Vienna Instruments
Jazz Drums

Bass drum
Snare drum
HiHat
Tom 1 & 2
Ride cymbal
Crash cymbal

Sticks & Brushes

Contents

Introduction

Welcome to the Vienna Symphonic Library! This document contains the mapping information for the Vienna Instruments Jazz Drums. You will find in it a general introduction to using the Jazz Drums with *Vienna Ensemble*, a comprehensive survey of the articulations/Patches content, and the mapping list which gives details for every Patch, Matrix, and Preset.

Setup information

Get a quick overview of the system we applied to the Vienna Jazz Drums and how they are incorporated in *Vienna Ensemble*. Under “Getting Started”, you will find information on installing your Jazz Drums Library as well as an introduction to using the “.viframe” files for *Vienna Ensemble*, which provide you with a ready-to-play extensive Jazz Drums Full Set containing the full range of articulations. If you want to just set up and play, we recommend that you read this chapter first. For more detailed information, please refer to the appendix, where you’ll find reference tables of the general mapping layout, controllers, velocity layers and repetitions of each articulation.

Patch information

The Patch information includes articulation type, playing range, number of samples used, RAM requirements, the number of velocity layers and alternations, AB switching possibilities, etc., as well as other Patch specific information if necessary. Since the drumset cannot be mapped like melodic instruments whose representation on a keyboard normally is an easy task, you will also find graphics depicting the keyboard layout for the respective instrument.

The velocity layer switches within a Patch may vary depending on articulation. In the appendix you will find spreadsheets giving in-depth information concerning layers, A/B switches, etc. For most patches, velocities are distributed as follows: pp 0–35, p 36–55, mp 56–70, mf 71–88; f 89–108; ff: 109–127. Ride and crash cymbals: pp 0–55, p 56–70, mp 71–88; mf 89–108; f: 109–121; ff 122–127.

Matrix information

Each Matrix listing contains information regarding the Patches used for the Matrix, the number of horizontal and vertical dimensions, and switching properties. A mapping table shows the Cell positions for each of the Matrix’ Patches.

In order to facilitate working with **MIDI controller switches** like the Modulation wheel, the switching positions are not distributed equally across the controller range if they control more than two Matrix rows or columns; generally, the switching range will be narrower at the extreme positions because they are easy to set, and wider in the middle where it is harder to find the desired setting.

Preset information

The Preset information lists the Matrices used in the Preset as well as its keyswitches. All other information can be gathered from the Matrix and Patch listings, so there’s not really much to say here.

Vienna Ensemble Projects

In order to make your playing with our Jazz Drums even more enjoyable, we have prepared several projects for *Vienna Ensemble* (“.viframe” files), whose handling is explained below in the “Getting Started” section.

Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

Getting Started

A drum set consists of quite a few instruments, all of which offer a lot of different sounds and playing techniques. With the *Vienna Jazz Drums*, you can choose from 2 options:

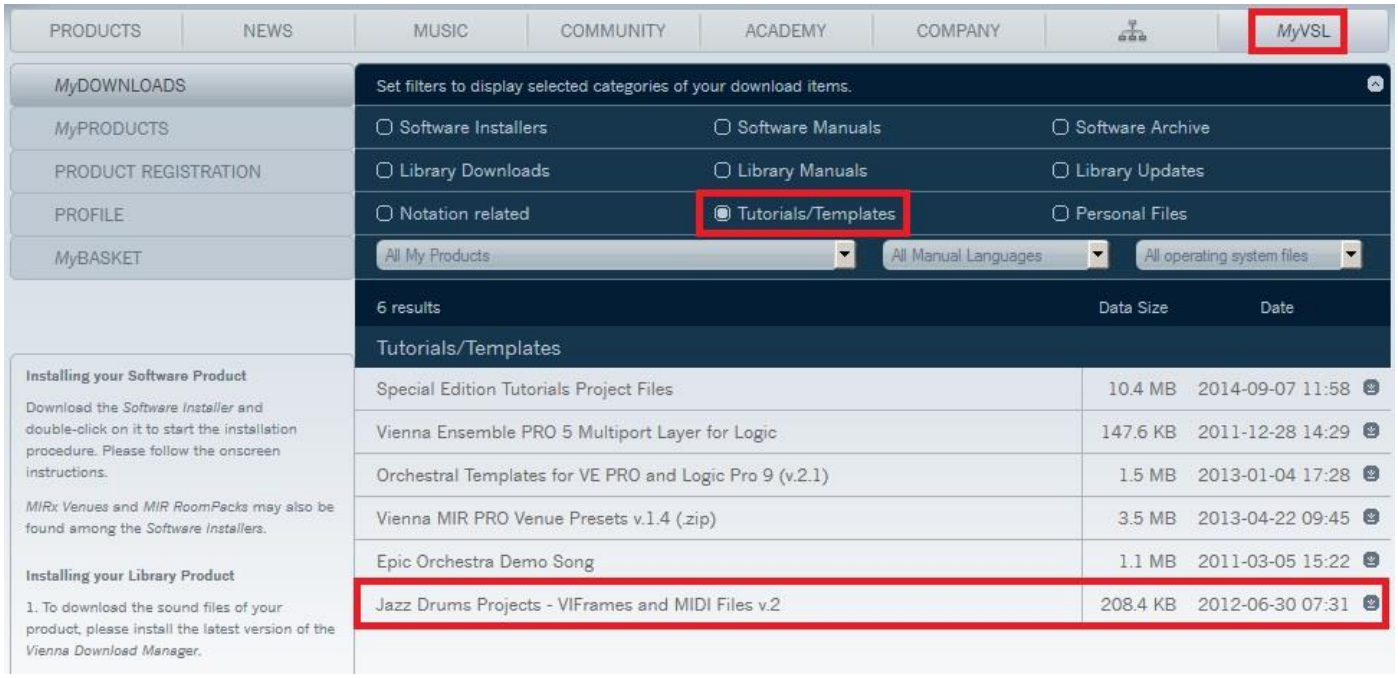
1) Versatile and economic General MIDI drum sets that let you play an essential drum set with the standardized GM mapping.
2) BIG Jazz Drum sets with all the articulations available, and Bass Drum, Snare, Hi-Hat, Toms and Cymbals distributed in different instruments within *Vienna Ensemble*.

To make use of the full potential of your *Vienna Jazz Drums*, you need *Vienna Ensemble* or *Vienna Ensemble PRO* installed on your computer. Once you have registered your Collection, *Vienna Ensemble* is available for under Software Installers in the MyVSL section of the Vienna Symphonic Library website.

For general information on the installation process of both *Vienna Instruments* and *Vienna Ensemble*, please refer to the *Vienna Instruments / Vienna Ensemble* Manual or take a look at our Video Tutorials!

Jazz Drums and Vienna Ensemble

There is a file called "JazzDrumsProjects_v2.zip" under Tutorials/Templates in the MyVSL section of the Vienna Symphonic Library website (see image below). Please unzip it and move the folder "Jazz Drums" containing the *Vienna Ensemble* Projects (".viframe" files) to the folder where your *Vienna Ensemble* Projects are stored. By default, this folder is located in the "shared documents" folder on Windows computers, and in "shared" on OS X computers.



Now launch *Vienna Ensemble*, go to the "File" Menu and load a drum set of your choice.

General MIDI

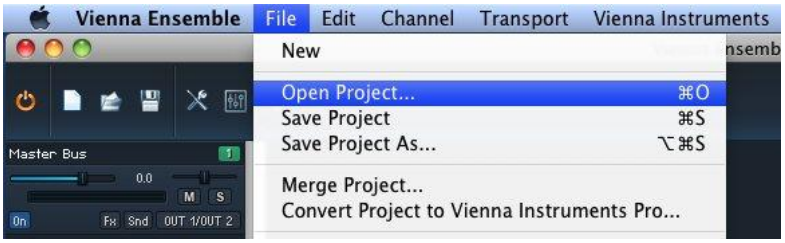
1. Vienna Instruments 5 and Vienna Instruments PRO

With *Vienna Instruments 5* and *Vienna Instruments Pro*, it is possible to load the whole General MIDI set to one instrument. Just add a channel in *Vienna Ensemble* or use a stand-alone instance of VI/VIP. Then load one of the General MIDI presets.

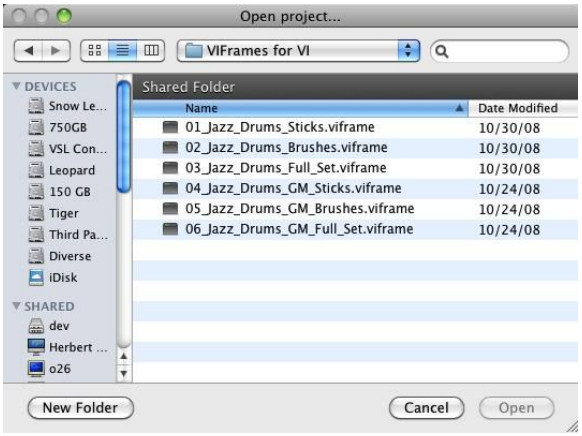
The mix between room and close microphone is already perfectly balanced, but can be altered with the Slot X-Fader (CC20).

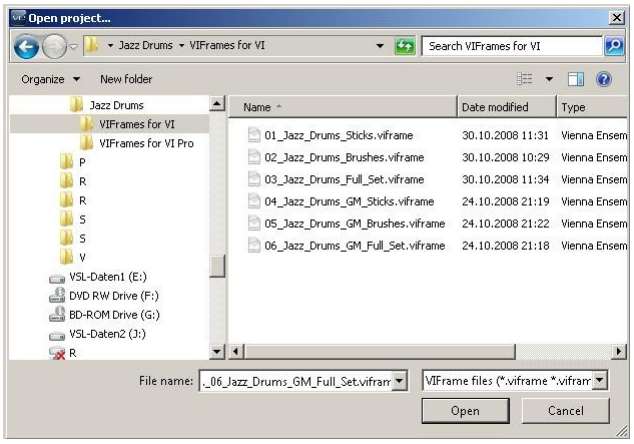
2. Classic Vienna Instruments

Let's start with the Jazz Drum General MIDI Full Set Preset. Use the "File/Open Project" Menu of Vienna Ensemble to load it.

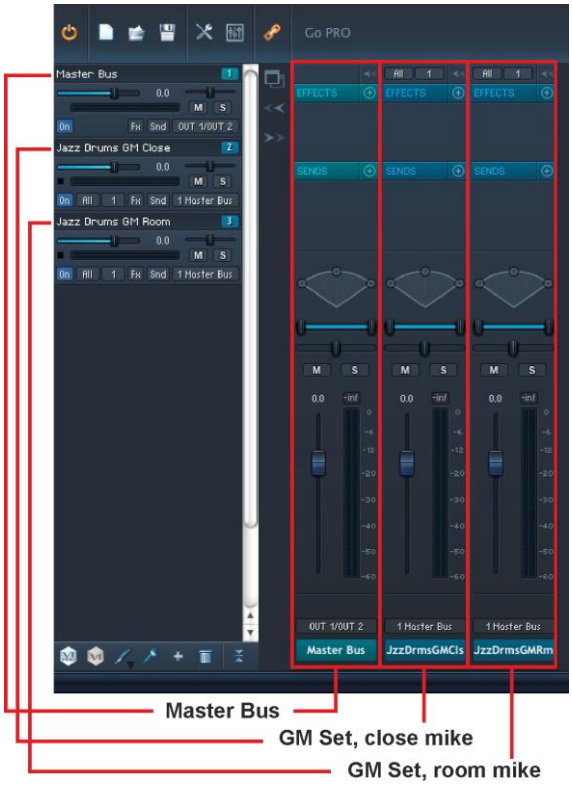


You can choose from 3 presets for General MIDI: One drum set each with either sticks or brushes and one full drum set where you can switch between sticks and brushes on the fly.





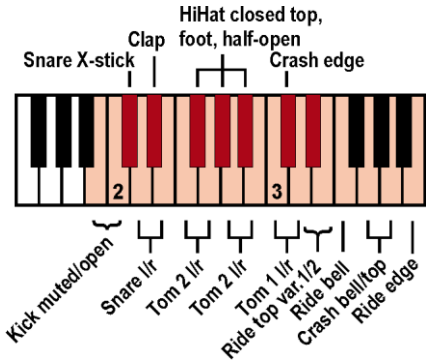
Now you can see 1 Master Bus and 2 Vienna Instruments. The first Vienna Instrument contains the close-miked drum set (JD GM Close), the second Vienna Instrument contains the samples with the room sound of the drum set (JD GM Room).



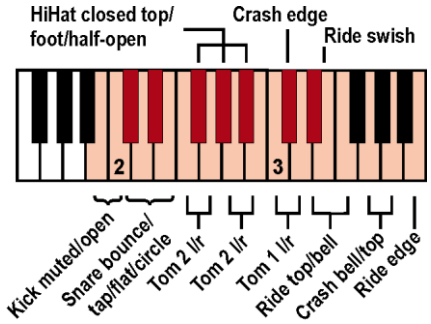
These 2 instances are both triggered at the same time on MIDI Channel 1 and the mix is already perfectly balanced. Both signals are routed to the Master Bus. Of course you can change the relation of close mic and room mic, if you wish!

Here's the keyboard layouts for sticks and brushes:

Sticks



Brushes



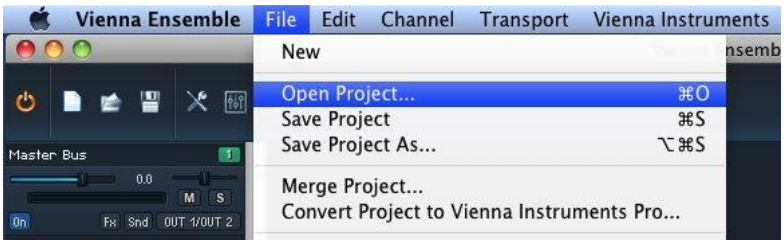
With this versatile and economic General MIDI set, you only need two keyswitches to change between playing with sticks (C1) and playing with brushes (C#1). Use the ModWheel to change the position of your drum sticks or brushes (from center to edge). Please note that handclap, ride and crash cymbals are only available in the room-miked Presets, so that they will not be available if you put the mix entirely on close-miked. Using the General MIDI standard, you can play back and adapt all your GM drum files!

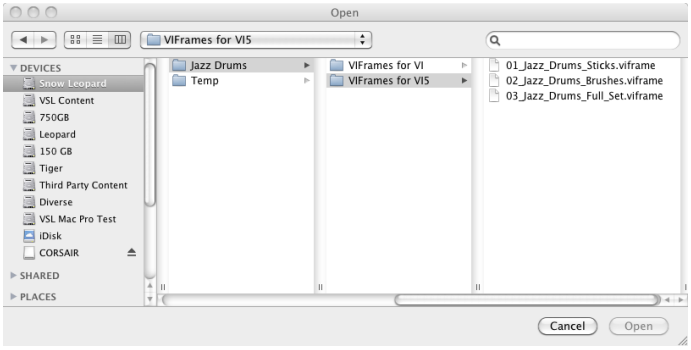
For a detailed list of all available articulations and controllers of the Vienna Ensemble Presets please check out the „Detailed Mapping Lists VE Presets" in the last chapter of this manual.

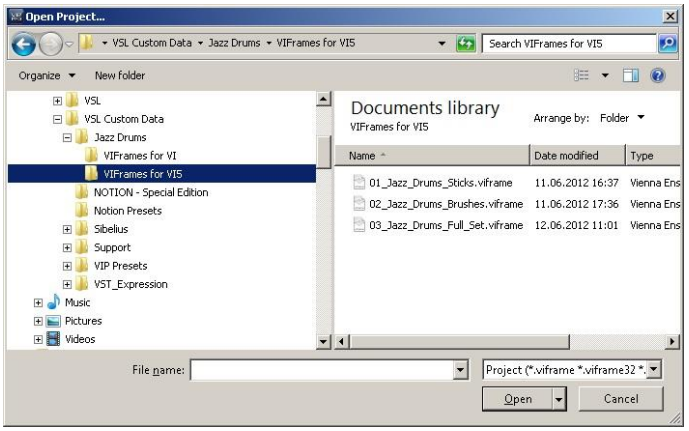
Jazz Drums Full Set

1. Vienna Instruments 5

Use the "File/Open Project" Menu of Vienna Ensemble to load the VIFrames.



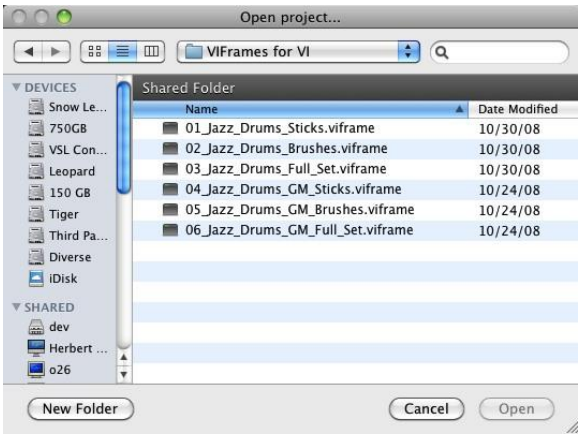


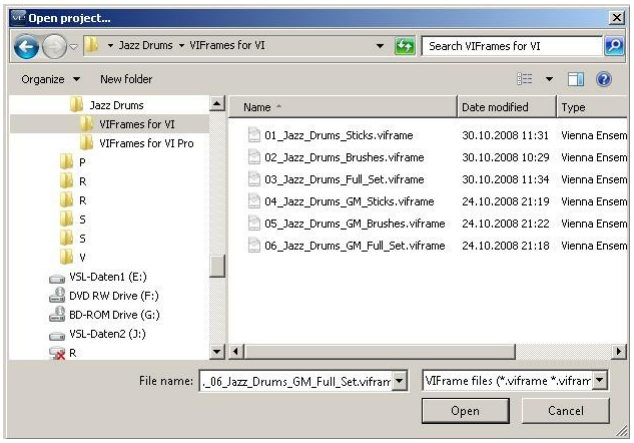


They include the full drum set on five (Sticks) or six (Brushes/Full Set) VI channels by grouping various components of the drums set. The close and room microphone positions are loaded to the same instrument. The mix between room and close microphone is already perfectly balanced, but can be altered with the Slot X-Fader (CC20).

2. Classic Vienna Instruments

Use the “File/Open Project” Menu of Vienna Ensemble to load the VIFrames.

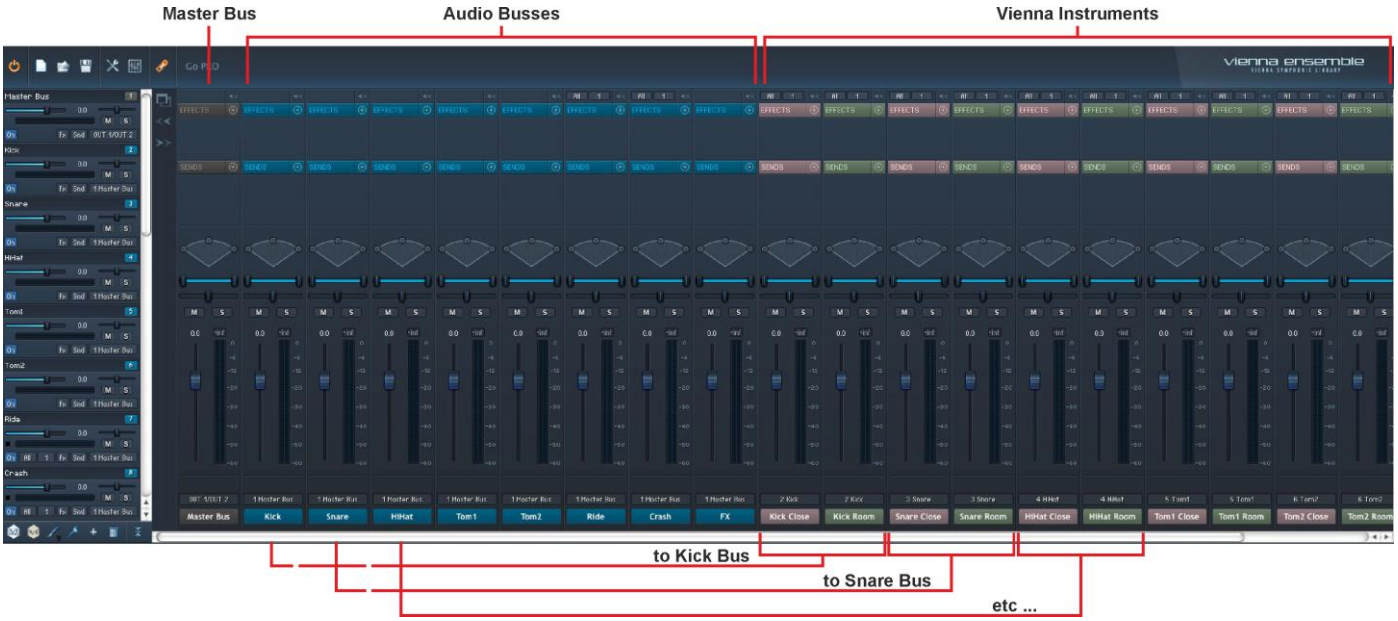




To check out the “big” Vienna Jazz Drums, please load 03_Jazz_Drums_Full_Set into your *Vienna Ensemble*.

You can choose from 3 presets for the big drum sets: One drum set each with either sticks or brushes, and one full drum set that lets you switch between sticks (A1) and brushes (B1) on the fly.

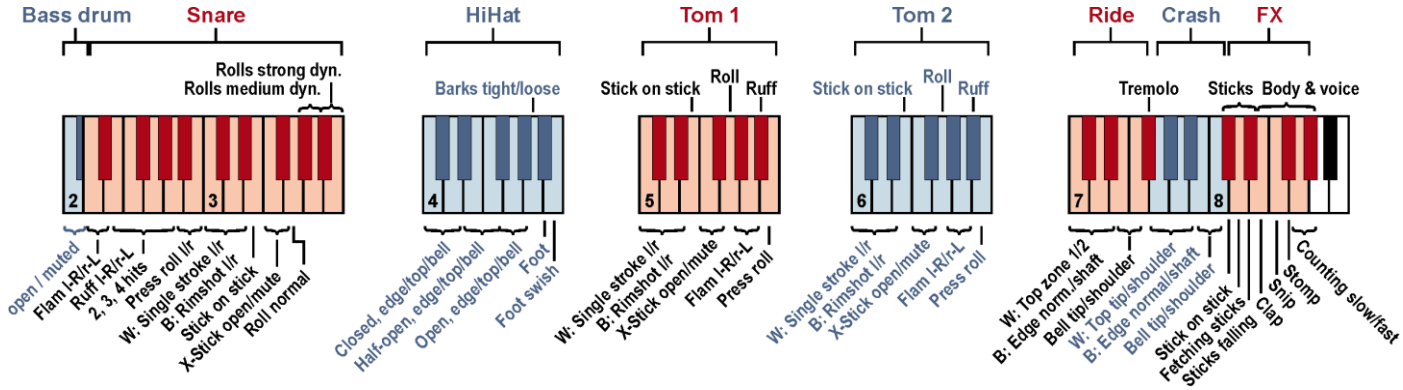
These presets for *Vienna Ensemble* load a full drum set on multiple channels into your *Vienna Ensemble*.



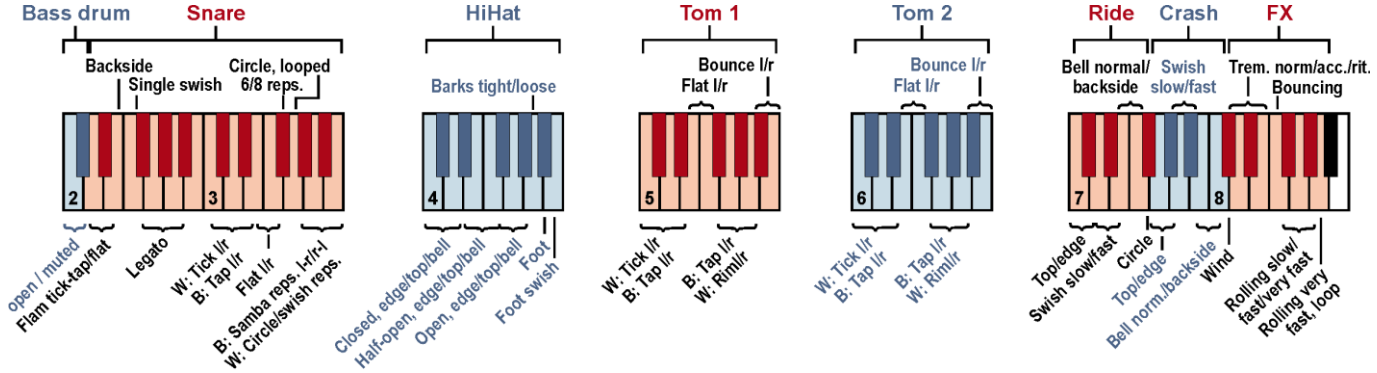
We have mixed the close-miked instruments (RED *Vienna Instruments* on the right hand side of the screenshot) and the room sound of the instruments (GREEN) comfortably in labelled Buses (BLUE). The output of the full set is routed to the Master Bus (BROWN) by default.

All the instruments you see are triggered on MIDI Channel 1 – you can load one of our MIDI files into your sequencer and let it play right away! Below you can see the keyboard layouts for sticks and brushes:

Mapping – Sticks



Mapping – Brushes



To switch between sticks and brushes, use the **keyswitches** A1 (sticks) and B1 (brushes). The keyswitches A0 and B0 are used to play sticks with or without snares, or to get variations with the brushes. C1 through G#1 determine the length of dynamic rolls from 1 to 12 seconds; C1 and C#1 are also used to switch between tight and loose articulations of flams, ruffs and press rolls. **Speed control** applies to the ride cymbal and snare swishes, while the **ModWheel** controls the playing zone of snare drum and toms as well as the speed of the snare's legato swishes.

For a detailed list of all available articulations and controllers of the Vienna Ensemble Projects please check out the detailed mapping tables for Vienna Ensemble Projects in the last chapter of this manual.

The Vienna Jazz Drum samples have been organized consistently – for more detailed information please take a look at the following chapters!

We have also prepared a Video Tutorial showing the features of the Vienna Jazz Drums onscreen!

88 Jazz Drums

Patches

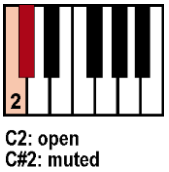
01 Bass Drum - Close Mic / 02 Bass Drum – Room Mic — Range: C2–C#2

Kick drum, close microphone, single hits

01 JD-C_Kick — **Samples: 60** — **RAM: 3 MB**
01 JD-R_Kick

Kick drum, close/room microphone: Single hits, open/muted
5 velocity layers

Mapping:
C2: Open
C#2: Muted

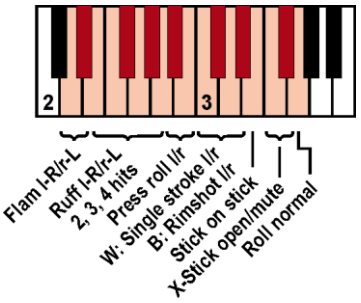


03 Snare - Close Mic / 04 Snare – Room Mic

1 Sticks — Range: D2–G3

Snare drum, sticks, close/room microphone
Center, offcenter, edge, rim, kettle
Tight and loose articulations
AB switch: snare on/off

Mapping:
D2, D#2: Flam left-Right, right-Left
E2, F2: Ruff left-Right, right-Left
F#2, G2: 3-hit ruff left-Right, right-Left
G#2, A2: 4-hit Ruff right-left-Right, left-right-Left
A#2, B2: Press roll left, right
C3, D3: Single stroke left, right
C#3, D#3: Rimshot left, right
E3: Stick on stick
F3, F#3: X-Stick open, muted
G3: Roll normal



01 JD-C_Snare_Sticks_center_tight (offcenter/edge/rim/kettle) — **Samples: 585** — **RAM: 36 MB**
01 JD-R_Snare_Sticks_center_tight (offcenter/edge/rim/kettle)

Sticks, center/offcenter/edge/rim/kettle, tight articulation
Flams, ruffs, press rolls, single strokes, rimshots, stick on stick, rolls
Sample counts between 290 and 585, RAM usage from 18 to 36 MB
Velocity layers vary according to articulation (2–7)
Release samples

06 JD-C_Snare_Sticks_center_loose (offcenter/edge/rim/kettle) — **Samples: 585** — **RAM: 36 MB**
06 JD-R_Snare_Sticks_center_loose (offcenter/edge/rim/kettle)

Sticks, center/offcenter/edge/rim/kettle, loose articulation
Flams, ruffs, press rolls, single strokes, rimshots, stick on stick, rolls
Sample counts between 290 and 585, RAM usage from 18 to 36 MB
Velocity layers vary according to articulation (2–7)
Release samples

1 Sticks/Rolls Dynamic — Range: G#3–B3

Snare drum, sticks, close/room microphone
Dynamic rolls, center, edge, center to edge
1, 2, 3, 4, 5, 6, 8, 10, and 12 sec.

Mapping:
G#3, A3: Roll medium crescendo, medium diminuendo
A#3, B3: Roll strong crescendo, strong diminuendo

G#3, A3: medium dyn.
A#3, B3: strong dyn.

11 JD-C_Snare_Rolls-dyn_center_1s (2/3/4/5/6/8/10/12) — **Samples: 12** — **RAM: 1 MB**
11 JD-R_Snare_Rolls-dyn_center_1s (2/3/4/5/6/8/10/12)

Sticks, center
Rolls, 1–12 sec., medium and strong crescendo and dimimuendo
2 velocity layers: Medium cres/dim: 0–88 pp–mf/mf–pp; 89–127 mf–ff/ff–mf
Strong cres/dim: 0–127 pp–ff/ff–pp
Sample counts: 12 (1, 2, 3, 4 sec.), 6 (5, 6, 8, 10, 12 sec.)

21 JD-C_Snare_Rolls-dyn_edge_1s (2/3/4/5/6/8/10/12) — **Samples: 12** — **RAM: 1 MB**
21 JD-R_Snare_Rolls-dyn_edge_1s (2/3/4/5/6/8/10/12)

Sticks, edge
Rolls, 1–12 sec., medium and strong crescendo and dimimuendo
2 velocity layers: Medium cres/dim: 0–88 pp–mf/mf–pp; 89–127 mf–ff/ff–mf
Strong cres/dim: 0–127 pp–ff/ff–pp
Sample counts: 12 (1, 2, 3, 4 sec.), 6 (5, 6, 8, 10, 12 sec.)

31 JD-C_Snare_Rolls-dyn_cen-edg_1s (2/3/4/5/6/8/10/12) — **Samples: 12** — **RAM: 1 MB**
31 JD-C_Snare_Rolls-dyn_cen-edg_1s (2/3/4/5/6/8/10/12)

Sticks, center-edge
Rolls, 1–12 sec., medium and strong crescendo (edge to center) and dimimuendo (center to edge)
2 velocity layers: Medium cres/dim: 0–88 pp–mf/mf–pp; 89–127 mf–ff/ff–mf
Strong cres/dim: 0–127 pp–ff/ff–pp
Sample counts: 12 (1, 2, 3, 4 sec.), 6 (5, 6, 8, 10, 12 sec.)

2 Brushes

Snare drum, brushes, close/room microphone
Center, offcenter, edge, rim
Swishes from 30 to 340 BPM

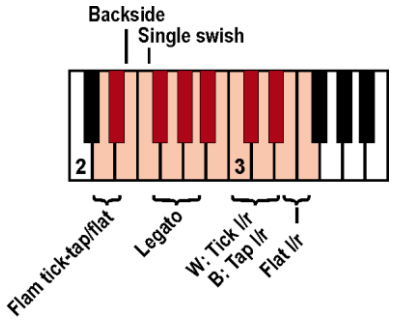
01 JD-C_Snare_Brushes_Swish-Slow **Range: D2–F3** **Samples: 244** **RAM: 15 MB**
01 JD-R_Snare_Brushes_Swish-Slow

These patches are the same as the ones of 02 JD-C_Snare_Brushes_center/02 JD-R_Snare_Brushes_center; only the swishes from F2 to A2 are very slow variations.

02 JD-C_Snare_Brushes_center (offcenter/edge/rim) **Range: D2–F3** **Samples: 352** **RAM: 22 MB**
02 JD-R_Snare_Brushes_center (offcenter/edge/rim)

Brushes, center/off-center/edge/rim
Sample counts between 124 and 352, RAM usage from 7 to 22 MB
Velocity layers vary according to articulation (1–6)
AB switch: according to articulation

Mapping:
D2, D#2: Flam tick/tap, tick flat (AB: left-Right/right-Left)
E2: Backside (AB: left/right)
F2: Single swish (Patch 02 slow, 03 medium, 04 fast, 05 very fast)
F#2: Legato left->right l (Patch 02 slow, 03 medium, 04 fast, 05 very fast)
G2: Legato left->right r (Patch 02 slow, 03 medium, 04 fast, 05 very fast)
G#2: Legato right->left l (Patch 02 slow, 03 medium, 04 fast, 05 very fast)
A2: Legato right->left r (Patch 02 slow, 03 medium, 04 fast, 05 very fast)
A#2, B2: Bounce left, right
C3, D3: Tick left, right (AB: open/mute)
C#3, D#3: Tap left, right (AB: open/mute)
E3, F3: Flat left, right

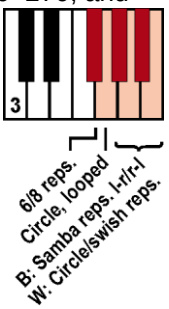


11 JD-C_Snare_Swishes_030-040 **Range: F#3–B3** **Samples: 72** **RAM: 4 MB**
(040-050/050-070/070-090/090-110/110-130/130-150/150-180/180-220/220-270/270-340)

11 JD-R_Snare_Swishes_030-040 (etc.)

Brush swishes, repetitions at 40–50, 50–70, 70–90, 90–110, 110–130, 130–150, 150–180, 180–220, 220–270, and 270–340 BPM
Sample counts between 103 and 181, RAM usage from 6 to 11 MB
1 velocity layer

Mapping:
F#3: 6/8 Repetitions
G3: Circle, looped
G#3, A#3: Samba Repetitions left->right, right->left (play in alternation)
A3: Circle Repetitions
B3: Swish Repetitions

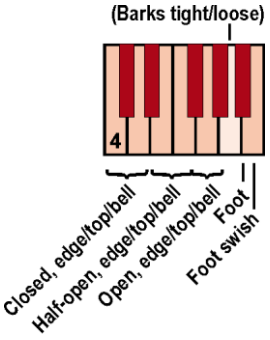


05 HiHat - Close Mic / 06 HiHat – Room Mic — Range: C4–B4

1 Sticks

HiHat, sticks, close microphone
Single strokes and foot
Barks tight and loose

Mapping:
C4–D4: Closed, edge/top/bell
D#4–F4: Half-open, edge/top/bell
F#4–G#4: Open, edge/top/bell
A#4: Foot
B4: Foot swish



01 JD-C_HiHat_Sticks — **Samples: 201** — **RAM: 12 MB**
01 JD-R_HiHat_Sticks

Sticks, close/room mic
Single strokes on edge, top, and bell – closed, half-open, and open
Foot normal and swish
4 velocity layers: 0–55 p; 56–88 mf; 89–108 f; 109–127 ff

02 JD-C_HiHat_Sticks_Barks_tight — **Range: A4** — **Samples: 12** — **RAM: 1 MB**
02 JD-R_HiHat_Sticks_Barks_tight

Sticks, close mic: Barks, tight
4 velocity layers: 0–55 p; 56–88 mf; 89–108 f; 109–127 ff

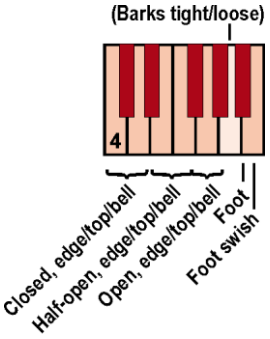
03 JD-C_HiHat_Sticks_Barks_loose — **Range: A4** — **Samples: 12** — **RAM: 1 MB**
03 JD-C_HiHat_Sticks_Barks_loose

Sticks, close mic: Barks, loose
4 velocity layers: 0–55 p; 56–88 mf; 89–108 f; 109–127 ff

2 Brushes — Range: C4–B4

HiHat, brushes, close/room microphone
Single strokes and foot
Barks tight and loose

Mapping:
C4–D4: Closed, edge/top/bell
D#4–F4: Half-open, edge/top/bell
F#4–G#4: Open, edge/top/bell
A#4: Foot
B4: Foot swish



01 JD-C_HiHat_Brushes — **Samples: 121** — **RAM: 7 MB**
01 JD-R_HiHat_Brushes

Brushes, close mic
Single strokes on edge, top, and bell – closed, half-open, and open
Foot normal and swish
4 velocity layers: Strokes: 0–55 p; 56–88 mf; 89–127 f
Foot: 0–55 p; 56–88 mf; 89–108 f; 109–127 ff

02 JD-C_HiHat_Brushes_Barks_tight — **Range: A4** — **Samples: 6** — **RAM: 1 MB**
02 JD-R_HiHat_Brushes_Barks_tight

Brushes, close mic: Barks, tight
4 velocity layers: 0–55 p; 56–108 mf; 109–127 f

03 JD-C_HiHat_Brushes_Barks_loose — **Range: A4** — **Samples: 6** — **RAM: 1 MB**
03 JD-R_HiHat_Brushes_Barks_loose

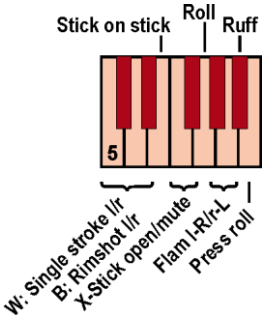
Brushes, close mic: Barks, loose
4 velocity layers: 0–55 p; 56–108 mf; 109–127 f

07 Tom 1 - Close Mic / 08 Tom 1 – Room Mic

1 Sticks — Range: C5–B5

Tom 1, sticks, close/room microphone
Offcenter, edge, rim, kettle
Tight and loose

Mapping:
C5, D5: Single stroke left, right
C#5, D#5: Rimshot left, right (kettle shoulder l/r)
E5: Stick on stick
F5, F#5: X-Stick open, muted
G5: Roll
G#5, A5: Flam left-Right, right-Left
A#5: Ruff
B5: Press roll



01 JD-C_Tom1_Sticks_offcenter_tight (edge/rim/kettle) **Samples: 153** **RAM: 9 MB**
01 JD-R_Tom1_Sticks_offcenter_tight (edge/rim/kettle)

Sticks, tight articulation: offcenter, edge, rim, and kettle
Single strokes, rimshots, stick on stick, crossed sticks open/muted, rolls, flams, ruffs, press rolls
Sample counts between 89 and 153, RAM usage from 5 to 9 MB
Velocity layers vary according to articulation (2–6)
Release samples

11 JD-C_Tom1_Sticks_offcenter_loose (edge/rim/kettle) **Samples: 153** **RAM: 9 MB**
11 JD-R_Tom1_Sticks_offcenter_loose (edge/rim/kettle)

Sticks, loose articulation: off center, edge, rim, and kettle
Single strokes, rimshots, stick on stick, crossed sticks open/muted, rolls, flams, ruffs, press rolls
Sample counts between 89 and 153, RAM usage from 5 to 9 MB
Velocity layers vary according to articulation (2–6)
Release samples

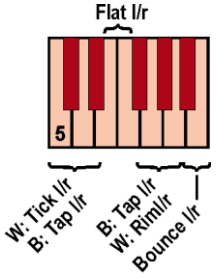
2 Brushes — Range: C5–B5

Tom 1, brushes, close/room microphone

01 JD-C_Tom1_Brushes **Samples: 84** **RAM: 5 MB**
01 JD-R_Tom1_Brushes

Brushes: Ticks, taps, flats, rims, and bounces

Mapping:
C5, D5: Tick left/right
C#5, D#5: Tap left/right
E5, F5: Flat left/right
F#5, G#5: Tap left/right
G5, A5: Rim left/right
A#5, B5: Bounce left/right

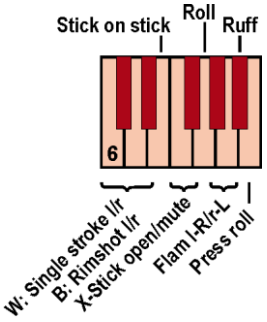


09 Tom 2 - Close Mic / 10 Tom 2 – Room Mic

1 Sticks — Range: C6–B6

Tom 2, sticks, close/room microphone
Offcenter, edge, rim, kettle
Tight and loose

Mapping:
C6, D6: Single stroke left, right
C#6, D#6: Rimshot left, right (kettle shoulder l/r)
E6: Stick on stick
F6, F#6: X-Stick open, muted
G6: Roll
G#6, A6: Flam left-Right, right-Left
A#6: Ruff
B6: Press roll



01 JD-C_Tom2_Sticks_offcenter_tight (edge/rim/kettle) **Samples: 159** **RAM: 9 MB**
01 JD-R_Tom2_Sticks_offcenter_tight (edge/rim/kettle)

Sticks, tight articulation: offcenter, edge, rim, and kettle
Single strokes, rimshots, stick on stick, crossed sticks open/muted, rolls, flams, ruffs, press rolls
Sample counts between 89 and 153, RAM usage from 5 to 9 MB
Velocity layers vary according to articulation (2–6)
Release samples

11 JD-C_Tom2_Sticks_offcenter_loose (edge/rim/kettle) **Samples: 159** **RAM: 9 MB**
11 JD-R_Tom2_Sticks_offcenter_loose (edge/rim/kettle)

Sticks, loose articulation: offcenter, edge, rim, and kettle:
Single strokes, rimshots, stick on stick, crossed sticks open/muted, rolls, flams, ruffs, press rolls
Sample counts between 89 and 153, RAM usage from 5 to 9 MB
Velocity layers vary according to articulation (2–6)
Release samples

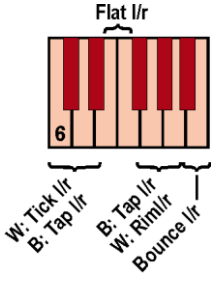
2 Brushes — Range: C6–B6

Tom 2, brushes, close/room microphone

01 JD-C_Tom2_Brushes **Samples: 84** **RAM: 5 MB**
01 JD-R_Tom2_Brushes

Brushes: Ticks, taps, flats, rims, and bounces
3 velocity layers: 0–55 p; 56–108 mp; 109–127 f

Mapping:
C6, D6: Tick left/right
C#6, D#6: Tap left/right
E6, F6: Flat left/right
F#6, G#6: Tap left/right
G6, A6: Rim left/right
A#6, B6: Bounce left/right



11 Ride

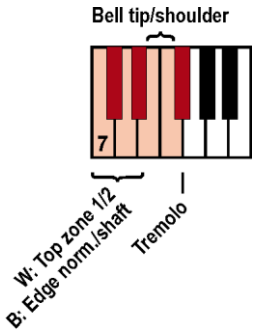
1 Sticks — Range: C7–F#7

Ride cymbal, sticks
4ths at 64/100 BPM, 8ths at 80/128/180 BPM

01 JD_Ride_Sticks_4-064 (4-100/8-080/8-128/8-180) — **Samples: 178** — **RAM: 11 MB**

Sticks, 4ths at 64/100 BPM, 8ths at 80/128/180 BPM:
Top hits (2 playing zones)
Edge hits normal and with shaft
Bell tip and shoulder hits
Sample counts between 178 and 272, RAM usage from 11 to 17 MB
1–6 velocity layers

Mapping:
C7, D7: Top zone 1 (closer to edge), top zone 2 (closer to bell)
C#7, D#7: Edge normal/with shaft
E7, F7: Bell tip/shoulder
F#7: Tremolo



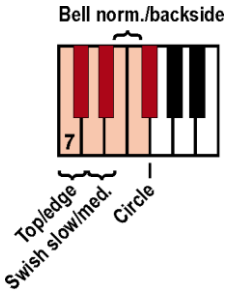
2 Brushes — Range: C7–F#7

Ride cymbal, brushes
4ths at 64/100 BPM, 8ths at 80/128/180 BPM

01 JD_Ride_Brushes_4-064 (4-100/8-080/8-128/8-180) — **Samples: 54** — **RAM: 3 MB**

Brushes, 4ths at 64/100 BPM, 8ths at 80/128/180 BPM:
Top, edge, swishes slow and fast, bell, and circle
1–3 velocity layers

Mapping:
C7: Top
C#7: Edge
D7: Swish slow
D#7: Swish fast
E7: Bell
F7: Bell backside
F#7: Circle



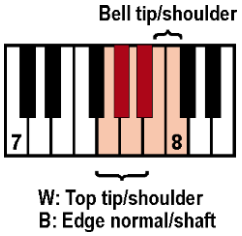
12 Crash — Range: G7–C8

Crash cymbal
Sticks and brushes
Top, edge, bell hits

01 JD_Crash_Sticks — Samples: 117 — RAM: 7 MB

Sticks:
Top tip and shoulder hits
Edge hits normal, shaft
Bell tip and shoulder hits
4 velocity layers: 0–70 p; 71–108 mf; 109–121 f; 122–127 ff

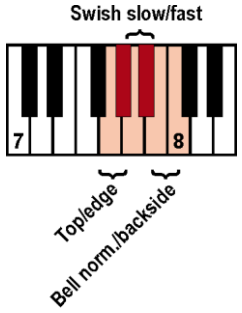
Mapping:
G7, A7: Top tip/shoulder
G#7, A#7: Edge normal/shaft
B7, C8: Bell tip/shoulder



01 JD_Crash_Brushes — Samples: 66 — RAM: 4 MB

Brushes, normal:
Top, edge; swishes slow and fast; bell normal and backside
3 velocity layers: 0–55 p; 56–108 mp; 109–127 f

Mapping:
G7: Top
G#7: Edge
A7, A#7: Swish slow/fast
B7, C8: Bell normal/backside



13 FX - Close Mic / 14 FX – Room Mic

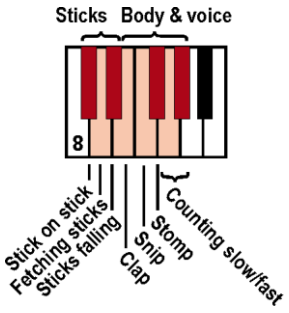
Sticks and body FX (only room microphone)
Snare and brushes FX (close/room microphone)

01 JD-R_FX_Sticks_&_Body — Range: C#8–G#8 — Samples: 49 — RAM: 3 MB

Room microphone
Sticks FX: Stick on stick, fetching sticks (walking), sticks falling
Body and voice FX: Solo handclaps, fingersnips, footstomps; counting slow and fast
1 velocity layer

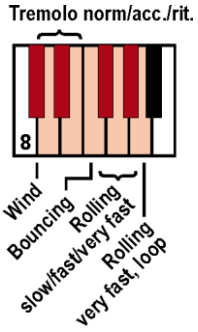
Mapping:
Sticks FX
C#8: Stick on stick
D8: Fetching sticks
D#8: Sticks falling

Body & voice FX
E8: Handclap
F8: Fingersnip
F#8: Footstomp
G8, G#8: Counting slow/fast



JD-C_FX_Brushes_Snare **Range: C#8–A8** **Samples: 25** **RAM: 1 MB**
02 JD-R_FX_Brushes_Snare **Range: D8–A8** **Samples: 21** **RAM: 1 MB**

Snare/brushes FX, room/close mic:
Wind (room only)
Tremolo normal, accelerando and ritardando
Bouncing
Rolled slow, fast, very fast
1–2 velocity layers



Mapping:
C#8: Wind (room only)
D8–E8: Tremolo normal/accelerando/ritardando
F8: Bouncing
F#8–G#8: Rolled slow/fast/very fast
A8: Rolled very fast, loop

General MIDI - Close Mic / General Midi – Room Mic

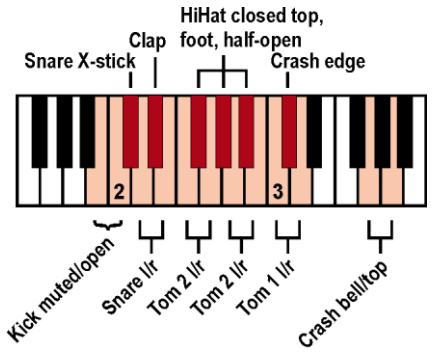
General MIDI mapping, close microphone
Sticks center, offcenter, edge, rim, and kettle
Brushes center, offcenter, edge, and rim
Ride cymbal, sticks and brushes, speed variations (room only)

1 Sticks

01 JD-GM-C_Sticks_center (offcenter/edge/rim/kettle) **Range: B1–D3** **Samples: 408** **RAM: 25 MB**
01 JD-GM-R_Sticks_center (offcenter/edge/rim/kettle) **Samples: 492** **RAM: 30 MB**

Sticks, close/room mic: Center, off-center, edge, rim, kettle
General MIDI layout
Close mic: Sample counts between 239 and 408, RAM usage from 14 to 25 MB
Room mic: Sample counts between 298 and 492, RAM usage from 18 to 30 MB
Velocity layers vary according to instrument/articulation (4–7)
AB switch: snare on/off

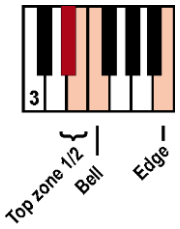
Mapping:
B1, C2: Kick muted/open
C#2: Snare X-stick muted
D2, E2: Snare left/right
D#2: Handclap
F2, G2: Tom 2 left/right
F#2, G#2, A#2: HiHat closed top, foot, half-open
A2, B2: Tom 2 left/right
C3, D3: Tom 1 left/right
C#3: Crash edge (room only)
G3, A3: Crash bell/top (room only)



06 JD-GM-Ride_Sticks_4-064 (4-100/8-080/8-128/8-180) **Range: D#3–B3** **Samples: 122** **RAM: 7 MB**

Ride cymbal, sticks, 4ths at 64 and 100 BPM, 8ths at 80, 128, and 180 BPM
GM layout
5–6 velocity layers

Mapping:
D#3: Top, zone 1 (closer to edge)
E3: Top, zone 2 (closer to bell)
F3: Bell
B3: Edge

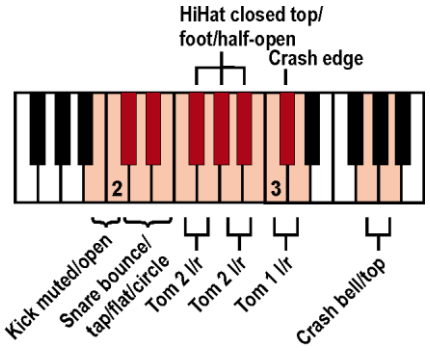


2 Brushes

01 JD-GM-C_Brushes_center (offcenter/edge/rim) **Range: B1–D3** **Samples: 236** **RAM: 14 MB**
01 JD-GM-R_Brushes_center (offcenter/edge/rim) **Samples: 261** **RAM: 16 MB**

Brushes, close/room mic: Center, off-center, edge, rim
General MIDI layout
Close mic: Sample counts between 158 and 236, RAM usage 9 to 14 MB
Room mic: Sample counts between 207 and 261, RAM usage 12 to 16 MB
Velocity layers vary according to instrument/articulation (3–6)
AB switch: open/muted

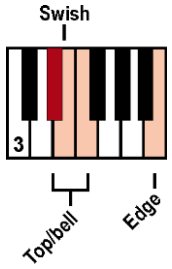
Mapping:
B1, C2: Kick muted/open
C#2–E2: Snare bounce/tap (AB: open/muted)/flat/circle
F2, G2: Tom 2 left/right
F#2, G#2, A#2: HiHat closed top, foot, half-open
A2, B2: Tom 2 left/right
C3, D3: Tom 1 left/right
C#3: Crash edge (room only)
G3, A3: Crash bell/top (room only)



06 JD-GM-Ride_Brushes_4-064 (4-100/8-080/8-128/8-180) **Range: D#3–B3** **Samples: 36** **RAM: 2 MB**

Ride cymbal, brushes, 4ths at 64 and 100 BPM, 8ths at 80, 128, and 180 BPM
GM layout
Top, bell, edge: 6 velocity layers; swish: 2 layers

Mapping:
D#3: Top
E3: Swish
F3: Bell
B3: Edge



Matrices – Vienna Instruments

Where not otherwise stated, the matrix names below refer to the *Vienna Instruments 5* matrices and include the close and room microphone patches. There are separate close and room microphone matrices for the classic Vienna Instruments.

01 Kick — Range: C2–C#2

JD_Kick — **Samples: 120** **RAM: 6 MB**

Kick drum, close/room mic

02 Snare — Range: D2–B3

JD_Snare_Sticks — **Samples: 4084** **RAM: 254 MB**

Snare drum, sticks, close/room mic
Center (0–25), offcenter (26–50), edge (51–75), rim (76–95), and kettle (96–100) – Loose and tight articulations
Dynamic rolls, 1, 2, 3, 4, 8, and 12 sec. (2nd Patch slot)

Matrix switches: Horizontal: Keyswitches, C1–G#1 Vertical: CC1, 5 zones

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
0–25: center / rolls center	tight / 1 sec.	loose / 2 sec.	tight / 3 sec.	tight / 4 sec.	tight / 5 sec.	tight / 6 sec.	tight / 8 sec.	tight / 10 sec.	tight / 12 sec.
26–50: off-center / rolls center-edge	tight / 1 sec.	loose / 2 sec.	tight / 3 sec.	tight / 4 sec.	tight / 5 sec.	tight / 6 sec.	tight / 8 sec.	tight / 10 sec.	tight / 12 sec.
51–75: edge / rolls edge	tight / 1 sec.	loose / 2 sec.	tight / 3 sec.	tight / 4 sec.	tight / 5 sec.	tight / 6 sec.	tight / 8 sec.	tight / 10 sec.	tight / 12 sec.
76–95: rim / rolls edge	tight / 1 sec.	loose / 2 sec.	tight / 3 sec.	tight / 4 sec.	tight / 5 sec.	tight / 6 sec.	tight / 8 sec.	tight / 10 sec.	tight / 12 sec.
96– 100: kettle / rolls edge	tight / 1 sec.	loose / 2 sec.	tight / 3 sec.	tight / 4 sec.	tight / 5 sec.	tight / 6 sec.	tight / 8 sec.	tight / 10 sec.	tight / 12 sec.

JD_Snare_Brushes — **Samples: 2026** **RAM: 128 MB**

Snare drum, brushes, close/room mic
Strokes (D2-E2, A#2-F3): Playing zones center (0-25), offcenter (26-50), edge (51-75), and rim (76-100)
Swishes (F2-A2): very slow (0-5), slow (6-25), medium (26-50), fast (51-75), very fast (76-100)

Brushes FX (not in classic VI matrices; D8-A8): Wind (room only), tremolo, bouncing, rolled

Matrix switches: Vertical: CC1, 5 zones

Strokes	
	H1
V1/2: 0–25	center
V3: 26–50	offcenter
V4: 51–75	edge
V5: 76–100	rim

Swishes	
V1: 0–5	very slow
V2: 6–25	slow
V3: 26–50	medium
V4: 51–75	fast
V5: 76–100	very fast

JD_Snare_Brushes_Swishes **Samples: 1244 RAM: 76 MB**

Snare drum, brushes, close/room mic
Swishes, 30–340 BPM
Speed controller

Matrix switches: Horizontal: Speed, 11 zones

	H1	H2	H3	H4	H5	H6	H7	H8	H9	H10	H11
Speed/BPM	30–40	40–50	50–70	70–90	90–110	110–130	130–150	150–180	180–220	220–270	270–340

03 HiHat **Range: C4–B4**

JD_HiHat_Sticks **Samples: 450 RAM: 28 MB**

HiHat, sticks, close/room mic
Edge, top, bell tip and bell shoulder
Barks tight and loose

Matrix switches: Horizontal: Keyswitches, C1–C#1

	C1	C#1
V1	tight	loose

JD_HiHat_Brushes **Samples: 266 RAM: 16 MB**

HiHat, brushes, close/room mic
Edge, top, bell tip and bell shoulder
Barks tight and loose

Matrix switches: Horizontal: Keyswitches, C1–C#1

	C1	C#1
V1	tight	loose

04 Toms **Range: C5–B5**

JD_Toms_Sticks* **Samples: 1604 RAM: 99 MB**

Tom 1, sticks, close/room mic
Offcenter (0-25), edge (26-75), rim (76-95), and kettle (96-100); tight and loose articulations

Matrix switches: Horizontal: Keyswitches, C1–C#1 Vertical: CC1, 4 zones

	C1	C#1
0–25: off-center	tight	loose
26–75: edge	tight	loose
76–95: rim	tight	loose
96–100: kettle	tight	loose

JD_Toms_Brushes* **Samples: 336 RAM: 20 MB**

Tom 1, brushes, close/room mic

* There are separate Tom1 and Tom2 matrices for the classic Vienna Instruments.

05 Cymbals (Vienna Instruments 5) — Range: C7–G#8

JD_Cymbals_Sticks — Samples: 1297 RAM: 81 MB

Ride cymbal, sticks
Speed variations
Top, edge, bell, tremolo
Speed controller

Crash cymbal, sticks
Top, edge, bell

Sticks FX, body and voice FX

Matrix switches: Horizontal: Speed, 5 zones

	H1	H2	H3	H5	H5
speed / BPM	4-64	4-100	8-80	8-128	8-180

JD_Cymbals_Brushes — Samples: 236 RAM: 14 MB

Ride cymbal, brushes
Speed variations
Top, edge, bell,
swish, circle
Speed controller

Crash cymbal, brushes
Top, edge, bell, swishes

Matrix switches: Horizontal: Speed, 5 zones

	H1	H2	H3	H5	H5
speed / BPM	4-64	4-100	8-80	8-128	8-180

11 Ride (classic Vienna Instruments) — Range: C7–F#7

JD_Ride_Sticks — Samples: 1131 RAM: 70 MB

Ride cymbal, sticks
Speed variations
Top, edge, bell, tremolo
Speed controller

Matrix switches: Horizontal: Speed, 5 zones

	H1	H2	H3	H5	H5
speed / BPM	4-64	4-100	8-80	8-128	8-180

JD_Ride_Brushes — Samples: 170 RAM: 10 MB

Ride cymbal, brushes
Speed variations
Top, edge, bell,
swish, circle
Speed controller

Matrix switches: Horizontal: Speed, 5 zones

	H1	H2	H3	H5	H5
speed / BPM	4-64	4-100	8-80	8-128	8-180

12 Crash (classic Vienna Instruments) — Range: G7–C8

JD_Crash_Sticks — **Samples: 117** **RAM: 7 MB**

Crash cymbal, sticks
Top, edge, bell

JD_Crash_Brushes — **Samples: 66** **RAM: 4 MB**

Crash cymbal, brushes
Top, edge, bell, swishes

13-14 FX (classic Vienna Instruments)

JD_FX_Brushes_Snare — **Range: D8–A8** **Samples: 42** **RAM: 3 MB**

Snare/brushes FX, close/room mic
Wind (room only), tremolo,
bouncing, rolled

JD-R_FX_Sticks_&_Body — **Range: C#8–G#8** **Samples: 49** **RAM: 3 MB**

Sticks FX, body and voice FX, room mic

General MIDI (Vienna Instruments 5) — Range: B1–B3

JD-GM_Sticks — **Samples: 2729** **RAM: 170 MB**

Sticks, room mic: Center, off-center, edge, rim, and kettle
Speed variations (Patch slot 2)
Speed controller

Matrix switches: Horizontal: Speed, 5 zones Vertical: CC1, 5 zones

	H1	H2	H3	H4	H5
V1	center / 4-64	center / 4-100	center / 8-80	center / 8-128	center / 8-180
V2	off-center / 4-64	off-center / 4-100	off-center / 8-80	off-center / 8-128	off-center / 8-180
V3	edge / 4-64	edge / 4-100	edge / 8-80	edge / 8-128	edge / 8-180
V4	rim / 4-64	rim / 4-100	rim / 8-80	rim / 8-128	rim / 8-180
V5	kettle / 4-64	kettle / 4-100	kettle / 8-80	kettle / 8-128	kettle / 8-180

JD-GM_Brushes — **Samples: 983** **RAM: 60 MB**

Brushes, room mic: Center, off-center, edge, and rim
Speed variations (Patch slot 2)

Matrix switches: Horizontal: Speed, 5 zones Vertical: CC1, 4 zones

	H1	H2	H3	H4	H5
V1	center / 4-64	center / 4-100	center / 8-80	center / 8-128	center / 8-180
V2	off-center / 4-64	off-center / 4-100	off-center / 8-80	off-center / 8-128	off-center / 8-180
V3	edge / 4-64	edge / 4-100	edge / 8-80	edge / 8-128	edge / 8-180
V4	rim / 4-64	rim / 4-100	rim / 8-80	rim / 8-128	rim / 8-180

General MIDI (classic Vienna Instruments)

JD-GM-C_Sticks **Range: B1–D3** **Samples: 917** **RAM: 57 MB**

Sticks, close mic: Center, off-center, edge, rim, and kettle

Matrix switches: Vertical: CC1, 5 zones

	H1
V1	center
V2	off-center
V3	edge
V4	rim
V5	kettle

JD-GM-C_Brushes **Range: B1–D3** **Samples: 394** **RAM: 24 MB**

Brushes, close mic: Center, off-center, edge, and rim

Matrix switches: Vertical: CC1, 4 zones

	H1
V1	center
V2	off-center
V3	edge
V4	rim

JD-GM-R_Sticks **Range: B1–B3** **Samples: 1812** **RAM: 113 MB**

Sticks, room mic: Center, off-center, edge, rim, and kettle
Speed variations (Patch slot 2)
Speed controller

Matrix switches: Horizontal: Speed, 5 zones Vertical: CC1, 5 zones

	H1	H2	H3	H4	H5
V1	center / 4-64	center / 4-100	center / 8-80	center / 8-128	center / 8-180
V2	off-center / 4-64	off-center / 4-100	off-center / 8-80	off-center / 8-128	off-center / 8-180
V3	edge / 4-64	edge / 4-100	edge / 8-80	edge / 8-128	edge / 8-180
V4	rim / 4-64	rim / 4-100	rim / 8-80	rim / 8-128	rim / 8-180
V5	kettle / 4-64	kettle / 4-100	kettle / 8-80	kettle / 8-128	kettle / 8-180

JD-GM-R_Brushes **Range: B1–B3** **Samples: 589** **RAM: 36 MB**

Brushes, room mic: Center, off-center, edge, and rim
Speed variations (Patch slot 2)

Matrix switches: Horizontal: Speed, 5 zones Vertical: CC1, 4 zones

	H1	H2	H3	H4	H5
V1	center / 4-64	center / 4-100	center / 8-80	center / 8-128	center / 8-180
V2	off-center / 4-64	off-center / 4-100	off-center / 8-80	off-center / 8-128	off-center / 8-180
V3	edge / 4-64	edge / 4-100	edge / 8-80	edge / 8-128	edge / 8-180
V4	rim / 4-64	rim / 4-100	rim / 8-80	rim / 8-128	rim / 8-180

Matrices – Vienna Instruments Pro

These matrices include the close and roommicrophone patches. The microphones can be balanced with the Slot X-Fader.

01 Sticks

Sticks Cascara APPSeq **Range: C3–G4 Samples: 6325 RAM: 395 MB**

Mapped from C3 to G4 – only the white Keys!

The sequences were initially programmed at 108 BPM, but will work in a pretty wide tempo range.

Root Velocity is 64

- C3 and D3 are variations of the typical continuous Bassdrum Tumbao ostinato – since these are played by the Bassdrum alone, they are supposed to always run, while one puts the other patterns on top of them.
- E3 is simply the Hihat being played on the Offbeats with the foot – it was not incorporated in the Bassdrum Tumbao sequences, because it would conflict with the Hihat Pattern played on G3, so one must have the option to leave it out while still having the Bassdrum rhythm running. This sequenceshould always play along with all the other patterns except G3 though!
- F3, G3 and A3 are variations of the typical combination where the left hand plays the Clave on the Snare and the right hand plays the Cascara rhythm – F3 on the kettle of the second Tom, G3 on the closed Hihat and A3 on the Ride Cymbal.
- B3 still has the Ride Cymbal playing the Cascara rhythm, while the left hand plays a complementary Tumbao rhythm, emulating a typical Conga pattern.
- C4, D4, E4 and F4 are different Fills – they are played with the Snares off to achieve more of a Timbale sound.
- G4 is a Crash Cymbal/Snare hit, which is always playedon the last 16th note of a bar in this example.

Please check out the available demo MIDI file to hear and see how these sequences could be played!

02 Brushes

Brushes Leg-Swing APPSeq **Range: C3–G4 Samples: 2204 RAM: 137 MB**

Mapped from C3 to G4 – only the white Keys!

The sequences were initially programmed at 155 BPM, but will work in a pretty wide Tempo range.

Root Velocity is 64

- C3 is a little pickup fill, which can either be used at the beginning of a drum part or also within a pattern to add variation.
- D3 is a basic Swing pattern played with brushes.
- E3, F3, G3, A3, B3 and C4 are variations of this Swing pattern. One can freely switch between the patterns at will, even in the middle of a bar, to prevent the patterns from becoming too repetitive and to create new combinations.
- D4, E4 and F4 are fill patterns, incorporating syncopated Bassdrum hits. Again, parts of these sequences can also be used as variations to the comping patterns before.
- G4 is simply a Crash Cymbal/Bassdrum hit,which can be used to play accents.

Please check out the available demo MIDI file to hear and see how these sequences could be played!

Brushes Samba APPSeq 4_076 **Range: C3–G4 Samples: 2637 RAM: 164 MB**

Mapped from C3 to G4 – only the white Keys!

The sequences are prepared to work in a tempo range between 64 and 96 BPM.

Root Velocity is 64

- C3, D3 and E3 are variations of the typical continuous Bassdrum/Hihat ostinato – since these are played by the feet alone, they are supposed to always run, whileone puts the other patterns on top of them.
- F3, G3 and A3 are variations of a hand pattern for a Jazz Samba played with brushes on the Snare. One can freely switch between the patterns at will, even in the middle of a bar, to prevent the patterns from becoming too repetitive and to create new combinations.
- B3 and C4 are short fills, which can be thrown in every once in a while for more variety.
- D4 is another variation, incorporating the two Toms to emulate a Samba Batucada.
- E4 and F4 are two patterns using the Ride Cymbal along with the Snare, where E4 is more syncopated and follows the rhythm played on the Snare and F4 rather complements the Bassdrum ostinato.
- G4 is simply a Crash Cymbal hit, which can be used to play accents.

Brushes Samba APPSeq 4_110 **Range: C3–G4 Samples: 2651 RAM: 165 MB**

The sequences were initially programmed at 118 BPM, but will work in a pretty wide Tempo range.

Other details: same as above.

Please check out the available demo MIDI file to hear and see how these sequences could be played!

Presets – Vienna Instruments

Where not otherwise stated, the preset names below refer to the *Vienna Instruments 5* matrices and include the close and room microphone patches. There are separate close and room microphone presets for the classic Vienna Instruments.

01 Kick — Range: C2–C#2

JD_Kick — **Samples: 120** **RAM: 6 MB**

Matrix: JD_Kick

02 Snare

JD_Snare_all_but_Swishes — **Range: D2–B3** **Samples: 6114** **RAM: 382 MB**

JD_Snare_Sticks
JD-C_Snare_Brushes
Matrix Keyswitches: A1, B1

JD_Snare_Sticks — **Range: D2–B3** **Samples: 4084** **RAM: 254 MB**

Matrix: JD_Snare_Brushes_Sticks

JD_Snare_Brushes — **Range: D2–F3** **Samples: 2026** **RAM: 128 MB**

Matrix: JD_Snare_Brushes_Brushes

JD_Snare_Swishes — **Range: F#3–B3** **Samples: 1244** **RAM: 76 MB**

Matrix: JD_Snare_Brushes_Swishes

03 HiHat — Range: C4–B4

JD_HiHat — **Samples: 636** **RAM: 39 MB**

JD_HiHat_Sticks
JD_HiHat_Brushes
Matrix Keyswitches: A1, B1

JD_HiHat_Sticks — **Samples: 450** **RAM: 28 MB**

JD_HiHat_Sticks

JD_HiHat_Brushes — **Samples: 266** **RAM: 16 MB**

JD_HiHat_Brushes

04 Toms — Range: C5–B6

JD_Toms* — **Samples: 1940 RAM: 120 MB**

JD_Toms_Sticks
JD_Toms_Brushes
Matrix Keyswitches: A1, B1

JD_Toms_Sticks* — **Samples: 1604 RAM: 99 MB**

Matrix: JD_Toms_Sticks

JD_Toms_Brushes* — **Samples: 336 RAM: 20 MB**

Matrix: JD_Toms_Brushes

* There are separate Tom1 and Tom2 matrices for the classic Vienna Instruments.

05 Cymbals (Vienna Instruments 5) — Range: C7–G#8

JD_Cymbals — **Samples: 1533 RAM: 95 MB**

JD_Ride_Sticks
JD_Ride_Brushes
Matrix Keyswitches: A1, B1

JD_Cymbals_Sticks — **Samples: 1297 RAM: 81 MB**

Matrix: JD_Ride_Sticks

JD_Cymbals_Brushes — **Samples: 236 RAM: 14 MB**

Matrix: JD_Ride_Brushes

11 Ride (classic Vienna Instruments) — Range: C7–F#7

JD_Ride — **Samples: 1301 RAM: 81 MB**

JD_Ride_Sticks
JD_Ride_Brushes
Matrix Keyswitches: A1, B1

12 Crash (classic Vienna Instruments) — Range: G7–C8

JD_Crash — **Samples: 183 RAM: 11 MB**

JD_Crash_Sticks
JD_Crash_Brushes
Matrix Keyswitches: A1, B1

13-14 FX (classic Vienna Instruments)

JD-C_FX_Brushes_Snare **Range: D8–A8** **Samples: 21** **RAM: 1 MB**

Matrix: JD-C_FX_Brushes_Snare
Matrix Keyswitches: A1 (empty), B1

JD-R_FX **Range: C#8–A8** **Samples: 74** **RAM: 4 MB**

JD-R_FX_Sticks_&_Body
JD-R_FX_Brushes_Snare
Matrix Keyswitches: A1, B1

General MIDI

JD-GM **Range: B1–B3** **Samples: 3543** **RAM: 220 MB**

JD-GM_Sticks
JD-GM_Brushes
Matrix Keyswitches: C1, C#1

JD-GM_Sticks **Range: B1–B3** **Samples: 2729** **RAM: 170 MB**

JD-GM_Sticks

JD-GM_Brushes **Range: B1–B3** **Samples: 983** **RAM: 60 MB**

JD-GM_Brushes

Presets – Vienna Instruments PRO

These presets include the close and room microphone patches. The microphones are already well-balanced, but it is possible to alter the balance with the Slot X-Fader (CC20).

Sticks

Sticks Cascara APPSeq **Range: C3–G4 Samples: 6325 RAM: 395 MB**

Matrix: Sticks Cascara APP Seq

Mapping details can be found on page 26.

Brushes

Brushes Leg-Swing APPSeq **Range: C3–G4 Samples: 2204 RAM: 137 MB**

Brushes Leg-Swing APP Seq

Mapping details can be found on page 26.

Brushes Samba APPSeq **Range: C3–G4 Samples: 2853 RAM: 178 MB**

Brushes Samba APP Seq 4_074 (Keyswitch C0)

Brushes Samba APP Seq 4_110 (Keyswitch C#0)

Matrix Keyswitches: C0, C#0

Mapping details can be found on page 27.

Vienna Ensemble Projects

The Jazz Drums also include Projects (.viframe files) for Vienna Ensemble, which will further facilitate your work with our drumset. All instruments of these Projects are set to MIDI channel 1.

1. Vienna Instruments 5

Here's a list of Projects for *Vienna Instruments 5* and the Presets they contain:

01_Jazz_Drums_Sticks

The whole Jazz Drumset played with sticks:
JD_Kick
JD_Snare_Sticks
JD_HiHat_Sticks
JD_Toms_Sticks
JD_Cymbals_Sticks

02_Jazz_Drums_Brushes

The whole Jazz Drumset played with brushes:
JD_Kick
JD_Snare_Brushes
JD_Snare_Swishes
JD_HiHat_Brushes
JD_Toms_Brushes
JD_Cymbals_Brushes

03_Jazz_Drums_Full_Set

The whole Jazz Drumset
Keyswitches: A1 Sticks, B1 Brushes
JD_Kick
JD_Snare_all_but_Swishes
JD_Snare_Swishes
JD_HiHat
JD_Toms
JD_Cymbals

2. Classic Vienna Instruments

To make volume adjustments easier, there are buses for all instruments which are recorded with room and close microphones. For a better overview the slots for room and close microphone instruments are coloured differently.

Here's a list of Projects for *Vienna Instruments* and the Matrices they contain:

01_Jazz_Drums_Sticks

The whole Jazz Drumset played with sticks:
JD-C_Kick, JD-R_Kick
JD-C_Snare_Sticks, JD-R_Snare_Sticks
JD-C_HiHat_Sticks, JD-R_HiHat_Sticks
JD-C_Tom1_Sticks, JD-R_Tom1_Sticks
JD-C_Tom2_Sticks, JD-R_Tom2_Sticks
JD_Ride_Sticks
JD_Crash_Sticks
JD-R_FX_Sticks_&_Body

02_Jazz_Drums_Brushes

The whole Jazz Drumset played with brushes:
JD-C_Kick, JD-R_Kick
JD-C_Snare_Brushes, JD-R_Snare_Brushes
JD-C_HiHat_Brushes, JD-R_HiHat_Brushes
JD-C_Tom1_Brushes, JD-R_Tom1_Brushes
JD-C_Tom2_Brushes, JD-R_Tom2_Brushes
JD_Ride_Brushes
JD_Crash_Brushes
JD-C_FX_Brushes_Snare, JD-R_FX_Brushes_Snare

03_Jazz_Drums_Full_Set

The whole Jazz Drumset
Keyswitches: A1 Sticks, B1 Brushes
The blue-colored channel strips for Ride and Crash in this set are not buses but Vienna Instruments Channels; since there was no close miking for the cymbals it was not necessary to set up separate buses for them.
Attention: Please note that due to controller incompatibilities, the Brush swishes are not contained in the Full Set.

04_Jazz_Drums_GM_Sticks

The General MIDI Jazz Drumset played with sticks:
JD-GM-C_Sticks, JD-GM-R_Sticks

05_Jazz_Drums_GM_Brushes

The General MIDI Jazz Drumset played with brushes:
JD-GM-C_Brushes, JD-GM-R_Brushes

06_Jazz_Drums_GM_Full_Set

The General MIDI Jazz Drumset
Keyswitches: C1 Sticks, C#1 Brushes

Each of these files loads the corresponding Vienna Instruments Presets into dedicated channels routed to Vienna Ensemble's Master Out and using MIDI IN #1 for input, so that you can use the GM and extended drumsets in a comfortable environment which already presents a balanced mix between close and room microphone samples.

3. VIFrames processed with Vienna Suite

There are two additional VIFrames for *Vienna Instruments 5*and Classic *Vienna Instruments* that are based on the VIFrame 01_Jazz_Drums_Sticks and include Vienna Suite plugins.

JD_Sticks_processed_Batucada_DT

JD_Sticks_processed_Swing_DT

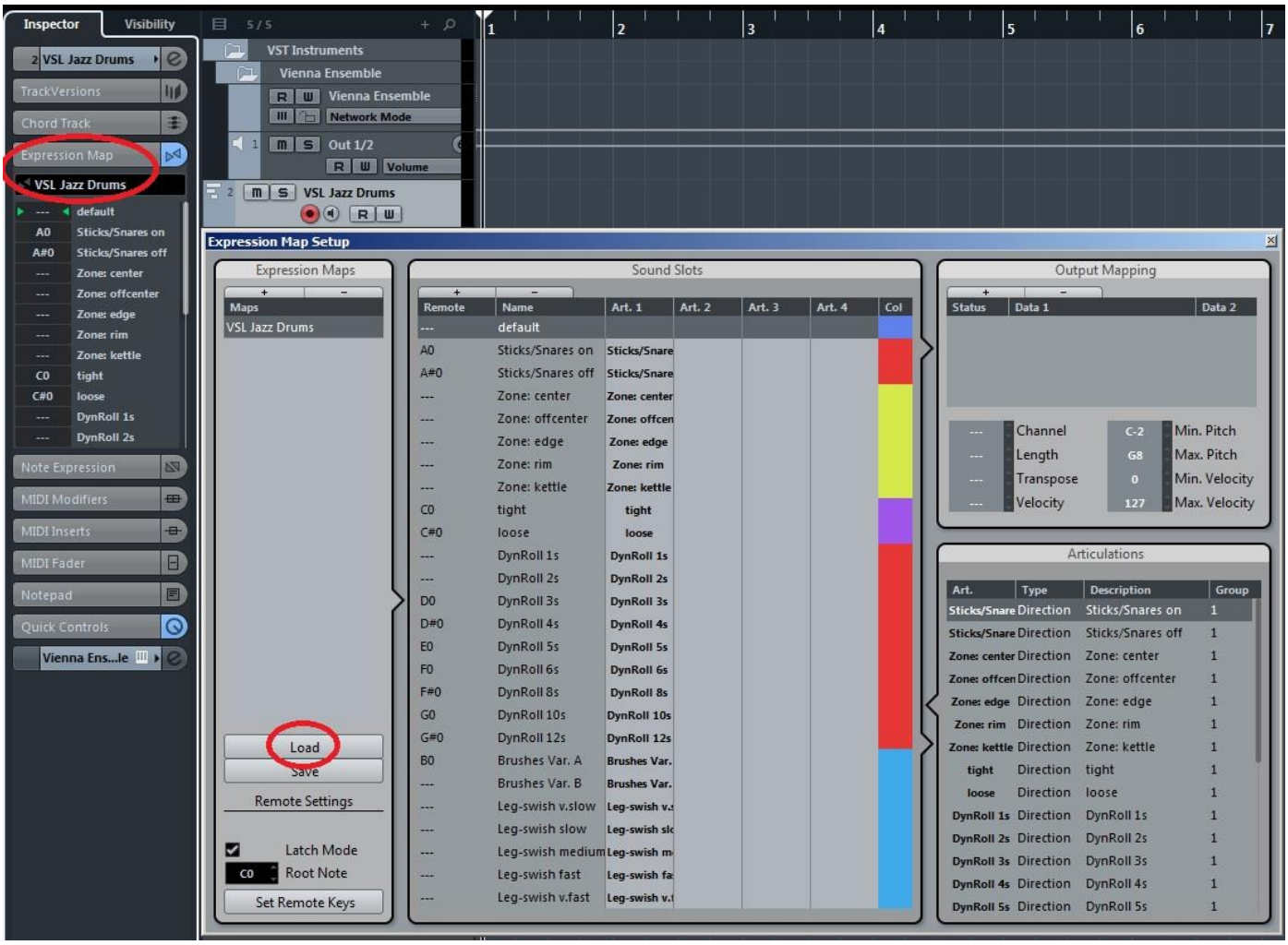
VST Expression Map and Drum Maps for Cubase

VST Expression Maps for Cubase can be downloaded under “Notation related” in the MyVSL area of the Vienna Symphonic Library webpage. The Expression Map and Drum Maps work with all VIFrames for VI5 that are included in the “JazzDrumsProjects_v2” file (MyVSL/Tutorials/Templates).

VST Expression Map for Cubase

For using the contained VST Expression Maps, **Cubase 5.0.1 or higher** is required.

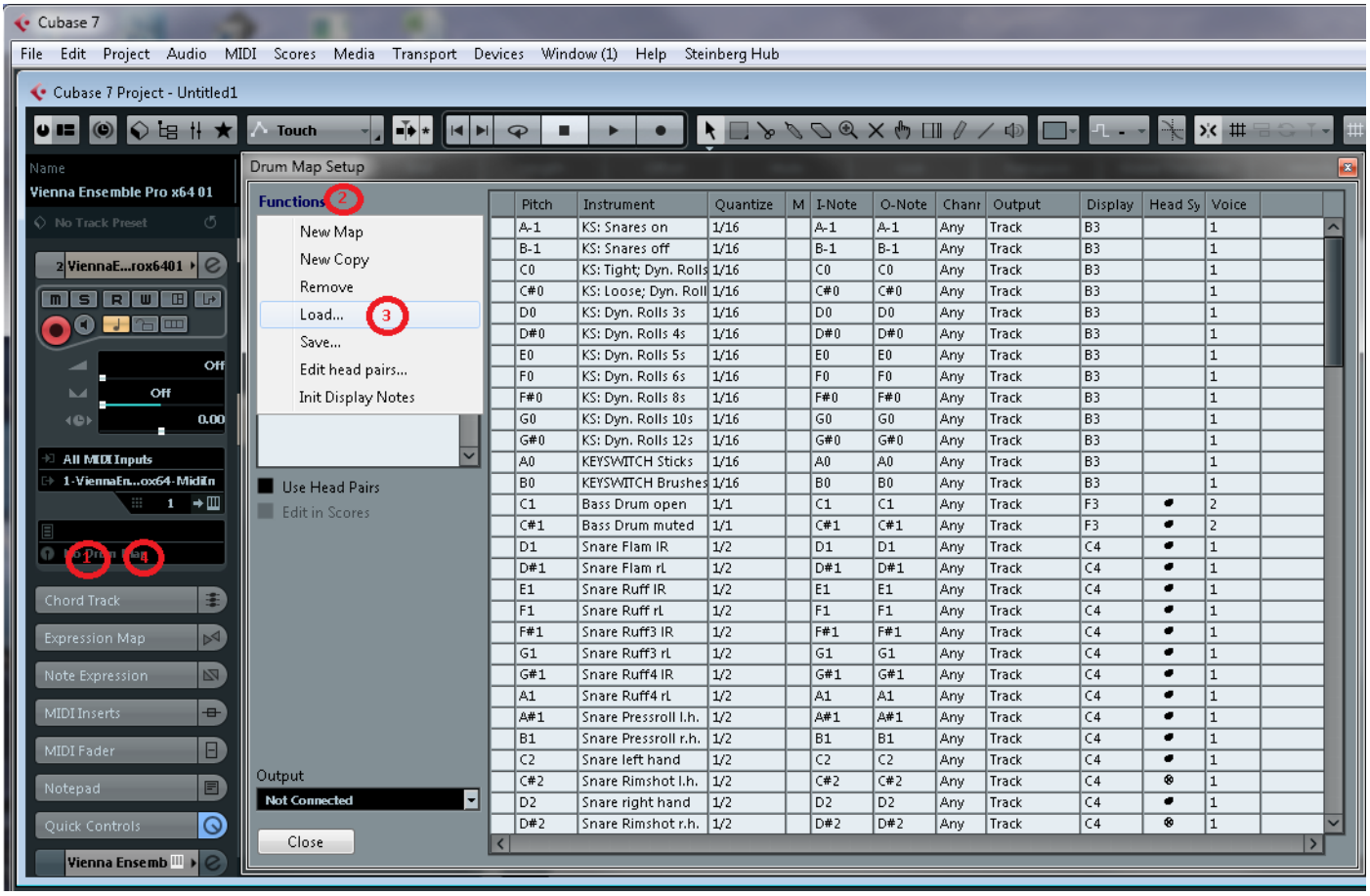
- You can add VST Expression Maps to existing projects by opening the VST Expression Map Setup, then loading the desired map(s) - left column - and load a matching map into each instrument track or MIDI track (from the Cubase track inspector).



- Integrate VST Expression Maps to existing track presets or create new track presets (instrument or MIDI tracks). This way, a sound can be loaded as a complete channel strip including the Expression Map and other settings. Track Presets can be conveniently managed in the Cubase MediaBay.
- Include VST Expression Maps in project templates and update your existing project templates with VST Expression Maps. Unused maps can still be loaded in the VST Expression Map Setup for later use.

Drum Maps for Cubase

For users who prefer the Drum Editor to the Key Editor when working with drums, we have also included two Drum Maps: VSL Jazz Drums Brushes; VSL Jazz Drums Sticks



When one of these maps is loaded, each sound is named on the left side of the editor instead of having only pitch names. As the keyswitches are also included in the Drum Maps, it isn't necessary to additionally load the Jazz Drums Expression Map. For more details on how to work with Drum Maps, please refer to the Cubase manual.

Appendix – Mapping Tables

VE General MIDI Sets

Controllers

Controller	
C1/C#1	Sticks / Brushes
A0/B0	Sticks: Snares on / off
	Brushes: Snare open/mute
Speed	Ride

		0–25	26–50	51–75	76–95	96–100
CC1 (Modwheel)	Zone Snare Drum	center	offcenter	edge	rim	kettle
	Zone Tom 1		edge			
	Zone Tom 2					

Mapping – Sticks

Note	Articulation	Velocity Layers	Repe-titions	A/B	CC1	Speed Control
B1	Kick muted	5	4			
C2	Kick open		8			
C#2	Snare X-Stick muted	6	2	Snare on/off	Zone (c,o,e,r,k)	
D2	Snare left hand	7	8			
D#2	Handclap	1	7			
E2	Snare right hand	7	8		Zone (c,o,e,r,k)	
F2	Tom 2 left hand	6	4		Zone (c,e,r,k)	
F#2	Hi-Hat closed top	4	6			
G2	Tom 2 right hand	6	4		Zone (c,e,r,k)	
G#2	Hi-Hat foot	4	6			
A2	Tom 2 left hand	6	4		Zone (c,e,r,k)	
A#2	Hi-Hat halfopen	4	6			
B2	Tom 2 right hand	6	4		Zone (c,e,r,k)	
C3	Tom 1 left hand	6	4		Zone (c,e,r,k)	
C#3	Crash edge	4	7			
D3	Tom 1 right hand	6	4		Zone (c,e,r,k)	
D#3	Ride top1	6	9			Tempo
E3	Ride top2					
F3	Ride bell					
F#3	- *(Tambourine)*					
G3	Crash bell	4	3			
G#3	- *(Cowbell)*					
A3	Crash top	4	7			
A#3	- *(Vibra Slap)*					
B3	Ride edge	6	7			Tempo

Mapping – Brushes

Note	Articulation	Velocity Layers	Repe-titions	A/B	CC1	Speed Control
B1	Kick muted	5	4			
C2	Kick open		8			
C#2	Snare Bounce	5	2			
D2	Snare Tap	6	2	open/mute	Zone (c,o,e,r)	
D#2	Snare Flat		4			
E2	Snare Circle	1	1			
F2	Tom 2 left Hand	3	4		Zone (c,r)	
F#2	HiHat Closed Top		3			
G2	Tom 2 right Hand		4		Zone (c,r)	
G#2	HiHat Foot	4	6			
A2	Tom 2 left Hand	3	4		Zone (c,r)	
A#2	HiHat Halfopen		3			
B2	Tom 2 right Hand		4		Zone (c,r)	
C3	Tom 1 left Hand		4		Zone (c,r)	
C#3	Crash Edge		3			
D3	Tom 1 right Hand		4		Zone (c,r)	
D#3	Ride Top		5			Tempo
E3	Ride Swish		3			
F3	Ride Bell		3			Tempo
F#3	- *(Tambourine)*					
G3	Crash Bell		3			
G#3	- *(Cowbell)*					
A3	Crash Top		5			
A#3	- *(Vibra Slap)*					
B3	Ride Edge		3			Tempo

Mapping overview

Controllers

Controller							
A1/B1	Sticks / Brushes						
A0/B0	Sticks: Snares on / off						
	Brushes: Variations						
C1	Dynamic Rolls: 1s	Flams/Ruffs/Press rolls: tight					
C#1	Dynamic Rolls: 2s	Flams/Ruffs/Press rolls: loose					
D1	Dynamic Rolls: 3s						
D#1	Dynamic Rolls: 4s						
E1	Dynamic Rolls: 5s						
F1	Dynamic Rolls: 6s						
F#1	Dynamic Rolls: 8s						
G1	Dynamic Rolls: 10s						
G#1	Dynamic Rolls: 12s						
Speed Control	Ride						
	Snare Swishes						
		0–5	6–25	26–50	51–75	76–95	96–100
CC1 (Modwheel)	Zone Snare Drum	center		offcenter	edge	rim	kettle
	Snare Legato Swishes: Speed	very slow	slow	medium	fast	very fast	
	Zone Tom 1	center		edge		rim	kettle
	Zone Tom 2						

Mapping – Sticks

For mapping graphics of the individual instruments, please see the Patches section of the mapping description.

Kick	C2-C#2	Velocity	Repetitions
C2	open (standard)	5	8
C#2	muted (often used for accents)		4

Snare	D2-B3	Velocity	Repetitions	A/B	Switch C1/C#1	CC1
D2	Flam lR (appoggiatura played with left hand, main note played with right hand)	5	4	Snares on/off	Tight / Loose	Zone (center, offcenter, edge, rim, kettle)
D#2	Flam rL					
E2	Ruff lR (appoggiatura double-stroke played with left hand, main note played with right h.)					
F2	Ruff rL					
F#2	Ruff3 lR (appoggiatura triple-stroke played with left hand, main note played with right h.)					
G2	Ruff3 rL					
G#2	Ruff4 lR (appoggiatura quadruple-stroke played with left h., main note played with r.h.)		2			
A2	Ruff4 rL					
A#2	Pressroll l (bouncing stroke, left hand)		4		Tight / Loose	
B2	Pressroll r					
C3	Stroke l (standard stroke, left hand)	7	8			
C#3	Rimshot l (shaft of stick hits rim, while tip hits drumhead; left hand; used for strong accents)	3	4			
D3	Stroke r	7	8			
D#3	Rimshot r	3	4			
E3	Stick on Stick (tip of one stick rests on drumhead, other stick hits first stick)	5	2			
F3	X-Stick open (hand rests on drumhead and hits rim with backside of stick)	6	2			
F#3	X-Stick muted					
G3	Roll	6	4		**Switch C1/C#1**	
G#3	Roll crescendo	2	1 (long Rolls) / 2 (short Rolls)		Length 1-12s	Zone (center, center-edge, edge)
A3	Roll diminuendo					
A#3	Roll crescendo strong	1				
B3	Roll diminuendo strong					

Hi-Hat	C4-B4	Velocity	Repetitions		Switch C1/C#1
C4	Close edge (Hi-Hat closed, hit on edge of the upper cymbal)	4	6		
C#4	Close top				
D4	Close bell (the bell is in the center of cymbals and has a brighter sound; used as an effect)		2		
D#4	Halfopen edge (Hi-Hat is loosely closed and therefore “clanks” when hit)		7		
E4	Halfopen top				
F4	Halfopen bell (used as an effect)		3		
F#4	Open edge (Hi-Hat is opened; sounds like a normal small cymbal)		3		
G4	Open top				
G#4	Open bell				
A4	Bark (halfopen Hi-Hat gets hit on the edge and then closed)		3		Tight / Loose

A#4	Foot (open Hi-Hat gets closed by the foot)		6		
B4	Foot Swish (open Hi-Hat gets closed and opened by the foot)		4		

Tom 1	C5-B5	Velocity	Repetitions		Switch C1/C#1	CC1
C5	Stroke l	6	4			Zone (center, edge, rim, kettle)
C#5	Rimshot l (Kettle: Shoulder l)	2	2			
D5	Stroke r	6	4			
D#5	Rimshot r (Kettle: Shoulder r)	2	2			
E5	Stick on Stick	5	2			
F5	X-Stick open	6	2			
F#5	X-Stick muted					
G5	Roll	5	4			
G#5	Flam lR	5	2		Tight / Loose	
A5	Flam rL					
A#5	Ruff					
B5	Pressroll					

Tom 2	C6-B6	Velocity	Repetitions		Switch C1/C#1	CC1
Mapping = Tom 1					Tight / Loose	Zone (c,e,r,k)

Ride	C7-F#7	Velocity	Repetitions		Speed Contr.
C7	Top1 (near bell)	6	9		Tempo
C#7	Edge		7		
D7	Top2 (near edge)		9		
D#7	Edge Shaft (edge hit with shaft of stick; used as an effect)		5		
E7	Bell Tip (bell hit with tip of stick)		9		
F7	Bell Shaft (bell hit with shaft of stick)				
F#7	Tremolo (used as an effect)				

Crash	G7-C8	Velocity	Repetitions
G7	Top Tip	4	8
G#7	Edge		7
A7	Top Shaft		5
A#7	Edge Shaft		3
B7	Bell Tip		
C8	Bell Shaft		

FX	C#8-G#8	Velocity	Repetitions
C#8	Stick on Stick		4
D8	Going for Sticks		
D#8	Sticks falling		4
E8	Handclap solo		7
F8	Fingersnip solo		6
F#8	Footstomp solo		3
G8	Counting slow		7
G#8	Counting fast		

Mapping – Brushes

For mapping graphics of the individual instruments, please see the Patches section of the mapping description.

Kick	C2-C#2	Velocity	Repetitions
C2	open (standard)	5	8
C#2	muted (often used for accents)		4

Snare	D2–B3	Velocity	Repetitions	A/B	CC1	Speed Contr.
D2	Flam Tick/Tap (standard appoggiatura)	5	1	lR/rL	Zone (center, offcenter edge, rim)	
D#2	Flam Tick Flat (muted appoggiatura)					
E2	Backside of brush (similar to a stick stroke)	6		l/r		
F2	Single swish without accent	mf / cre	4		Speed	
F#2	Legato swish left side to right side, left hand (with hit at the beginning)		3			
G2	Legato swish left to right, right hand					
G#2	Legato swish right to left, left hand					
A2	Legato swish right to left, right hand					
A#2	Bounce l (brush bouncing from the rim to the drumhead, used as an effect; left hand)	5	2		Zone (center, offcenter edge, rim)	
B2	Bounce r					
C3	Tick l (standard stroke soft; left hand)	5		open/ mute		
C#3	Tap l (standard stroke slightly accented; left h.)	6				
D3	Tick r	5				
D#3	Tap r	6				
E3	Flat l (muted, accented sound; brush remains on drumhead after stroke; left hand)	6	4			
F3	Flat r					
F#3	Swished 6/8 repetitions (3/8 with every note on)		16			Tempo
G3	Swished circle looped (Background, often used in ballads)		1			
G#3	Samba swish left to right (quick accented swish; alternate with A#3)		24			Tempo
A3	Swish repetitions (circle)		32			
A#3	Samba swish right to left		24			
B3	Swish reps (right to left & back; standard swish)		32			

Hi-Hat	C4–B4	Velocity	Repetitions		Switch C1/C#1
C4	Close edge (Hi-Hat closed, hit on edge of the upper cymbal)	3	3		
C#4	Close top				
D4	Close bell (the bell is in the center of cymbals and has a brighter sound)		1		
D#4	Halfopen edge (Hi-Hat is loosely closed and therefore “clanks” when hit)		4		
E4	Halfopen top				
F4	Halfopen bell		2		
F#4	Open edge		4		
G4	Open top				
G#4	Open bell		2		
A4	Bark		2		Tight / Loose
A#4	Foot	4	6		
B4	Foot Swish		3		

Tom 1	C5-B5	Velocity	Repetitions
C5	Tick l	3	4
C#5	Tap l		
D5	Tick r		
D#5	Tap r		
E5	Flat l		2
F5	Flat r		
F#5	Tap l		4
G5	Rim l		2
G#5	Tap r		4
A5	Rim r		2
A#5	Bounce l		2
B5	Bounce r		

Tom 2	C6-B6
Mapping = Tom 1	

Ride	C7-F#7	Velocity	Repetitions		Speed Contr.
C7	Top	3	5		Tempo
C#7	Edge		3		
D7	Swish slow				
D#7	Swish fast				
E7	Bell				Tempo
F7	Bell Backside				
F#7	Circle	1	3		

Crash	F#7-C8	Velocity	Repetitions
G7	Top	3	5
G#7	Edge		3
A7	Swish slow		
A#7	Swish fast		
B7	Bell		3
C8	Bell Backside		

FX	C#8-A8	Velocity	Repetitions
C#8	Wind (only Room)		4
D8	Trem		7
D#8	Trem accelerando		
E8	Trem ritardando		
F8	Bouncing		
F#8	Rolled slow		3
G8	Rolled fast	2	4
G#8	Rolled very fast		
A8	Rolled very fast Loop		