


CinePerc

 Muse Sounds Edition

The **CinePerc - Muse Sounds Edition** is crafted exclusively for the Muse Sounds engine: derived from the Cinesamples library “CinePerc” and carefully optimised for playback from notation.

CinePerc is a complete orchestral percussion library, recorded at the legendary MGM Scoring Stage at Sony Pictures Studios in Los Angeles. This powerhouse collection includes orchestral, auxiliary, ethnic, wood, and metal instruments, offering a comprehensive solution for all your percussion needs. Easy to use and perfect for orchestral and trailer music production, CinePerc is a top choice for cinematic percussion.

Instruments Included

Agogo	Concert Snare	Glass Marimba
Angklung	Concert Toms	Glockenspiel
Apple Box	Congas	Gong Drum
Bass Drum 28in	Cowbells	Gongs
Bass Drum 36in	Cricket	Guiro
Bell Tree	Crotales	Hammer Bolts and
Bohtran	Cuica	Nails
Bongos	Daff	Hot Rods
Boot Stomps	Djembe	Jawbone
Bottle Caps and Lids	Djun Djun	Keyboard and Mouse
Bowed Cymbals	Doumbek_Darabuka	Clicks
Bowed Gongs	Drum Kit	Log Drum
Brake Drum	Ensemble Crashes	Mahler Hammer
Bucket Piano	Ensemble Metal Hits	Marimba
Buckets	Ethnic Chimes	Mark Tree
Cajon	Ethnic Shakers	Metal Hits
Car Horns	Field Snare	Military Snare
Castanets	Finger Cymbals	Monkey Stick
Celeste	Flexatone	Monster Low Hits
Chain Hits	Flower Pots	Monster Swooshes
Claps and Snaps	Frame Drums	Ocean Drum
Claves	Glass Bottle Blows	Octobans

Oil Drum	Sleigh Bells	Tubular Bells
Orchestral Shakers	Spring Drum	Typewriter
Piatti	Springs	Udu
Piccolo Snare	Surdos	Vibraphone
Popcorn Snare	Suspended Cymbals	Vibraslap
Puilli Stick Ensemble	Taikos	Washboard
Puilli Stick Single	Talking Drum	Water Jars
Rainsticks	Tambourika	Water Jugs
Ratchet	Tambourines	Waterphone
Rikh	Temple Blocks	Whale Drum
Rototoms	Tickies	Whistles
Samba Whistles	Timbales	Windchimes
Sandblocks	Timpani	Woodblocks
Shime Daiko	Tines	Wooden Cricket
Singing Bowls	Tongue Drum	Xylophone
Slapstick	Triangles	

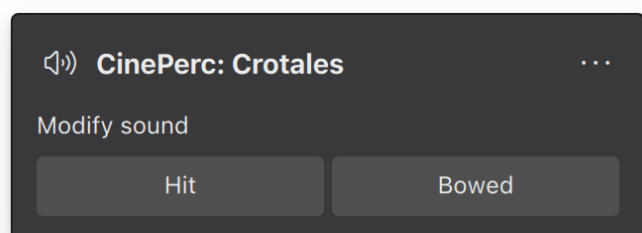
Key Articulations (instrument specific)

Many of the percussion instruments have variations such as different mallets or bowing in the case of crotales. Each instrument's articulations can be explored in either standard notation or by selecting presets or playing techniques (explained below).

Rolls

Bowed

Hard and soft mallets




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.

Playback Details

The percussion is sampled with multiple dynamics, from pp to ff. There are also multiple repetition samples, enhancing realism during repeated notes.

 Tip: While you can combine CinePerc with any other sample library, using CinePerc with other Cinesamples instruments will give a natural balance across all instruments from the common recording space and microphone placements.

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!