SVL Woodpanel - modern 70s drum breaks and construction kits
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WHAT'S INSIDE
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  README.txt (this file)
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  measurements.csv
  measurements.html
  Breaks/ (108 files)
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      Ghost/ (6 files)
      Main/ (6 files)
    Cellar/ (18 files)
      Fill/ (6 files)
      Ghost/ (6 files)
      Main/ (6 files)
    Hallway/ (18 files)
      Fill/ (6 files)
      Ghost/ (6 files)
      Main/ (6 files)
    Parlor/ (18 files)
      Fill/ (6 files)
      Ghost/ (6 files)
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    Sweatbox/ (18 files)
      Fill/ (6 files)
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      Main/ (6 files)
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  Construction Kits/ (57 files)
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    Bass/ (5 files)
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    Kicks/ (18 files)
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      Bongos/ (12 files)
      Congas/ (18 files)
      Cowbells/ (6 files)
      Shakers/ (4 files)
      Tambourines/ (12 files)
    Snares/ (25 files)
    Toms/ (4 files)
  Texture FX/ (7 files)

BREAKS (Breaks/<Kit>/<Main|Fill|Ghost>/)
  Played multi-bar breaks: a real drum kit in a room, recorded close and far, th
en console, tape and an SP-style sampler

stage, with a modern low end. Every break comes as Main, Fill (fills on the turnarounds) and Ghost (extra ghost notes).
Each variation has the Full loop, its stems (Kick, Snare, Hats, Perc) and the MIDI of the performance.
The Full runs through one shared drum bus (compression and saturation); each stem carries the same bus colour on its own,
so the stems sum close to the Full, not bit-exactly.

CONSTRUCTION KITS (Construction Kits/<Kit>_<BPM>_<Key>/, 8 bars)

Basement	90 BPM	A minor
Cellar	100 BPM	E minor
Hallway	90 BPM	A minor
Parlor	96 BPM	D minor
Sweatbox	98 BPM	A minor
Uptown	96 BPM	A minor

Full + Drums, Bass, Keys, Guitar (and FX where used) stems; the Full adds a light bus clip, so the stems sum close to it.
MIDI for Drums, Bass, Keys and Guitar.

ONE SHOTS (One Shots/<Category>/)
Kicks, Snares, Claps, Hats, Toms, Percussion (congas, bongos, cowbells, shakers, tambourines), Bass, Chord Stabs,
Guitar Chops. Bass notes and chords are in the file names.

TEXTURE FX (Texture FX/)
Tape stop and rewind, and the ONLY vinyl in the pack: Vinyl_Crackle (light, medium, heavy beds, exact bars at the BPM in
the name), Vinyl_Pop and Vinyl_Needle_Lift. No loop, stem, kit or one-shot carries vinyl noise; add one bed once over your
mix if you want it.

FORMATS
- Audio: WAV, 24-bit, 44.1 kHz, stereo. True peak at or below -1.1 dBTP on every file. Every file starts at zero.
- Loops are exactly the bar count in the name at the BPM in the name.
- MIDI: Standard MIDI File, 480 PPQ, tempo in the file. Drums on the General MIDI note map (36 kick, 38 snare / ghost, 37 rim,
39 clap, 42 closed hat, 44 pedal hat, 46 open hat, 47 tom, 54 tambourine, 56 cowbell, 60 / 61 bongos, 63 / 64 congas,
70 shaker); Bass, Keys and Guitar files carry the notes of the parts.
- measurements.csv / measurements.html: our measurement of every file (length, peak, true peak, loudness, decay).

NAMING
SVL_Woodpanel_Break_<Kit>_<Variation>_<BPM>bpm_<Bars>bars_<Part>.wav
SVL_Woodpanel_CK_<Kit>_<BPM>bpm_<Key>_8bars_<Part>.wav (+ .mid)
SVL_Woodpanel_<Kit or Instrument>_<Sound>.wav (one-shots)

HOW TO USE
- Set the project tempo to the BPM in the name and drop a loop on a bar line.
- Chop the Full breaks, rebuild them from the stems, or load the MIDI on your own drums.
- Octave names differ between DAWs: Ableton and Logic call C4 "C3", FL Studio "C5" - same pitch.

SOURCES
The drums are real acoustic kits recorded and released under CC0 (public-domain dedication) by Karoryfer Samples and
Versilian Studios, played as new performances and processed by SubverseLab. The vinyl textures come from a public-domain
playback of an Edison disc (US National Park Service). Bass, keys and guitar were played on JING FANG, SubverseLab's own

synthesizer.

LICENCE
See LICENCE.txt. In short: use the sounds in your music and videos royalty-free; do not
share or resell the sounds themselves.

SubverseLab - subverselab.com