

TRIVIUM DRUMS





TRIVIUM DRUMS

Level up your productions with the drum sound and blistering performance of Trivium's Alex Bent.

Trivium Drums gives you album-ready metal drums right out of the box, with all the power and precision needed for dense rock and metal mixes. Jens Bogren (Opeth, Amon Amarth, Arch Enemy) has put his proven engineering skills into crafting a perfect and unique sound.

This is the first drum instrument recorded at the new Fascination Street Studios in Sweden, inside our enormous, purpose-built drum room featuring 23 ft (7 meters) tall ceilings.

We hope you enjoy Trivium Drums as much as we enjoyed creating it!





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KONTAKT SETUP

Trivium Drums is a virtual instrument built for use in Native Instruments’ industry-standard sampler, Kontakt, and the free, streamlined Kontakt Player.

To get started, download [Native Access](#) and install Kontakt Player.

Opening Trivium Drums in Kontakt:

1. Launch the plugin or standalone application of Kontakt or Kontakt Player.
2. In the library search bar type “Trivium Drums”.
3. Click on the “Trivium Drums” library to display a preset menu on the right-hand side.
4. Double-click the “Trivium Drums” text to load the instrument in its default state.
5. At the top of the instrument, press the “i” icon and make sure “MIDI Ch” is set to “Omni”. This allows the Trivium Drums to receive MIDI data from your DAW and/or MIDI controller within Kontakt.

USING THE INSTRUMENT

Now that Trivium Drums is up and running in Kontakt/Kontakt Player you can send MIDI note, velocity, and CC data to the instrument using your DAW’s MIDI editor or your own MIDI controller.

Each drum and cymbal is mapped to a specific note on the MIDI piano roll. We’ll get into Mapping later on in this manual, but feel free to [click here](#) if you want to jump ahead.

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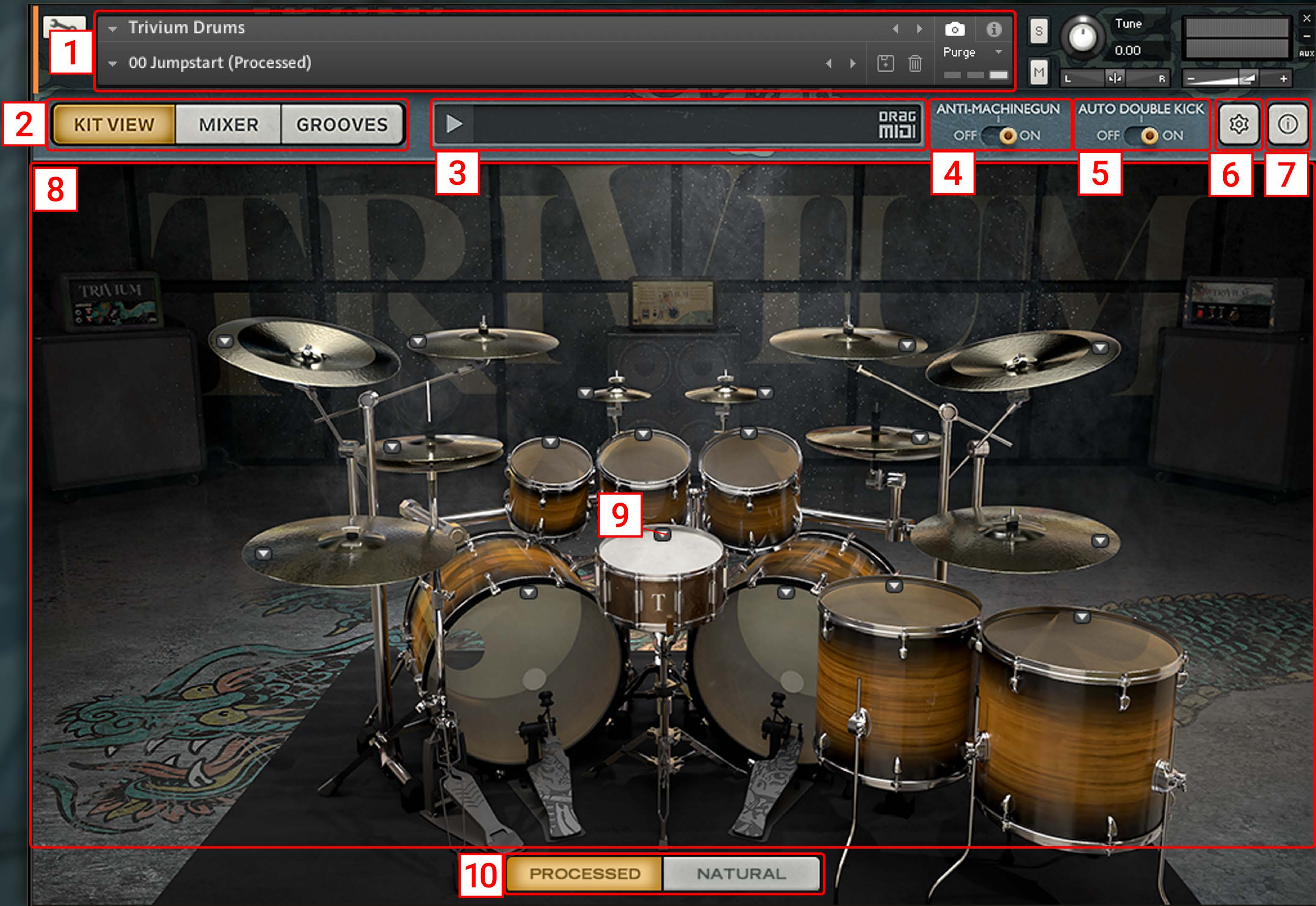
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KIT VIEW (DEFAULT)





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KIT VIEW

1. **Preset Menu:** browse, select, and save presets.
2. **View Selector:** switches between Trivium Drums’ Kit, Mixer, and Grooves UIs.
3. **Groove Input:** after selecting a MIDI file from the Groove Player, drag the file into your DAW track from here. You can also play and pause the currently loaded groove using the button on the left. Find more information about the Groove Player in the ‘Grooves’ section later in this manual.
4. **Anti-Machine Gun:** automatically adjusts velocities and articulations during fast patterns to avoid robotic-sounding drums.
5. **Auto Double Kick:** automatically alternate between kicks 1 and 2 during fast kick patterns.
6. **Settings:** access and set MIDI Mappings and Velocities.
7. **Info:** displays technical information about Trivium Drums.
8. **Kit UI:** clickable drums and cymbals let you audition the current sound.
9. **Sample Selector:** click the arrow on any drum or cymbal to load and unload samples.
10. **Processed/Natural:** Switches between two different sample sets. Select “Processed” for mix-ready drum samples and “Natural” for the drum samples as they were recorded, with no additional processing.

Note: all drum samples were tracked through high-end, analog studio gear to maximize the audio quality. Use the “Natural” samples if you would like to mix them yourself.

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MIXER VIEW



1. Mix Channel: mute, solo, panning and level controls for drum shells, cymbals, and ambient mic channels.
2. Master Channel: controls the final output level of the full drum mix.
3. Tune: Controls the pitch of the kit piece.
4. Advanced Panel: clicking on this bar will expand the Advanced Panel. See the section below for details.

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MIXER VIEW: ADVANCED PANEL



The advanced panel allows you to fine-tune mic bleed, and reverb levels and enable/disable parallel compression.

- The Advanced Panel controls are grouped with the relevant channel strips in the mixer above. The controls are applied to all channel strips in the group.
 - Reverb: controls the level of audio sent to the reverb unit.
 - Bleed controls: controls the amount of audio sent to the OH (Overhead) and Room channels.
- The Master channel strip has its own Advanced Panel controls. Changes to these controls affect the full mix.
 - Reverb Master: controls the overall level of Reverb.
 - Parallel Comp: applies an ideal amount of Parallel Compression to the full drum mix.

Note: the amount of Parallel Compression on the drum mix can be indirectly adjusted by changing the individual channel strip levels. Higher levels on the channel strips will result in more compression and lower levels on the channel strips will result in less compression.

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GROOVES

The “Grooves” section lets you browse the built-in MIDI performances recorded by Alex Bent. You can also add your own collection to the browser. This is a perfect way to quickly build your own drum parts.

1. Groove browser: navigate the grooves by clicking on the folders and double-clicking on a MIDI file to load a groove into the Groove Player.

2. Groove controls: play and pause the currently selected groove and control the playback speed using the 1/2, x1, and x2 buttons.

3. Groove name: after selecting a MIDI file from the Groove Player, its name will be displayed here. Drag the groove name text into your DAW track to export the groove as a MIDI performance. You can also play and pause the currently loaded groove using the button on the left.

Adding your own MIDI grooves

If you have your own collection of MIDI grooves, you can add them to the browser, by manually copying files on your hard drive into the following directory:

Macintosh HD/Users/Shared/Trivium Drums/MIDIfile
Windows: C:\Users\[Your Username]\Documents\Native Instruments\Kontakt Libraries

Note: The grooves need to be in the General MIDI format for the Groove player to play them.



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MAPPING



1. Preset: select a mapping preset.

2. Clear all: clears all mappings.

WARNING: clicking this button will remove any changes made to the mapping page. If you would like to be able to recall changes made to this page, export the current mapping using the ‘Preset’ dropdown.

3. Aftertouch Cymbal Chokes: Set to “On” to use aftertouch cymbal chokes with e-kits that support the cymbal “grab” function.

4. Mapping/Velocities tab switch: switches the settings tab between mapping and velocities.

5. Notes

- a. Note 1/Note 2: manually assign one or two notes to trigger each sample.
- b. Learn button: when enabled, strike the note on your MIDI Controller to automatically assign it.

6. Trim: controls the volume level for the particular sample.

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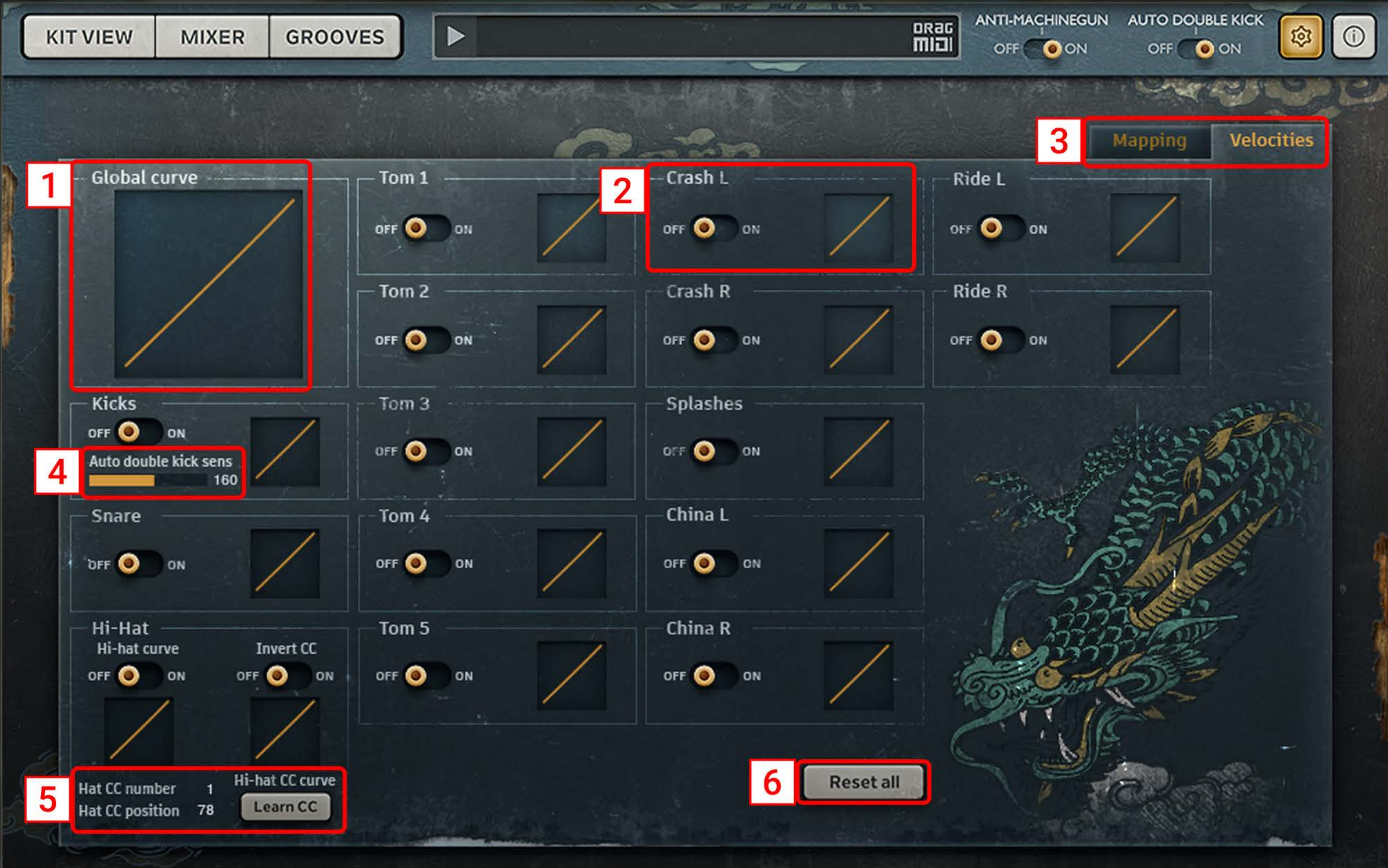
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VELOCITIES



1. **Global Curve:** controls the velocity curve for all kit elements.
2. **Curve Module:** sets the velocity curve for individual kit elements. The velocity curve for each kit element can also be turned on and off using the toggle switch.
3. **Mapping/Velocities tab switch:** switches the settings tab between mapping and velocities.
4. **Automatic Double Kick sensitivity:** adjusts the sensitivity for the Automatic Double Kick feature. A higher value will make the automatic use of both kicks more frequent.
5. **Learn CC:** assign a MIDI CC value from your e-kit Hi-Hat pedal to the Hi-Hat channel.
6. **Reset all:** resets all changes to velocity curves.
WARNING: clicking this button will restore factory settings and erase any manual changes.

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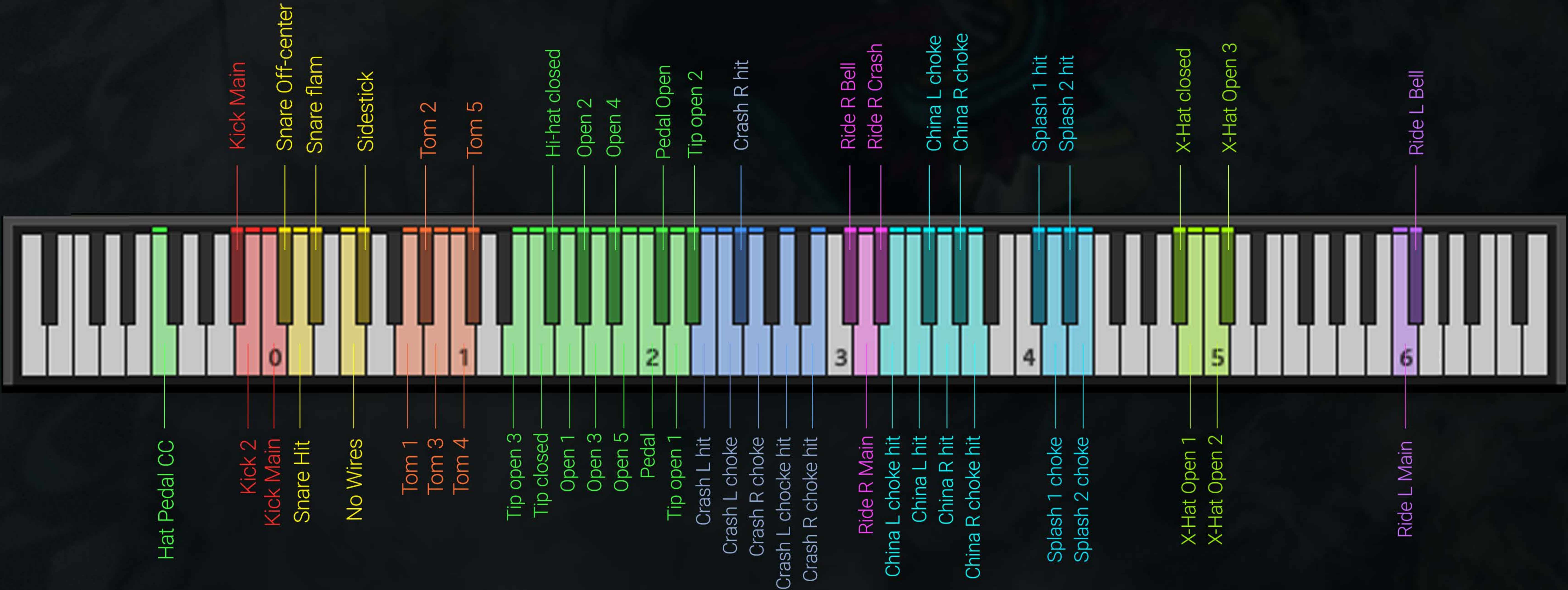
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Check out some of our sample packs, amp sims, and impulse responses to cover every aspect of crafting your perfect mix, and visit www.bogrendigital.com to see our entire product catalog.

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