



The Folktek Collection

Volume One

Producer: Big Pauper (Drew McIntyre)

Executive Producer: Arius Blaze

Based on the Instruments of Arius Blaze & Ben Houston

Brought to you by Folktek (<http://folktek.com>)

& Token Recluse Recordings (<http://tokenrecluse.com>)

Thank you for purchasing the Folktek Collection Volume One.

This presentation of virtual instruments is the cultivation of years of work and study and represents the capturing of the sounds of some the most obscure electronic and acoustic electronic instruments and sound art works in the world.

The original Folktek works created by Arius Blaze and Ben Houston have been meticulously recorded, multi-sampled and arranged into the VST's presented here with the intention of taking these works and making something that is easily playable and full of possibility the way the original Folktek works are.

The sound can cover a broad field of potential - from experimental to straight electronica, from film score to hardcore. Each instrument description is laid out in this manual with a brief explanation of the origin and nature of the sound, how the instrument is arranged and the list of controls you'll be able to work with.

Please consult the pages within this document for further technical information and any questions you may have . Thank you and get creative.

Folktek

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Installation

Windows users and Mac users should have no difficulty here.

The Folktek Collection comes compressed in a RAR file. It is recommended that you download one of the many freeware archiving programs that exist (Winrar, RarWeasle). Your archive file will ask you for a password, please consult your download confirmation e-mail from Folktek for this password. We do not freely give this archive password out. Extract (or simply move) your Folktek Collection to your preferred directory.

NOTE: Remember to keep the internal folder structure as it is, so that the Instruments can find their samples.

Notes for Optimum Playback

Some virtual instruments of ours utilize Kontakt's Time Machine feature in a manner not originally intended. It's intent is to stretch sound to match a tempo. Our intent was to utilize it's "speed" & "grain" controls to freeze sound (or to simulate a glitch rather). When using Kontakt as a soft synth within the music production software of your choice you need to turn the external synch off. The external synch attempts to match your Kontakt instruments tempo to your music production software's tempo, thus creating unnecessary time stretching. You can turn this off by clicking the "EXT SYNC" button within Kontakt's tempo field.

NOTE: Don't forget to adjust your sound card's latency and Kontakt's latency if your instrument playback is masked with clicks and pops.

Instrument Descriptions & Controls

Abstract Folder.

Confetti Piano

A three octave, higher timbre body of loops cut from synthesized string sounds processed and sampled by the Time Scape Sequencer. A light hearted ambient glitch affair with the ability to go very, very deep into the sweet darkness (just pitch down).

Controls; ASR, filter, pitch, stereo, glitch & key.

Insectan Kit

A three octave collection of straight, unaffected cuts of recordings taken from the Insect. Special care was taken to record only a very specific sound of the Insect when it roams into one of its throatier realms.

Controls; ASR, filter, reverb stereo, pitch, glitch & delay.

Insectan Vocalist

A three octave collection of the Insect being processed by the Time Scape Wave Sequencer. The Insect sounds are oftentimes slowed down and the processing provides a much more sci-fi feel.

Controls; ASR, filter stereo, reverb, pitch, glitch, delay & two convolutions.

Magna-confetti Piano

Three octaves of the original Confetti piano looped indefinitely. Recorded to cassette and rerecorded with the addition of natural clicks, stops and warble.

Controls; ASR, filter, pitch, stereo & glitch.

Pitch Black

A large and lengthy three octaves of very intentionally arranged atmospheric and horror sound taken from the touch plates of the Time Machine. Arranged by octave, each of the three roughly notated for a full octave. Each sound goes a long distance and changes as it progresses.

Controls; Pitch, stereo & key.

Time Lapse Piano

Initially recorded from a Baby Grand Piano sound board with those recordings then sampled and processed by the Time Machine. A notated four octaves of those sounds, looped. A very unique and slightly dirty sound reminiscent of Steve Reich.

Controls; ASR, bit crusher, stereo, glitch, pitch & key.

Time-Lapse Strings

Two and one half octaves of recorded violin (played by miss Shannon Rose Steele) sent into and sampled by the time machine, then looped - giving another of the Steve Reich feels.

Controls; ASR, filter, reverb, pitch, glitch & key.

Time Scape Hits (mod wheel)

A three layered octave body of hits cut from loops captured by the Time Scape Wave Sequencer. Just use your modulation wheel to seamlessly switch & blend thru the three layers of hits. This allows you to sculpt your own sound and switch things up a bit. A unique and weird set of sounds.

Controls; AHD, filter, reverb, stereo, delay, pitch, bit crusher & key.

Time Scape Triple Waves (mod wheel)

A large multi-sampled three octave, three layered compilation of longer segments captured by the Time Scape Wave Sequencer. Forward to reverse looping glitch drones with each layer controlled and altered by the mod wheel.

Controls; AHD, filter, reverb, stereo, delay, pitch & bit crusher.

Ambient folder.

Ambient Strings Multivoice

An exceptionally sweet sounding three octave multi-sampled ambient session initially recorded from violin played by Shannon Rose Steele. Violin parts are overlapped to add depth. Lightly processed by Folktek effects.

Controls; ASR, bit crusher, stereo, reverb & key.

Ambient Strings Single Voice

The same set as the multi-voiced version = An exceptionally sweet sounding three octave multi-sampled ambient session initially recorded from violin played by Shannon Rose Steele. Violin parts are not overlapped. Lightly processed by Folktek effects.

Controls; ASR, bit crusher, stereo, reverb & key.

(Drum Scape Synth) = Drum Scape Drone

Four octaves of notated, solid toned, straight recordings from the Drum Scape. The preset resemblance is that of synth strings. Slap a little reverb on and it's a drone machine!

Controls; filter, stereo enhancement, ADSR.

Etheric Mucus (modwheel)

A three octave dual layered selection of sounds from the Drum Scape being extremely processed by a Folktek filter. Multilayered crystallized sweetness that modwheels into deep pads.

Controls; ASR, filter, bit crusher, stereo, reverb & key.

Instant Eno (Sample Based)

This instrument is based on the convolution effect within Kontakt. I took a Time Scape Wave and processed it through massive amounts of pitched time scape based convolution. The result is a sweet and some-what unpredictable ambient drone that seems to have a mind of its own. It is possible to create clipping with some of the feedback, so get comfortable with this instrument before you take it to the stage. Oh, and the pitch controls have a strange effect on things; feel free to mess with them.

Controls; Pitch, filter & key.

Instant Eno (Sample Based)

This version of the Instant Eno allows you more flexibility in shaping the sound being that it is sample based and not convolution based. You can use the pitch knob to pitch match your project's key and the ADSR to shape the wave to your liking.

Controls; ASDR, pitch, stereo, bit crusher & 2 delays.

Noise folder.

Atmosfear

A large bodied five octaves of single layered, mult-sampled dark atmospheric drone. Slow and dark looped pads taken from feedback generated by the touch pads of the Time Machine ver.4. Great for setting that mood in your new sci-fi thriller.

Controls; ASR, filter, pitch, reverb, stereo 2 convolutions & key.

Chalk Graveyard (modwheel)

A two layer collection of sound scapes placed over two octaves. Lush and eerie and all intended to work well with each other. Layers can be gradually integrated into each other with the modwheel for greater depth.

Controls; ASR, filter, reverb, stereo, 2 convolutions & key.

Harmonic Bits Kit

One of the greatest works – the Harmonic Field, in its glorious second edition laid out here as an abstract three octave kit utilizing bits and pieces of odd bubbling noise.

Controls; ASR, filter, pitch, stereo, glitch, 2 delays & key.

Low Voltage Insectan (modwheel)

A lengthy and large three and one half octave body of comprehensive sound taken from the Insect while running on low voltage. Intended to be an emulation with very specific controls over the sound, such as the hardware version of the Insect controls. Two layers can be controlled by the mod wheel and sections of the sound can be captured and “frozen” very much with the same methods as the Insect wields. There is no excess of controls so as to not stray from the emulation.

Controls; ASR, stereo, glitch & pitch.

Omni Mod

A very small and simple but effective one octave notated keyboard of a specific, heavily modulated sound from the modified Omnichord. Ba-boom!

Controls; ASR, stereo, pitch & glitch

Omni Noise

Three octaves of the most disgusting sounds we could conjure from the first model Modified Omnichord. Terrible, pitch effected, looped long sounds on the white keys, shorter sounds on the black. Headache.

Controls; ASR, stereo, pitch, glitch & key

Overdriven Touchscape

Two octaves of nasty deep soundscapes taken from the Time Machine touch plates and driven by tube processing.

Controls; ASDR, pitch, stereo, bit crusher, 2 Convolutions & Key.

Drone Scape Mod (modwheel)

A small but very powerful instrument compiled of triple layered dark drone conjured from the Drum Scape, Time Scape and Folktek processing. Use the modwheel to waver between all three layers and get an massively deep ambience.

Controls; pitch, filter, two convolutions, glitch control (to freeze parts), stereo enhancement, ADSR

Percussive folder.

Bullfrog Kit

A three octave selection of the Insect in bullfrog mode - deep and throaty but with a lighter and higher end feel than the other Insect kits. Shorter samples similar to the other Insect kit but with the intention of providing a more percussive feel. The controls allow for a partial emulation of the hardware Insect.

Controls; ASR, filter, stereo, reverb, pitch, glitch & delay.

Clicks and Pop Kit

A massive five octave collection of percussion. Folktek samples of drum parts, blips, clicks and cuts processed by the Time Scape. Occasionally grimy, tiny or enormously deep but with a very lo-fi pop feel. Get your glitch on!

Controls; ASR, filter, stereo, glitch, pitch, 2 delays & key.

The Insectan Windshield Kit

Another huge six octave percussive kit. The most comprehensive Insect kit we could imagine creating. Bajillions of Bug blips and bleeps and Insect grrrankjjdsfj squishyness. We attempted to cover the entire bug pallette with this one (mind you the insect instruments are capable of a very wide and vast sound pallette).

Controls; ASR, filter, reverb, stereo, 2 convolutions, pitch, glitch & key.

Micro Garden Dry

A three octave body of straight recordings taken from the Micro Garden. Intended to be a loose virtual emulation of the real Garden. No onboard effect from the Garden were used and the only effects are virtual. A surprisingly realistic emulation of the real Micro Garden.

Controls; ASR, filter, reverb, stereo, pitch, 2 delays, glitch & key.

Micro Garden Evening

Another five octave Garden collection, similar to the "Morning" version but with all dry initial sound. One short delay and one long delay to simulate the actual internal delay in the original Garden.

Controls; ASR, stereo, pitch glitch, 2 delays & key.

Micro Garden Morning

A very large five octave body of sounds from the Micro Garden, this virtual Garden wet with varying delays when recorded. Somewhat of a true emulation with two virtual delays that bare resemblance to the real. Tight delay running into a long delay that acts as a real time looper (make sure your latency is dead on for accurate looping). If things get out of control (as they can with the real Garden), turn the feedback down on the second delay to reset.

Controls; ASR, stereo, pitch glitch, 2 delays & key.

Omniscient Percussion

A four octave ensemble of almost every bit and piece of percussive sound we could pull from the Modified Omnichord. It's the finest in old school clicks and cuts. Reminiscent of those old rhythm king drum machines from the seventies.

Controls; ASR, filter, stereo, pitch, glitch, 2 delays & key.

Omniscient Percussion Stretch

The same as the Omniscient standard version only it's been permanently glitched and stretched through Kontakt's Time Machine function providing a drastically different sound that is at least slightly different every time the key is pressed.

Controls; ASR, pitch, stereo, filter & key.

Si-zurp Kit

A more classic percussive kit done up in a gritty Folktek manner. Four octaves of 8 bit ghetto tek, thug core, dirty dirty with a flip flop glitch feel. For the southern baller in you.

Controls; ASR, filter, glitch, stereo, pitch & key.

Smut Kit

More lo-fi drums and percussion all laid out in a proper hard hitting feel good Folktek way. We utilized some of the more hey now sounds and processed the living hey now out of them with the Time Scape.

Controls; ASR, filter, pitch, stereo, glitch & key.

Time Bomb Kit

A large five octave kit laid out with great intention for easy play. Sounds originate from a number of sources, including a variety of Folktek percussion sound and blips, further processed by Folktek processing including the Time Scape Wave Sequencer. Emphasis on booty bass. Bass for your booty.

Controls; pitch, filter, glitch control (to freeze parts), stereo enhancement, ADSR

Time Cuts Kit

A bionic cluster of lo-fi drums taken from or processed by the Time Scape. We captured loops in the Time Scape, allowed it to do its thing, cut up the pieces and laid them out in a coherent manner – making it all easily playable. We've provided a short and long delay to help make this kit a little more expressive.

Controls; ASR, filter, pitch, stereo, glitch, 2 delays & key.

Time Processed Kits (1-2)

We took some of our own kits and reprocessed them through the Time Scape Sequencer...again...and again... it got better every time. Five octaves worth of percussive juicy mess laid out like we think you'll like it. Two versions, each with a different style of processing and different origins. The second (a little more electro) uses some of the best bits and pieces of gathered and altered loops in the Time Scape Wave Sequencer.

Controls; ASR, filter, stereo, glitch, pitch, two delays & key.

Yardcore Kits (versions 1-3)

Each version is three to four octaves of nasty overdriven hits for the noise in you. Some are grimmer, some are nastier and some are more poppy, all are intended and arranged to work well together and be easy to play. Original sounds taken from Folktek drums, many of which being initially processed by Time Scapes, Time Machines and various other Folktek processing.

Controls; ASR, stereo, pitch, glitch & key.

Yardcore Mini-Kit

A small but effective two octaves of noisy Omni drum bits and some beautiful bouncy notated bass kick noise. Taken from the Omnichord drums and processed through Folktek tube overdrive.

Controls; ASR, stereo, pitch, glitch & key.

Simple Keys folder.

Simple Keys (1-10)

Filler you say? No, these are Kontakt based instruments constructed utilizing the Time Machine function. They utilize the on board modulation and effects to generate glitch synths/fx in a Folktek vein. Being that these are all Kontakt based they are all easy on your processor thus perfect for live usage. From tiny blips and bleeps, to strange synth jams, glitch, leads and deep bassline with enough control and a broad enough sound to keep it interesting.

Note: Simple Keys 7 utilizes the mod-wheel. Don't forget to mod up when you use that one.

Controls; vary from one to another.

Synths folder.

Achilles Triangle

Five notated octaves of a simple short wave captured from the Time Scape touch plate. Classic sound for leads, basslines, am modulation, etc. This one comes heavy with effects for you to twiddle.

Controls; ASR, filter, pitch, modulation, bit & delay.

Achilles loop

The "Achilles Triangle" in four octaves, recorded onto cassette tape, adding warble and stops. Sort of sounds like a primate out-of-alignment mellotron. Super lo-fi. One of Pauper's Picks.

Controls; Pitch & stereo enhancement.

Dead String Ensemble (modwheel)

A dual layered two octave synth that resembles synthesized strings. Some sort of beautiful-ugly interval work is at play here as well (which was present in the original sampled occurrence). The source is from a rare one-off. A very wispy and sweet sound, turned glitch and distorted by the use of the mod wheel.

Controls; ASR, filter, stereo, reverb, bit, pitch & delay.

Drum Scape Evolution

A four octave, notated collection of evolving tones taken straight from the Drum Scape. Hold this baby down and it goes for a long time, thus it's abnormally large size. Lots of controls to make this one bouncing and interesting.

Controls; ASR, filter, modulation, pitch, bit, delay & key.

Drum Scape Overdrive

Three octaves of the Drum Scape drone, notated. Somewhat overdriven intentionally and resulting in either straight drone, controlled modulation or deep keyboard. Like the Evolution these ones drone one for some time.

Controls; ASDR, bit crusher, modulation, stereo, pitch, filter & key.

Feed Machine

A strange five octave body of notated, throaty synth sounds generated by The Time Scape in extended feedback mode. A very unique toy-synth sound.

Controls; ADSR, filter, pitch, stereo & key.

Harmonic Swell

A simple four octave body of notated lead from the Harmonic Field, swelling in drive by hand controlling the amp section.

Controls; ASR, stereo, pitch, glitch, bit crusher, delay & key.

Omni Drive

Evolving and hard driven chord hits from the first model modified omnichord, notated over four octaves.

Controls; ASR, stereo, pitch glitch & key.

Omni Lead

A small, notated two octaves of gritty, glitchy and disjointed notes taken from the Folktek Omnichord – "Folkchord".

Controls; ASR, filter, stereo, pitch, glitch & key.

Omni Strings

A large five octave instrument of notated synth string sounds from the modified patchable “midichord” with modifications being triggered by the “Scape Sequencer”. Progressive and unpredictable glitch goodness.

Controls; ASR, filter, stereo, glitch, pitch & key.

Shrill Cops Eat Flowers

My personal favorite (Big Pauper said that). Three octaves of notated glitched sounds from the Wave Shaper touchboard. Each note hand manipulated in a similar fashion from note to note so as to start, glitch and then loop indefinitely. Gotta’ love that.

Controls; ASR, filter, reverb, stereo, pitch, glitch & key.

Classic Strum

Using the strum plate on the modified Omnichord I created an imperfect chordified layout of the classic omni sound. Slightly dischordant by nature.

Controls; pitch, glitch control (to freeze parts), stereo enhancement, ADSR

Classic Strum Velocity

One of our most impressive and strange virtual instruments. Four octaves of complete velocity insanity. The velocity sensitivity (how hard you press the key) determines what sound you get – and they are randomized. Take a look inside and be astonished and simply pose the question “why?” Though you’ll understand when you get deep in it. These sounds originate from the strum plate of the modified Omnichord – processed with a wide variety of software and Folktek hardware. Limited effects controls as to prevent from going overboard with this one.

Controls; ASR, stereo, pitch & glitch.

Frequently Asked Questions

(from the keyboard of Big Pauper)

Why can't I use your instruments in the Kontakt FREE player?

That would require us to register with Native Instruments, something we are working on for future volumes.

Are you affiliated with Native Instruments in any way?

No, they had their chance.

I have this friend who would love the Folktek Collection Volume One, would you mind if I gave him a copy?

We know and understand how easy it is to just pass your copy along to a friend, especially in this day and age. There is no real stopping it and we were not about to get all caught up in fancy encryption schemes and passwords. Rather we would like to say that if you respect what we do and would like to see it continue to flourish then please, do us a favor and encourage that your friends purchase a copy. We would love to continue offering you strange and unique electronic sound design, but we can only do this if we can keep out of debtor's prison.

Are you guys going to have some free sample VSTs available for download any time soon?

We hope to have some free virtual instruments available from the site shortly.

My new album/commercial venture/live performance features the Folktek Collection Volume One. Do I owe you guys any kind of royalties?

None at all, in fact we'd love to know about your project and spread the word. Feel free to write us! The only instance where you would need to pay us any sum is if you intended to use any part of the Folktek Collection for a sample library. Usage of the Folktek Collection within this context requires express written consent from both myself and Arius Blaze. Speaking of that shit, let's get official....

License Agreement (EULA)

Folktek/Token Recluse grants the Owner of The Folktek Collection Volume One the right to create finished musical works and performances using the sounds and software that comprise the product. The making of sample libraries in any form, commercial or otherwise, using The Folktek Collection Volume One (be they single hits, loops, fully mixed audio clips, or scripts) is STRICTLY FORBIDDEN without express written agreement from Folktek/Token Recluse, and violations will be prosecuted to the full extent of international and local copyright law. The ownership of all Folktek/Token Recluse audio material and software is fully asserted.

The Owner may only install and use The Folktek Collection Volume One on multiple computers strictly under the following conditions: where multiple computers comprise part of a single composition workstation for a composer; or where the Owner has two non-concurrent sites of work, for example a studio desktop and a laptop for live performance. It's like trying to reason with a politician these days, but please don't share. I don't know about Arius but I'm fucking starving.

Installation of this product constitutes full acceptance of these terms.

Peace in the middle east.

Customer Support

For any issues or questions about this product, contact us by email at :
folktek.vst@gmail.com
and we will reply as soon as we can. Thank you kindly for your support.

Big Pauper Special Thanks

Arius Blaze
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Shannon Steele
Martha Daghljan
Michael Bunsen
Tom Filepp
Cody Maxwell
My family for putting up with me.
