



TAIKO DOJO

Dear Customer,

Thank you for choosing
Taiko Dojo!

This manual explains how
to use our library.
Additional information is available
on our website.

Enjoy,

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WELCOME TO TAIKO DOJO!



Introducing **Taiko Dojo**,

a comprehensive library of **22 traditional Japanese instruments**, expertly crafted for Native Instruments Kontakt. This collection, featuring a wide range of Taiko drums and other traditional instruments, captures the essence of Japanese percussion. The sounds of Nagado, Shime, Esa Shime, Shimedo, various Okedo, and more, are brought to life through meticulous recording and attention to detail.

The heart of Taiko Dojo beats with the rhythms of **KyoShinDo**, a group of Italian masters and artisans deeply rooted in traditional Japanese arts. Practicing and living at the **KyoShinDo Taiko Dojo**, nestled in the Apennine Mountains of Liguria, these expert percussionists embody the dynamic and disciplined spirit of Japanese artistry. Not only performers but also creators of their instruments, KyoShinDo has gained acclaim at festivals across Italy, Japan, France, Qatar, Oman, Saudi Arabia, and Malta.

Taiko is an experience beyond mere listening – it's a visual and visceral performance. The drumming, marked by its vitality and precision, is complemented by the beauty and balance of the body's movement, making it an integral part of the spectacle. This library, capturing both the sound and spirit of Taiko, offers a unique window into this powerful form of musical expression.

SYSTEM REQUIREMENTS

Windows XP, Vista, 7, 8 or 10. Intel or Silicon Mac and Mac OS 10.5 or higher.
8 GB System Ram, 14 GB free on main system drive for installation (30 GB when installed).

Full version of Native Instruments Kontakt 5.8.1 or above is required.

_DISCLAIMER: DEMO Mode, Kontakt Player, Native Access

Please be aware that **Taiko Dojo does not require a serial code and cannot be added via Native Access**, meaning it is not compatible with the free Kontakt Player. Consequently, FluffyAudio libraries will not appear in the left browser of Kontakt; only libraries encoded for Kontakt Player will show in this panel.

If you receive a **DEMO timeout message** after 15 minutes, it indicates that you are using the library in the Kontakt Player, not the Kontakt Full Version.

For more information on the differences between NI Kontakt Player and NI Kontakt Full Version, please refer to our **FAQ** (<https://www.fluffyaudio.com/faq>)

Should you encounter any issues or have suggestions, need tips and tricks, or wish to learn more about Taiko Dojo, please don't hesitate to contact us at **support(at)fluffyaudio.com**.

INSTRUMENTS

Taiko Dojo is a collection of 22 Japanese instruments belonging to the Taiko family.

The library has a set of **3 Nagado Drums** (the main instrument of the taiko family), a couple of **Odaiko Drums** (very big Taiko drums) , **3 Shime drums** (high pitched drums that are a perfect companion to the Nagado Drums), and a set of other instruments like **Katsugi, Okedo, Percussion and Voice**.

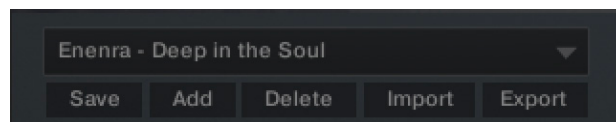
To load Taiko Dojo, **simply drag the Taiko Dojo.nki file into your Kontakt Full Edition instance**. Alternatively, you can load Taiko Dojo.nki file using the Files menu in the Kontakt instance or via the QuickLoad panel inside Kontakt.

THE INTERFACE



_THE MAIN SCREEN

Once the library is loaded, the menu on the top-left side allows to import various Ensemble configurations.



After loading the preset, you can view the types of instruments loaded on the instruments panel and in the **Dojo View**.

The **instruments panel** also allows you to change the octave, which is displayed on the left with different colors.

You can change the assigned instruments by clicking on their name or add a new instrument by clicking on the "+" sign. The panel includes controls for panning, which is reflected on the display, as well as volume controls.

Additionally, there are options for **mute** and **solo** settings.

The sound presets, can be saved with a name of your choice by clicking on the menu name, they can be added, deleted, or you can import and export them to external .nka files.

_ADVANCED PANEL

By clicking the **ADVANCED** button on the main panel of the GUI, you can access additional settings.



Mix	Cine	Spot	Close	Mid	Far	Output Channel
100	65	OFF	OFF	OFF	OFF	Default ▼
100	OFF	31	OFF	OFF	OFF	Default ▼
100	OFF	OFF	OFF	OFF	OFF	Default ▼
100	94	74	OFF	OFF	OFF	Default ▼
100	86	OFF	OFF	OFF	OFF	Default ▼
100	OFF	OFF	OFF	29	OFF	Default ▼
100	OFF	OFF	OFF	OFF	OFF	Default ▼
100	OFF	OFF	OFF	OFF	OFF	Default ▼

_MIX

The **MIX** panel reveals the configuration of the various microphones in the library in a matrix view. For each of the instruments loaded in the library you can customize the sound by blending different mic positions together. By default, if a mic position is set to 0, the position is unloaded to save RAM and Polyphony.

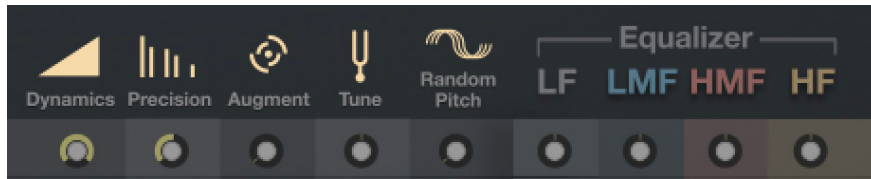
We have the **Mix** microphone, which is a carefully curated mix of the Spot, Close, Mid, and Far microphones.

Next, there's the **Cine** microphone, a sound-designed version of the Mix microphone, enhanced to boost lower dynamics and emphasize the voices of the instruments.

Additionally, there are the **Spot, Close, Mid, and Far** microphones.

Lastly, in the Mix panel, there's the option to route the instrument's sound to different output channels.

_SOUND



The **SOUND** panel features a range of controls to modify the sound of the loaded instruments.

The **Dynamics** knob controls the intensity, balancing between the stronger and weaker dynamics of the instrument.

The **Precision** knob determines a random delay between the various parts. Increasing the precision sets the delay to 0, while decreasing it sets the delay to a maximum of 35ms. This control is very useful when multiple overlapped percussion play on the same note or when “Augment” is engaged. This creates the realism of a real ensemble playing together.

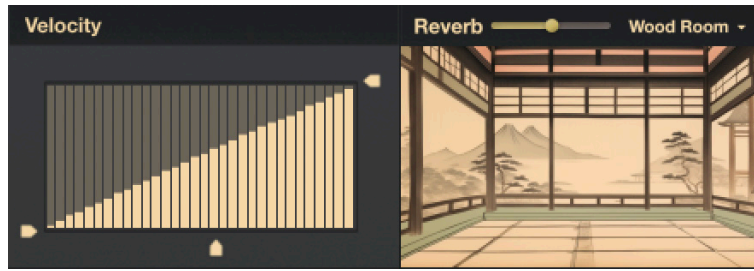
The **Augment** slider allows to modify the sound of the percussion by emulating a larger number of drums. This number ranges from 1, when Augment is at 0, up to 5. This control is very effective if you want to make Taiko Dojo sound larger than life.

The **Tune** parameter enables to change the pitch of the instrument up to an octave above or below.

The **Random Pitch** control allows for altering the pitch by a random value, reaching up to approximately plus or minus 2 semitones.

Finally, there is an equalizer with controls for low frequencies (**LF**), low-mid frequencies (**LMF**), high-mid frequencies (**HMF**), and high frequencies (**HF**).

_GLOBAL



On the Global page, we have the option to change the **Velocity** curve of the whole instrument.

Additionally, you can select one of the six ambient presets included in the **Reverb** section.



The Global page also contains the **Pattern Step-Sequencer** controls, which works as follows.

Each of the first 3 octaves, as you can see, has a color assigned. Whatever instrument is loaded into one of these three octaves, it can be automatically triggered by the **Pattern Step-Sequencer**. Each instrument loaded in one of the first 3 octaves, will play the pattern of the **same color** of the octave. So **Yellow is Octave 0, Blue is Octave 1, and Green is Octave 2**.

In the Pattern table, the intensity of each bar determines the velocity of that specific step.

This system allows to create very interesting percussion parts simply by playing the instruments in the first three octaves and possibly, by dynamically swapping to one of the 8 pattern banks in realtime. Finally, **press C0 to disable** the Pattern Step-Sequencer.

The Pattern presets are usually built to be performed with a low and powerful drum in the first-yellow octave like the Odaiko, to have a mid-sounding drum in the second-blue octave like the Nagado or the Okedo, and to have a higher pitched sound in the third-green octave like the Shime.

LIBRARY CONTENT

Nagado Drums (Nagado Mid, Nagado Low, Nagado High)

The Nagado drums, featuring mid, low, and high pitches, form the backbone of the Taiko ensemble. Each drum offers a unique depth and clarity, with the mid providing balance, the low delivering powerful, resonant beats, and the high adding sharp, energetic accents.

Okedo Drums (Coral Okedo, Red Okedo, Blue Okedo)

The Okedo drum series, including Coral, Red, and Blue Okedo, are known for their distinct diverse tonal qualities. Their hour-glass shaped body, creates a distinct sound that is usually great for solo performance accompanied by the Nagado.

Shime Drums (Shime 2, Shime 4, Shime 8, Shimedo)

The Shime drums are high-pitched, tightly-tuned instruments, essential for creating rapid, intricate rhythms. The variations in pitch among Shime 2, 4, and 8 allow for a rich layering of high-frequency percussion in the ensemble. They usually are paired with the Nagado Taikos.

Odaiko Drums (Odaiko Small, Odaiko Big)

The Odaiko drums, are known for their large size and deep, resonant sounds. They bring a sense of grandeur and power to the ensemble, with each size offering a different depth and intensity.

Katsugi Drums (Katsugi Okedo 1, Katsugi Okedo 2)

The Katsugi drums are portable, dynamic, and versatile, designed to be slung over the shoulder for mobile performances. The two variations provide different tonal qualities, adding flexibility and diversity to rhythm creation.

Katsugi Oke Daiko (Katsugi Oke Daiko A Side, Katsugi Oke Daiko B Side) This are two sides of the same dual-sided drum. Each side of the drum has a contrasting tonal quality.

Okinawan Instruments (Eisa Shime, Paranku, Eisa Odaiko) These instruments are integral to Okinawan music traditions. Eisa Shime, used in Eisa dance, has a unique sound. Paranku, a small hand-held drum, is known for its sharp, high-pitched tone. Eisa Odaiko, a lighter portable version of the Nagado drum, adds body to the Okinawan musical ensemble.

Tam Tam: A gong-like percussion instrument, producing a deep, reverberating sound that adds drama and depth to the music.

Vocal: This feature includes traditional solo and ensemble Japanese vocal elements, *Kakegoe*, enhancing the authenticity and dynamism of the performance.

Percussion: A diverse collection of Japanese percussion instruments, offering a rich array of rhythmic textures and sounds. This includes, Temple Blocks, Hyoshigi, Atarigane, Kokiriko, and other instruments of Japan traditional music.

CREDITS

First and foremost, our sincere thanks to **Mirco Taddei** and the **KyoShinDo Taiko Ensemble** for generously allowing us to sample their instruments and their art. A special thank you goes to **Chiara, Stefano, Silvia and Laura**.

Thanks to the Parisi family for letting us to live a little bit of Japan traditional life-style in the wonderful days we've spent together.

Taiko Dojo meticulously recorded by FluffyAudio team at **KyoShinDo Taiko Dojo**.

FluffyAudio was initiated by **Paolo Ingraito** and **Olmo Chittò** and later joined by **Matteo Melchiori, Simone Mor,** and **Nicola Ziliani**. As the FluffyAudio Team, we extend our deepest gratitude to all our patrons for their trust and support in making Taiko Dojo a reality.

We extend a special thank-you to our friend, the gifted pianist and composer **Riccardo Barba**, for working with us and providing invaluable feedback.

Abundant thanks also go to our collaborators, beta-testers, and the entire composer community for their unwavering support. Last but certainly not least, thank you, dear reader, for creating awe-inspiring music with our libraries!

Wishing you all the best,

Paolo, Olmo, Matteo, Simone, and Nicola

