Reed Organs

Sample set from Les Productions Zvon

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Overview:

- 4 different Reed Chord Organs: Bontempi B3, Magnus 360, MicrOrgan and Supertone. The last 2 are rare models.

- Recorded with different microphones (except the Bontempi). Relative levels of the notes are preserved.

- 477 looped samples for a size of 316 MB.

- Available in Kontakt 3.5, Kontakt 4 and sfz formats. Kontakt versions have 72 instruments and multis made with the original samples and 26 instruments using the tone or time machine engines, custom skins and scripts (2 scripts for K4 and 1 for K3.5). Also the Kontakt versions include instruments with original tuning of the instruments and retuned instruments. The sfz version has 27 definition files.

- These organs are very noisy with their fan. All the notes have been carefully denoised to limit the noise while keeping the original sound but I have sampled the noise and you can put it back if you desire to. The chords have not been denoised.

I bought all these organs at a local flea market and all had seen better days. But that's part of their charm!

Short version of the license: This sample set can be used royalty-free in any piece of music. The only restriction is that you are not allowed to sell or distribute in any way the samples and/or the Kontakt scripts, even in modified form, without our authorization.

Please read the "zvon_license.txt" file for the complete license.

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Note about the sfz version: this sample set is primarily intended for Native Instruments Kontakt. The sfz definition files are added for convenience. The names of the included definitions matches their Kontakt equivalent.

Bontempi B3 and Magnus 360

Bontempi

25 keys from C3 to C5
6 chords on Bb0, C1, D1, F1, G1, A1
Fan noise: A#5, powering up: B5

The Bontempi is way out of tune, so much in fact that it's lovingly out of tune. Also the air intake of each note varies so some notes have slower attacks than others. I've added an extra Kontakt program where I've kept only the faster notes and tuned them.

Magnus

25 keys from C2 to C4
6 chords on Bb0, C1, D1, F1, G1, A1
Fan noise: A#5

Features 3 different sets of samples, one recorded with a conventional mic and two (Magnus 593 and 594) recorded with a contact mic.

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Supertone

Two sets of samples including 1 recorded with a shotgun mic.

25 keys from C3 to C5
Chords: Fmaj on F#1, Gmaj on G#1, Cmaj on C#2, Dmaj on D#2
Bass: F2 on F1, G2 on G1, C3 on C2, D3 on D2
Fan noise: A#5, powering up: B5 - note that the shotgun version does not have a powering up sample

The Supertone is a rare reed organ, I could not find anything about it on the web.

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MicrOrgan

The MicrOrgan is also a rare model. It was probably made in the 1950s. Made in Italy and the later models wore the name of Farfisa but mine is an older model that doesn't.

It has trapdoors and I recorded it with 2 different mics thus there are 4 different sets of samples.

34 keys mapped from G2 to E5
Chords are on E-1, F-1, G-1, A-1, A#-1, C0, D0, D#0
Four types of chords, keyswitches allow to select the type you want: F0 - maj, F#0 - 7th, G0 - min
12 bass chords are mapped from C1 to B1
Fan noise: A#5 for all sets, powering up: B5 for MicrOrgan shot open and MicrOrgan closed only.

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Skins

There are 7 Kontakt skins, 2 each for the Bontempi and Magnus, 1 each for the MicrOrgan and Supertone and 1 Zvon Blue skin.

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Scripts

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

- The first one (K3 and K4) 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. For instance, notes, chords and noises can be set at different levels. Another possible use is to change the relative levels of each group/instrument in the combis.

The original 4 organs do not respond to velocity but in the programs I have used the velocity to control the volume but I restricted the range so the difference in level between the softest and loudest notes is not too drastic but allows more expression 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 script (K4 only) lets you control 2 effects from the GUI, chorus and reverb. This script was written by Mario Krušelj (EvilDragon) for this sample set.

Types of programs

The Kontakt 4 programs are in 2 folders, "01 natural" and "02 transformed". The Kontakt 3 programs are in the "K3" folder wich contains the K3 versions of the same 2 folders.

In the "01 natural" folder, names beginning with:
- a number indicate the realistic programs, the ones that correspond to the keymaps given earlier.
- Combi are various layers in the same nki of the programs above.
- Ext are extended keyranges of the original instruments, no chords.
- Mix combine "natural" amd "transformed" instruments.
- Multi are regular Kontakt multis.
- Random are combis that are not layered, group played on note on is chosen randomly.

Note: Operating noises are not always on, the corresponding notes (A#5 or B5) have to be played and held or entered in a sequencer for the needed duration.

The folder "02 transformed" contains the instruments made with the tone or time machines engines. Names beginning with a number are single instruments, the others are combis. All these have extended keyranges and do not use chords and operating noises samples.

Have fun with the sets!

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