

Jim Scott

Rock Drums



BFD3

BFD2

COMPATIBLE

Platinum Samples

Master Engineer Series

BFD2 Compatible Expansion Pack

Jim Scott Rock Drums (Download option)

Welcome and thank you for purchasing Jim Scott Rock Drums! We hope you enjoy working with it as much as we do. Please read through this manual carefully.

The data on the Rock Drums downloads is compressed (using a zero-loss algorithm), to facilitate the delivery of the highest possible level of detail.

Images in this manual may be from other Platinum Samples products.

The latest version of BFD3 or BFD2 is recommended. Please make sure it is properly installed before you proceed.

Installation: Windows XP or later

Rock Drums is delivered in multiple downloadable parts. Each part contains an installer specific to the contents of that download. Please follow these steps for each part - Start with Part 1.

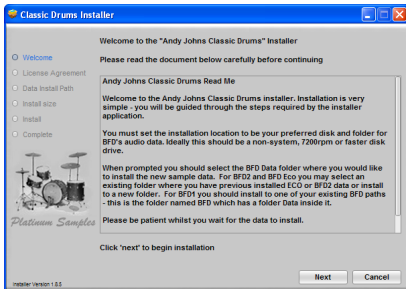
1. In order to access the installer, right-click the downloaded archive package and select “Extract All...” to unarchive. If you have trouble unzipping the archive please try using 7-zip from <http://www.7-zip.org/>

To launch the installer, double-click the WIN installer which matches your version of BFD.

NOTE: The data for BFD3 will use the new BFD3 lossless data compression to save disk space on your hard drive. This will not be able to be used with BFD2 or BFD Eco. If you wish to use the samples with both BFD3 and BFD2 please run the BFD2 installer.

2. A splash screen appears, followed by a welcome page.

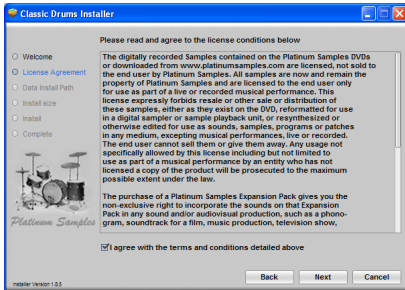
Read the on-screen instructions and click **Next** to begin the installation.



3. Read the license conditions and check the tick box to agree.

If you leave the tick box unchecked, you will not be able to continue with the installation.

Click **Next** to proceed.



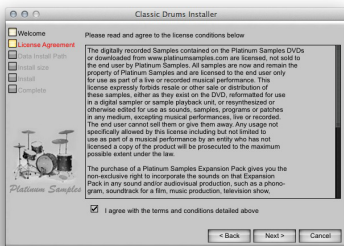
4. Specify any folder on a suitable hard disk in which to install the audio data.

The drop-down menu contains all current BFD data paths. Select one of these or click Browse to navigate to and select a new location.

If you select a new location, it is added to BFD's list of data paths automatically.

The data paths are scanned for new files next time you launch BFD3 or BFD2.

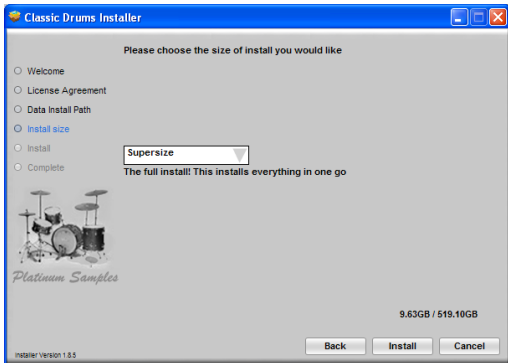
Click **Next** to proceed.



5. Rock Drums can be installed with one of three detail levels, determining the maximum amount of velocity layers (and consequently affecting the hard disk space usage) that are installed for each Kit-Piece.

For BFD2 or BFD3 it is highly recommended to install the Full installation

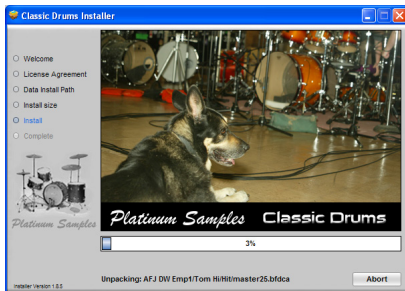
NOTE: Installing *Full* will require more disk space - To use the extra velocity layers please read “New expressive possibilities” on page 17 of this manual



Hold down the mouse button until you select the install size then release the mouse button.

Click **Install** to continue.

6. The installation process itself can take a while so please have patience while the kit is installed.



The current status is indicated by the progress bar.

7. When the installation is complete, click **Done** to close the installer application. Run the installer on the next Part in the sequence and install to the same location.

8. Once all the data has been installed, you are ready to authorize your new library.



Installation: Mac OSX 10.5.7 or above

Rock Drums is delivered in multiple downloadable parts. Each part contains an installer specific to the contents of that download. Please follow these steps for each part - Start with Part 1.

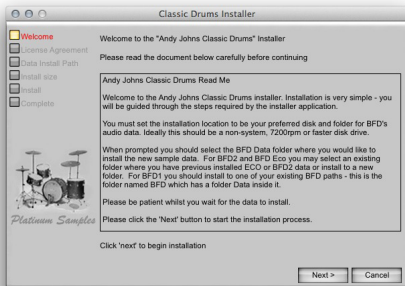
1. Double-click the archive in order to unpack it. The extracted folder is opened, showing the files required to install the package.
2. To launch the installer, double-click the OSX installer which matches your version of BFD.

NOTE: The data for BFD3 will use the new BFD3 lossless data compression to save disk space on your hard drive. This will not be able to be used with BFD2 or BFD Eco. If you wish to use the samples with both BFD3 and BFD2 please run the BFD2 installer.

3. At this point you may be asked for your Admin password. You must have Admin privileges in order to install this software on your machine.

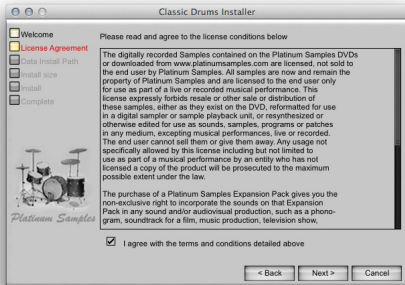


4. A splash screen appears, followed by a welcome page.



Read the on-screen instructions and click **Next** to begin the installation.

5. Read the license conditions and check the tick box to agree.



If you leave the tick box unchecked, you will not be able to continue with the installation.

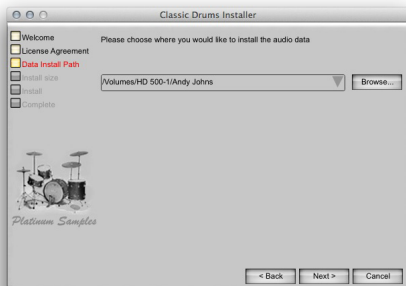
Click **Next** to proceed.

6. Specify any folder on a suitable hard disk in which to install the audio data.

The drop-down menu contains all current BFD data paths. Select one of these or click Browse to navigate to and select a new location.

If you select a new location, it is added to BFD's list of data paths automatically.

The data paths are scanned for new files the next time you launch BFD3, BFD Eco or BFD2.

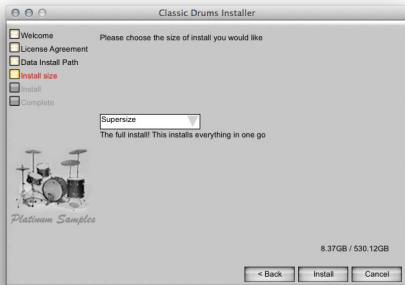


Click **Next** to proceed.

7. Rock Drums can be installed with one of three detail levels, determining the maximum amount of velocity layers (and consequently affecting the hard disk space usage) that are installed for each Kit-Piece.

Higher detail levels have a higher impact on system resources.

NOTE: Installing *Full* will require more disk space - To use the extra velocity layers please read “New expressive possibilities” on page 17 of this manual



Hold down the mouse button until you select the install size then release the mouse button.

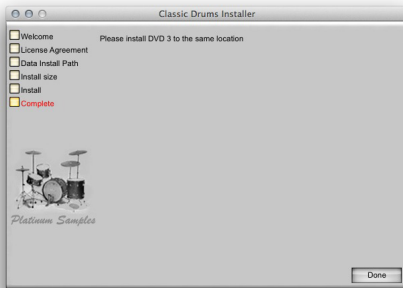
Click **Install** to continue.

8. The installation process itself can take a while so please have patience while the kit is installed.



The current status is indicated by the progress bar.

9. When the installation is complete, click **Done** to close the installer application. Run the installer on the next Part in the sequence and install to the same location.



10. Once all the data has been installed, you are ready to authorize your new library.

Authorizing your expansion library

In order to use the expansion library sounds in BFD, the product must first be authorized using the FXpansion License Manager. Its data must exist within one of the data paths set up in the BFD preferences in order for it to be scanned, authorized and added to the BFD database.

Proceed as follows:

1. Launch an instance of BFD3, BFD Eco or BFD2 in standalone mode, or as a plugin in a host.
2. The expansion kit should be detected and scanned automatically.

If this does not occur, go to the BFD Eco preferences menu, BFD2 Data preferences or BFD3 Data Locations and make sure the expansion library's data path exists in the list (add it if necessary) and click the 'Scan data paths for new files' button in BFD2 or select 'Rebuild Databases...' in BFD Eco's preferences menu.

3. The FXpansion License Manager should now launch automatically.

Authorize the new expansion library in the License Manager in the same way you authorized BFD3, BFD Eco or BFD2 and any other expansion packs you own.

Please consult the BFD3, BFD Eco or BFD2 Quickstart Guide for a full guide to using the License Manager in order to authorize a product.

**If you experience any problems during the installation, please consult our support page:
www.platinumsamples.com/support**

You MUST be registered to receive support. The License Manager authorization process registers your serial number automatically. Registering also means we have a record of your serial number if you lose it.

Lost serial numbers will NOT be replaced!

Registering also allows you access to the download area.

Notes from Jim

In my professional not so distant past (I started my career in 1979) there were only 24 tracks available on which to record your whole song. 48 tracks might have been attained if you could afford a second 24 track tape recorder and a synchronizer, and happened to be in a recording studio that had enough console to monitor everything. In those days I recorded the drums on either 2, 4, or 6 tracks depending on the complexity of the song. For many years I recorded the drums on 4 tracks... kick, snare, and drums left and right, combining the toms, overheads, hat, rooms, etc into that balance. You had to plan ahead. You could run out of tracks quickly if you didn't have a vision of where the song would end up. Decisions had to be made, tracks had to be comped, outtakes had to be erased. It was fun. It was rock and roll.

Times have changed. With computers there are unlimited tracks. Subsequently I have changed my approach. I now routinely record the drums on 11 or 12 tracks... basically the same ones you get in this sample pack. Left on my own, I always combine the kick mics (in and out) on to 1 track. I do the same with the snare, top and bottom mics get combined. However, on this drum pack, the snare top and bottom mics are left separate [on 2 of the kits], because I was asked to do so. The luxury of computers is that I get to record the toms, hats, ride, overheads, rooms, and compression tracks separately. I'm not sure it makes the music any better... but it does take the pressure off a bit.

Just as a matter of comparison and rock trivia, you should know that the drums on Tom Petty's "American Girl" are recorded on 1 track. The drums on the entire "Layla" album are on 2 tracks, and the drums on the entire Beatles catalog are undoubtedly recorded on 1 or 2 tracks... often with the bass, or guitar or piano on the same track at the same time. My point is if you play something great, it will sound great... no matter how many tracks you have.

I hope you enjoy my drum samples and the balance as it comes to you... but feel free to experiment. I just humbly suggest that you don't let the drums get in the way of the song... and don't forget to practice!!!

Thanks, peace

Jim Scott

Using your expansion library

Once your kit-pieces have been authorized, they are ready to be used in BFD3 or BFD2.

- Ensure that you know how to use the 'Type' drop-down selector in the Kit-piece chooser panels to enable easy access to all newly available kit-pieces.

In BFD3 & BFD2 you can load any new kit-piece into any slot, with all articulations loaded even if the destination slot is designed for kit-pieces with fewer articulations. However, you may need to create new key mappings to any additional articulations loaded into the slot. Similarly BFD Eco allows you to load new Cymbal & Tom kit-pieces into the Percussion slots.

- Any presets or kits provided with the kit are available in the preset and kit chooser panels.

The Presets

It is suggested that you start by first loading the JSD Basic presets. These are the basic kit & mixer presets without any additional effects in the BFD mixer.

You can search for the presets with the term JSD to quickly locate the presets.

Please consult the BFD3, BFD Eco or BFD2 manual for full instructions on loading presets/kits/kit-pieces and using the key mapping page.

Searching in BFD3, BFD2 and BFD Eco

To search for one of the Rock Drums kit presets or Kit Pieces, in BFD3, BFD2 or BFD Eco in the Chooser dialog click on the magnifying glass symbol and select JSD. This will filter the list of presets or kit pieces so only the JSD (Rock Drums) are listed.

Recording notes

Rock Drums Kits 1 through 6 were recorded at Jim's PLYRZ Studios, Kits 7 & 8 were recorded at Sound City Studios. Jim used the studios' classic Neve consoles and his own collection of outboard gear to sculpt his sounds. To accommodate the way Jim records and to keep things phase accurate, the BFD2 drums are set up as follows:

Kick In and Kick Out were recorded as a mono track and multed to a single track.

Cymbals 1 & 2 are the same as the Overheads right and left respectively as viewed from audience perspective (please see the panning notes on page 13).

• Direct

Kick In & Out: Sennheiser 421, Neumann 47 FET
Snare Top: Shure SM57
Snare Bottom: Shure SM57
HiHat: Shure SM57
Toms: Sennheiser 421
Ride: Electro Voice EV635A
Cowbell: Shure SM7A

• Overheads

Pair of AKG C12's

• Room

Pair of Neumann u87's (Sound City), Pair of RCA 44's (PLYRZ)

• Mono Room

Neumann m49 tube

• Far Room (Amb3) - [Kits 7 & 8 only]

Pair of Neumann u87's

More details and pictures are available on the Platinum Samples web site.

Using the new sounds in BFD

Kits and Kit-Pieces

All Kit-Pieces on all Parts must be installed in order to use the ready-made Kits. If you're only installing a selection of Kit-Pieces, you need to compile your own Kits from the installed Kit-Pieces, something which takes a matter of seconds in BFD.

New expressive possibilities

BFD 2.1 allows flexibility in articulations, so some kit-pieces in Rock Drums have Special Artics - please consult the Kit-Piece listing in this manual, or the Artic List in BFD2, for details of each Kit-Piece's articulations.

WARNING!! Using velocity layers above 128 may severely overtax your system especially if you're running any other soft synths with BFD.

Increased RAM overhead

The increased levels of detail in the new sounds cause a significantly higher RAM overhead compared to the content in the original BFD2 library. When using smaller amounts of RAM (768MB to 1GB), you should install Rock Drums with Small or Medium detail levels (see Installation guide for details), or consult the Performance Tips section in the BFD2 FAQ for other ways to optimize BFD2 for lower memory usage at the FXpansion web site. The new BFD 2.1 "Load On Demand" feature is an excellent method to reduce RAM overhead.

Using the Jim Scott Rock Drums

The Platinum Samples Expansion Packs are Engineered Drums for BFD2 -- meaning the drums were recorded like they would be on a recording session. They were meticulously tuned and EQ'd by a master craftsman. The result is an expansion pack which sounds great as soon as you load a kit.

We suggest you load one of the JSD BFD2 presets. This will give you a balance for the drum kits as Jim would mix them.

The Kick

Unlike other Expansion packs, the kick drum was multed to a single track - this is the way Jim records his kick and it ensures that you have the correct blend between inside and outside mics.

The Rooms

The Rock Drums expansion pack was recorded at Jim's own PLYRZ Studio and Sound City Studios. The dimensions of the largest room is 40 x 50 feet with a 25 foot high ceiling. Part of the rooms' character is the delay time to the room mics. To preserve the room sound the delay to the room mics was not adjusted. If the room channels are pushed up very high, the slap in the room will be audible.

The Stereo Room

Jim records his drums from the audience perspective, so by default the Room Left is aimed towards the Ride side of the drum kit and the Room Right is aimed towards the Hat side of the drum kit.

The Amb3 Channel

The Amb3 channel is a Stereo Far Room on Kit 7 & 8.

The Overheads and the Cymbals

To minimize phase issues and redundant mics, the left overhead is a mult of the Cymbal 1 track, similarly the right overhead is a mult of the Crash 1 track to match existing BFD2 data. Jim records his drums from the audience perspective, so Crash 1 would be panned to the right (Hat side) and Cymbal 1 (Crash 2) would be panned to the left (Ride side).



The Toms

There are 4 kits recorded with only 2 Toms (Floor, Hi). When loading these kits' presets BFD2 will automatically place a duplicate of the Hi Tom into the Mid Tom position and detune it.

The Kick & Snare Crush

The Kick and Snare 'Crush' tracks are highly compressed tracks which can be used with the main Kick & Snare tracks to add punch and to keep the level of the drum uniform. If you're playing an electronic drumkit you may prefer to lower these while playing since they will reduce dynamics.

The Brush Snare

Because BFD2 automatically mutes snare artics if another snare artic is played - to avoid the snare swirl artics being muted by snare hit artics, you should load the same snare into 2 different snare slots in BFD2.

John Emrich (www.johnemrich.com) has posted a YouTube video which demonstrates this and the JSD Kit 2 Brush preset also demonstrates this method.

YouTube link: http://www.youtube.com/watch?v=wh_M01ZV09M

Downloads & Bonus Material

Please register at www.platinumsamples.com for access to the download area for bonus Rock Drums downloads or any updates.

Platinum Samples License Agreement

The digitally recorded Samples contained on the Platinum Samples DVDs or downloaded from www.platinumsamples.com are licensed, not sold to the end user by Platinum Samples. All samples are now and remain the property of Platinum Samples and are licensed to the end user only for use as part of a live or recorded musical performance. This license expressly forbids resale or other sale or distribution of these samples, either as they exist on the DVD, reformatted for use in a digital sampler or sample playback unit, or resynthesized or otherwise edited for use as sounds, samples, programs or patches in any medium, excepting musical performances, live or recorded. The end user cannot sell them or give them away. Any usage not specifically allowed by this license including but not limited to use as part of a musical performance by an entity who has not licensed a copy of the product will be prosecuted to the maximum possible extent under the law.

The purchase of a Platinum Samples Expansion Pack gives you the non-exclusive right to incorporate the sounds on that Expansion Pack in any sound and/or audiovisual production, such as a phonogram, soundtrack for a film, music production, television show, theatre show, musical, advertisement, website, videogame, or other media production.

You may not distribute, sell, rent, lease, sublicense, assign, or otherwise transfer any of the sounds except as incorporated in a production. You may not distribute the sounds independently of a production, or with any directions or instructions as to how the Sounds may be extracted from a production, or with any invitation, suggestion or authorization that the sounds may be extracted from a production.

You may not distribute the Sounds, either in native format or reformatted, filtered, re-synthesized or otherwise edited, for use as sounds, multi-sounds, samples, multi-samples of as programs or patches in a sampler, sample playback unit, website or computer. The Sounds cannot be used as source playback from ROM or chip sets or embedded in any chip set.

Produced by: Rail Jon Rogut, Jim Scott
Recorded by: Jim Scott
Assistant Engineers: Kevin Dean, Josh Smith, Paul Figueroa
Drumming: Don Heffington, Bobby Jarzombek,
Chad Smith, Steve Ferrone
Drum Technicians: Mike Fasano, Lee Smith
Editing: Rail Jon Rogut
Recorded at: PLYRZ Studios & Sound City Studios
Programming: Paul Chana, Angus Hewlett,
SKoT McDonald, Andy Simper
Photography: Nigel Copp, Paul Figueroa

Jim would like to thank:

Rail Jon Rogut and Shivaun O'Brien for the opportunity, the vision and all the hard work. Don Heffington, Bobby Jarzombek, Chad Smith, and Steve Ferrone for hitting the drums so beautifully over and over and over and over. Kevin Dean, Josh Smith, and Paul Figueroa for the long hours and good ears. Mike Fasano and Lee Smith for knowing their stuff and being such cool hangs. To all the amazing, talented, patient and groovy drummers I've had the pleasure to work with over the years who helped me learn how to do this... Don Heffington, Chad Smith, Steve Ferrone, Jim Keltner, Jeff Pocaro, Ringo Starr, Kenny Aronoff, Stan Lynch, Tyler Stewart, Brad Wilk, Chuck Bisquits, Matt Chamberlain, Josh Freese, Glenn Kotche, Manu Katche, Omar Hakim, David Raven, Abe Laboriel Jr., Donald Lindley, David Kemper, Vinnie Colaiuta, Phil Selway, JJ Johnson, Russ Kunkle, Dennis Edwards, Curt Bisquera, Michael Bland, Terry Bozzio, Jay Belarose, Stanton Moore, Phil Rudd, Michael Shreve, Marvin "Smitty" Smith, Jeff "Tain" Watts, Gil Sherone, Ralph Molina, Chet McCracken, Pete Thomas and all the other guys who worked just as hard... but aren't quite as famous; and finally to my beautiful wife, Carol, who supports me and gives me the freedom to do what I love to do.

Platinum Samples would also like to thank Jim Scott & Kevin Dean for the great job, Mike Fasano, Mike & Bridget O'Brien, Trini Alvarez, John Emrich, the incredible folks at REMO: Michelle & Bruce Jacoby, and the gang at FXpansion, especially Rhiannon Bankston-Thomas, SKoT McDonald, Paul Chana and Angus Hewlett.

BFD2 is a trademark of  **fxpansion**

Platinum Samples feature  **drum heads - www.remo.com**

© 2009 Platinum Samples. All trademarks acknowledged. Mac is a trademark of Apple Computer, Inc. Windows XP and Windows Vista are trademarks of Microsoft Corporation. YouTube is a copyright of YouTube, LLC. Other trademarks mentioned are held by their respective owners.

Warning: The unauthorized reproduction or distribution of this copyrighted work is illegal. Criminal copyright infringement, including infringement without monetary gain, is investigated by the FBI and is punishable by up to 5 years in federal prison and a fine of \$250,000.