

Bernard Herrmann - Composer Toolkit

[illegible]

Spitfire Audio

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Further Instruments

Percussion
Anvil
Bass Drum
Bongos
Bowed Cymbals
Brake Disks
Claves
Congas
Cymbals
Exhaust Pipe
Lion Roar
Ogororo
Quica
Snare Drum (brushes)
Snare Drum (snares off)
Snare Drum (snares on)
Steel Plate
Temple Block
Timbales
Trash Can
Woodblock

Timpani
Hits Sustained
Hits Damped
Hits Super Damped
Rolls
Soft Stick - Hits Sustained
Soft Stick - Hits Damped
Soft Stick - Rolls
Hot Rods - Hits Sustained
Hot Rods - Hits Damped

Synth (Presets)
Aggressive Pulse Bass
Aggressive Pulse Pad
Belly Of The Deep
Cheese Bass
Cheesy Lead
Clockwork Pulse
Detune Square Bass
Detune Square Lead
Eyeball Pad
Flute 1
Flute 2
Flute Sweep
Galactic Pad
Herrmann Detune
Hollow Bass Sustain
Hollow Bass
Obie Bass
Propa Bass
Propa Sub 1
Propa Sub 2
Propa Sub 3
Raucous Sweller
Sci Fi Sweep
Soft Pulse
Soft Sub Bass
Space Bass Sustain
Space Bass
Space Lasers
Square Pad
Square Sound
Squelch Pulse Bass
Squelchy Moog
Sub Bass
Triangle Pad
Weird Noises (FX)
Wind
Wobbles In Space

Sliders Orchestra

MIDI CC	Controls
1	Dynamic
11	Expression
17	Release
21	Vibrato
21	Variation (define to CC 20 for UACC Multi Presets)

MIDI CC	Mixer & Effects
7	Volume
22	Close 1 (1st instrument in layered patches)
23	Close 2 (2nd instrument in layered patches. Assigned to the KSEM Mid slider)
24	Tree 1
25	Tree 2
26	Ambient (Assigned to the KSEM Surround slider)
27	Outriggers (Assigned to the KSEM Vintage slider)
28	Mix 1
29	Mix 2
define	Reverb
define	Easy Mix

Synths

MIDI CC	Controls
1	Yoke Y
define	Yoke X
7	Master Volume
11	Expression
26	Low Pass
27	Hi Pass
28	Attack
29	Decay
30	Sustain
31	Release
32	Portamento On/Off
33	Portamento Time
34	Frequency Volume
35	Frequency Pitch
36	Frequency Filters
37	AMT Volume
38	AMT Pitch
39	AMT Filters
define	Microphones / Mixes

MIDI CC	Mixer & Effects
1	Dynamic
7	Volume
define	Direct Injection
define	Marshall Amplifier (with Close Mic)
define	Hammond Leslie Cabinet
define	Mix 1
define	Mix 2
define	Room Mics (Tree, Ambient & Outriggers)

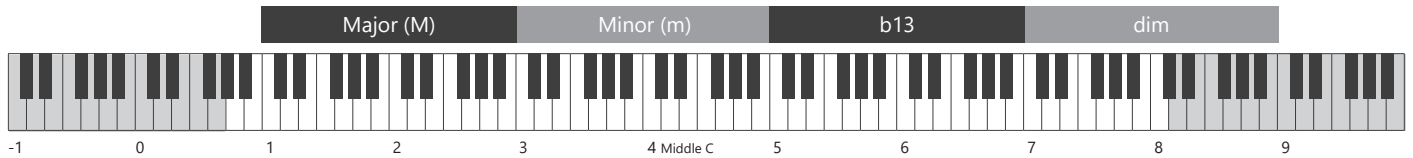
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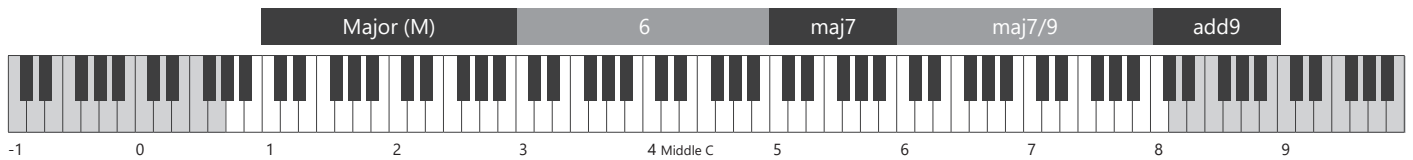
Chords

Studio Orchestra

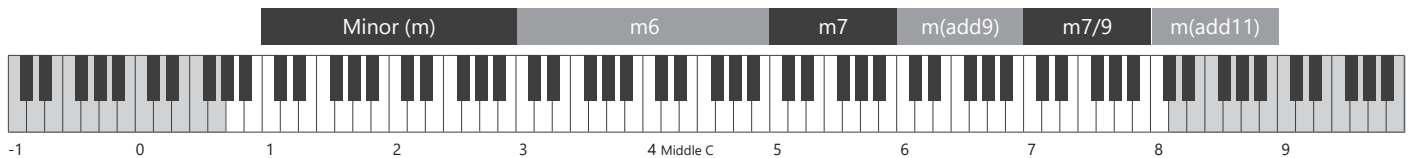
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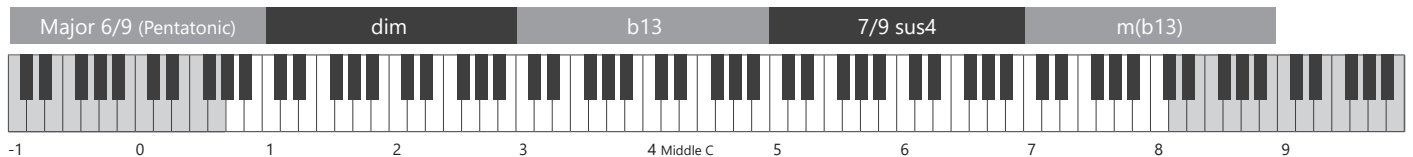
Major



Minor



Other



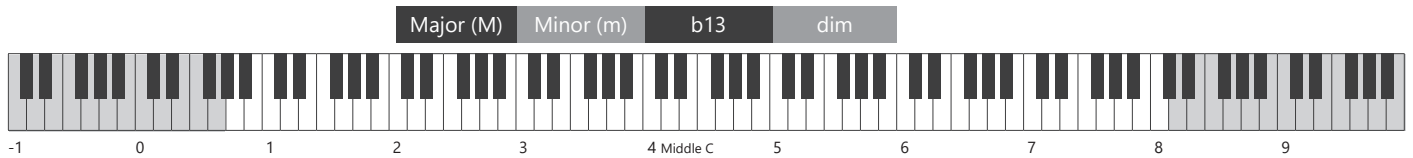
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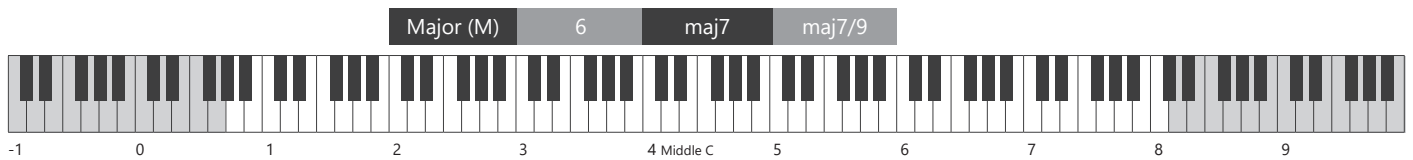
Chords

Mixed Flutes

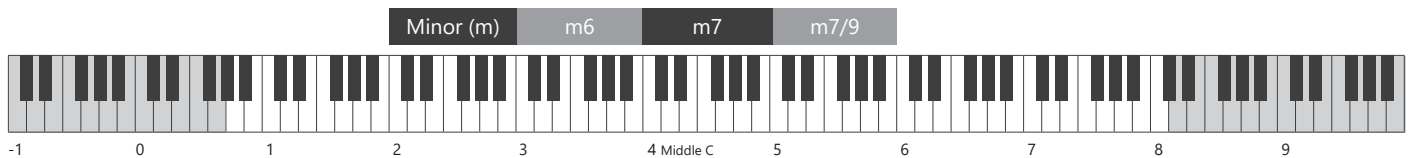
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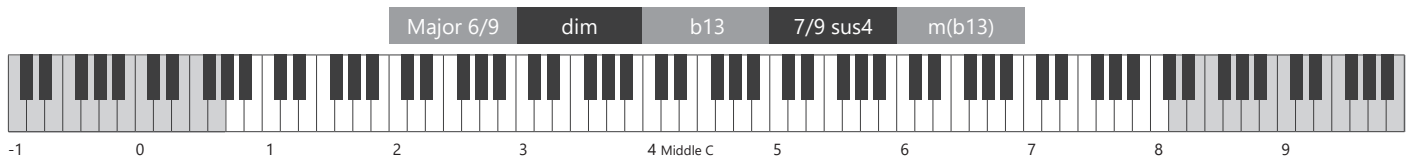
Major



Minor



Other



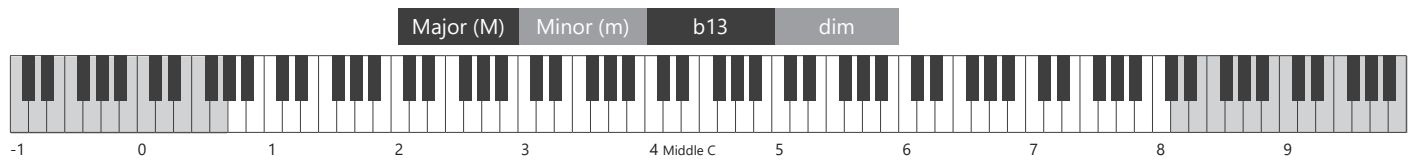
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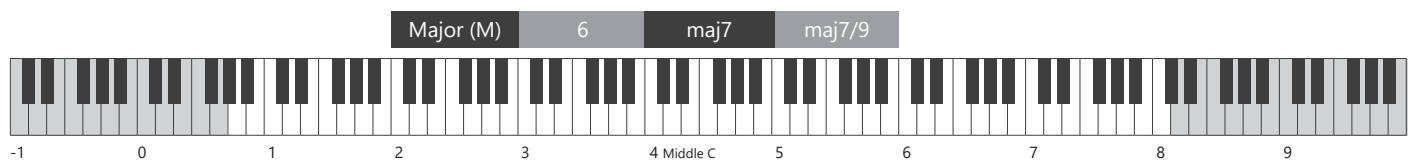
Chords

Horns

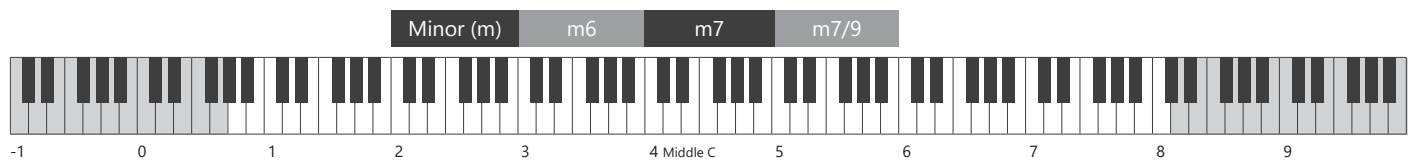
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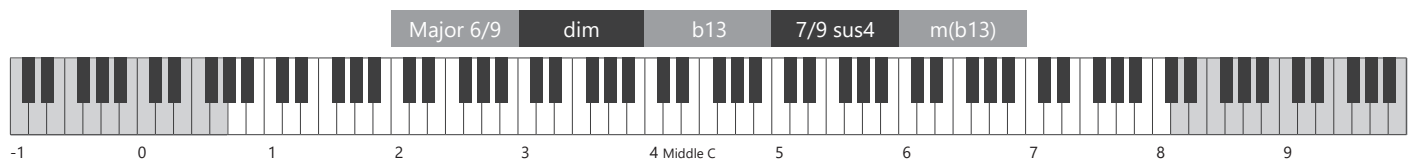
Major



Minor



Other



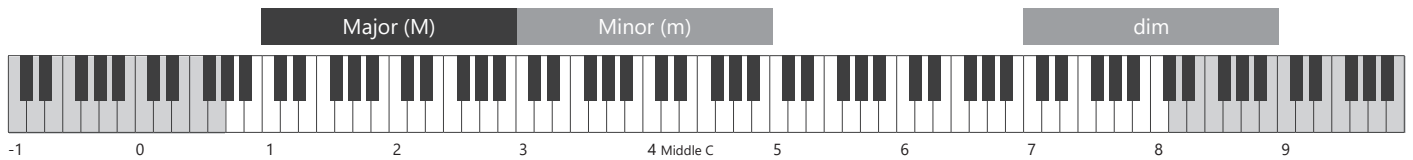
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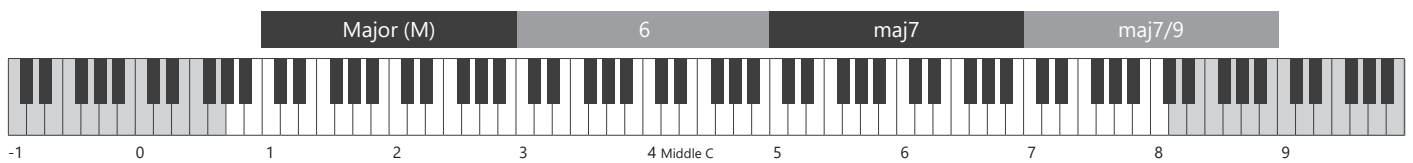
Chords

Harp & Celeste

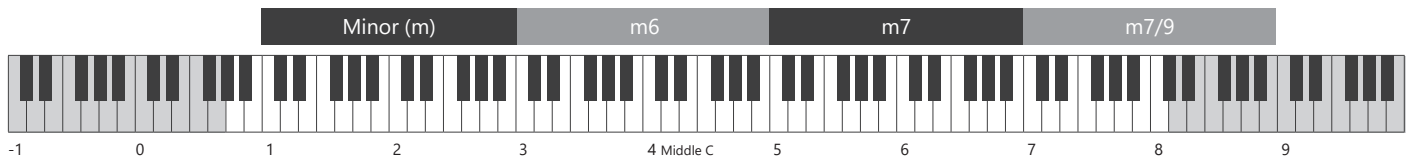
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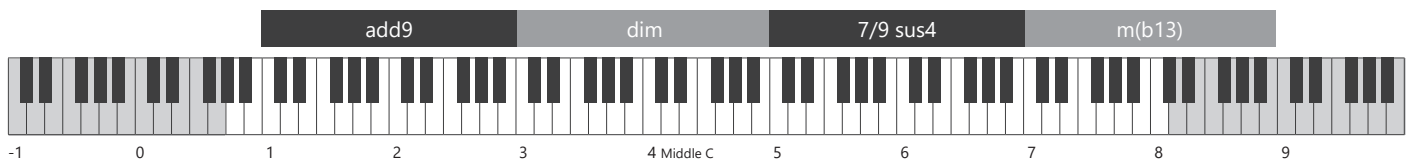
Major



Minor



Other



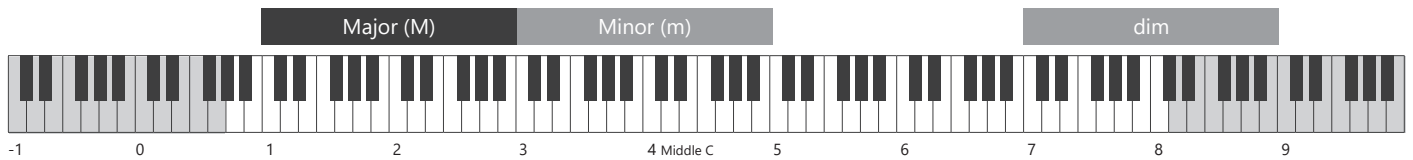
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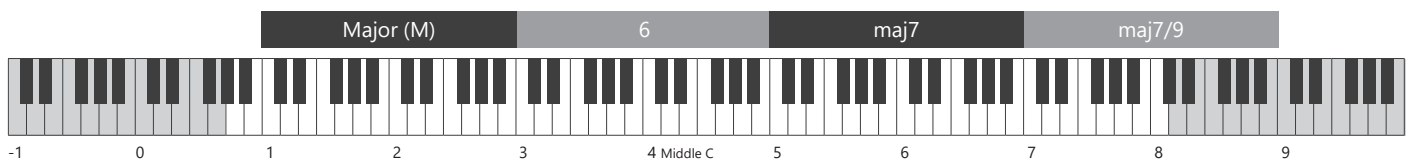
Chords

Harp & Vibraphone

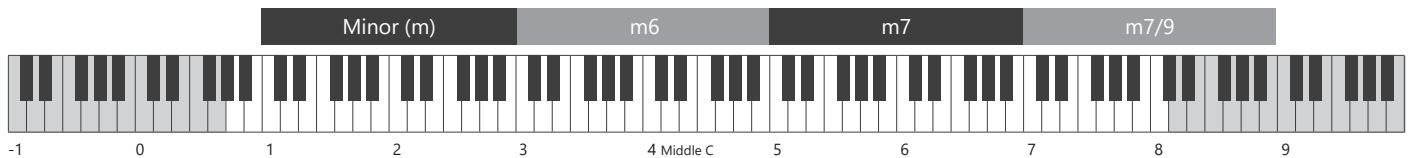
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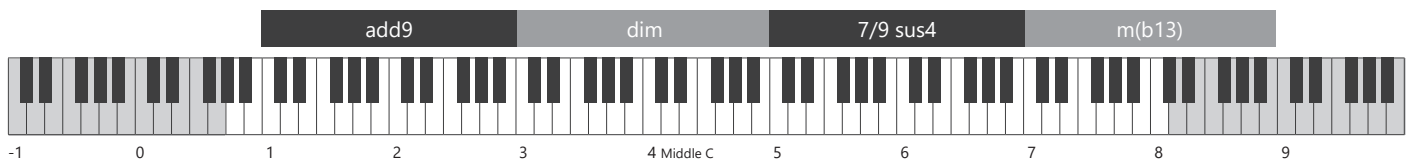
Major



Minor



Other



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Setup for UACC Presets

1. Combine several patches or individual articulations for the same instrument into a **Kontakt Multi**. Make sure that no articulation is loaded more than once; otherwise, both instances will play simultaneously.
2. Lock the articulations to **UACC**.

You may want to **save** the combined Kontakt Multi for future projects.

The screenshot displays the Kontakt software interface with the Bernard Herrmann Composer Toolkit. The left sidebar lists various techniques, with 'b - High Strings - Con Sord techniques' selected. The main area shows three instances of the toolkit, each with a 'b - High Strings' preset. The bottom instance has a context menu open, showing options like 'Unlocked artic.', 'Locked artic.', 'Locked KS', 'Locked to UACC', 'Locked to UACC KS', and 'Locked to Program Change'. The 'Locked to UACC' option is highlighted with a red circle and the number 2.