

## Marching Band Horn for Kontakt 4

by Les Productions Zvon

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The exact name of the Marching Band Horn is unknown, it's an instrument that I bought over 30 years ago in a music store that was getting rid of a dozen or so of these. It uses a French horn mouthpiece and the range is a little lower than a trumpet and a little higher than a trombone. Due to its mouthpiece, the sound can be mellower than the 2 aforementioned instruments. It has only one valve.

The samples were taken from various performances that I played. As I had single notes, I then resynthesized them to create multi-samples. In all cases the resulting tone is still very brassy and close to the natural one. Some samples are time stretched so this library is not meant to perfectly emulate the real instrument. It's a simple library without velocity layers or alternate samples but it is great for adding a horn flavor and also providing a wider range of uses, a good way to add brassy sounds to your compositions at a very low cost. The sounds range from smooth and mellow to hard hitting and growling, from staccatos and stabs to sustained pads.

Even though the programs are usually mapped from C-2 to C6, it is when played from G2 to C5 that it sounds pretty much like the real instrument, higher it sounds like a trumpet and lower it can be pleasantly weird.

This version is a "best of" a previous version but it also has 3 new instruments. I have kept the original names so that is why there are some missing numbers in some names, for instance there are a Double 01 and Double 05 instruments but no Double 02, 03 and 04.

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## **Organisation of the library**

The Kontakt 4 programs are in 2 main folders, "01 Natural" and "02 Transformed". The programs in the first folder play the samples as they are except for the added Kontakt reverb. The second folder contains instruments made with Kontakt's tone or time machines engines

The "01 Natural" folder contains 38 single instruments, 6 combis and 6 multis. The "02 Transformed" folder contains 13 single instruments and 7 multis. Also included is a "Groups MBH" folder that contains the single instruments groups allowing you to combine them with themselves or with instruments from other sample sets.

Most of the natural instruments are multi-sampled except three that have (1) at the end of their names. Except for three instruments, the samples are not looped. The looped instruments have (L) at the end of their names.

### **About the tuning:**

Some samples are a few cents off from the Equal Temperament scale that keyboards use, but it's intentional. I've retuned those that were too far off, but even when retuning I left some a few cents off. In my opinion it's more natural as horn players by themselves (as singers and string players) don't play in the Equal Temperament scale.

Those few cents off give warmth and richness to the sounds especially when layered. When a brass section plays the same note, no two players are exactly on the same pitch and the bigger the section, the bigger the differences.

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## **Scripts**

Two Kontakt scripts are included, each on its own tab.

- The first one (Main view) was first used in the Reed Organs set. Its usefulness is more obvious in the Reed Organs but I have included it because it can be useful with any library. It lets you set the level, pan and tuning of each group independently. First select the group you want to edit with the "Select group" drop-down menu and then adjust the parameter(s) you want to change. This is convenient to change the relative levels of each group/instrument in the combis but also to create your own combis, either with Marching Band Horn instruments or combining a MBH instrument with instruments from other sample sets.

This script also has a button to set a fixed velocity if one prefers it and a knob to set the velocity level.

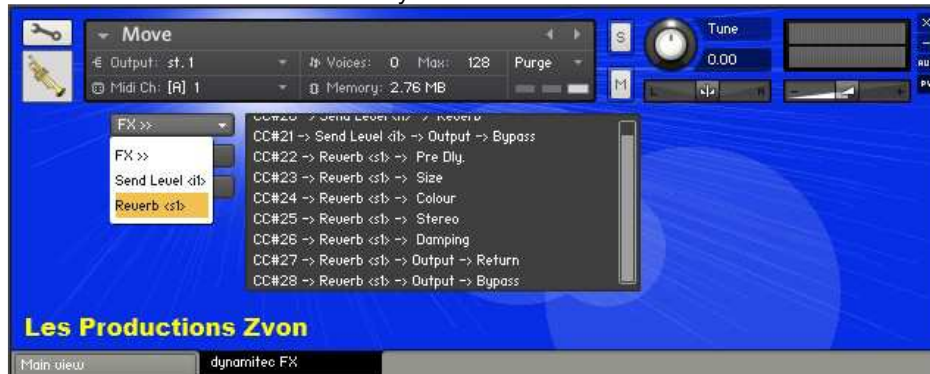
- The second one is the dynamitec FX script that I have licensed to use in my libraries. It mirrors all InsertEffects and SendEffects of an instrument (but not the Group Insert Fx) to the performance view. It also automatically generates a CC map, so you can control all FX parameters via CC (CC64 is left out, as it's reserved for sustain pedal). By default, I have set reverb as a send fx on all programs except the multis.

## How to use the dynamitec FX script

- When you first click on its tab, you will see this screen:



- Then click on the FX button and you will see this screen:



- Select from the dropdown menu the effect you want to edit and you will get this screen with the controls:



Note that if you add, remove or change the effects used, you have to save, close and reload your new instrument for the changes to show on the performance view.

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