MAGIC CALABASH DUMS

user manual



loops de la Crème - October 2025

Thank you for purchasing **MAGIC CALABASH DRUMS**!
This library will let you explore a universe of unexpected and highly inspiring percussive and melodic sounds!

Over 40 Kontakt presets are included, and I hope they will provide you hours of inspiration and creativity. The library features:
- Three highly realistic Calabash Drums with built-in grooves and practical mod-wheel rhythmic variations and rolls.
- Impressive 'magic' features with constant subtle human-like variations.
- A unique percussion kit based on bonus 'prepared calabash' samples.
- One cinematic textures instrument and several 'Automatic Soundscapes Generators'.
- Inspiring melodic patches, chromatically playable over 5 octaves, with unique combinations of sounds and arpeggios.

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named MAGIC CALABASH DUMS.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 MAGIC CALABASH DUMS 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 MAGIC CALABASH DUMS folder structure intact: Do not move or erase a folder or a file from the main MAGIC CALABASH DUMS 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

MAGIC CALABASH DUMS features a wide range of instruments, organised by category:

MAIN CALABASH INSTRUMENTS (preset #01 to 04)

Three realistic Calabash Drums, and one 'Prepared Calabash' instrument, with alternative sound presets and grooves in 4/4 and 6/8 metrics.

GROOVE MULTIS (presets #06a to 06f)

Combinations of various Calabash Drums with intricate rhythms.

CALABASH TEXTURES (presets #11and 11a)
A huge set ofacoustic textures, granular ambiances, and designed soundscapes based on acoustic recordings.

AUTOMATIC SOUNDSCAPE GENERATOR (presets #12 to 13c)
Create impressive soundscapes with automatic and randomized functions.

MELODIC (nki presets #31 to 37, nkm presets #41 to 49)
Melodic patches based on calabash samples, chromatically playable over 5 octaves, with unique combinations of sounds and sequences.

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-robins.

*Some multi groove 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 :)*



MAIN CALABASH DRUMS

SMALL CALABASH



A smaller pyrographed instrument, with a dry and tight bass and a very powerful finger tap sound.
Hand-made in Burkina Faso.
Diameter: 37 cm

GITA CALABASH



The gita features cowrie shell pairs attached around the open rim. It can be played like a drum, or it can be girated in two hands causing the shells to hit against the gourd in rhythm. A wonderful and very expressive instrument!
Hand-made in Mali.
Diameter: 41cm

LARGE CALABASH



A very large instrument with a deep and earthy bass sound. The impressive size of this instrument allows a wide range of finger hit variations.
Hand-made in Niger.
Diameter: 54cm

KEYBOARD MAPPING

The three natural Calabash Drums share the same keyboard mapping:



White Keys, B0 to B1: Natural Calabash hits

B0: Alternative bass hit (played with the wrist)

C0: Main bass hit (played with a closed fist)

D1, E1, F1: three different finger hits

G1: double finger hits (on each side of the Calabash)

A1 and B1: two alternative full hits (played with the full hand on the calabash)

C#1 and D#1: ring hit and double ring hits

F#1 and G#1: two alternative stick hits

A#1: sweep hits

Red keys, C2 to D2: Shaker articulations

C2: Bass hit with a shaker in hand

C#2 and D2: two alternative shaker swings

Blue keys, F2 to G#2: 'Magic' Keys

F2: 'Magic ' accented hits

F#2: 'Magic' stick hits

G2: 'Magic' varying hits

G#2: 'Magic' soft hits

Magenta keys, C4 to B4: Built-in Grooves

(read more info about these grooves below)

NB: Each Calabash Drum was sampled with a different set of accessories: different sticks, rings, and shakers were used to get the widest range of useful sounds.

'PREPARED CALABASH':

The 'Prepared Calabash' follows the same keyboard mapping, with an ensemble of samples recorded on the three calabash drums, using extra accessories (brushes, sticks, shells...) and other playing techniques (upside-down hits, girated Gita shell hits, knuckle hits, scraping sounds, muted hits...).

NB: this instrument also features built-in grooves but doesn't offer 'Magic' keys.



MIXER

The natural calabash drums and the prepared calabash offer a two-channel mixer to change the sound in an intuitive way.

The controls are:

MONO: Control the volume of the first channel, with a dry and punchy sound mixed from two spot microphones: a Sennheiser BF541 and a Schoeps MK21 wide cardioid)

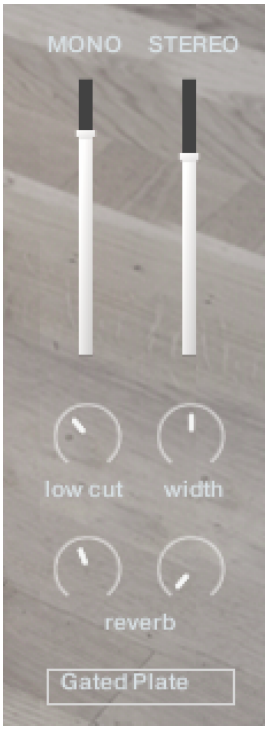
LOW CUT: This knob lets you apply a high-pass filter to the Mono channel in order to reduce the bass frequencies.

STEREO: Control the volume of a spacious and natural stereo sound from an AB set-up of Schoeps MK2H omni microphones

WIDTH: Control the stereo width of the STEREO channel, from mono to extra wide.

REVERB SENDS: Send the signal of the respective channel to the main reverb. *!!NB:* The amount of signal sent is set ***pre-fader***: the amount is set before the low-cut and width effects and before the volume knobs.

IR SELECTOR: Click on the box to choose between 30 custom impulse responses.

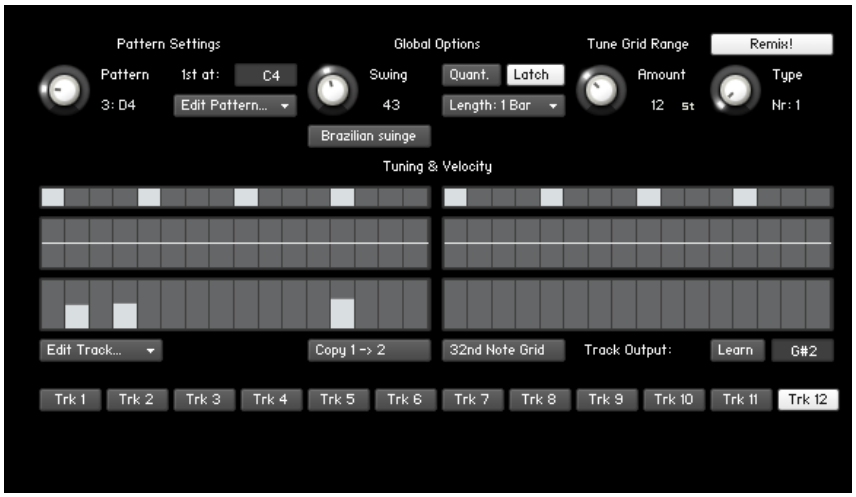


!!NB: use cmd+click (or ctrl+click) on any slider and knob to bring it to its default value.

GROOVES

The natural calabash drums and the prepared calabash feature a set of grooves and fill-ins. Click on the GROOVES tab at the bottom of the interface to access the Grooves view:





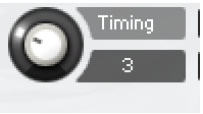
Here a few tips on how to use this interface:



Use the **LATCH** switch to change how the grooves are triggered: When activated, the groove will start when a key is pressed and will keep playing until the same key is pressed a second time. When deactivated, the groove will start only when a key is pressed and held.



Traditional Swing or **Brazilian Suinge**:
Use the switch to select the type of swing applied to the grooves:
Brazilian Suinge lets you instantly create beats with a realistic Brazilian rhythmic feel, known as 'Brazilian Suinge' or 'samba swing.' Turn this switch off for a regular swing. Use the knob for a precise control over the level of swing/suinge applied to the grooves!
!!! To avoid syncing issues, please activate or deactivate this switch only when no groove is currently playing!!



!!NB: Instruments in 6/8 rhythmic metric use a **Timing knob** instead of the Brazilian Suinge controls: this knob changes the timing of step 2 and 3 of each beat to replicate traditional African rhythms. Going to a full value (between 30 to 40) will morph the groove into a 4/4 metric.
!!NB: Use a combination of instruments (Kontakt multi NKM) with various Timing and 'Suinge' settings for each instrument to create great organic rhythms.

Have fun jamming with the different rhythms :)

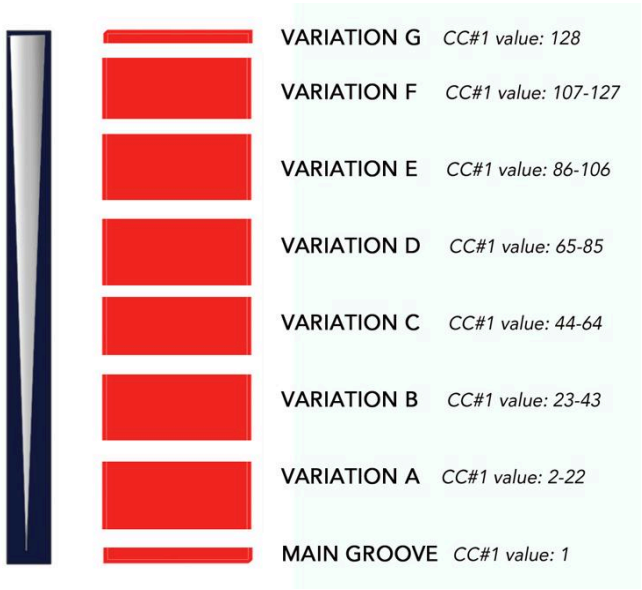
Use a main rhythm and experiment playing different keys

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

MODULATION-WHEEL GROOVE VARIATIONS:

MAGIC CALABASH DRUMS offers a fun and instinctive way to bring the pre-programmed rhythms to life:

Once a groove is playing, you can easily get a groove variation by using the Modulation Wheel (or another controller sending Midi CC1). Eight variations are pre-programmed and directly accessible via the modulation wheel:



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 play.*
- *To replicate a regular fill-in, simply follow your instinct and quickly change the mod wheel to a different value before returning to the main groove.*
- *Try the variations on fill-ins too (black keys (C#3, D#3, Gb3, Ab3, Bb3))*
- *Play mod-wheel variations with the left hand and switch patterns and fill-ins with the right hand to easily create expressive 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:

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!

!!! 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. However, for most instruments in this library, I recommend that you record audio instead. See the section below 'Recording the instrument as AUDIO in your DAW'

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

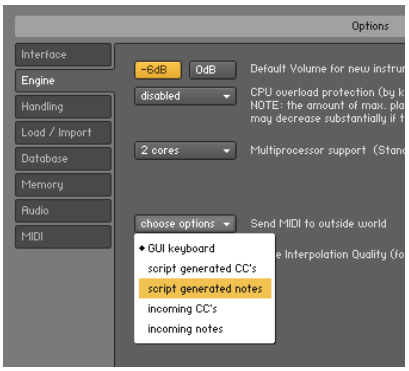


In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

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.



!!! Recording the rhythms as **AUDIO** in your DAW:

For most of the included instruments, I highly recommend that you record the audio output of Kontakt on a separate track in your DAW: Just as you would if you had a Calabash drummer coming to your studio for a session :)

Set-up an audio track in your DAW, and make sure you route Kontakt's audio output to the input of this audio track. Please refer to your DAW's user manual for extra info on this configuration. You can then perform and record a few takes with MAGIC CALABASH DRUMS, and then edit the recordings to keep only the best parts!

If you use the LATCH mode for the sequencer, you can simply program a 'starting note' in your DAW to make sure the beats will be synced and Start on time. Then you can switch rhythms, add fills or call & answers in a fun and intuitive way :)

CALABASH TEXTURES:

Create amazing organic textures with this unique instrument!
It features 3 categories of textures (natural, granular, and designed).

!!! This instrument features only one stereo channel, with VOLUME, WIDTH, and REVERB SEND controls.

!!! 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.



ADDITIONAL CONTROLS:
All Texture and Melodic instruments feature Attack and Release knobs to control the shape of the sounds.



KEYBOARD MAPPING:



Blue keys (C1 to A3): Natural acoustic textures

These long looped samples were recorded on the three calabash drums, using a wide range of techniques and accessories

Yellow keys (A#3 to F#4): Granular textures

A selection of acoustic textures were processed using granular synthesis with the IOS app Borderland to create new 'granular textures'

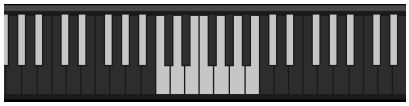
Red keys (G4 to F#6): Designed textures

These keys let you access cinematic sounds based on acoustic textures processed with various sound design techniques (pitching, reverse playing, effects...)

AUTOMATIC SOUNDSCAPE GENERATOR

A fascinating cinematic instrument that will surprise and inspire!





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 organic soundscape!

For best results with the Automatic Soundscape Generator, 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.



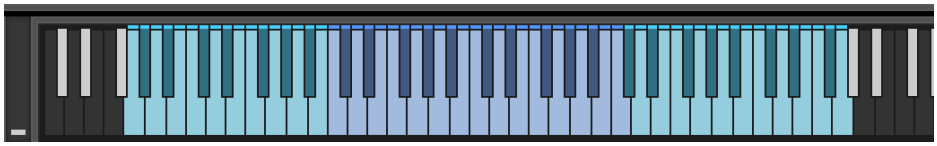
Presets 12b and 12c offer combinations of soundscape generators with various settings (reversed playing, different effects, and various pitch values...). These presets automatically create deep and rich layered soundscapes.
For best results, play one to three keys only. You can route the output of each Kontakt nki to different audio tracks in your DAW: this way, you will have the possibility to remix the soundscapes after the recordings.

MELODIC INSTRUMENTS



An inspiring and useful ensemble of melodic keys, plucks, pads, and sound effects based on calabash samples!

KEYBOARD MAPPING:



All these instruments offer a chromatic playing range of 5 octaves, from G0 to G5. The dark blue keys (C2 to C4) represent the optimal playing range of the instrument. The melodic sounds are finely tuned to standard tuning.

MIXER

All melodic instruments offer a two-channel mixer:



TONE: Use this slider to control the volume of the main melodic part of the sound

LOW CUT: this knob lets you apply a high-pass filter to the TONE channel in order to reduce the bass frequencies.

TEXTURE: Use this slider to control the volume of an additional *unpitched* textural sound.

WIDTH: control the stereo width of the TEXTURE channel, from mono to extra wide.

REVERB SENDS: sends the signal of the respective channel to the main reverb. *!!!NB:* The amount of signal sent is set ***pre-fader***: the amount is set before the low-cut and width effects and before the volume knob.

IR SELECTOR: Click on the box to choose between 30 custom impulse responses.

MELODIC MULTIS

Presets #40 to 54 offer various combinations of melodic instruments, as well as sequenced presets. You'll find inspiring keys, plucks, pads, rhythmic sequences, and mesmerizing melodic textures and effects.

ARPEGGIO and SEQUENCES

Some of the melodic instruments offer sequences and arpeggios.

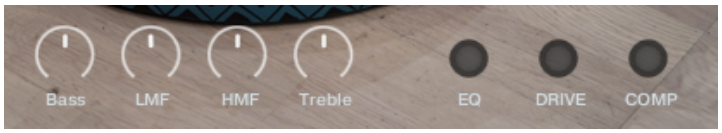
Click on ARP at the bottom of the interface to access the sequencer settings:





MASTER EFFECTS:

All instruments from the library feature the same set of powerful and highly intuitive effects:



Use the EQ, DRIVE, and COMP switches to activate or deactivate the equaliser, the overdrive, and the compressor.

EQUALISER: A four-band EQ to easily change the tonality of the sound.

DRIVE: This switch activates the overdrive effect and lets you add substance and power to the sounds.

COMP: This switch activates the compressor.

!NB: the level of saturation (DRIVE) and the amount of compression (COMP) are affected by the

volume sliders: setting the volume sliders higher will result in more saturation and more compression!



Use one of the built-in grooves 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.

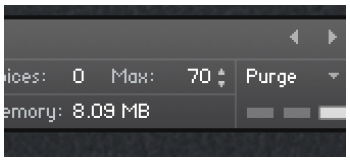


Use a different name for your own patches to easily remember them and keep the original patches as well.

!!! 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:



USING MULTI-OUTPUTS

For the natural calabash drums, the prepared calabash, and all melodic instruments, you can route each of the two channels to separate audio outputs. To do this, you need to use a multi-output version of Kontakt in your DAW, and set audio channels accordingly. Please refer to your DAW's user guide for advice on this.

You also need to set Kontakt's output configuration in order to have at least 3 outputs available: Press F8 to view the output section, and create a new configuration if needed. (You'll find all info about this in Kontakt's user manual).

Each channel in these instruments is already routed to its own bus, (from left to right, Bus 2= MONO or TONE channel, BUS 3= STEREO or TEXTURE channel...) Each channel can be assigned to a separate audio output: Click on the tool at the top left to 'open' Kontakt, and scroll down to the section Instrument Buses:



Select the bus you want to send to a separate output by clicking on the bus channel, or using the window menu.

At the bottom right, click on the Output section, and choose the output you need for this instrument.

SAMPLES AND RECORDINGS

The library features 5352 samples (24bit, 48kHz mono and stereo WAV) organised in 6 folders.

All samples were recorded in Studios Palace in August 2025 using various microphones:

The mono samples were recorded using a Sennheiser BF541, a Schoeps MK21, a Lauten Audio Clarion, A SE Voodoo VR1 ribbon, and a Beyerdynamic M88.

The stereo samples and all Texture soundscapes were recorded with a pair of Schoeps MK2h in an AB setup.








MK 21



Various shakers, rings, sticks, and brushes were used during the sampling sessions.

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.

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 MAGIC CALABASH DUMS!

Best regards,

Julien Tauban

www.loopsdelacreme.com

www.julientauban.com

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