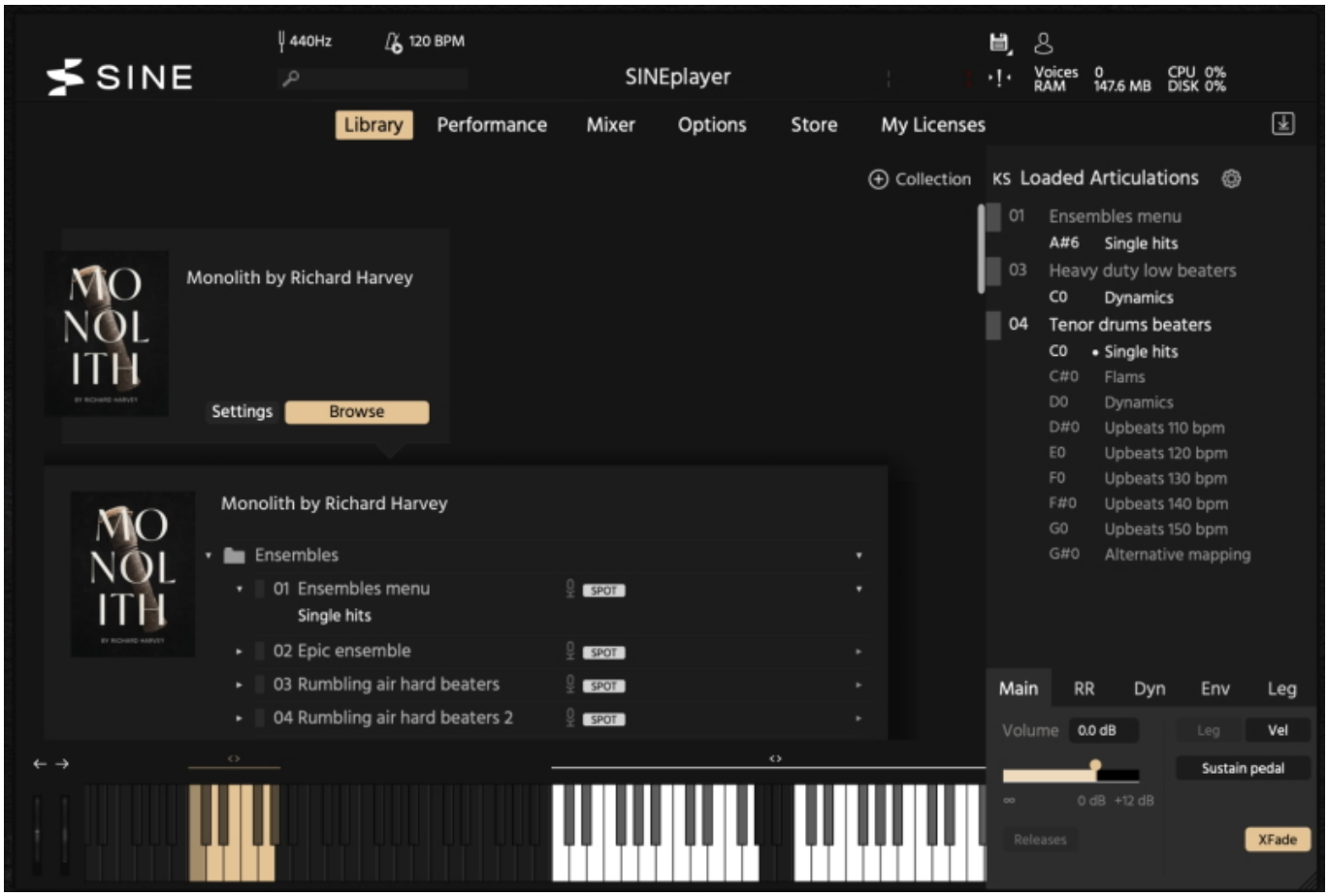
Orchestral Tools Monolith



Orchestral Tools announces Monolith by Richard Harvey, the latest collaboration between the Berlin-based sample library designers and the celebrated composer. Monolith delves into Harvey’s vast musical instrument collection to create a powerful, contemporary ensemble of cinematic percussion - with a dynamic array of unique, rare, and antique drums. Monolith is available now for an intro offer price until Thursday, April 18, 2024.

The sounds for Monolith were captured at AIR Lyndhurst, one of the world’s foremost locations for recording international movie scores. Each drum was captured with single hits, flams, upbeats, rimshots, and clacks, and many drums offer a choice of beaters or hands for maximum versatility. The joint team of Orchestral Tools and AIR Studios recorded each ensemble and instrument in 10 mic positions. This offers a wide range of sonic options, from very close to the expansive sound of the full room. And it allows composers to perfectly mix the sounds into any production or composition. As AIR Lyndhurst is a perfect sonic match with the Teldex Scoring Stage, Monolith blends extremely well with other Orchestral Tools collections.

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In terms of playability, Monolith offers multiple keyboard mappings. Most patches offer dynamic mapping, with the drums mapped from quiet to loud across the keyboard—this approach is perfect for detailed pattern editing. Alternatively, patches are also provided that employ the more traditional approach of having each note on a single key and managing dynamics by velocity.

“The sonic identity of orchestral percussion has evolved tremendously over the past century of cinematic scoring,” said Orchestral Tools CEO Hendrik Schwarzer. “Monolith was designed to reflect the wide range of dynamics and textures now required by contemporary composers, as well as provide them with fresh, new, rich, and organic sounds that can be used in a modern context.”

“We welcomed the opportunity to once again collaborate with Richard and utilize his incredible experience and collection of drums to create something truly special. We’re eager to hear how composers make use of it.”

Collection highlights

- 53 rare and unique drums, 68 patches
- Ensembles and selected single instruments
- All drums carefully tuned and voiced
- Hits, flams, and upbeats

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- Multiple beater options
- Dynamic keyboard mapping
- Alternative mapping options and processed patches
- 20 dynamic layers
- 10 mic positions
- Recorded at Lyndhurst Hall, AIR Studios

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