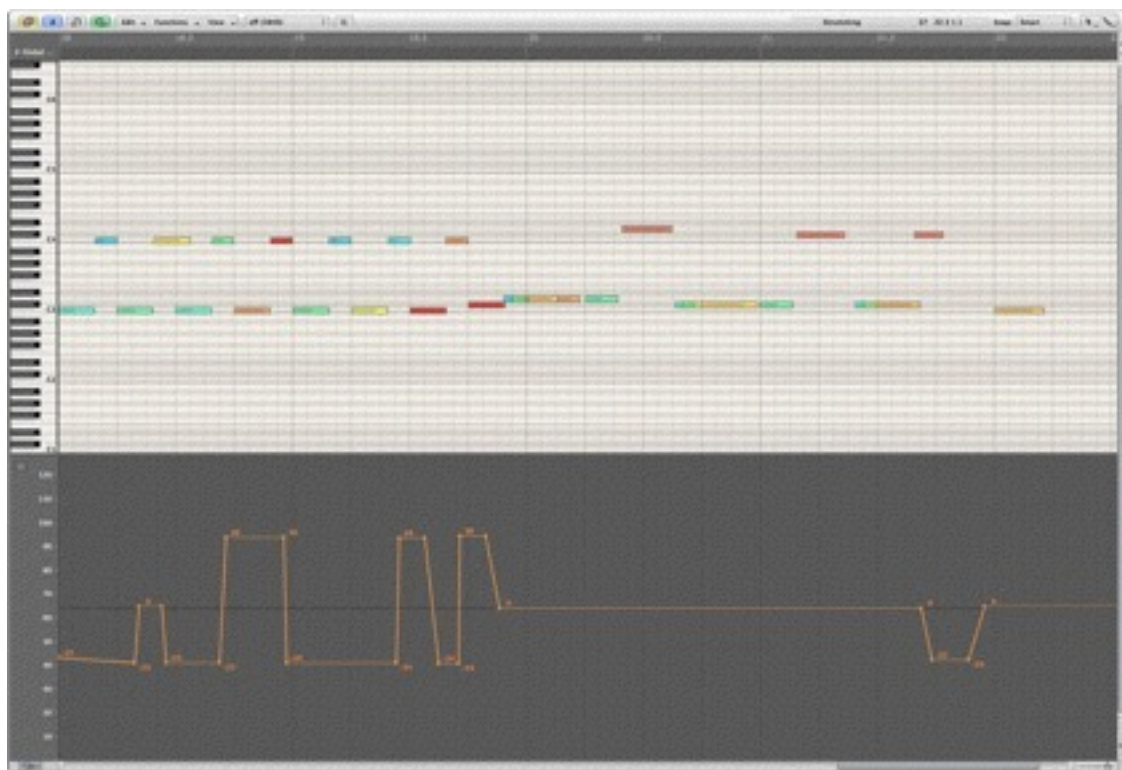
There are 2 bar strumming patterns in the "Strumming Patterns" folder. These are just to get you started and give you more examples of the controls. These are on the C chord right now. To use them you have to transpose the notes to what ever key you want to play. You can move them around in the piano roll editor or use the transpose region function in the arrange window. Then go back and record the chord type. (major, minor, 7...)

For a nice smooth strum you need to make sure that the notes overlap each other a little or butt right up against each other. Play very legato for this or go back and edit it after you've recorded it. Select the notes and use the "legato" command.



Thinking about the physical act of playing a uke will help you also. Most of the time the strokes are up and down. Make sure you take this into account. Don't have two downstrokes together on a steady eighth note pattern. Think of how a uke player would play it. The fan strum is the one exception. You can hear it on demo 3. It's created by opening your hand in sort of a fan as you do your down stroke. Each finger does a down stroke. The result is 4 down strokes together in quick succession. With the EXS24, there's no way you can play it. I created three notes with varying key velocity, so I don't get the same sample, and then put them on the note that I want to play. They overlap each other. There are examples in the "EXS Strum Demo 3.midi" file and also in "EXS-Str Strum 14.midi" and "EXS-Swg Strum 14.midi" files in the "Strumming Patterns" folder.

One methodology that I use is to play a basic back and forth strum and then go back and edit the mod wheel and the pitch wheel afterwards. You can see from the graphic that the pitch bend was entered in the piano roll editor. You can play it live or edit it after. Whichever is easier for you.



Substitute Chords

The uke has only 4 strings so there are not a lot of notes to go around. I chose this set of chords because it covered most of the chords that you would need. You can also substitute chords for versions that are not recorded. If you are looking for a Cmaj9, an Em7 will do fine. If you're looking for a Dm7(b5), an Fm6 has the same notes in it. A Cdim will work for a D7(b9).

Chord you want	Substitute chord	Example
Maj9	major 3rd up m7	EbMaj9 = Gm7
m7(b9)	minor 3rd up m6	Am7(b5) = Cm6
7(b9)	whole step down dim	G7(b9) = Fdim

Troubleshooting

If you have any questions feel free to email info@audiohawaii.com

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