

CINETOOLS PRESENTS

A dramatic and intense image featuring a drum set completely engulfed in bright orange and yellow flames. Two human skulls are positioned behind the drums, one above the snare and one above the toms, both appearing to be part of the inferno. The background is dark and smoky, with the fire providing the primary light source. The overall mood is one of destruction and raw energy.

HELL DRUMS

CINETOOLS
PRESENTS



EQUIPMENT LIST:

Rode NT4
Rode NTG-3
Rode NTG-8
AKG C414
Zoom H6 Handy Recorder
Zoom F8 Field Recorder
Adam A77X Monitors
Yamaha NS-40M Studio
Lexicon PCM70
Dynacord DDL12
Symetrix 525 Dual Gate Compressor Limiter
Yamaha SPX900
Waldorf Micro Q
Waldorf Rocket
Teenage Engineering OP1
Teenage Engineering PO-14 Sub
Roland SH201
Access Virus TI 2 Polar
Apogee Quartet
MacPro 8core

CONTENT :

259 Drum Hits
007 Destroyed Drum Hits
032 Electronic Drum Hits
022 FX & Textural Drum Hits
030 Hybrid Drum Hits
041 Industrial Drum Hits
059 Organic & Percussive Drum Hits
068 War Drum Hits
327 Drum Loops
034 Destroyed Drum Loops
052 Electronic Drum Loops
081 FX & Textural Drum Loops
061 Hybrid Drum Loops
039 Industrial Drum Loops
060 Organic & Percussive Drum Loops
263 Raw Sources & Field Recordings

TECHNICAL SPECIFICATIONS :

Library Size: 2.71GB
Number of Files: 849
File Format: High Quality WAV
Sample Rate: 24bit / 96kHz

Did you know how important an impressive drum sound is in cinematic productions? If so, then you probably have noticed that a single drum sounds can blow the entire section - if it is used correctly. Drums always support tension, battle, chase any kind of dynamic moments that always catch the attention of the listeners. This time we are here with another fascinating library that will make your production life easier for you!

Cinertools present HELL DRUMS; featuring +840 powerful cinematic drum loops, epic hits, organic percussion beds, breath-taking drum sounds and more - cover all your needs for any kind of projects from fantasy to adventure, action to sci-fi, horror to thriller, war to mystery; whatever you are doing! this energetic collection provide fresh inspiration and perfect foundation for your project needs.

This hybrid treasure combines organic and electronic drums and gives you all the flexibility to easily use them or create your own custom rhythmic beds in a short time.. Recorded in different locations such as garage, warehouse, foley studio, stone room with using a wide range of materials - including huge industrial gas tank, metal pipes, wooden pieces, hammers, axes, big metal plates, plastic jug, morder, barrels, different shape of stones, industrial bricks, debris and concrete powder, some household furnitures such as drawers, cabinets, some car sounds, different shape of doors and windows which made of different materials ie. metal, wood, plastic, some ethnic and orchestral drums & percussions like taikos, tom toms, tablas, wood and temple blocks, castanets etc. recorded with different types of sticks/mallets, pipes and combined with the multi mic positions. Also a diverse selection of boutique hardware devices, synthesizer modules and hybrid soft synths were utilized. We captured many sounds using variety of techniques such as lifting, hitting, scraping, dropping, kicking etc.. to build this precious library.. Every sound was originally recorded at 24 bit / 96kHz to ensure the highest quality for today's cinematic production needs and were edited for instant use in your projects or creative processing. Recorded with Rode NTG-3, AKG C414, Rode NT4, Zoom F8, Zoom H6, Sound Devices 722 - you can use these sounds as they are or mix and match them with others from this collection to create your own drums..

In detail expect to find 2.71GB of content with 849 cinematic drum sounds included 327 Epic Drum Loops covers a tempo range of 100-180BPM, 259 Powerful Drum Hits and 263 Raw Sources & Field Recordings. All loops and hits has been perfectly labeled and categorized to make it easy for you to find and use them. Loops folder comes with; 34 Destroyed, 52 Electronic, 81 FX & Textural, 61 Hybrid, 39 Industrial and 60 Organic & Percussive. Hits folder contains; 7 Destroyed, 32 Electronic, 22 FX & Textural, 30 Hybrid, 41 Industrial, 59 Organic & Percussive and 68 War Drums. All sounds are hyper-detailed, layered and manipulated they can easily be added to your projects. All of the samples have been pre-cleared and are 100% original & royalty-free for your use without any additional licensing fees.

Whether you're looking to create epic-battle scene or adrenaline-pumping action scores 'Hell Drums' is well-suited for any kind of Cinematic productions.. Ideal for use in movies, games, trailers, documentaries, advertising, multimedia projects or any kind of other audio-visual productions. Also perfect for use in any kind of electronic music productions.

We recorded in different locations to expand the variation in sound from garage to warehouse for house building tools , debris storage and foley studio, stoned drum room..



Household items and furniture are always a good resource. Drawers, doors, window slams, are some of the sounds we captured and layered for our hybrid drum hits.



Some ethnic and orchestral drums & percussions like taikos, tom toms, tablas, wood and temple blocks, castanets etc. recorded with different types of sticks/mallets, pipes and combined with the multi mic positions.

In the studio, we recorded several takes of the Water Jug drums, with an AKG C414 running into an Avalon 737 and Antelope Orion converters. The empty body of the big plastic jug, heavily played with an orchestral drumstick, released a lot of low end, really useful as the foundation of a lot of sounds, as well as the "Mordor" shots, with the preamp gain and compression highly boosted. We used the proximity effect for softer velocities and a regular stick or bare hands for higher pitched sounds, like some of the percussions.

The warehouse was the main spot for the recordings. Debris, metal pipes, hammers, wooden plates, a sound designer's wonderland!



We broke some bricks dropping them from various heights, hit a lot of different objects with either wood sticks or metal pipes, and recorded some scrapes or rattles to add an organic touch for the layers.



In the garage we took advantage of the ambience to record car door hit, both from outside and inside, and some takes of a huge metal door. All of the recordings have been painstakingly edited and optimized for a quick use and layering.

The other main division we adopted at the beginning, was the materials: wood, metal, plastic. Planning and recording objects in this way was really useful to keep everything organized and easy to layer and process.



Now let's take a close look on a couple of techniques and plugins involved in the making of Hell Drums.

Twisted Tools' S-Layer:

A great tool for layering, offering 8 lanes with 128 samples with completely adjustable and randomizable pitch, pan and volume values. S-Layer can be the perfect starting point in order to mix your sources.



Sample Magic' Stacker:

Another layering tool, less room for the samples, just 3 slots, but it has an additional oscillator, an amp and pitch envelope completely customizable, and some nice built-in effects. It acts like a sampler, differing from S-Layer, so the keys you are pressing on your master keyboard will affect the source pitch and the playback speed.



Soundtoys Decapitator:

A great saturation unit, from gentle to extreme and ruined sounds, with some really useful filters with which you can exclude some frequencies from distortion.



Amazing Noises Outer Spaces (Max for Live device):

An amazing reverb, specially for sound design: it has a resonator with precise pitch control (it displays the actual note) and a wonderful overdrive. All in one plugin. Outer Spaces was massively used in the making of the hits, with the resonator and the overdrive responsible for the distorted and tuned tail. Automating the pitch control will produce some nice fluctuations in the tail of the sound.



iZotope Stutter Edit:

The perfect tool for stuttering and glitching samples and loops. It work with a program bank, each program has several presets you can recall with a different key on your MIDI keyboard. It was massively used for all the glitched, distorted and mangled loops across various folders.



Convolver Pro (Max For Live):

A convolution reverb, you can drag in any of your samples as a IR (Impulse Response), and it is extremely useful to morph loops using unconventional sounds like foley textures, melodic parts or rythmic patterns. And it is free!



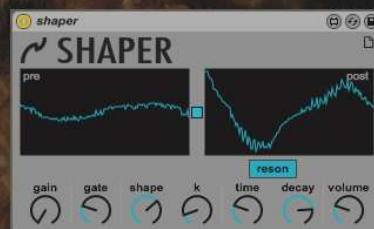
D16 Decimort2:

A great bitcrushing unit, with the possibility to degrade gently your samples or add, with the Jitter knob, some textural fuzz to your sounds.



K-Devices Shaper:

A crazy distortion unit with a built-in resonator for Max for Live, this little guy is the responsible for some of the Destroyed Loops.



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THANK YOU!

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We're always happy to hear from you..

Email: info@cine-tools.com

Thanks!
Cinetools Team



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