

Concert Ukulele Strummer

KONTAKT USER'S MANUAL

Introduction

Mahalo for purchasing Concert Ukulele Strummer sample library for Kontakt. 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	

I am a big fan of the discontinued Virtual Guitar 2. It used slices of actual strumming to replicate its patterns instead of the octave back and forth of down strokes and up strokes. To play a pattern, you would play a chromatic scale up the keyboard. Each note was a different slice of the strum. It made for very convincing strumming. I've attempted to do just that with the Strummer.

Installation

Unzip the download file, if your browser has not done so already, and copy the folder into your Kontakt Library.

How do I play this thing?

The middle octave starting at C3 are slices of the strum. I did not include the F key because I thought it would be easier to navigate if the white keys were all down strokes and the black keys were all up strokes. If you play a chromatic scale from C3 to B3, skipping the F, you will get a standard back and forth strum. If you need a longer strum you can always come back down. The F key is the sound of fingers damping the strings. If you wanted to stop the long samples you could put this note on the end for some realism.

The notes from C4- D#4 are longer versions that hold out the full duration of the chords. C4 is a downstroke, C#4 is an upstroke with the forefinger, D4 is a slower down stroke (almost arpeggiated) and D#4 is an upstroke with the back of the thumb that gives it a brighter sound. E4 is what is referred to as a 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.

The keys from F4 to B4 are muted chords. The palm of your hand mutes the strings as you play the chord. It makes for a duller more percussive sound but the tone of the chord is still evident.

The keys from C5 to B5 are mutes that have no tonal quality. They're made by deadening the strings with your left hand and strumming with the right. It makes for a softer percussive sound. Good to keep the groove going in between beats. The F key in this octave is a slap to the body of the uke.

The 2 octaves below C3, C1 to B2, are where you finger the chords that you want to play. Play the chord with your left hand and play the F- less chromatic scale and you will get your strum. You do not need to hold the chord down. The chord will stay selected until you choose another chord. One note: the chord recognition is not instantaneous. The left hand chord needs to be a little ahead of where you want to change the chord.

There is a diagram on the last page.

Programming tips

In a DAW, I find it easier to use two tracks from the same Kontakt instance. Use one for the chords and one for the strumming. The strumming track would contain everything from above C3 and the other track would just be the chords. If you have a two bar strumming pattern all you have to do is loop it and then change the chords under it. If you change the key of your song you only have to transpose the chord track. Not the strumming track. There are several strumming patterns included that will help you get started right away.

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 a 'legato' command in your DAW.

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 ukulele 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.

One methodology that I use is to just play a simple right hand pattern like C-C#-D-D#-E-D#-D-C# in the groove of the song for one bar. Loop it and go to the next track and enter your chords for the rest of the song. Then go back and work out a nice strumming pattern after that.

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

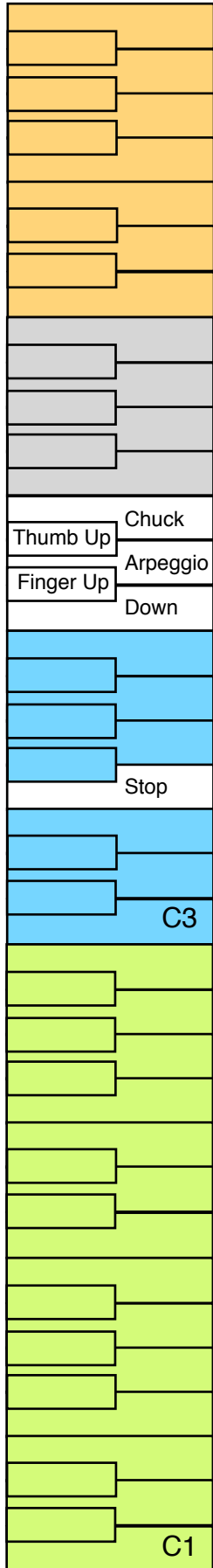
If you're not hearing the right chord, there are a couple of things you can check.

Open up the Kontakt plug-in. You should be able to see the current chord displayed on the plug-in. Make sure the right chord is being recognized.

If it's not:

- Try another inversion of the chord.
- Make sure you are not going over C3 or below C1. If you transpose the chord track, the transposition could take a note over C3 or below C1 and will not be used in the chord recognition.
- Make sure the chord comes just before the strum where you want it to change. By just before, I mean like a 32nd. I tried it right on the beat and it was hit or miss if it changed the chord in time.

White keys are down strokes
Black keys are up strokes



Mutes

Chorded
Mutes

Longer
Chords

Open
Chords

Chord
Recognition

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