

# Dan Dean

## Solo Woodwinds

Welcome to the Dan Dean Solo Woodwinds! This unique orchestral collection is unsurpassed in both sound quality and programming features. There are a huge number of both samples and presets created for each instrument.

What's different about this library? First, each and every note has been sampled as in our Dan Dean Solo Strings and Giga Bass Collections, but up to six dynamic layers deep per note! In most cases, you have samples with dynamics from pp to ff on every key. This allows extreme expressiveness, control and realism in these woodwinds.

Using our proprietary recording process, we recorded these instruments in stereo, miked moderately close with minimal room reverberation. We feel this feature gives the user the utmost in flexibility with increased sonic detail. If the instruments are to be used in solo situations, the lack of reverb allows the user to place them forward in the stereo image. If you wish to put the instruments "in an orchestral position", you can do so by adding reverb and panning the image where desired. The basic philosophy is that you can add reverb to a sound, but you cannot remove it once it is there.

The primary goal of this collection was to create the most realistic sounding instruments available. Realism in digital instruments equates to some degree of imperfection in pitch, pan, attack, note shape, note duration, timbre, the dynamic nature of the note over time and other numerous factors. We have left some of these "rough edges" or human imperfections in the final product to recreate the "presence" of the actual player. We have attempted not to overedit the samples to the point of sterility, because overedited instruments sound too perfect and begin to sound synthetic. What we have basically done is to place the musician in a room with a microphone as you might in a typical session environment. There was no EQ added. Sound was optimized by way of careful microphone placement. What you hear is what was there.

You will notice that there are varying note durations throughout the different dynamic layers. This is a naturally occurring phenomenon having to do with flow rate. The louder the player blows, the more air is pushed through the instrument, the shorter the note. Some of the Clarinet notes in the pp layers exceed 22 seconds on 1 breath!

As in all our products, we use the highest quality components available, such as Apogee A/D-8000 converters, state of the art microphone pre-amps and microphones. Source material was captured in 24 bit and bit depth reduction was enhanced using Apogee's UV-22 process from 24 to 16 bit.

Because there are so many samples contained in these instruments, they are large. However, we have programmed in light versions of all of the presets, so users with minimal RAM can still fully use these instruments. The light versions are in the 32 class, which is the smallest of the Giga instruments. The DSP in GigaSampler and GigaStudio is so good, it is difficult to hear the difference between the full versions and light versions!

The following is a list of the instruments, sizes in megabytes, number of notes per instrument, range per instrument, number of layers per instrument, number of presets per instrument and samples per each instrument.

<b>Instrument</b>	<b>Size/MB</b>	<b>Notes</b>	<b>Range</b>	<b>Layers</b>	<b>Presets</b>	<b>Samples</b>
<b>Alto Flute</b>	252.7	34	G3 to E6	3	52	408
<b>Bass Clarinet</b>	451.2	34	Db2 to Bb4	6	26	612
<b>Bass Flute</b>	236.7	30	C3 to F5	3	52	360
<b>Bassoon</b>	412.2	42	Bb1 to Db4	3&4	52	476
<b>Clarinet</b>	545.8	40	D3 to F6	6	26	720
<b>Contra Bassoon</b>	389.4	28	Bb- 1 to Db2	6	52	672
<b>English Horn</b>	633.2	30	E3 to A5	5	52	600
<b>Flute</b>	734.1	37	C4 to C7	6	52	918
<b>Oboe</b>	608.4	30	Bb3 to D6	6	52	720
<b>Piccolo</b>	592.4	35	D5 to C8	4	52	560

## **About the Presets**

The Solo Woodwinds were recorded in 4 basic articulations: *Legato Vibrato (V)*, *Legato Non Vibrato (NV)*, *Staccato (Stac)* and *Portato/Mezzo Staccato (Port)*. The exceptions are the Clarinet and the Bass Clarinet, which in typical orchestral applications are played Non Vibrato (NV). The Clarinet and Bass Clarinet have 3 basic articulations and 26 presets.

Why are there so many layers and samples in The Dan Dean Solo Woodwinds? One of the most revolutionary features in this collection is the attention given to capturing timbral change. Timbre is the complex set of overtones that make up the characteristic sound or "fingerprint" of the instrument. When a musician plays a soft note, it is not only soft in volume, but its timbre is that of a soft note. As the musician plays progressively louder, not only does the loudness increase, but the timbre of the instrument changes. We have captured these subtle changes in timbre which give the instruments a far greater degree of sound realism and expression. The softer you play the on keyboard, the softer samples with the proper timbre for that playing range will be triggered. The harder you play on the keyboard, the louder/brighter samples will be triggered. We think the degree of detail captured in these woodwinds and playability of all of the different layers/timbres/articulations sets a new standard in sampling.

## **Giga Keyswitching**

When a keyswitch (KeySw) preset is loaded, you will notice purple keys on the GigaStudio keyboard in the main window. These purple keys are the keyswitches for the presets. These keys are outside the playing range of the instrument and allow you to instantly change articulations in real time. These will differ from instrument to instrument, so load the banks one at a time and familiarize yourself with where they are located and what each one does.

Every preset follows this basic order:

### **Instrument Name\_Articulation\_Programming**

There are 10 **instruments**.

There are 4 **articulations**. (3 in the Clarinet and Bass Clarinet)

There is a vast array of **programming** features which give you an unprecedented degree of control over the basic sounds.

## **Presets**

The basic articulations (NV, V, Port and Stac) are found at the very top of the preset list as presets 0, 1, 2 and 3. These are the instruments in their purest form.

- 0. NV (Non Vibrato)**
- 1. V (Vibrato)**
- 2. Port (Portato or mezzo staccato)**
- 3. Stac (Staccato)**

The next grouping contains presets that alter playing characteristics via the Mod Wheel.

### **5. NV ModWhl Slo Atk**

When the Mod Wheel is set at zero, the instrument plays like preset 0 (NV). When the Mod Wheel amount is increased, EG attack envelopes increase the attack time of the note start, creating a slower, softer attack.

### **6. NV ModWhl Fast Atk**

When the Mod wheel is set at zero, a soft staccato attack is placed at the beginning of the NV sample. When the Mod Wheel value is increased, a medium staccato attack and eventually

a loud staccato attack are placed at the beginning of the NV sample. These 3 different attacks are accessible via Mod Wheel amount - soft, medium and loud. This preset especially useful when a faster attack is needed than the basic NV or V articulations provide. It is very useful in fast ensemble passages for crisp articulation.

**7. NV/V ModWhl**

**8. NV/Port ModWhl**

**9. NV/Stac ModWhl**

**10. NV/V/Port/Stac ModWhl**

In these 4 presets, the Mod Wheel amount switches between Non Vibrato/Vibrato, Non Vibrato/Portato, Non Vibrato/Staccato and Non Vibrato/Vibrato/Portato/Staccato.

**11. V ModWhl Slo Atk**

**12. V ModWhl Fast Atk**

**13. V/Port ModWhl**

**14. V/Stac ModWhl**

These 4 presets use the previously discussed programming except on Vibrato articulations.

The next group uses Giga's revolutionary keyswitching feature to vary articulations on the fly in real time. In a keyswitch preset, you will notice keys highlighted on the Giga keyboard window in purple. These are the keyswitching keys. They are programmed to be out of the playing range of the instrument, as to not interfere with the normal playing activities. Since each instrument's range is different, these will be found in different areas of the keyboard.

**15. NV/V KeySw**

**16. NV/Port KeySw**

**17. NV/Stac KeySw**

These presets utilize keyswitching to select between Non Vibrato/Vibrato, Non Vibrato/Portato and Non Vibrato/Staccato.

**18. NV/Layers KeySw**

This preset allows you instant access to each dynamic layer in the Non Vibrato articulation via keyswitching. If you want to select a layer manually and have key velocity control volume (as a

typical synthesizer might), select the desired dynamic layer by the keyswitch.

### **19. NV/V/Port/Stac KeySw**

This preset allows you keyswitch access all articulations on the fly.

### **20.V/Port KeySw**

### **21.V/Stac KeySw**

These presets allow keyswitching access of Vibrato/Portato, and Vibrato/Staccato.

### **22.V/Layers KeySw**

This preset allows dynamic layer access of the Vibrato articulation. The keyswitching keys allow instant selection of each dynamic layer.

The final group of presets use velocity switching to provide changes in articulation.

### **23.NV/Stac VelSw**

This is the basic NV preset, but with a loud staccato at the top of the velocity range. When you play the note very hard, a crisp staccato will be produced in an otherwise legato preset. This is especially useful for accenting notes.

### **24.V/Stac VelSw**

As in 23, this is the basic V preset but with a loud staccato at the top velocity range.

### **25. NV/Port VelSw**

This is the basic NV preset but with a loud portato sample at the top of the velocity range. When you play the note very hard, a loud portato will be produced in an otherwise legato preset. This is especially useful for accented notes, but not quite as crisp as the Stac/VelSw.

### **26. V/Port VelSw**

As in 25, this is the basic V preset but with a loud portato at the top velocity range.

## **Presets 27 - 52 are LT Versions**

Presets 27 through 52 are light versions (LT) of the previous presets. They have less notes but all of the same layers and features of the full versions. Use these when you need to conserve space. Giga's excellent DSP makes these almost as good as the full versions!

## **Space Management Tips**

When you begin familiarizing yourself with the Dan Dean Solo Woodwinds, you'll probably want to load the entire instrument to try out all of the presets and decide which ones best suit your needs. After that, you don't need to load the entire instrument. It is possible to load in just one preset at a time. This will keep your GigaStudio from reaching critical mass, and allow you to load more instruments simultaneously. Use the QuickSound window at the bottom of GigaStudio to locate the various instruments in the Dan Dean Solo Woodwinds. You'll notice a + plus sign just to the left of the instrument name. Click on this and the instrument will "open" to expose its presets. Double click on a preset and it will load into GigaStudio. You can also click + drag a preset to a desired GigaStudio channel.

In GigaStudio, you will notice a tab entitled "Loaded Instruments". If you click on this, you'll see what is currently loaded into GigaStudio. Instruments in current use will be assigned a GigaStudio channel to the right. All other instruments in this window NOT assigned to a GigaStudio channel are not in use. If you right click in this window, another window will pop up allowing you to "Unload Selected" or "Unload All". If you would like to lean out your GigaStudio instrument load to make room for more, select the unused presets and "Unload Selected". This will free up space for other instruments. "Unload All" zaps all the loaded instruments and allows you to start loading from scratch.

If its hard disk space that you wish to conserve, here is a useful technique. After you have used the Dan Dean Solo Woodwinds for a while and have determined what presets you use most frequently, you can delete others you don't use from your hard drive. If you're tight for hard drive space, this can really help free up room for other instruments. Using GS Edit, you can reduce the amount of presets in an instrument saved on your hard drive. Don't be worried about trying this...all of the original instruments will still be found on the CD-Roms. If you delete something you would like to use later, just reload the original instrument. Begin by loading the desired instrument into GS edit. In the preset window located in the upper left hand corner of GS edit you'll see the preset list. Right click on the presets you don't want and delete them. At the end of this process...SAVE. The next time you open the instrument in GigaStudio, it will have fewer presets and be reduced in size.

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Special thanks to: Suezean, Jim, Dave and Sean at Nemesys, "Magic" Mike, Donnie, Garth Hedin, the excellent musicians that appear on this project for their beautiful tones and amazing stamina, Scott for excitedness, encouragement, editing and the hole in my deck, the beta-test team (Ian Underwood, Jim Venable, Stacey Hersh, Chris Beck, Mark Isham, Danny Lux, Scott, Nick Moore, Dean Grinsfelder, Alan DerMarderosian, Michael Harriton, and all else), my technical wizard emeritus - Tom Brown, and to my beautiful ladies, Gail, Lauren and Mara, who were nice enough to be really quiet most of the time while recording the pianissimo layers... except for a few times when they *had* to leave the building.

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