INDUSTRIAL DRUMKIT

user manual



loops de la Crème - April 2025

Thank you for purchasing **INDUSTRIAL DRUMKIT**!

This library will let you explore a universe of unorthodox and highly inspiring percussive, atmospheric, and melodic sounds!

100 Kontakt presets are included, and I hope they will provide you hours of inspiration and creativity. The library features:

- One main Industrial Drumkit with 97 percussions, drums, and effects.
- Practical mixed and thematic drum kits with built-in grooves and mod-wheel rhythmic variations and rolls.
- One playable 'Machines and Engines' instrument.
- One main 'Industrial Soundscapes' instrument with 85 soundscapes.
- One 'automatic' Soundscape Generator for instant inspiration and unexpected results.
- Inspiring melodic and sound design patches, chromatically playable over 4 octaves, with unique combinations of sounds and sequences.

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named INDUSTRIAL DRUMKIT.zip. On a Mac, use the default 'Archive utility'. On a PC, I recommend to use Winrar or Winzip to properly unzip the file.

You can then copy/paste the INDUSTRIAL DRUMKIT folder to your sample library hard drive. Please make sure you make a backup of the full library on a separate drive (or a SD card / USB stick...)

IMPORTANT NOTE:

!!! Please keep the INDUSTRIAL DRUMKIT folder structure intact: Do not move or erase a folder or a file from the main INDUSTRIAL DRUMKIT folder to ensure proper loading of the instruments.

LOADING INSTRUMENTS

To load patches, find the folder from the Kontakt Files Tab and select the patch you wish to load: just double-click on a patch or use drag- and-drop. You can also use Kontakt '**quick load**' menu. Find more infos about this in Kontakt user manual.

!!! NB: Native Instruments Kontakt 5.8+ is required to fully use the instruments. Make sure you have the latest updates installed.

You can also load patches with the free Kontakt Player in demo mode (with a 15mn time limit and saving functions disabled).

Along this user guide, you'll find a pdf **License Agreement**. Please read this text carefully, it precisely explains the things you are allowed and not allowed to do with the sample library.

KONTAKT INSTRUMENTS

INDUSTRIAL DRUMKIT features a wide range of instruments, organised by category:

MAIN KIT (preset #00 to 09)

8 octaves of drums, percussions, and effects

Presets 9a to 9d are multis with tempo-synced sequences

GROOVE KITS (presets #10 to17)

Small mixed or thematic drum kits with 12 sounds and built-in grooves

JAM MULTIS (presets #20 to 27)
Combinaisons of groove kits as Kontakt Multis (nkm)

MACHINES AND ENGINES (presets #30 to 32)

Playable machines and engines

INDUSTRIAL SOUNDSCAPES (presets #35 to 37)
A huge set of drones, working site sounds, binaural acoustic textures, and granular ambiances

AUTO SOUNDSCAPES GENERATOR (presets #38 to 39)
Create impressive soundscapes with automatic and randomized functions.

MELODIC (nki presets 40 to 79, nkm presets 80 to 98)
Melodic patches, chromatically playable over 4 octaves, with unique combinations of sounds and sequences.

00_INDUSTRIAL DRUMKIT_init.nki
01_Deep Industrial Drumkit.nki
02_Industrial Drumkit_Small Tools.nki
03_Driven Low Industrial Drumkit.nki
04_Industrial Kit_Harsh Reversed Risers .nki
05_Industrial Kit_Wide and Brutally Distorted.nki
09a_MLT_Tough Industrial Arpeggiator.nkm
09b_MLT_3D Pumping Sequences.nkm
09c_MLT_Danse des Petits Objets.nkm
09d_MLT_Synced Apocalypse.nkm
10_groove kit mixed_MINIATURES.nki
11_groove kit mixed_FRISKY.nki
12_groove kit mixed_DEEP.nki
13_groove kit mixed_BLADES.nki
14_groove kit mixed_MUFF.nki
15_groove kit_HAMMERS.nki
15b_groove kit_HAMMERS_Deep Cinematic.nki
16_groove kit_ANVILS.nki
17_groove kit_SAWING and FILING.nki
17b_groove kit_SAWING and FILING_alt grooves.nki
20_MLT jam_Electro Industry_F-Db_126bpm.nkm
21_MLT jam_Workbench Maestro_B-D-Ab_104bpm.nkm
22_MLT jam_Fun House_A-B-Db_115bpm.nkm
23_MLT jam_Mecano Dance_A-Ab-Bb_101bpm.nkm
24_MLT jam_Metaloscopy_Eb-D_84bpm.nkm
25_MLT jam_Vivid Handtools_121bpm.nkm
26_MLT jam_Muff Mayhem_103bpm_MW FX.nkm
27_MLT jam_MiniTools_B-D-Eb_109bpm.nkm
30_MACHINES and ENGINES.nki
31_Big Factory Machines.nki
32_Heavy Machinery_Dry Impact.nki
33_Petites machines.nki
35_INDUSTRIAL SOUNDSCAPES.nki
35b_Industrial Soundscapes_MW to Volume.nki
36_Soundscapes_reve de Gepetto.nki
37_Soundscapes_Cinematic Land.nki
38_AUTO SOUNDSCAPES GENERATOR.nki
38b_Auto Soundscapes_Nostromo Alien.nki
38c_Auto Soundscapes_Bijou ASMR Shimmer.nki
39a_MLT_Auto 3D Industrial Generator.nkm
39b_MLT_Auto Creepy Chaos Generator .nkm
40_Melo_bass FM SynBas2.nki
41_Melo_BiteBass.nki
42_Melo_bass FM Fretles.nki
43_Melo_bassHammer.nki
44_Melo_Bomb Kick.nki
45_Melo_Screw Xylo.nki
46_Melo_Workbench Snare.nki
47_Melo_workbench Marimba.nki
48_Melo_PneumaticRubber.nki
49_Melo_Rubber Wood.nki
50_Melo_Nail Xylo.nki
51_Melo_Tough Hammer.nki
52_Melo_Wild FM Hammer.nki
53_Melo_Warehouse Harp.nki
54_Melo_deepMetal.nki
54b_Melo_deepMetal_alt Mono.nki
55_Melo_bite Tube.nki
56_Melo_Metalic Koto.nki
57_Melo_Grandpa MusicBox.nki
58_Melo_bella bell.nki
59_Melo_InfinityBell.nki
60_Melo_Mystic Bell.nki
61_Melo_Iron Grind .nki
62_Melo_Prophet Factory.nki
62b_Melo_Prophet Factory_tech Dub.nki
63_Melo_KinoFactory.nki
64_Melo_Metropolis Factory.nki
65_Melo_Grinding factory.nki
66_Melo_Glass Brush Pad.nki
67_Melo_jet Pad2.nki
68_Melo_Metal String Orchestra.nki
69_Melo_Rich Analog Keys.nki
70_Melo_LoFiScape.nki
71_Melo_Schmutz Pad.nki
72_Melo_Thin Humbuzz pad.nki
73_Melo_Factory Didgeridoo_MW.nki
74_Melo_Granular Pearls.nki
75_Melo_Granular Metal Boxes.nki
76_Melo_workbench Lullaby.nki
77_Melo_Filing Metal Pad.nki
78_Melo_BioMechanic Pad_AT.nki
79_Melo_Musical Saw_MW vol - AT vibrato.nki
80_MLT Melo_Dynamic Metal.nkm
81_MLT Melo_DistoRomantic Keys_MW.nkm
82_MLT Melo_Furiosa Monk Drone_MW.nkm
83_MLT Melo_Mono Hoover Drive.nkm
84_MLT Melo_Iron Tour de Force.nkm
85_MLT Melo_Piano Bizarre.nkm
86_MLT Melo_Nuclear Blast_Use with Caution.nkm
86b_MLT Melo_Nuclear Blast_alt_MW_Use with Cauti
90_MLT Seq_Workbench Nostalgia.nkm
91_MLT Seq_Digital Sledge Hammer.nkm
92_MLT Seq_Noir New Wave_Filter MW.nkm
93_MLT Seq_Hammers and Screws.nkm
94_MLT Seq_tech Grind_MW dub.nkm
95_MLT Seq_Steel Dust Poetry_MW FX.nkm
96_MLT Seq_Tough Rough Beat.nkm
97_MLT Seq_Post Apocalyptic Texture.nkm
98_MLT Seq_Workbench Jewelry.nkm



For maximum realism, try to play, perform, and record the instruments live in your tracks! Use Pad controllers or keyboards. To provide the best realistic response, the instruments use extended sampling with many velocity layers and round-robin.



*When you see '**_MW**' at the end of a preset name, it means that a special function is assigned to the modulation wheel: make sure you check this out!*

*Some multi presets also have a note and a tempo indication (ex: **D-Eb-90bpm**). This is simply meant as a guide: don't hesitate to use these presets at different tempo values and with other keys :)*

KEYBOARD MAPPING and PLAYING TIPS

MAIN KIT



Cyan keys, E-1 to B-1: XXL SOUNDS
Factory sub hits, Metal Plates, explosions...

Red Keys, C0 to G#0: INDUSTRIAL KICKS
Layered hits, Wood plates, doors, foot stomps...

Yellow Keys, A0 to F1: WORKBENCH SNARES
Layered hits, metal objects, hammers...

Blue Keys, F#1 to F#2: TONAL PERCUSSIONS and WOODS
Metal and plastic boxes, tool handles, wood blocks, logs ...

Orange Keys, G2 to D#3: SMALL METALS
Screws, nails, threaded rods, pliers...

Light blue keys, E3 to E4: WRENCH TOOLS
Wrench tools of various sizes, wine bottles ...

Warm yellow Keys, F4 to A4: ANVILS
Anvil hits, Iron bar hits,...

Purple Keys, A#4 to G#5: HAMMERS
Hammer hits on metal, wood, walls...

Yellow keys, A5 to C#6: EFFECTS
Metal containers, metal rulers, handtool effects, metal grid...

Green Keys, D6 to A6: FILING & SAWIGN WOODS

Olive Keys, A#6 to F7: FILING & SAWIGN METALS

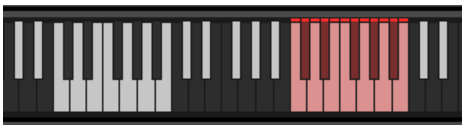


The Filing and Sawing keys (D6 to F7) don't provide velocity sensitivity. Instead, they use alternating back and forth samples with a higher number of round robins to allow natural quick repetitions. For best results, use a lower release value when playing quick rhythms with these keys.



Presets 9a to 9d are multi instruments (.nkm) with tempo-synced sequences based on arpeggiators. For best results, play one, two, or three keys simultaneously.

GROOVE KITS and JAM MULTIS



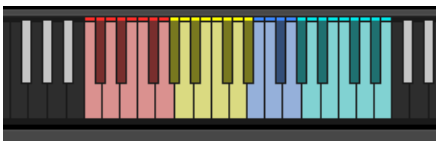
These instruments offer a small drumkit from C1 to B1. The mixed kits (presets 10 to 14) are loosely based on standard GM drum mapping: You'll find sounds equivalent to bass drums (C1), snares (D1), toms (A1, G1 and F1) and hi-hats (F#1, G#1, A#1).

Red keys, C3 to B3: built-in grooves and fills, with modulation wheel variations.
For more information on the grooves, see the section below 'TEMPO SYNCED RHYTHMS'.

The groove kit_HAMMERS doesn't provide velocity sensitivity. Instead, it uses a higher number of round robins to allow natural quick repetitions.

Presets #20 to 27 are Kontakt multi instruments offering inspiring combinations of groove kits. Manually play the keys C1 to B1 to explore amazing layered impacts, or use the groove keys to instantly create full rhythm tracks!

MACHINES AND ENGINES

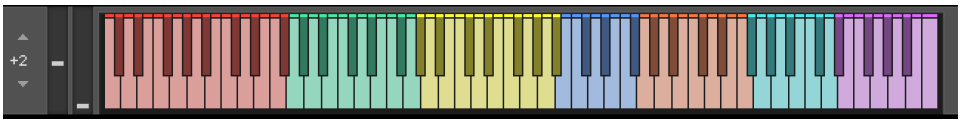


Red keys, C1 to G1: Jackhammers
Yellow keys, G#1 to D#2: Hand Drills
Blue keys E2 to G2: MW Playable engines
Cyan keys, G#2 to E3: MW Playable drills

For blue and cyan keys, use your mod wheel to control the speed of the engine or the drill!

For maximum authenticity, the jackhammers and hand drills (keys C1 to D#2) use a special release sample, to replicate the natural stopping of the engine.

SOUNDSCAPES



Red keys (C0 to F#1): Acoustic and electronic Drones
Green keys (G1 to G2): Working sites ambiances
Yellow keys (G#2 to A#3): Granular textures
Blue keys (B3 to F#4): Binaural recordings: workbench textures
Orange keys (G4 to F5): Binaural recordings: small metallic objects and tools
Cyan keys (F#5 to D6): Binaural recordings: scraping, sawing, and filing
Purple keys (D#6 to D7): Engines and steams

!!! The sounds are velocity-sensitive: playing one of the soundscapes at a lower velocity will lower the volume and make the sound less bright. You'll notice that at lower velocities, the soundscape will seem to be further back in the stereo field. This way, you can create beautiful multi-dimensional mixes of soundscapes by using various velocity values.
If you prefer to ***use your mod wheel to control the volume*** *of the textures, use the preset 35b.*

AUTO SOUNDSCAPES GENERATOR

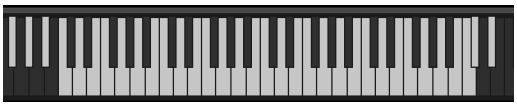


Play any key from C1 to B1 to trigger one soundscape. The choice of sound, its pitch, velocity, attack, release, and panning are fully randomized. Play several keys at once to instantly create an impressively rich industrial soundscape!

For best results, I recommend that you record the output of Kontakt onto a separate audio track in your DAW: this way, you can freely improvise and create as many soundscapes as you wish, while keeping a recording of all the created sounds.

Presets 39a and 39b offer combinations of soundscape generators with various settings (reversed playing, different effects, and various pitch values...). These presets automatically create deep and rich layered soundscapes.
For best results, play one or two keys only. You can route the output of each Kontakt nki to different audio tracks in your DAW to have the possibility to remix the soundscapes after the recordings.

MELODIC INSTRUMENTS



All these instruments offer a chromatic playing range of 4 octaves, from C1 to C5. The melodic sounds are finely tuned to standard tuning.

The sounds are organised in categories:

Bass (#40 to 44)

tuned percussions (#45 to 50)

Tuned metals (#51 to 56)

Bells (#57 to 60)

Cinematic 'factory' keys and pads (#61 to 65)

Pads, keys, and strings (#66 to 72)

Effects (#73 to 78)

Musical Saw (#79)

The musical saw lets you play expressive melodies using the keyboard, the mod wheel, and your keyboard's aftertouch: use your mod wheel to control the volume of the sound and intensity of the bow, and use aftertouch to increase the strength of vibrato.

MELODIC MULTIS

Presets #80 to 86 offer various combinations of melodic instruments. You'll find keys, pads, leads, or effects.

Presets #90 to 98 feature sequenced and arppegiated combinations of melodic instruments. You'll find inspiring rhythmic sequences as well as mesmerizing melodic textures and effects.

*When you see '_**MW**' at the end of a preset name, it means that a special function is assigned to the modulation wheel: make sure you check this out!*

TEMPO-SYNCED RHYTHMS

The Groove KITS and JAM MULTIS feature built-in grooves. Use the red keys (C3 to B3) to easily play stunning beats and fill-ins.

!!! All kits feature a **different set of grooves**. This way, you can easily create interesting rhythms by combining different kits!

How to use the tempo-synced grooves:

- Press and hold any of these keys to start a rhythm.
- Once a groove is playing, press a different key to switch to another rhythm.



Have fun jamming with the different rhythms :)

Use a main rhythm and experiment playing different keys

and quickly coming back to the main groove to create on-the-spot fill-ins!

MODULATION-WHEEL GROOVE VARIATIONS:

The KITS offer a fun and instinctive way to bring the pre-programmed rhythms to life:

Once a groove is playing, you can easily switch to a variation of this pattern by using the Modulation Wheel (or another controller sending Midi CC1). Various groove variations, 'beat repeats', and fill-ins are pre-programmed and directly accessible via the modulation wheel!

You'll notice that each Kit offers a different set of MW variations to create complex and unexpected combinations!

PLAYING TIPS:

- *Always access the main groove by bringing the Mod Wheel to the lowest position.*
- *You can leave the Mod Wheel at a different position to let a variation or a beat-repeat play.*
- *To replicate a player's typical rhythmic variations, simply follow your instinct and quickly change the mod wheel to a different value before returning to the main groove.*
- *Play mod-wheel variations with the left hand and switch patterns and fill-ins with the right hand to easily create expressive natural rhythm tracks!*

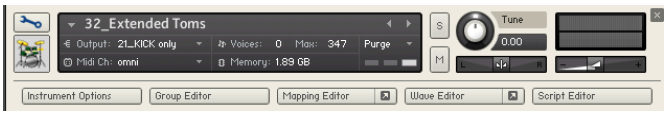
!!! HOW TO DISABLE THE MODULATION WHEEL FUNCTION OR ASSIGN GROOVE VARIATIONS TO A DIFFERENT CONTROLLER:

Follow these steps if you don't want to have the variations assigned to the MOD WHEEL:

Click on the tool to 'open' Kontakt



Click on **SCRIPT EDITOR**



Click on the tab **DRUM COMPUTER**



Locate the Knob under the label 'Remix'.
Right-click on this knob



Click on the option *'Remove MIDI Automation: CC#1 (1group)'*



That's it: the groove variations won't be linked to the Mod-wheel!

You can **choose a different controller** to switch groove variations:

Simply right-click on the knob again, choose the function 'learn MIDI CC# Automation', and move one of your MIDI controllers: the function will be automatically assigned to this new controller!

Don't forget to save your instrument if you like the changes you made!

!!! Changing the way the grooves are triggered and stopped:

The way the grooves are triggered per default is great for music productions. You might however prefer to have **the grooves start and keep playing** with a single key press, and stop when the same key is pressed again. It is very easy to change this within Kontakt. Here is a step-by-step guide:

- First, you must 'open' Kontakt by clicking on the tool at the top left.
- Then click on Script Editor (at the right, just under the main Volume fader)
- You'll see the different Tabs for the scripts. Click on the 'Drum Computer' tab on the right.
- In the Global Options, click on the button Latch to activate it:



That's it, now the rhythms start on a key press and keep playing until the same key is pressed again.
You can click on the tool again (to close the menus/scripts).
Now you might want to resave the patch. You can overwrite the current patch or use a different name. Just make sure you choose the option 'patch only', and save the patch in the Instrument folder.

!!! Recording the rhythms and rolls as **MIDI** in your DAW:

It is possible to record Midi data into your DAW from the built-in grooves.

To do this, click on the icon 'Options' at the top:

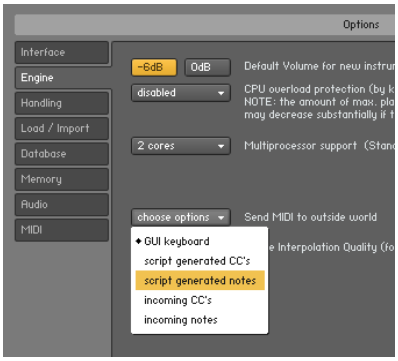


In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

Choose the option 'script generated notes'

That's it, Kontakt will now send MIDI notes when rhythms are played.

Make sure you **properly configure a MIDI track in your DAW** to receive and record these MIDI notes. Since all DAWS have a specific way of configuring tracks, you can check your DAW's user manual or do a search on the internet if you haven't done this before.



USING THE INTERFACE:

The interface is organised in various sections, following the signal flow from left to right, and allowing you to create a huge range of sound variations:



SIGNAL FLOW:

Attack &Release -> INSERT REVERB - > STEREO WIDTH -> OVERDRIVE -> DISTORTION ->FILTERS -> LIMITER -> REVERB SEND



Use the Attack and Release knobs to shape the ADSR volume enveloppe.

INSERT REVERB:

Choose between 20 different Impulse Responses and set the amount of the insert reverb. The first 4 IRs are very short impulse responses, followed by gates, rooms, plates, and halls IRs.
You'll also find factory and warehouse IRs, effect IRs, and finally mono and spring reverb IRs.

Since many sounds were recorded dry, you can easily add a natural ambiance to the sounds and use the remaining effects (width, eq...) to further shape the sound.



SWITCHES:



Use these switches to activate or deactivate the stereo width, the overdrive, the distortion, the filters, and the limiter.

STEREO WIDTH:
Use this knob to increase or decrease the stereo width. At a value of 0, the sound will be mono. Use cmd+click (or ctrl+click) to bring the knob to its default value (regular 100% width)

DRIVE:
This knob sets the gain of the overdrive effect. You'll notice that the effect is a subtle and very rich saturation that adds substance and power to the sounds.

DISTO:
This knob sets the gain of the distortion effect. The distortion is warm and fuzzy, adding smooth harmonics and sustain to the sounds. Combining various values of the DRIVE and DISTO knobs will let you achieve a wide range of saturated sounds, from very mild to fully distorted!

FILTERS:
A high-pass (HPF) and a low-pass filter (LPF) to reduce bass or high frequencies and easily fit the sounds in your mix. NB: Some instruments use different filter models to achieve a variety of sounds.

LIMIT:
This knob sets the input gain of a brick-wall limiter. It helps to prevent overloading Kontakt's outputs, add extra substance to a sound, or control the peaks of percussive sounds.

SEND REVERB:
Choose one of 20 custom IR reverbs and set the amount of sound that will be sent to the second reverb.

Use one of the built-in grooves in a GROOVE KIT and experiment with the knobs and faders: It will be easy and fun to tweak the sound and nicely fit the instrument in your track.

You can assign any knob from the Kontakt user interface to any of your hardware controllers. To do this, right-click on the knob you would like to assign. Choose the option 'learn MIDI CC# Automation'. Then just move a knob on your controller (or the mod wheel). That's it! To unassign the knob, right-click on it again, and choose 'remove MIDI automation'

!!! SAVING YOUR INSTRUMENTS:

If you tweak the effects and like the sound, or create a new combination of instruments (Kontakt nkm), you should re-save the patch in the files menu:

For single patches, use the function 'save instrument as...', rename the instrument, and choose the option 'patch only'

For multis, use the function 'save multi as...'

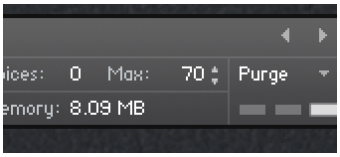
Please save your instruments in the original folder.

Use a different name for your own patches to easily remember them and keep the original patches as well.

!!! IMPORTANT NOTE ABOUT CPU USAGE !!!

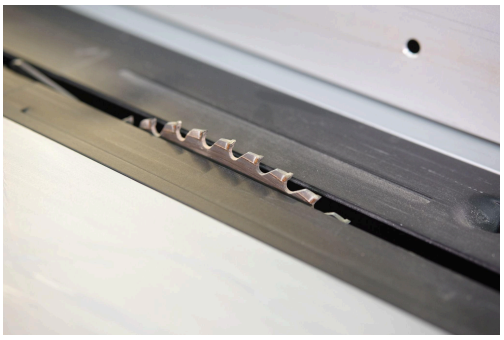
All presets were designed to run smoothly on regular computers and laptops. However, according to the power of your computer, you might experience polyphony overload, audio issues, or system instability. Here are a few tips to avoid this:

- Increase the audio buffer in your DAW or in Kontakt 'Preferences' menu
- **In Kontakt *Options / Engine*, use 'relaxed', 'medium' or 'strict' for the CPU overload protection**
- Try to reduce the number of notes simultaneously played
- Shut down other applications and softwares
- Decrease or increase the maximum polyphony of the patches:



SAMPLES AND RECORDINGS

The library features 2833 samples organised in 36 folders.



Recording a circular saw - Studios Palace, Moulins, February 2025.



Recording hand tools from my father's workbench - Vichy, France, September 2019

The samples were recorded in several studios, ateliers, factories and warehouses using various microphones:

The samples in the main Industrial Drumkit were recorded using an ensemble of microphones, such as an AKG C480B with a CK63 hypercardioid capsule, Schoeps MK21 and MK4, shure beta 57 and SM7, Beyer M201, EV RE15 and RE20, SE voodoo VR1 and more...

Most of the soundscapes and working site sounds were recorded with a pair of Audio Technica AT4022 or MKH 8040 in an AB setup or a Binaural setup. Audio recorders (Sony PCM M10, PCM D100, Olympus LS100, zoom F4, Sound Device 633) were also used for some of the recordings.

Some percussive and atmospheric samples were recorded with a contact (piezo) microphone.





UPDATES

The included patches are early versions of the software. They were thoroughly checked and tested before release. If you still find bugs or inconsistent behaviour, please report to office@julientauban.com

Also, don't hesitate to send me ideas or requests for future updates.You will be informed via email (from office@julientauban.com) about future updates and add-ons.

CREDITS

Concept, sampling, editing, mixing, programming, and graphics by Julien Tauban.

The samples were recorded over a period of 10 years in Austria and France. (2015 - 2025)

If you find a problem using the sample library, have questions or just want to get in touch, don't hesitate to send an email to office@julientauban.com

Thanks a lot for reading, I wish you lots of inspiration and fun with INDUSTRIAL DRUMKIT!

Best regards,

Julien Tauban

www.loopsdelacreme.com

www.julientauban.com

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