


Spitfire Symphony Percussion

 Muse Sounds Edition

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The **Spitfire Symphony Percussion - Muse Sounds Edition** is crafted exclusively for the Muse Sounds engine: derived from the Spitfire Audio flagship library "Spitfire Symphony Percussion" and carefully optimised for playback from notation.

This edition features a single mixed microphone position, capturing the ambience and reverberation of the beautiful AIR Lyndhurst Hall in London.

Instruments Included

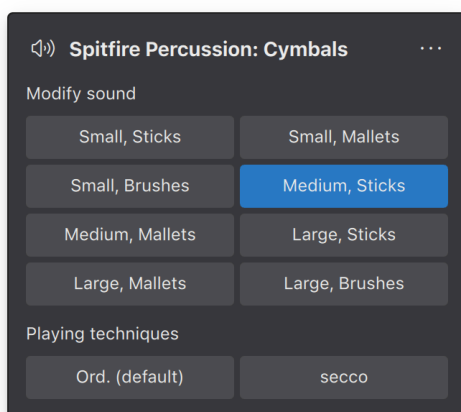
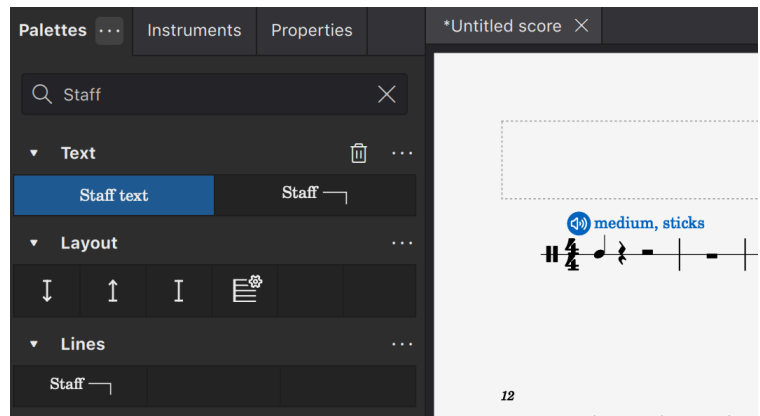
Agogo	Glockenspiel	Tam Tam
Anvil	Gong Drum	Tambourines
Bass Drum	Guiro	Temple Blocks
Bongos	Jawbone	Timbales
Cabasa	Marimba	Timpani
Castanets	Mark Tree	Toms
Celeste	Piatti	Trash Metals
Claves	Rain Sheet	Triangles
Congas	Ratchet	Tubular Bells
Cowbells	Rivet Cymbal	Vibraphone
Crotales	Rototoms	Wind Gong
Cymbals	Shakers	Woodblocks
Desk Bells	Ships Bell	Xylophone
Field Drum	Sleigh Bells	
Gankogui	Snare Drums	

Playing Techniques

Many of the percussion instruments include different playing techniques such as hard and soft mallets, tremolos, bowed cymbals, mute and much more.

Accessing Playing Techniques in MuseScore

Many of the playing techniques in MuseScore Studio are accessible through the **Staff Text** feature. To apply a playing technique, first select the starting note for the technique, then assign Staff Text to it. Next, click on the speaker icon



above the staff of the assigned note to open the Playing Techniques menu. From there, you can select the desired playing technique. If there are more than eight techniques available, you may need to scroll to see all options.

The **percussion map** within MuseScore Studio may also assist in entering different playing techniques.

Playback Details

The percussion section is the most dynamic of the orchestral sections and Spitfire Symphonic Percussion captures this dynamic range in all of the samples. The Bass Drum, for example, has 8 dynamics from the softest of soft to bombastic fff sounds with 8 round robin samples for each dynamic level providing natural variation on each hit.

i Tip: Making use of the different playing techniques and dynamic levels will help with authentic playback.



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!

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Chromatic	Cymbal	Drums	Metal	Misc	Snare	Timpani
Celeste Staccato	Cymbal Hi	Bass Drum	Agogo	Cabasa	Snare 1	Hits Muted
Celeste	Cymbal Lo	Bongos Fingers	Anvil	Castanets	Snare 2	Hits
Glockenspiel Hard Hits Staccato	Cymbal Med	Bongos Hands	Cowbells	Claves	Snare 3	Rolls
Glockenspiel Hard Hits	Piatti	Congas	Crotales	Guiro		
Glockenspiel Staccato	Rivet Cymbal	Field Drum	Desk Bells	Jawbone		
Glockenspiel Tremolos	Tam Tam	Gong Drum	Gankogui	Ratchet		
Glockenspiel	Wind Gong	Rototoms	Mark Tree Gliss	Shakers		
Marimba Hits		Toms	Mark Tree	Tambourine s		
Marimba Rolls		Timbales Hi	Rain Sheet	Temple Blocks		
Tubular Bells		Timbales Lo	Ships Bell	Woodblocks		
Vibraphone Staccato		Timbales Swells	Sleigh Bells			
Vibraphone Sustain			Trash Metals			
Vibraphone Tremolo			Triangles			
Xylophone						