



**BIGVISH**  
MUSIC.CREATIVE.PASSION



**DK**  
DENNIS KOEHNE  
Producer / Audio Engineer

# THE BIGVISH-KRIS-DRUMS

(DRUMS PLAYED BY KRIS LUCAS, SOUND ENGINEERING & SAMPLE CREATION BY DENNIS KOEHNE)

## INTRODUCTION

### THE BIGVISH-KRIS-DRUMS

is a virtual drum kit that was created by Dennis Koehne & Kris Lucas, it was recorded in the **BigVish** Studio (Laer, Germany) in 2018.

It can be used best for supplementing or programming hard hitting rock & metal drums, but feel free to use it for whatever you like!

#### Formats:

- Perfect Drums Player Portable (.pdpk)
- Slate Trigger (.TCI) – shells only
- Wave

You should install **The Perfect Drums Player** plug in made by Naughty Seal Audio, to make full use of this library. It can be found here:

#### **The Perfect Drums Player FREE**

The manual for the Player can be found [here](#)

**The plug in is free to use, you don't need to buy anything!**

There are versions available for Windows & Mac OS  
The plug in is a 64bit version for 64bit DAWs only. 32bit is NOT supported.

Alternatively you can use **Slate Trigger** for the shells, or just the **Wave** files, if you only need oneshot samples or whatever.

### INSTALLATION (Perfect Drums Player format):

1. Install the **Perfect Drums Player** plug in in the suitable version that fits your system.
2. Save **THE BIGVISH-KRIS-DRUMS.pdpk** file on your preferred hard drive for sample content. Run your DAW and load **Perfect Drums Player** as virtual instrument. Inside the player, load the **THE BIGVISH-KRIS-DRUMS.pdpk** file in the sampler section. Use „**Load Sampler Kit**“ for this.



3. Use your MIDI keyboard/pad, to trigger the sounds in the plug in, or program them directly on your DAW.

A PDF for the default midi mapping is included in the download for **THE BIGVISH-KRIS-DRUMS**.

You can also change the mapping to whatever you like inside the plug in.

4. The drums are premixed in the sampler. You can use the mixer in the plug in to create your own mix. You can also use multioutputs in your DAW, to have even more possibilities. Check the **Perfect Drums Player** manual for more details.
5. There are separate options for the level of direct signal, overheads, room, reverb & FX for the separate shells and cymbals.

The FX function is only available for the shells. It adds some more aggressive processing to the sound, to make the shells bite through more in a dense mix. The cymbals only have the direct, room & reverb options. The two crashes have no direct signal, because their main signal is coming through the overheads.

For explanation: ROOM is the close ambience mics, REVERB is the far ambience mics. There was no possibility to rename REVERB to something else, so don't let this confuse you. It's not a reverb, it's a second pair of ambience mics, positioned further away.

6. Have fun!

## THE GEAR



## Drumkit:

- Sonor Force 2005 Birch
  - 10",12" Rack Toms
  - 14",16" Floor Toms
  - 22"x18" Kick
- DW Performance 14"x6,5" Maple Snare

## Cymbals:

- 13" Anatolian Diamond Circle Prototype Hihat
- 10" Anatolian Baris Splash
- 18" Meinl Byzance Vintage Sand Medium Crash
- 19" Meinl Byzance Traditional Medium Thin Crash
- 18" Meinl Byzance Traditional China
- 20" Istanbul Mehmet Samatya Ride

**No other samples from any other libraries or recordings have been added. It's purely the kit above!**

## Recording Equipment:

- Cubase 9.5, recorded in 44,1 kHz, 24bit
- RME Fireface UFX
- Neve Portico 5012
- UA LA610 MK2
- SPL Track One
- Apogee Mini Me
- Slate VMS preamp
- Steinberg UR 824
- We used plug ins from Universal Audio, JST, Slate Digital, Drumforge, Soundtoys, Softube, Steinberg, Waves & more for post processing

## Microphones:

- Audix D6 (Kick inside)
- D4 (Tom 16" & 14")
- D2 (Tom 12" & 10")
- I5 (Snare top)
- Sennheiser MD 441 (Snare bottom)
- Sennheiser E602 (Kick hole)
- Slate VMS (Kick outside)
- Gleis Zwo Subkick (Kick outside)
- 2x AT 4050 (Overheads)
- 2x AT 4040 (Room far)
- 2x AT 4041 (Ride, Hihat)
- AT 4021 (China)

- Beyerdynamic MC 930 (Splash)
- 2x Pronomic RM-1 „cheapo ribbons“ (Room close)

### **SOME IMPORTANT ADDITIONAL INFORMATION**

First of all, this library was never really planned to happen in the first place. It is a sideproduct that came up from samples we took during a normal drum-recording-session.

So here are the flaws:

There are definitely not enough samples (more alternating hits, articulations & velocity layers) to make this thing sound completely realistic. We used what we had (month later), when the recording was already done.

The mic placement & choice was done to make the drums work „for real“.

So if we had only focused on samples, we would maybe have used different mic positions, or even different microphones & preamps for each shell and cymbal.

So this is a compromise based on what was possible & available during the session.

The tuning of the kit could have been a little more precise, but it worked very well for what it was meant for initially.

The **Perfect Drums Player** is a really cool thing, and we are thankful that it is there, but: It is limited to only three velocity layers, so even if we had recorded more, they cannot be implemented easily.

We are everything but software developers. So for now we stayed away from NI Kontakt or any other solution, that is also limited, pricey or somehow difficult to handle.

This is a fun project (at least at the moment), and we felt the **Perfect Drums Player** was the easiest way for us to build a whole drumkit library without any major hassles, and it's available to everyone of you.

So, that's what we wanted to tell you.

**But hey, it's completely free for you, and maybe you can make some use of it anyway. :-)**

Tell us your opinion on the **[BigVish FB site](#)**, and maybe we'll do a better and bigger thing when the time has come ;)

**YOU are the ones who keep us motivated!**

A big **THANK YOU** to everyone who supported us already, especially the guys from **SPIN MY FATE**, **ELNA**, **AUßERWELT**, **FLASHED-PHOTO** and everyone who will in the future!

P.S.:

If you are a crack at NI Kontakt library programming or even plug in development, and want to support us, feel free to contact us!

Also, if you need a drummer, or you are interested in recording your own drums or whatever with us, let's get in touch!

Cheers & thanks to you all :-)  
Dennis & Kris



Kris Lucas (Drummer)  
[info@krislucas.de](mailto:info@krislucas.de)

**BigVish FACEBOOK**

**BigVish INSTAGRAM**

Dennis Koehne (Sound Engineer)  
[mail@denniskoehne.com](mailto:mail@denniskoehne.com)

**www.denniskoehne.com**

**Dennis FACEBOOK**

Here's the download link to the library files again, in case you deleted something:

**[THE BIGVSH-KRIS-DRUMS](#)**

And here is a special bonus for **Kemper** users:

**[DK-JMP100 \(Plexi\) Kemper Profiles](#)**