

BOGREN
DIGITAL



Krimy drums



Krimh drums

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INTRODUCTION

Thank you for purchasing Krimh Drums!

Our mission at Bogren Digital is to provide artists and audio professionals with tools for producing top-quality, high-octane metal music with joy and ease. We're proud to present Krimh Drums, the latest addition to our arsenal and a massive leap forward in our virtual instrument offerings.

Elevate your metal productions with the next-level drum instrument. Krimh Drums is an expertly recorded, feature-packed, fantastic-sounding Kontakt Player instrument. With Krimh Drums, it's easier than ever to add modern, realistic drum performances to any metal production in any DAW.

Top-tier metal producer Jens Bogren created Krimh Drums in close collaboration with Kerim "Krimh" Lechner, a rising star among today's generation of metal drummers. Loaded with pristine drum samples captured at Fascination Street Studios, Krimh Drums goes beyond traditional MIDI drum instruments. Built-in algorithms help create realistic performances and avoid the dreaded "machine-gun effect" (and other giveaways of MIDI-programmed drums), and essential, built-in mixing tools allow you to craft your perfect metal tone.

This manual will guide you through everything at your disposal so you can take full advantage of Krimh Drums and bring top-tier quality to your next track. Read on to see what this beast can do.

Cheers, and enjoy!

Sincerely,

Jens and the Bogren Digital Team



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KONTAKT SETUP

Alright already, let's get into it! **Krimh Drums** is a virtual instrument built for use in **Native Instruments'** industry-standard sampler, **Kontakt**, and the free, streamlined **Kontakt Player**.

Follow the steps below to use Krimh Drums in Kontakt.

Note: For instructions on installing [Kontakt](#) or [Kontakt Player](#), visit www.native-instruments.com.

1. Launch the Kontakt or Kontakt Player plugin or standalone application. Click on Libraries in the top-left corner of the UI.
2. Navigate to the NKI folder in the location you selected when installing Krimh Drums. Double-click the Krimh Drums.nki file in the browser or drag it into the instrument section. At this point, you should see the Krimh Drums UI appear.
3. In the console at the top of Kontakt's UI wrapper—to the right of the wrench icon—set the MIDI Channel to "Omni." This allows the Krimh Drums to receive MIDI data from your DAW and/or MIDI controller within Kontakt.

USING THE INSTRUMENT

Now that Krimh 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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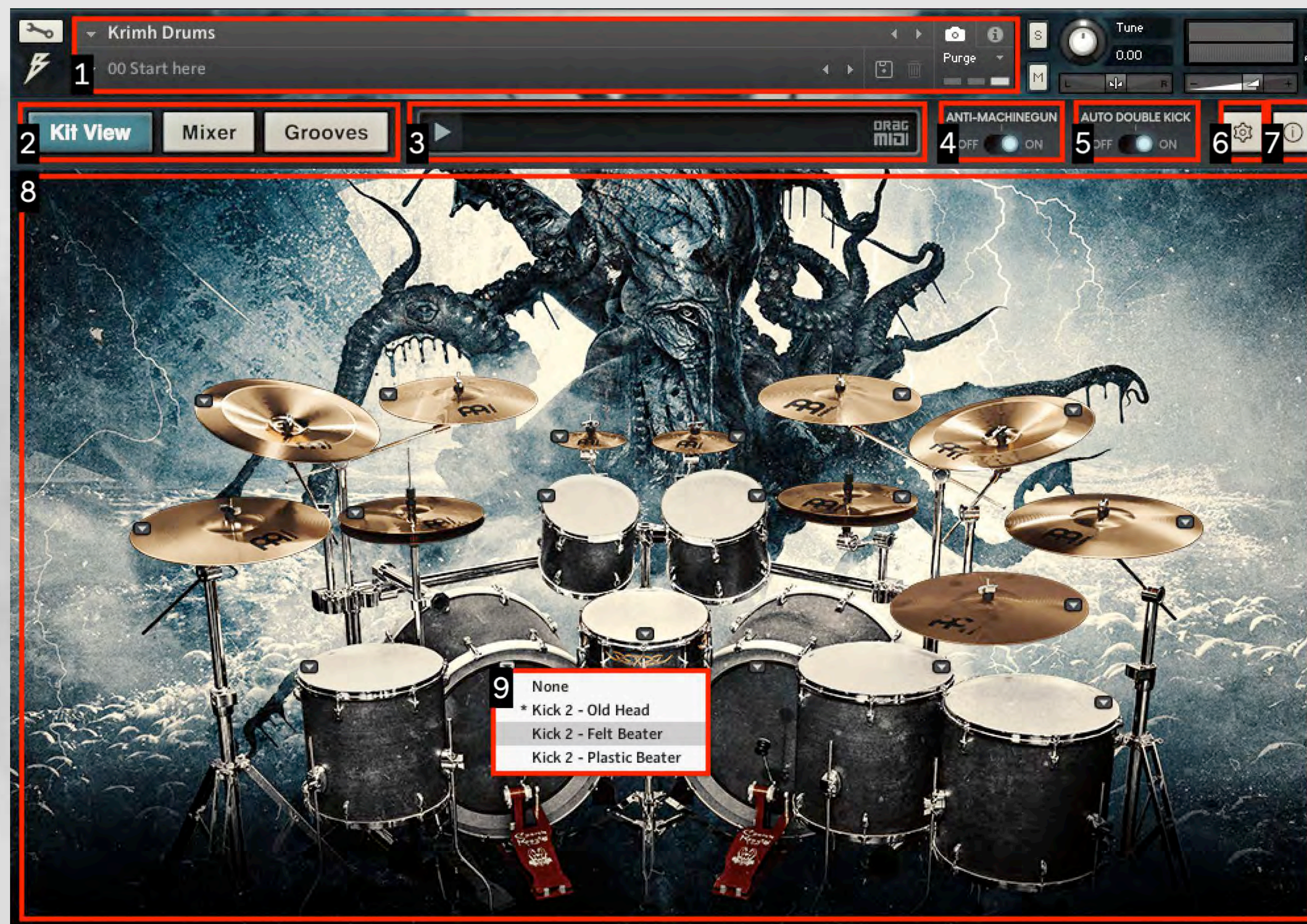
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KIT VIEW (DEFAULT)





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KIT VIEW COMPONENTS

1. **Preset Menu:** browse, select, and save presets
2. **View Selector:** switches between Krimh 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
4. **Anti-Machine Gun:** automatically adjust velocities and articulations during fast patterns to avoid robotic sounding drums
5. **Auto Double Kick:** automatically alternate between kicks 1 and 2 during fast patterns
6. **Settings:** access and set MIDI Mappings and Velocities
7. **Info:** displays technical information on Krimh Drums
8. **Kit UI:** clickable drums and cymbals let you hear the current sample
9. **Sample Selector:** click the arrow on any drum or cymbal to assign samples



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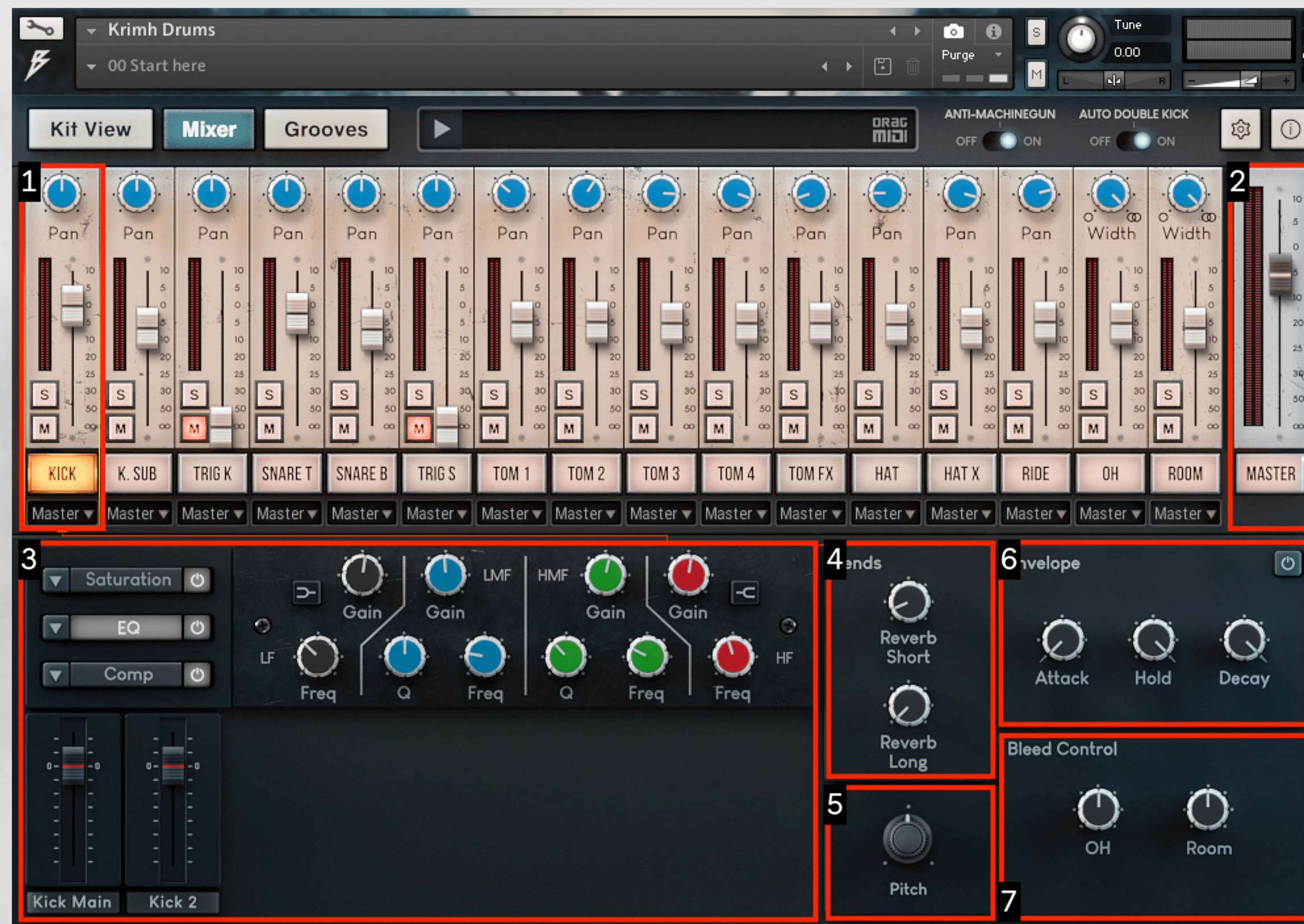
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MIXER VIEW: MIC CHANNELS





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MIC CHANNEL COMPONENTS

1. **Mixing Board:** mute, solo, volume, and panning—width for Overhead and Room channels—controls for drum, trigger, cymbal, and ambient mic channels. Click the channel name to access independent tools and effects
2. **Master Channel:** controls the final processing and post-FX output level of the full mix
3. **Channel Effects Section:** activate up to three sequential effects—compression, EQ, saturation, and transient shaping—on the selected channel
4. **Sends:** controls the amount of audio signal routed from the selected channel to the long and short Master Reverb modules
5. **Pitch:** controls the selected drum or cymbal channel's tuning
6. **Envelope:** controls the length of the selected channel's attack, hold (sustain), and decay
7. **Bleed Control:** controls the amount of bleed into the Overhead and Room channels



TOM-LINKED BLEED CONTROL

1. **Tom Channels:** click on any Tom channel name to disclose the Effects section
2. **Bleed Control w/Tom Link:** applies the Overhead and Room bleed levels to all of the Tom channels equally



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MIXER VIEW: TRIGGER CHANNELS



- 1. Trigger Channels:** samples triggered by the same note linked to the kick/snare for added power and prominence in the mix
- 2. Trigger Sample:** drum sample from the Jens Bogren Sample Pack with round robins and velocity layers for great-sounding, authentic performance
- 3. Mix Controls:** volume, pitch, and mute controls for the built-in and custom trigger samples
- 4. Sends:** controls the amount of signal routed to the long and short Master Reverb modules
- 5. Custom One-Shot:** drag and drop a 'one-shot' .WAV file from your own collection to add an additional layer to kick or snare channels

EFFECTS



Compressor: Reduces the gain of incoming signal when it crosses a determined volume threshold

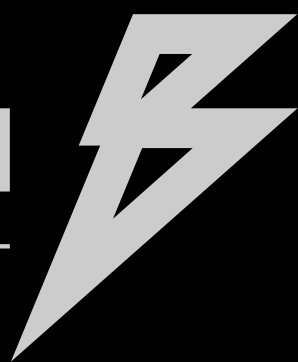
1. **Input:** set the level of incoming audio
2. **Output:** set the post-compressor level
3. **Attack:** adjust the compressor's attack; left = slow, right = fast

4. **Release:** adjust the compressor's release; left = slow, right = fast
5. **Ratio:** control how dramatically the signal is compressed
6. **Gain Reduction:** view how much the incoming signal gets compressed in dB
7. **Mix:** set the dry/wet ratio for outgoing audio



Saturator: Introduces additional harmonics and resonances to the selected channel's signal

1. **Saturation:** controls the amount of harmonic saturation applied



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Equalizer: Attenuates the selected channel signal's low, low-mid, high-mid, and high frequency ranges

1. **Low Shelf:** controls the level of all frequencies below the value of the Freq knob
2. **Freq (Frequency):** determines which frequencies' gain is raised or lowered
3. **Gain:** controls the amount of attenuation (in dB) being applied to the affected frequency range
4. **Q:** controls the width of the attenuated frequency range for the selected channel
5. **High Shelf:** controls the level of all frequencies above the value of the Freq knob



Transient: Attenuates the gain of the selected track's attack, sustain, and output

1. **Attack:** turn right for a more aggressive sound
2. **Sustain:** controls the length of the audio signal
3. **Output:** controls the final level of outgoing audio



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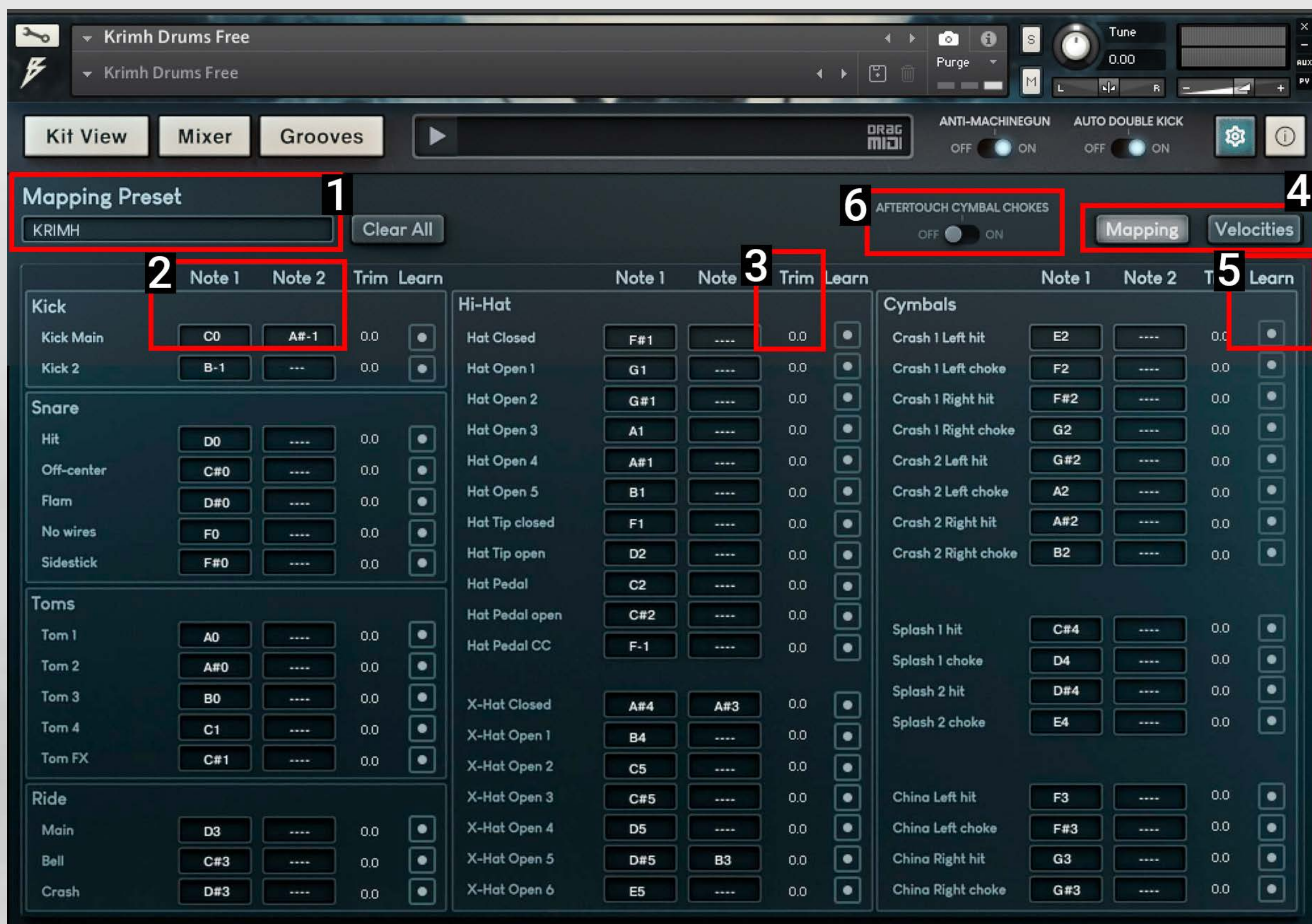
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1. **Preset:** select a mapping preset

2. **Note 1/Note 2:** assign one or two notes to trigger each sample

3. **Trim:** controls the volume level for the particular sample

4. **Setting Selector:** switches between Mapping and Velocities settings

5. **Setting Selector:** switches between Mapping and Velocities settings

6. **Aftertouch Cymbal Chokes:** Enable to use aftertouch cymbal chokes with e-kits that support it.



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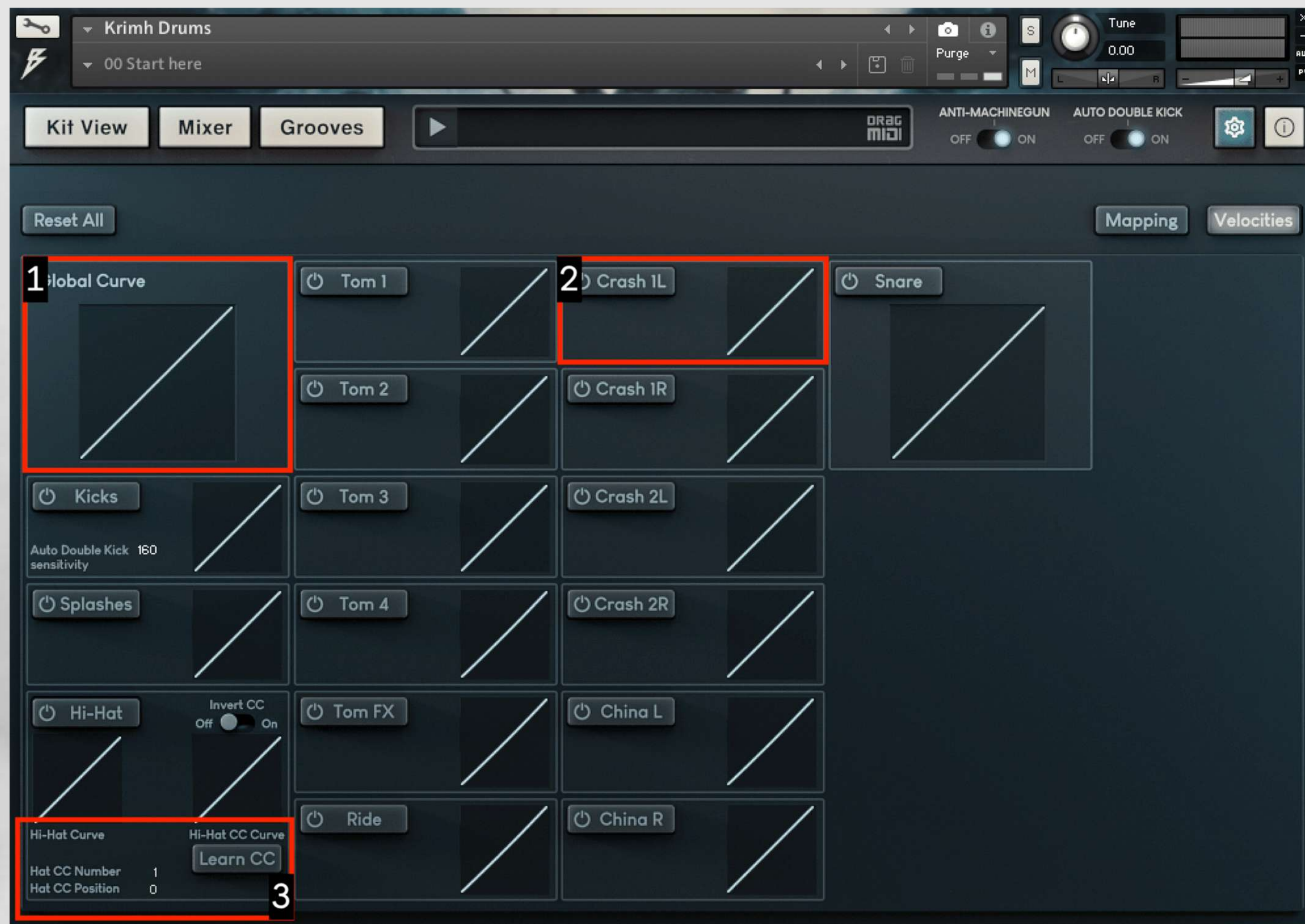
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VELOCITIES



1. **Global Curve:** Controls the velocity curve for all channels

2. **Curve Module:** Sets the velocity curve for individual channels

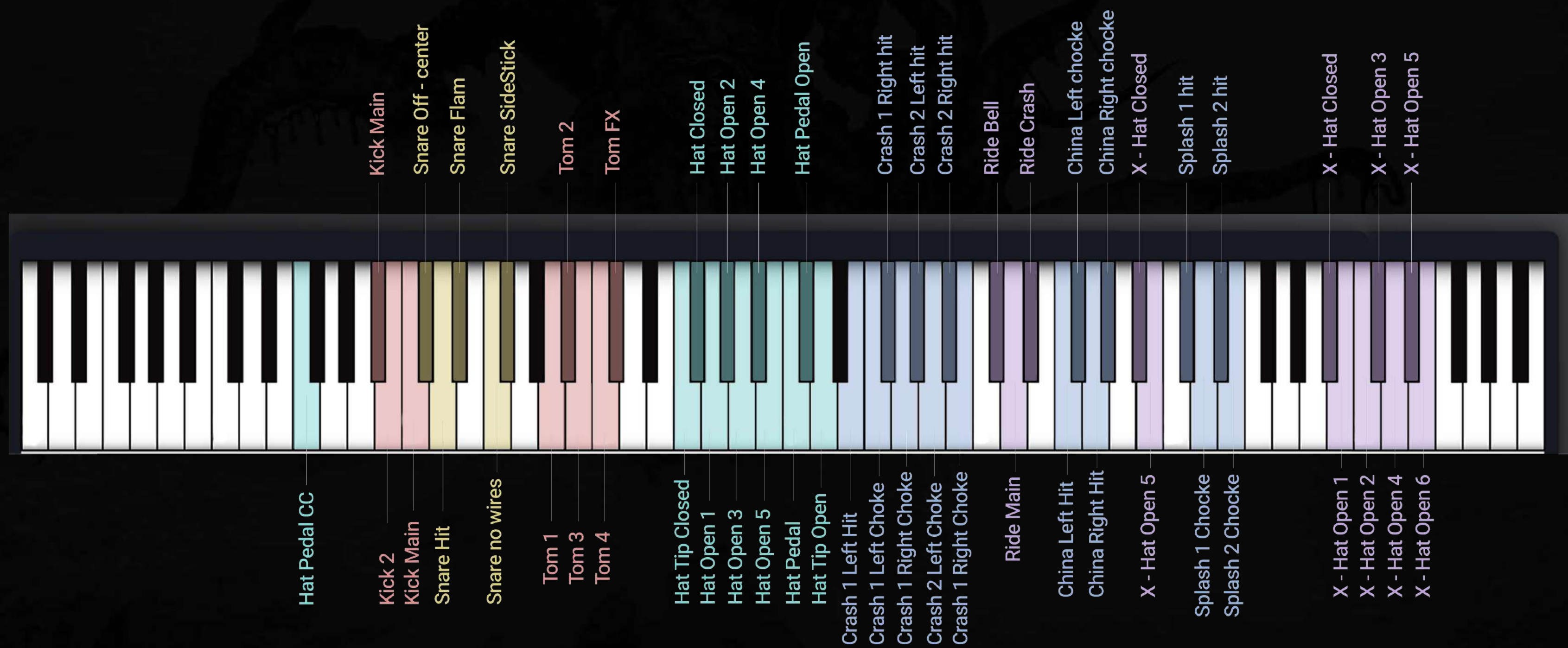
3. **Learn CC:** Assign a MIDI CC value from your e-kit to the Hi-Hat channel

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A ONE-KNOB REVOLUTION

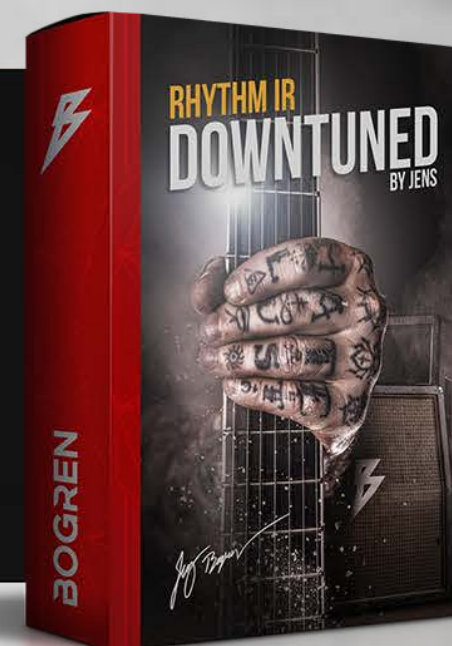
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