

Audio Imperia Cerberus



Muse Sounds Edition

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The **Audio Imperia Cerberus - Muse Sounds Edition** is crafted exclusively for the Muse Sounds engine: derived from the Audio Imperia's "Cerberus Epic Cinematic Drums" and carefully optimised for playback from notation.

Cerberus is an innovative **drum library** that empowers you to create with everything from a single cinematic drum kit to an epic ensemble powerhouse. Recorded on the same stage as Audio Imperia's flagship library Jaeger, Cerberus offers a straightforward way to build **larger-than-life drum ensembles** using stacked presets. The library takes its name from the hard-hitting drummer trio featured on the recordings, and it lets you transform that signature sound into an army of virtual players ready to take on any challenge. For enhanced flexibility, Cerberus includes both an individual drum kit with cymbals and a thundering Gran Cassa Ensemble.

Ensemble Drums

Cerberus is all about tight and punchy drums: covering **Gran Cassas, Kicks, Toms, Snares, Clacks and Clicks**. We recorded a trio of players, each one playing two drums at the same time, giving you a total of 6 simultaneous sounding drums. This results in a larger-than-life sound, without losing any tightness.

Drum Kit

We also included a powerful-sounding drum kit for all of those metal and rock projects. Drum kits definitely have found their place in modern action music, so adding a cinematic-oriented one to Cerberus was just a must.

Hard Hitting Sound Design

In true Audio Imperia style, we provide you with some really unique sound design elements to enhance your experience of the library.

Loops

Cerberus comes loaded with a large set of tempo synced drum loops, all created from the original source material. Each loop has the low, mid, and high stems laid out as presets.

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Microphone Positions

This edition features five microphone positions:

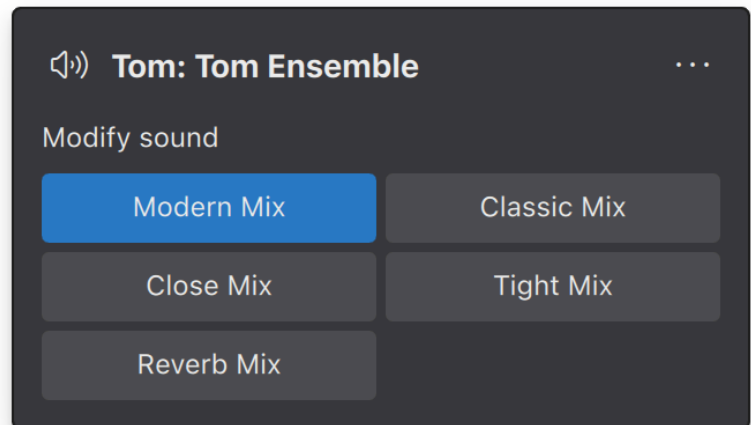
Modern Mix

Classic Mix

Close Mix

Tight Mix

Reverb Mix



What's Included:

Gran Cassa Ensemble

Kick Ensemble

Tom Low Ensemble

Tom Mid Ensemble

Tom High Ensemble

Snare Ensemble

Clack Ensemble

Click Ensemble

Drum Kit

Sound Design - Atonal and Tonal with 80 audio files

Loops - 20 main presets with 320 audio loops

Articulations:

Most instrument hits have 10 Dynamics and up to 24 round robin variations for each dynamic!

Gran Cassa

- Hit
- Sustained Roll
- Crescendo Roll 1s
- Crescendo Roll 2s
- Crescendo Roll 4s

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Kick Ensemble - Hit

Tom Ensembles - Hit

Snare Ensemble - Hit

Clack Ensemble - Hit

Click Ensemble - Hit

Drum Kit

Kick - Hit

Snare and Toms:

- Hit
- Sustained Roll
- Crescendo Roll 1s
- Crescendo Roll 2s
- Crescendo Roll 4s

Hi-Hat - Open and Closed Hit

Crash - Hit

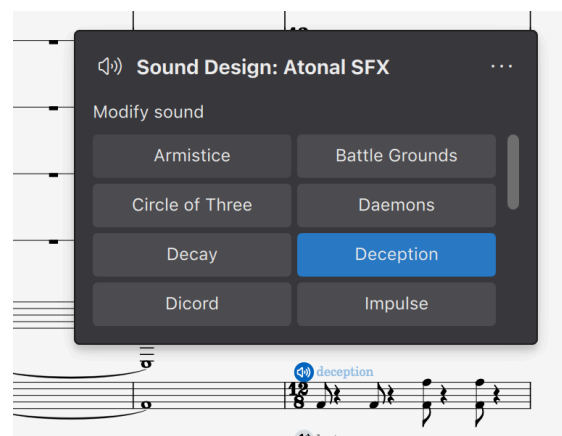
Ride - Hit

Accessing Presets in MuseScore Studio:

The presets in Cerberus serve one of three functions:

1. Selecting Microphone Mixes
2. Selecting Sound Design Presets
3. Selecting Loop Preset Stems


The presets in MuseScore Studio are accessible through the **Staff Text** feature. To select a preset, first select the starting note to be assigned, then assign Staff Text to it using the key command **COMMAND + T on Mac** or **CONTROL T on PC**. Next, click on the speaker icon above the staff with the assigned note to open the Sound Flags menu. From the popup menu, you can select the desired preset. If there are



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more than eight available, you may need to scroll to see all the options.

 Combining Microphone Mixes or choosing different Microphone Mixes for some instruments is an excellent way to use the natural ambience recorded in Cerberus' samples and maximize the sonic impact of the library!

Playback Details:

Microphone Positions or Mixes

This edition features five microphone mixes:

Modern Mix - Same as the Classic Mix, but with some processing to give more punch.

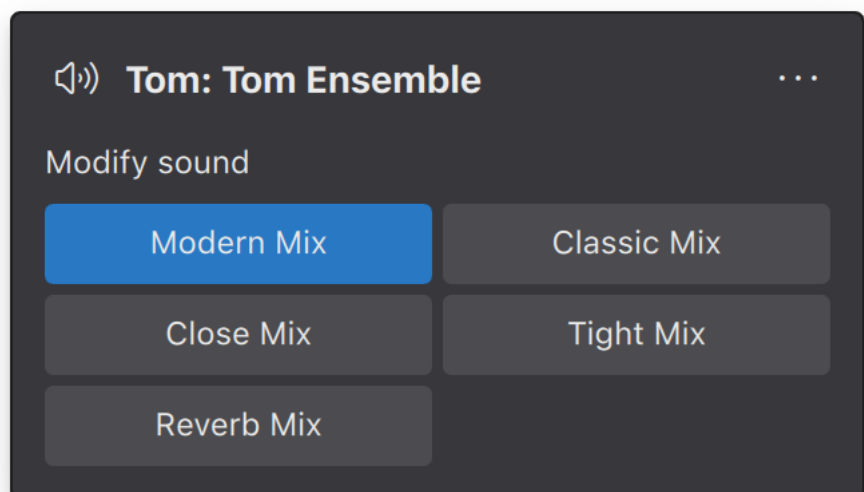
Classic Mix - Traditional blend of the microphones.

Close Mix - Near the drum microphone placement that has more direct sound than hall sound.

Tight Mix - Similar to Close but with more ambience.

Reverb Mix - Spacious reverb mix that provides impact and space.

Microphone Mixes are only available for instruments other than the Loops and Sound Design.

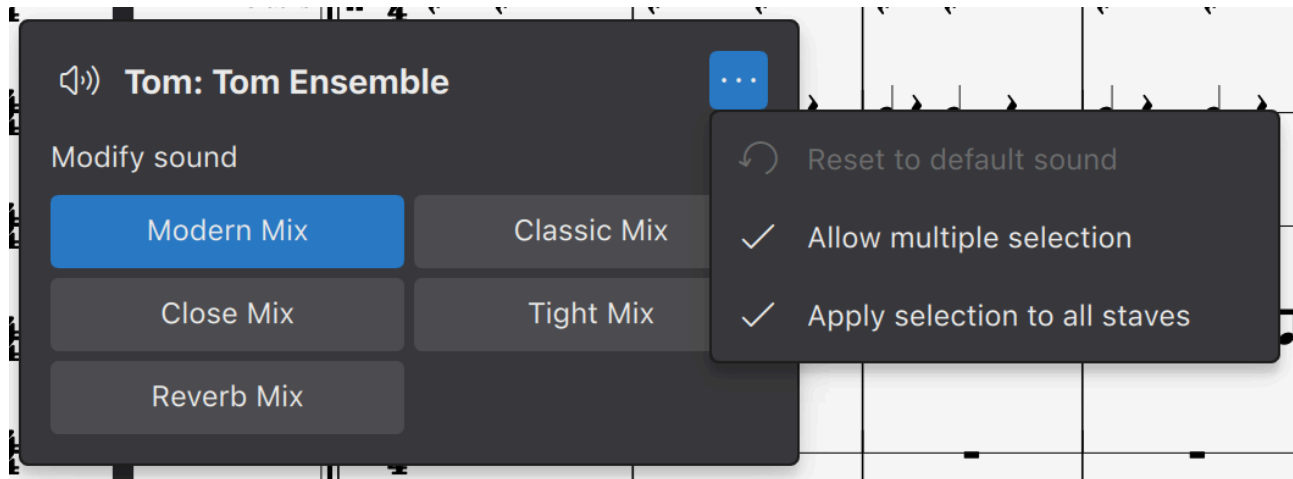


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Layering Microphone Mixes

Multiple microphone mixes can be selected at once if “Allow multiple selection” is selected in the “...” StaffText popup menu as illustrated below.

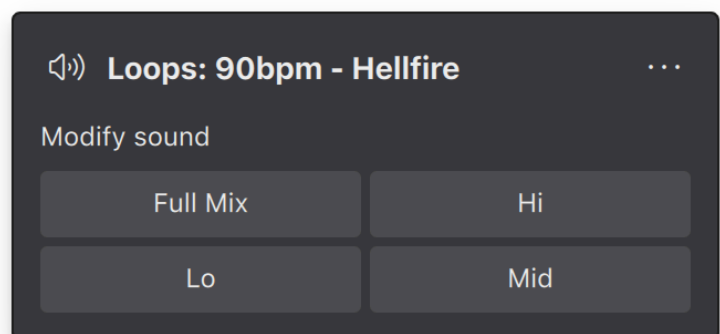


Layering mixes allows for different blends such as Tight Mix and Reverb Mix for punchy yet reverberant sound.

Using Cerberus’ mixes to create the right blend of immediacy and space is perhaps more desirable than adding reverb to each instrument in the MuseScore Studio Mixer as the ambience is recorded into the samples and results in a more natural reverb.

Loops

The Loops in Cerberus are divided into two tempos: 90 bpm and 120bpm. Currently the tempos are static and cannot be time-stretched to match tempos other than 90 or 120, but double and half tempos of 45, 180, 60 and 240 would work to some extent.



Once a loop is selected, it will have four StaffText mix stem options: Full Mix, Hi, Lo and Mid. These can be

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combined just like the Microphone Mixes as long as “Allow multiple selection” is selected as shown above. The default is Full Mix.

About Muse Sounds Editions:

Muse Sounds Editions are exclusively created editions of sample libraries, designed to work with the Muse Sounds Engine, found inside MuseScore Studio and StaffPad.

These editions are derived from the same content, but are not compatible with Kontakt or VST versions of the same library.

The Muse Sounds concept is to distill the technical and sonic achievements of complex, vast sample libraries, which were often created to be triggered via complex MIDI programming, into a simple, musical and intuitive experience for composers who work with notation.

The Muse Sounds team is proud to work with prestigious sample developers, and to bring these beautiful sounding creations to life for the notated page.

Thank you for supporting Muse Sounds!