

Now available at the original introductory price:

Synchron Stage Reverb



Overview

General Information

Big Bang Orchestra

Synchron Collections

Strings Pro

Elite Strings

Duality Strings Essentials

Duality Strings (regular & sordino)

Duality Strings (colors)

Duality Strings (virtuoso)

Duality Strings (fx)

Solo Strings

FX Strings

Percussion I

Percussion II

Percussion III

Power Drums

World Percussion

Brass

Special Brass

Woodwinds

Special Woodwinds

World Winds

Vienna Boys Choir

Basso Profondo



Recent Updates

[Epic Orchestra](#)

[Legacy](#)

[Changelogs](#)

Synchron Percussion I

Introduction

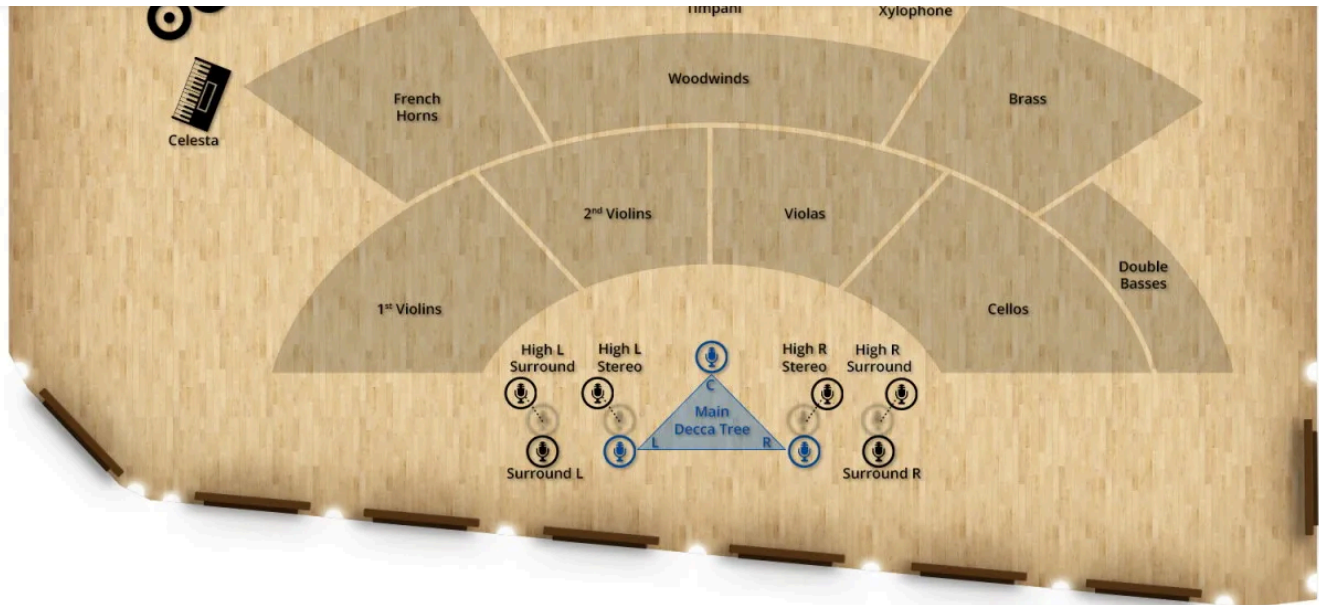
Welcome to the Vienna Symphonic Library's series of Synchron Instruments! The instruments were recorded at Stage A, the main hall of Vienna's revitalized Vienna Synchron Stage. The recordings were executed using an expansive, phase-controlled multi-microphone set-up, capturing string effects played in a scoring stage with exceptional acoustics, now ready to be used in your studio. This document will provide you with the information you need to use the Library with our Vienna Synchron Player.



Standard and Extended Library

All the instruments were recorded using 12 microphones, subdivided into 7 sections. The Standard Library includes 4 of these sections, allowing you to integrate instruments recorded with a stereo Decca tree into your projects using our new Synchron Player software. Adding the Extended Library and thus getting the Full Library expands your possibilities to 5.1 surround and Auro 3D 9.1.

Microphone positions



Standard Library

1. Close Mic - Mono
2. Mid Layer Mic - Stereo (L/R)
3. Main/Room Mic - Decca Tree Stereo (L/R)
4. Main/Room Mic - Decca Tree Mono (Center)

Extended Library

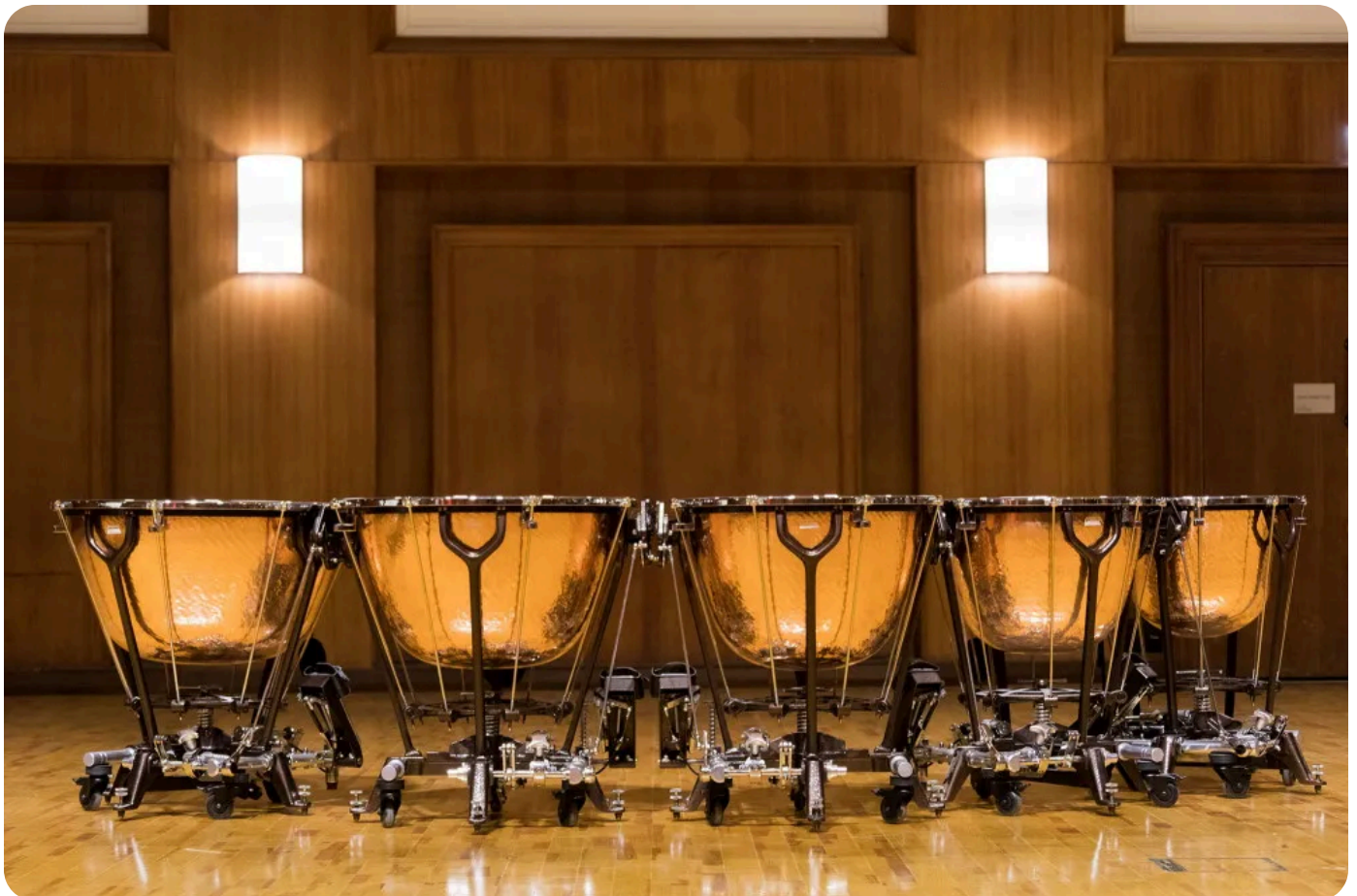
5. Main Surround - Stereo (L/R)
6. High Stereo (3D) - Stereo (L/R)
7. High Surround (3D) - Stereo (L/R)

The instrument Presets also include different mixer presets. By default the classic room mixes are loaded which include the Standard Library microphone positions. These are balanced in the stereo field to represent the respective instrument's position in the Synchron Stage set-up.



generate acoustic reflections that are perceived naturally due to the fact that sounds originate from around as well as from above the listener. Thanks to the comprehensive selection of discrete audio channels with the Full Library of Synchron Percussion I you may mix your instruments in Auro 3D as well as in Dolby Atmos.

01 SY Timpani



01 Timpani - Adams - Medium mallets

Five Adams Symphonic timpani of different sizes, plus a merged instrument comprising all of them.



- **mapping**

- C2-B3 left hand
- C4-B5 right hand

Use Dim.Ctrl/A (CC1) to switch between open, secco, and coperto.

Static rolls

- **Play range:** C2-C#4

Use Dim.Ctrl/A (CC1) to switch between dynamic selection and velocity crossfading.



Dynamic rolls light / strong

- **Play range:** C2-C#4
- **Roll duration:** light 1/2/4/6 sec., strong 2/4/6/8 sec.

Use Dim.Ctrl/A (CC1) to change roll duration, and keyswitches (A0/B0) to switch between crescendo and diminuendo.



Glissando rolls

- Play range: C2-C#4

Use Dim.Ctrl/A (CC1) to switch between fast, medium, and slow rolls.

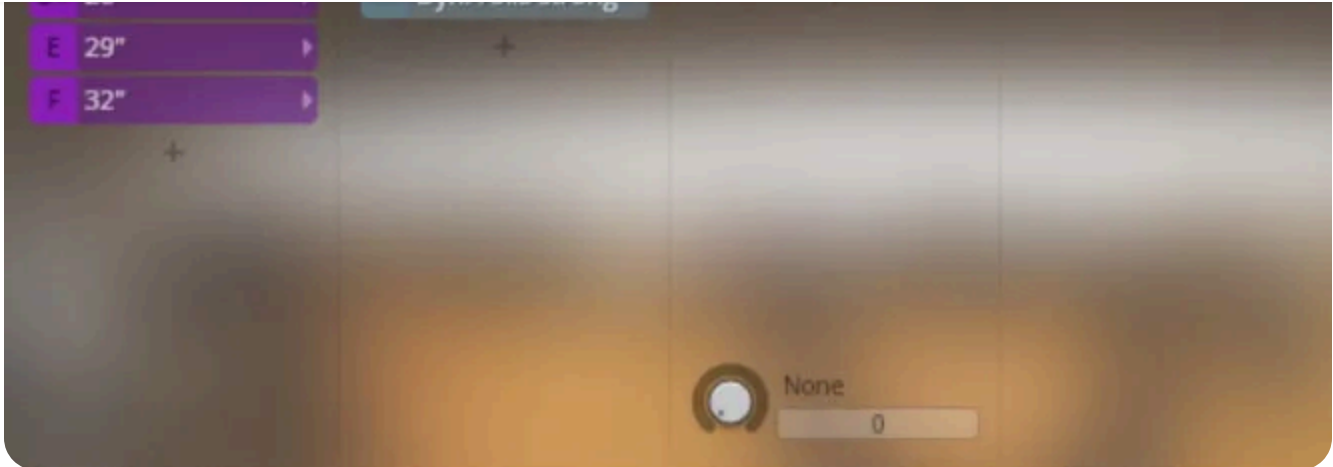


Glissandos slow / fast



Single, 20" / 23" / 26" / 29" / 30"

The layout of the individual instruments is basically the same as that of the merged timpani, without the glissando articulations. Naturally, the play ranges of the single timpani articulations also differ from the merged ones.



- **Mapping:** according to drum, e.g.
 - 20" E3-C#4 left hand, E4-C#5 right hand
 - 32" C2-A2 left hand, C3-A3 right hand



02 SY Drums - Toms

01 Snare drum - Kolberg Rosewood



A Kolberg Rosewood snare drum played with sticks, rods, brushes, and mallets.

Sticks / rods / brushes

Use Dim.Ctrl/A (CC1) to play with or without snare.



Sticks

- Play range: C3-A#6



Dim. rolls light 2s
Dim. rolls strong 2s
Dim. rolls light 1s
6 Roll VelXF
Cresc. rolls strong 8s
Cresc. rolls strong 6s
Cresc. rolls light 6s
Cresc. rolls strong 4s
Cresc. rolls light 4s
Cresc. rolls light 2s
Cresc. rolls strong 2s
Cresc. rolls light 1s
5 Roll
4 Upbeats
3 Upbeats
2 Upbeats
1 Upbeat
Shell
Rimshot
Press roll
Rim
Offcenter (normal)
Rim
4 Offcenter (normal)
Side
Center
Side
Center
4 Upbeats rim
3 Upbeats rim
2 Upbeats rim
1 Upbeat rim
Stick on stick
3 X-Stick

Rods

- Play range: D3-B4



Brushes

- Play range: D3-C6



Mallets

- Play range: C4-D#4



Soft / medium / hard beater

Use Dim.Ctrl/A (CC1) to change between open and coperto articulations, or to switch to low tuning.



Open

- Play range: A3-A#6



Coperto

- Play range: C₄-A#₆



Low

- Play range: C4-A#6



Brushes soft / hard, effects

There are no further options to these articulations.



Soft brushes

- Play range: C4-G5

Hard brushes

- Play range: C4-G5



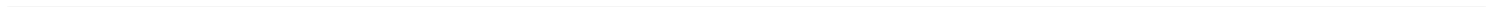
Effects

- Play range: C4-C6



03 Tambourines







04 Concert toms - Yamaha



8 different low and high toms by Yamaha (9000 series, 6", 8", 10", 12", 13", 14", 15", 16") played with sticks, rods, brushes, mallets, and for special effects. The toms are each mapped to a dedicated octave, with the same articulations on the respective keys.

- **Mapping low/high toms:**

- C2-B2 tom 6/8
- C3-B3 tom 5/7
- C4-B4 tom 4/6
- C5-B5 tom 3/5
- C6-B6 tom 2/4
- C7-B7 tom 1/3

Important

Make sure to have Library Update 01 installed, which also includes newly added MIDI-loops.

Sticks / rods / brushes / mallets

Use Dim.Ctrl/A (CC1) to change between low and high toms.



Sticks

Rods / Brushes / Mallets



Effects

There are no further options to this slot.

- **Play range:** C2-A#7



Two pairs of piatti, a 20" Zildjian Concert and a 22" Meinl Extra Heavy. There are no further options to the slots.

- **Play range:** C4-C#5



02 Cymbals



Zildjian K 16" and 18" suspended cymbals, played with sticks, hard and soft mallets, rods, brushes, and bowed.



Sticks

- Play range: F3-A#6



Mallets

- Play range: F3-A#6



Rods

- Play range: F3-G#4



Brushes

- Play range: F3-D#4

Bow

- Play range: C4-G6 (white keys only)



03 Tam-tam



A large Kolberg 100 cm tam-tam and an extra large one with 120 cm diameter, played with soft and hard beaters, and for special effects.

Beaters soft / hard

- Play range: C4-A#6



Effects

- Play range: C2-D#6



04 SY Mallets

01 Celesta - Kolberg



Celesta Kolberg. The instrument is mapped one octave lower than it sounds. The "light" version of the single notes has no release samples and uses much less RAM than the full one.

- Play range: C2-F7

Glissandi

- Play range: C3-G#5



02 Glockenspiel - Yamaha



Glockenspiel Yamaha 2500. Played with metal and plastic beaters, and bowed.
The instrument is mapped one octave lower than it sounds.

- Play range: C4-E7

Metal / plastic beaters

Single strokes / glissandi

Use Dim.Ctrl/A (CC1) to switch between open and secco articulations.



Static rolls

There are no further options to this articulation.



Dynamic rolls

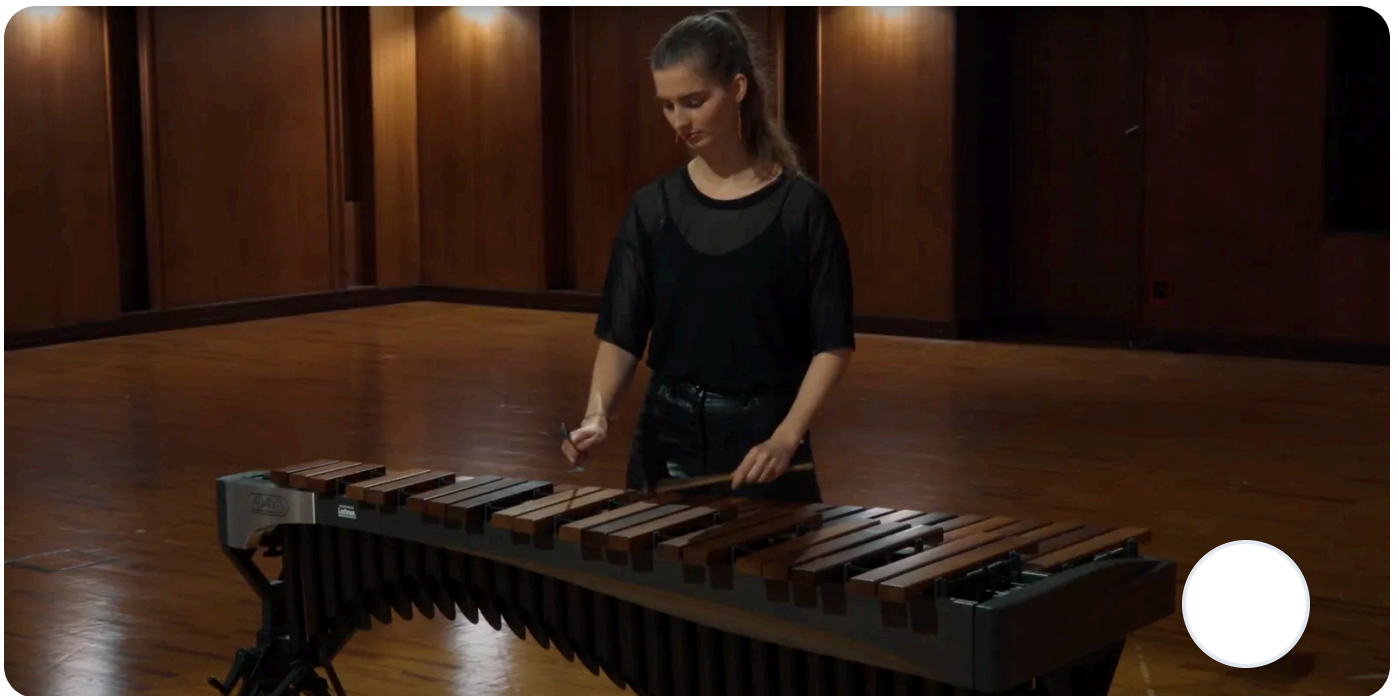
Use Dim.Ctrl/A (CC1) to switch durations to 0.5/1/3 seconds.

Bowed

There are no further options to this articulation.



03 Xylophone - Adams



Xylophone Adams Artist Alpha. Played with wooden and leather beaters, and bowed.

- Play range: C4-C8

Wood / leather beaters

Single strokes / static rolls / glissandi



Glissandi

- Play range: C4-G#6



Dynamic rolls

Use Dim.Ctrl/A (CC1) to switch durations to 0.5/1/3 seconds.



Bowed

There are no further options to this articulation.

05 SY Bells

01 Tubular bells - Bergerault



Tubular bells Bergerault C25 Symphonic, played with medium and hard hammers, a triangle beater, and glissandos with sticks, rods, and brushes.

- **Play range:** F3-F5

Hammers

Medium and hard hammers. Use Dim.Ctrl/A (CC1) to switch between open, muted, and glissando articulations.



Glissandi hammers

- Play range: C3-G#4

Triangle beater



Sticks / rods / brushes

There are no further options for these slots.

Glissandi sticks / rods



Glissandi brushes

- Play range: C3-G4 (white keys only)



SY Percussion

01 Triangles



Triangles Kolberg: Steel 14, 21, 30; Bronze 30; Bronze Baroque 17, 21; Steel serrated 21. Played with heavy and light beaters. Use C1/C#1 to change beaters.



Triangles normal



Triangle serrated



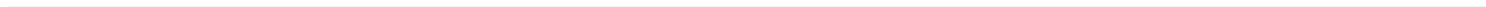


02 Shakers



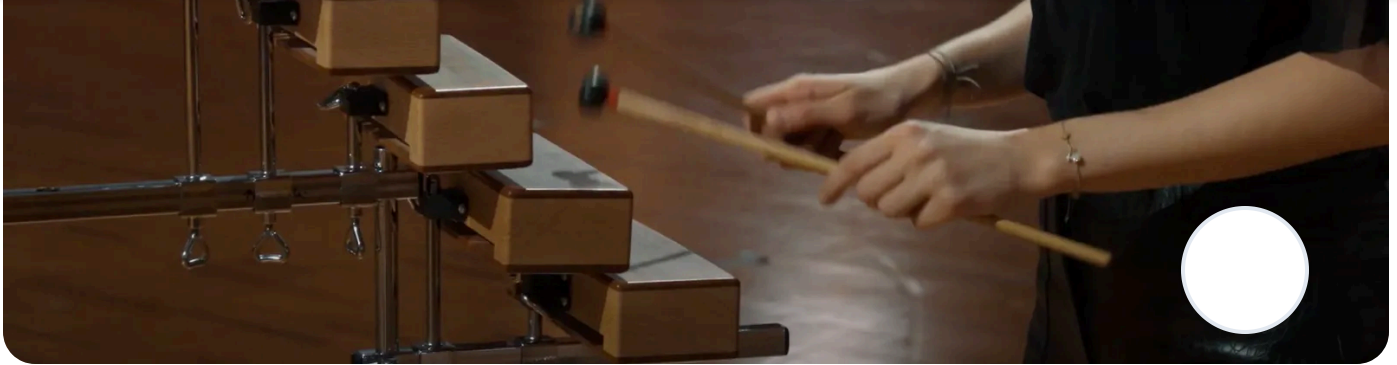
Shakers Kolberg medium tube and egg-shaped. Use Dim.Ctrl/A (CC1) to switch between shakers. There are no further options for these slots.

- Play range: C3-G7





03 Woodblocks



A set of 5 Kolberg woodblocks. Played with yarn and plastic mallets, and with a rasing stick. Each woodblock is mapped to an octave, with identical articulations on the same keys. There are no further options for these slots.

Yarn / Plastic mallets

- Play range: C2-B6



Rasping stick

- Play range: C2-A6 (white keys only)

04 Castanets



Two pairs of Kolberg castanets (large and small). There are no further options for these slots.

- Play range: C4-B4



[Company](#)

[Authorized Dealers](#)

[Distributors](#)

[Imprint](#)

[Privacy Policy](#)

[Legal Notice](#)

[Cookie Settings](#)