

# Hollow Sun

Hand Crafted Sample Libraries

The image displays three instances of the HSDV Drum Synthesiser K3 software interface, stacked vertically. Each instance has a central 'HSDV' logo and a 'HOLLOW SUN' sub-brand. The top instance is set to 'Colour: Pink', 'Type: BP 4', and 'Preset: Kick 1'. The middle instance is set to 'Colour: White', 'Type: BP 2', and 'Preset: Tom M'. The bottom instance is also set to 'Colour: White', 'Type: BP 2', and 'Preset: Tom M'. Each instance features a 'NOISE' section with 'Cutoff', 'Sweep', and 'Pan' controls, and a 'TONE' section with 'Wave', 'Pitch', 'Bend', 'Decay', 'Click', and 'Volume' controls. The interface also includes a 'Module' selector at the bottom of each instance, with 'Module 1 (Kick)', 'Module 2 (Snare)', 'Module 3', 'Module 4', and 'Module 5' options. A large white text overlay 'HSDV USER GUIDE' is centered over the middle instance.

## INTRODUCTION

Thank you for purchasing the Hollow Sun HSDV Drum Synthesiser.

HSDV for Kontakt represents a new concept in electronic drum sample libraries. Forget static 'snapshot' samples of Simmons or 808s or 909s or other electronic drum and percussion samples – HSDV allows you to create your own sounds with complete flexibility.

Instead of actual samples of drums, HSDV uses samples of the building blocks of electronic drums sounds (typically a noise element and a 'tone' or pitched element which are then shaped by a simple envelope).

HSDV is an homage to the legendary Simmons SDSV (as the name implies) and comprises five modules (or channels) of drum synths such that you can create kits of kick, snare, hi-hats or whatever electronic drum and percussion combination you want to make.

However, unlike the venerable Simmons, HSDV offers a choice of noise types (white, pink, red), a variety of tone waveforms (sine, triangle 1, triangle 2, square) and multi-mode resonant 2- or 4-pole filters (LP, BP, HP). Furthermore, that filter can be swept by the envelope and the pitch bend function for the tone element can be inverted for upwards sweeps as well as the usual downwards sweeps.

A wide range of electronic drum and percussion sounds and sweeps and effects can be created using these controls.

Each module comes shipped with four 'factory' sounds so you can create kits simply by mixing and matching those. You can also store your own 'user' presets for each drum module for recall in in other kits if you want.

Of course, you can create as many kits as you like and simply store them by saving the .NKIs as usual. Not just that, if five modules aren't enough for you, simply load other instances on different MIDI channels to expand your percussive armoury.

All told, HSDV represents a massive advance in synth drum libraries where you are not bound by uneditable samples but are free to carve and mould and sculpt your own sounds for your requirements.

I hope you enjoy using HSDV and long may it serve your electronic drum and percussion needs.

Steve Howell

## SELECTING MODULES

At the bottom of each synth are five tabs which select the different modules as required.



All the modules are identical. Modules 1 and 2 are ostensibly set up for kick and snare but only by virtue of the factory presets - they can be used for anything.

## FRONT PANEL



As mentioned, all modules are identical so what you learn here is equally applicable to all modules

### NOISE COLOUR

Select from a variety of different noise colours here:



White noise is the usual choice as it is quite 'hissy'. Pink has more low frequencies emphasised. Red noise is even bassier and more 'rumbly'.

### CUTOFF

This sets the cutoff frequency for the selected filter type and is used to adjust the tone of the noise element.

### Q

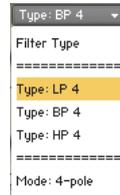
This sets the resonance for the filter. Higher settings allow you to emphasise the harmonics around the cutoff frequency allowing tighter control over tone.

## SWEEP

Sets the amount of envelope sweep. This is a 'signed' or 'bi-polar' control. At 00 (i.e. set at 12-o'clock), there is no sweep but with a positive setting (i.e. 0.01% to 100%) you get a downwards sweep and with negative settings (i.e. -0.01% to -100%), you get an upwards sweep.

## TYPE

Select the type of filter you want to use here:

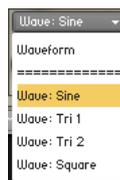


You can select Lowpass, Bandpass or Highpass each of which will have a different effect on the sound (which is outside the scope of this user guide to explain here).

You can also select between 2- and 4-pole slopes. Drag down to the bottom of the menu to toggle between the two. 4-pole filters have a more profound effect on the sound than 2-pole filters which are a little 'gentler' Both have their uses.

## TONE WAVE

Select the tone (oscillator) waveform here. The choices are sine, triangle 1, triangle 2 and square:



Sine is a very pure wave, Tri 1 has more harmonics (and closer to the original Simmons), the Tri 2 wave has more harmonics still and the Square wave is quite aggressively harmonic-rich and good for modern drum sounds such as 909 kicks – quite 'dirty'

## PITCH

Sets the basic pitch of the TONE oscillator which is variable between -36 and +36 semitones (a 6 octave range).

**BEND** Sets the amount of pitch bend applied to the oscillator by the envelope. This is a 'signed' or 'bi-polar' control.

At 00 (i.e. set at 12-o-clock), there is no sweep but with a positive setting (i.e. 0.01% to 100%) you get a downwards sweep and with negative settings (i.e. -0.01% to -100%), you get an upwards sweep.

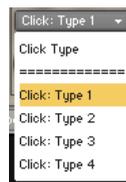
**NOTE FOR KONTAKT 3.5 OWNERS:** *There is a bug in K3.5 where the interaction of the PITCH and BEND controls can, in some circumstances and at some extremes, cause unpredictable behaviour and the sound can unexpectedly stop short. There is no workaround for this (and no chance it will be fixed in K3.5, of course!). It is not a problem in K4 where the problem appears to have been fixed.*

**ENV**  
**DECAY** Sets the decay time of the sound. Note that this also sets the filter sweep and pitch bend times.

### OTHER CONTROLS

**N : T** This somewhat obscurely named parameter sets the balance between Noise (counter clockwise) and Tone (fully clockwise). This is a crucial control in the creation of your sounds. However, you don't HAVE to have a mix of noise and tone – set the control to noise only for all sorts of 'cracks', Cameo and Fine Young Cannibals snares and hi-hats and 'cymbals' cabasas and noise sweeps and set it to tone only for all sorts of pitched effects (such as the dreaded 70s disco 'byoos'!!!)

**CLICK** It's possible to also mix in a 'click' sound to augment the attack of the sound. The original Simmons did this by mixing in a certain amount of stick noise from the pads. That's not possible here of course so instead, a variety of 'click' sounds are selectable:



Type 1 and Type 2 are actually stick noise samples from a Simmons while Type 3 and Type 4 are taken from an 808 and 909 respectively.

**CLICK (level)** This sets the level of the click element from 0% to 100%.

**NOTE:** Most sounds that require any 'punch' will need an element of click mixed in (i.e. solid kicks, snares and toms, etc.). Others might not, however, and it's possible to create softer drum sounds without any click if preferred.

**PAN** Pans the selected drum sound between left and right in the stereo image

**VOLUME** Sets the level for the selected drum

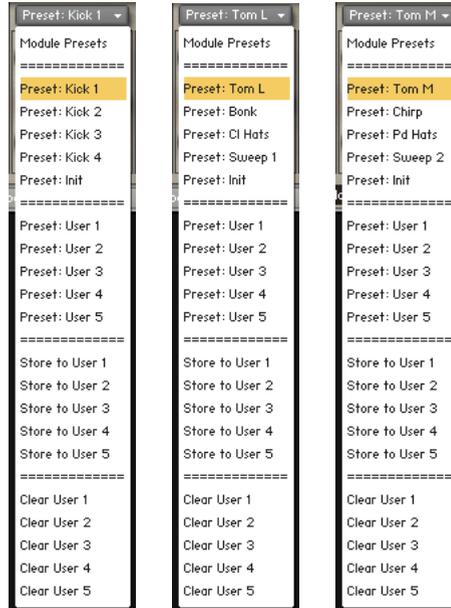
**VEL** Allows you to select from a variety of velocity curves for each drum:



The usual selection is LINEAR and if you want full on drum and percussion sounds at full velocity, select FLAT. However, you can experiment with other curves to suit your needs and/or playing styles.

## PRESETS

Each module comes with 4 'factory presets'...



To select a 'factory' preset for any module, click on the PRESET menu and drag down and release to select the preset you want. Note that the INIT preset initialises the select drum module to its default values so that you can start from scratch.

If you have stored your own preset, drag down and release on the appropriate user preset 1-5.

To store your own 'user' preset...

Assuming you have made a sound that you'd like to use in the future in other kits, click on PRESET and drag down to STORE TO USER  $n$  (1-5). The sound will be stored.

**NOTE:** Be careful not to overwrite an existing preset – no warning prompt will be given.

When creating kits in future, if you want to use that sound again, select in the usual way (click on PRESET and drag to the appropriate USER preset).

If, for any reason, you want to wipe a user preset, simply drag and select to CLEAR USER  $n$  for any given preset.

## KONTAKT 4 ONLY – OUTPUT ASSIGNMENT

If you're running HSDV Drum Synthesiser in Kontakt 4, you have the facility to set up all modules to different audio outputs, either in the standalone or plugin version of Kontakt.



First, you have to make sure that enough outputs are defined in Kontakt. To do that, press the Outputs icon on the top of Kontakt's interface - it will show the current output setup.

If you see less than 5 (five) outputs defined, it's time to add new ones! Press Add Channels, and make sure you have the following window set up in similar fashion to "AddChannels.png". If you do not want to delete your previous channel assignments, make sure "Delete existing channels before creating new ones" is NOT checked - instead just add a sufficient number of outputs to have at least 5 of them assigned to respective audio outputs of your soundcard.

Press "OK" and the output configuration should be set to 5 outputs, named "st.1" to "st.5". You can, of course, rename those outputs to suit the purpose of HSDV, for example: "Kick", "Snare", "Misc 1", "Misc 2", "Misc 3", whatever. One important last step is pressing the "!" button to the left of CPU/HD meter in Kontakt, which will inform the HSDV script that there has been a change in output designation, so the new names will properly appear in the Output menu.

Now you can set up each HSDV module to any of the outputs shown in the Output menu. We have included two handy batch functions for automatic assignment of all 5 modules at once:

- Set All To Default - sets all 5 HSDV modules to the default output, which is the output that was selected in the instrument header to the left of voice management.
- Multi-out Mode - sets each of 5 HSDV modules to their own output, starting from first declared output.

Two important things to note here are:

- HSDV always starts from first declared output
- If less than 5 outputs are defined, HSDV will use the last available channel (this does NOT include Kontakt default 4 Aux channels!) for the remaining modules which need an individual output. For example, if you had only 3 outputs defined, HSDV modules will be assigned to outputs: 1, 2, 3, 3, 3.

## MIDI LEARN – CONTROL AUTOMATION

Each control on HSDV can ‘learn’ your controllers.

Right click on any controller. You will see this:



Click on ‘Learn MIDI CC# Automation’. It will go into a ‘ready’ state...



Simply move the knob, slider, whatever on your controller that you wish to use for the selected control.

And you’re done!

Repeat as appropriate for other knobs.

The small print...

Once you have bought and downloaded HS products, they are yours to use as you wish and you have an unlimited license to use the sounds within any musical production you are involved in. If you have several computers or samplers, you are free to copy your purchase to use on those. However...

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**THANK YOU.**

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## **USING THIS WITH THE FREE KONTAKT PLAYER**

You CAN use this with the free Kontakt Player and it will play and work perfectly but with the following restrictions:

- There is a time limit. This varies according to the version of the Player you have.
- You can edit the sounds to your requirements exactly as though you have a full working copy of Kontakt but you cannot save any edits or tweaks you make.
- When the Player times out, you can restart it immediately and continue (although you will, of course, have to reload everything).

To enjoy Hollow Sun's HSDV to its full, it is recommended you buy a full version of Kontakt.