

Peksenak Drum Library v1.0.0

Samples Engineered, Edited, and Mixed by **Zachary Pierce**

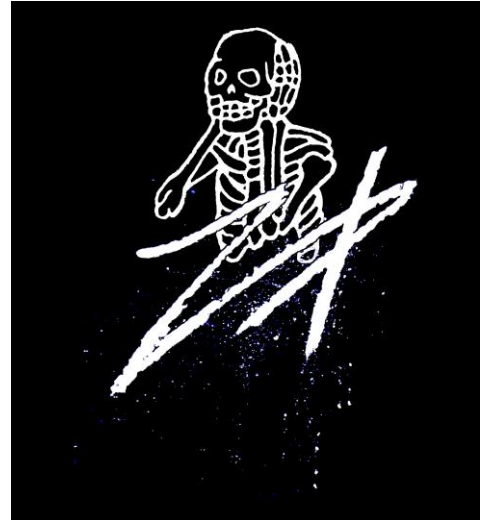
Performed by **Kyle Peksenak**

UI Design by **Zachary Pierce**

Plugin Development and Coding by **Zachary Pierce**

Built with **HISE Version 4.1.0**

<https://hise.dev/>



These samples have had almost no processing done to them, they're as close to the captured sound as was practical or advisable. These samples were captured during the tracking session for Kyle Peksenaks' 2025 album. Creating this VSTi was not the intended use for these samples at the time of capture, and as such, many may be lacking in velocity levels, variations, or both. **These are intended to be easily programmed, and then routed out to individual DAW tracks to be mixed.**

This instrument includes 1 Kick, 1 Snare, 2 Toms (a Rack and a Floor), and an assortment of 11 cymbals and 3 percussion elements, details of which are listed below (*fig. 1*). The MIDI note mapping is non-standard, and was chosen solely for convenience in our specific use case. It's close to the standard GM Map, with a good number of additions that we anticipated to be necessary. The full map is detailed below (*fig. 2*).

This is the first anything I've ever coded, it probably won't work correctly, parts of it might even completely break. It definitely won't connect to your e-drums. What it will do is as follows:

- The kit is split across 10 main faders for level control, plus an 11th fader for reverb level.
- Each channel can be routed to any of 11 stereo outputs in your DAW.
- Some channels have a 'Mix' button, that will open a submixer for each microphone (the main fader is the direct mic in most cases).
- All channels include Solo and Mute buttons, the first 6 have Pan knobs as well.
- Channels 1 through 10 include a Bypass and Amount control for the Reverb Send.
- The reverb included is a pair of Impulse Responses I made in my kitchen. You can switch between 'Forward' (the audio source facing directly towards the microphones), and 'Backward' (the audio source facing the opposite direction).

Currently (v1.0.0) this VST3i plugin is only available to Windows users. If you have any questions, concerns, or requests please contact me directly at:

zacharypierceonline@gmail.com

This plugin has been released under the GNU GPL Version 3.0, available at:

<https://www.gnu.org/licenses/gpl-3.0.en.html>

Its source code can be found in my public repository at:

<https://github.com/zackisagoon/peksenak-drum-library/tree/main>

Fig. 1

Piece	Manufacturer	Line	Model	Size
Snare Drum	Ludwig	-	Black Beauty	6.5" x 14"
Kick Drum	Tama	S.L.P.	Studio Maple	16" x 22"
Rack Tom	Tama	S.L.P.	Studio Maple	7" x 10"
Floor Tom	Tama	S.L.P.	Studio Maple	16" x 16"
Hihat	Meinl	Byzance Dual	Dual Hihat	14"
Crash L	Meinl	Byzance Dual	Dual Crash	18"
Crash R	Meinl	Byzance Dark	Dark Crash	18"
Ride	Meinl	Pure Alloy	Medium Ride	20"
China	Meinl	Byzance Vintage	Equilibrium China	20"
Stack L	Meinl	Artist Concept	Baby Stack	10"/12"
Stack R	Meinl	Artist Concept	Fat Stack	18"/16"
Splash L	Meinl	Byzance Traditional	Splash	8"
Splash R	Meinl	Byzance Extra Dry	Extra Dry Splash	10"
Aux 1	Meinl	Byzance Vintage	Trash Crash	18"
Aux 2	Meinl	Byzance Vintage	Smack Stack	10"/12"/14"
Triangle	Unknown	-	-	-
Claves	Unknown	-	-	-
Bongo	Unknown	-	-	-

Fig. 2

MIDI note/CC name map		
81 Triangle	51 Ride Wash	37 Side Stick
75 Claves Long	49 Crash L	36 Kick
74 Claves Short	48 Tight Open Hihat	33 Crash L and Crash R
63 Aux Cymbal 2	47 Loose Open Hihat	32 Aux 1 and Crash R
62 Aux Cymbal 1	46 Open Hihat	31 Aux 1 and Crash L
60 Bongo Hit	45 Rack Tom	30 China and Crash R
59 Stack R	44 Pedal Hihat	28 Swell Crash R
58 Stack L	43 Floor Tom	27 Swell Crash L
57 Crash R	42 Closed Hihat	26 Swell Ride
56 Splash R	41 Hihat Choke	25 Swell Aux 1
55 Splash L	40 Snare Roll	24 Swell China
53 Ride Bell	39 Snare Flam	
52 China	38 Snare	