

## Flutterby Keys from Old Timer



### Howdy Folks!

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I'm very happy to present to you **Flutterby Keys** from **Old Timer**. This is a simple but sweet sounding Kontakt instrument that provides you with three very different keyboard sounds. Each of the three sounds is created on a different analog synth to give you three colours - bronze, silver and gold. I came up with the idea when I was walking my dog Pippin in a field close to where I live. Pippin was chasing a butterfly (she didn't catch it) and the butterfly was a nice gold colour. I thought Flutterby Keys would be a cool name for a sample library and I liked the idea of different colours for sounds. So there you go...

Choose your colour with the drop down menu, then tweak the amplitude envelope with the **Att**, **Dec**, **Sus** and **Rel** knobs. If you want the volume to respond to velocity, dial up the **Vel** knob.

That's it. I've kept it simple. This leaves you free to enjoy the sounds, write your music and add whatever effects you want.

All samples were recorded at 24 bit, 44.1 kHz.

**Please note that the full version of Kontakt 5.8.0+ is required — This instrument will only run in demo mode in the free Kontakt Player.**

## Flutterby Keys sources

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**Roland SH-09** - I sampled my beloved SH-09 to create the Bronze Flutterby organ sound. It's made up of a single pulse wave, with some PWM to provide movement. I added a touch of the sub oscillator to give it a bit more depth and a short filter attack for an initial pluck.



**Moog Little Phatty (Stage 1)** - The Silver Flutterby comes courtesy of a Moog Little Phatty. This is a sweet sounding synth with an elegant interface. It looks cool too. This organ sound should cut through in just about any mix but it has a transparent sheen to it, too, so it won't hog the wavebands.

**Boomstar 5089** - I find the 5089 from Studio Electronics a difficult synth to tame. Sometime's I'll tweak it for what seems like hours (it might actually be hours!) and can't get a sound I like. Either it's too brash, or I end up with mud. Turning some of the knobs even a smidge can ruin a sound, or make it.

I came to it for the gold flavour of Flutterby Keys with the determination to produce a really glossy, shiny, expensive sound. I'd already created the samples for bronze and silver and wanted to use a different synth for gold. Well, I tweaked and tweaked, returned to it, tweaked again and almost gave up. Until finally, out of nowhere, I came up with a sound I was really happy with. Hope you like it too.

### A word about the samples

For all three sample sets, I recorded about 10 seconds or so of each white key. This means that held notes have pretty much the same drift as the original synthesizers. I've created loops, if you want to hold notes down for longer than 10 seconds. The loops for the gold Flutterby are fairly short as the sound I came up with doesn't loop easily over a long stretch. This is because it is the most evolving of the three sounds.

Each of the Flutterby Keys - gold, silver and bronze - covers the same C1-C7 range (some of the samples have been stretched).

Best wishes, Old Timer.