

—|||— **bigfishaudio**

LONDON
ORCHESTRAL
— PERCUSSION —

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Instrument Introduction

London Orchestral Percussion from Big Fish Audio is a premium collection of expertly sampled instruments recorded in a natural hall environment. Captured with a moderate room signature, it strikes the perfect balance: providing plenty of ambient realism while remaining dry enough to blend seamlessly into any sonic space. From thunderous bass drums, timpani, toms, and snares to expressive cymbals, gongs, chromatic percussion, and a broad selection of orchestral accessories, this library delivers the essential sounds composers rely on for film, television, games, trailers, and concert music.

Now refreshed for modern scoring workflows, London Orchestral Percussion features an enhanced sample set, redesigned interface, NKS support, user preset saving, customizable tone controls, and a collection of creative performance tools. Build dynamic rhythmic patterns with the built-in sequencer, create realistic crescendos with the cymbal swell creator, and bring chromatic instruments to life with a dedicated arpeggiator. When larger-than-life impact is needed, the crush control adds extra power and character with a single turn. The library includes a versatile orchestral percussion toolkit for virtually any production.

User Interface - Center

The instruments in London Orchestral Percussion don't all share the same controls - depending on the instrument type, the center of the GUI will contain various easy to use tonal and performance tools. Four core features appear across the library, assigned where they matter most.



Crush - Add a custom crush effect to your overall signal, ideal for adding a big, punchy and aggressive sound to your percussion. This effect is available for Bass Drums, Toms, Snares, and Timpani.

Mode - Select between Mode 1 and Mode 2. Each mode has its own unique chain of effects giving you more customization in finding the exact amount and style of “crush” to your signal.

Swell - All Cymbal and Gong instruments include this custom “swell” creator. Easily draw and visualize your swell automation to be applied to your playback.

On/Off - Toggle on and off the swell playback.

Swell Graphic Visualizer - Draw in the exact curve of the swell for your playback.

Seconds/Beats - Choose whether overall swell time of the graphic visualizer is in seconds or beats.

Speed - Choose the timing of your swell.

Arpeggiator - All melodic percussion includes a custom arpeggiator for your performance playback.

On/Off - Toggle on and off the arpeggiator engine.

Knob - Dials in the speed of your arpeggiator.

Seconds/Beats - Choose whether your arpeggiator speed is calculated via seconds or by beats.

Dropdown - Choose style of your arpeggiation.

User Interface - Center (Continued)

Sequencer - All Bass Drums, Toms, Snares, Accessory Percussion and Cymbals include a custom sequencer to easily customize performances.

On/Off Button - Turns on and off the sequencer playback. MIDI trigger located at G6 on the keyboard.

Dropdown - 30 factory presets. Also, save and load user presets.

Sequencer - Draw in your own playback sequences.

Scenes - Alternate between 4 different playback scenes for more complete performance arrangements. MIDI triggers for scenes located from C6-F6 on the keyboard.

Copy, Paste, Reset - Copy and paste between scenes using these controls, plus a reset button to clear currently displayed scene.

Steps - Choose between 4-32 steps.

Rate - Choose playback rate for your sequencer.

Note: Steps and Rate can be independently set for each scene.

Human - Humanize playback of the sequencer.

Swing - Add Swing to your sequencer performance.

User Interface - Additional Controls



Mono/Poly - Toggle between monophonic and polyphonic playback modes.

EQ & Tone Controls (Left Side)

Tone - Applies a low-pass filter for overall tone control.

Air - Add or reduce airy high frequencies.

Presence - Add or reduce presence focused frequencies.

Weight - Custom low-end control allowing you to dial in low frequencies while keeping muddiness out of your signal.

Focus - Dial in the frequency center of the weight knob.

Note: For certain instruments the weight and focus knobs are replaced with a body EQ control. Weight/Focus are found in all bass drum, tom, snares, and timpani. All other instruments have a "body" knob in its place.

Body - This dials in specific body frequencies for percussion instruments where more extreme low-end tone control is not useful.

ADSR (Right Side):

Shape the Attack, Decay, Sustain, and Release of the signal.

User Interface - Additional Controls (Continued)

Lower Left:

Vel Sens - Choose the velocity sensitivity of your playback. Lower values will tend toward louder playing while higher levels are ideal for more dynamic playing.

Humanize - Increases humanization of playback by introducing subtle variation to timing, velocity, and pitch. This humanize is for normal playback of the instruments and is not applied to the sequencer playback which has its own unique “humanize” control.

Punch - Increase the punchiness of your percussion transients.

Stereo - Increase or decrease the stereo image of your signal.



Edit FX Page - Customize the specific parameters of both the reverb and delay.

Keyboard Layout

The blue keys in London Orchestral Percussion show the mapping of playable samples. In general, these start on C3 of your MIDI keyboard (excluding melodic percussion and timpani). Because of the wide variety of articulations available from one instrument type to the next, we aimed to keep the layout as consistent as possible with the basic hits starting at C3. As you move up the keyboard, the articulations shift to flams, then crescendos, and often end in dynamic, playable rolls at the top of the blue keys. Typically you'll see a gap in the mapping to indicate the separation between one articulation type and the next.



Some additional keys are the yellow scene triggers and the red on/off trigger for any instrument that includes the sequencer in its instrument controls (Bass Drums, Toms, Snares, Accessory Percussion, and Cymbals).

Keys & Functions:

C6 - Scene 1

D6 - Scene 2

E6 - Scene 3

F6 - Scene 4

G6 - Sequencer Playback On/Off

The two timpani patches include keyswitches for selecting between articulation types. By default, C0 (standard single hits) is selected.

Keyswitches & Articulations:

C0 - Single Hits (default)

C#0 - 3-Stroke Strikes

D0 - Crescendos – Short

D#0 - Crescendos – Long

E0 - Hand-Muffled Hits

F0 - Rolls

System Requirements

The library requires approximately 1.1 GB once installed.

Kontakt 7 Player or Kontakt 7 (Version 7.10.7)

4GB RAM or more

MAC: OS 12 or higher

64 bit compatible

Intel Core i5 or later

Or Apple Silicon Macs

WINDOWS: OS 10 or higher

64 bit compatible

Intel Core i5 or equivalent CPU

License Agreement

The following End User License Agreement is included with London Orchestral Percussion. This license is only valid for the individual who has purchased an unopened, new and lawfully made copy of London Orchestral Percussion from a dealer or distributor authorized by Big Fish Audio.

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Credits

Producer	Big Fish Audio
Sample Editing & Patching	Cullen West & Steven Bolar
Kontakt Scripting	Steven Bolar
GUI Design	Albert Grose
Cover Design	Albert Grose
Original Recordings	Donnie Christian
Additional Audio Engineering	Steven Bolar