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HORSES

Installation:

1. Create a folder called “Horses”.
2. Copy the files from the DVD or download to this newly created folder.
3. Unpack the Zip files.
4. Import the files to your library management system.

Manual Hoof Instrument “01_HORSE_Movement.nki”

As a little extra we mapped the recorded hoof step sounds to a Kontakt instrument. Kontakt is a sample player by Native Instruments, which you need to purchase separately at <http://www.native-instruments.com>.

Open Kontakt either stand-alone or in your favorite host sequencer. You can drag and drop as well as load via “Files -> Load” in the upper menu to open the instrument included in the library: “01_HORSE_Movement.nki”.

If the samples are not loaded automatically, please select “Browse Folders” and search for the folder “*HORSE Move Foley Walk, Trot & Canter 96kHz*”. The samples are inside this folder.

After that it should look like this:



You are now ready to play being a horse. As you can see in the keyboard at the bottom of the screen, there are several groups of different colored keys, each representing a group of samples belonging together. For example C1 to D#1 are marked red. These keys trigger horse footsteps on stone. E1 to G1 are blue, those are hoof sounds on gritty concrete. Here is the complete mapping list:

HORSE Move Foley Walk Stone.wav	C1	D#1
HORSE Move Foley Walk Concrete.wav	E1	G1
HORSE Move Foley Walk Dirt.wav	G#1	B1
HORSE Move Foley Walk Gravel.wav	C2	D#2
HORSE Move Foley Walk Grass.wav	E2	G2
HORSE Move Foley Walk Sand.wav	G#2	B2
HORSE Move Foley Walk Sand Wet.wav	C3	D#3
HORSE Move Foley Walk Mud.wav	E3	G3
HORSE Move Foley Walk Wood.wav	G#3	B3
HORSE Move Foley Walk Wood Hollow.wav	C4	D#4
HORSE Move Foley Walk Saddle Light.wav	E4	F4
HORSE Move Foley Walk Saddle Creaky.wav	F#4	G4
HORSE Move Foley Walk Bridle.wav	G#4	A4
HORSE Move Foley Walk Harness.wav	A#4	B4

That is pretty much it. Happy riding!

Tips and Tricks:

Audio Management Systems

We included extensive metadata within the sound files. The metadata is optimized for Soundminer (<http://www.soundminer.com>). There are lots of good audio management systems out there. Most of them are able to read the description included in the sound files. This, and the name of the files, is the most important information you will need. We strongly recommend using metadata, because it is much more efficient.

Questions? Suggestions? Feedback? Contact us at service@boomlibrary.com.