

# Simon Phillips Studio Drums

The functionality of the Simon Phillips Studio Drums content set is similar to previous Acoustic Agent sets. However, there are some differences and additions on the **Edit** page and in the **Agent** mixer.

The following sections describe the parameters that are unique to the Simon Phillips Studio Drums content set. For a complete list of the available parameters, refer to the documentation of the Acoustic Agent in the manual for Groove Agent or Groove Agent SE.

## Edit Page Parameters

### Kick Drums



Two kick drums can be used simultaneously.

### Resonance

This microphone channel delivers the sound of the resonating kit that is produced when a kick is triggered.

## Trigger

On the **Trigger** tab for the kick drums, you can select 32 different kick drums that can be layered with the kit's standard kick drum. For the trigger kick drums, the parameters **Level**, **Tune**, **Attack**, **Hold**, and **Decay** can be modified.

## Room/Overhead

The **Room** and **Overhead** buttons at the top of the **Edit** page give you access to additional pages where you can adjust offsets for **Tune**, **Attack**, **Hold**, and **Decay**. This allows you to tune down the room signals for a particular instrument group, to create a thicker, more powerful sound, or to use the envelope parameters to produce gated reverb effects, for example.

## Snare Drums



Three snare drums can be played simultaneously. The Piccolo snare on the left and the Popcorn snare on the right provide the same parameters as the Main snare in the middle.

### Main Snare Types

For the Main snare, you can choose between four different snares:

- **6.5 x 14 W** – a wooden snare with a diameter of 14 inches and a depth of 6.5 inches.
- **6.5 x 14 Wo** – a wooden snare with a diameter of 14 inches and a depth of 6.5 inches and with the snares off.
- **6.5 x 14 M** – a metal snare with a diameter of 14 inches and a depth of 6.5 inches.
- **5.5 x 14 M** – a metal snare with a diameter of 14 inches and a depth of 5.5 inches.

## Resonance

This microphone channel delivers the sound of the resonating kit that is produced when a snare is triggered.

## Trigger

On the **Trigger** tab for the snare drums, you can select 32 different snare drums that can be layered with the kit's standard snare drum. For the trigger snare drums, the parameters **Level**, **Tune**, **Attack**, **Hold**, and **Decay** can be modified.

## Room/Overhead

The **Room** and **Overhead** buttons at the top of the **Edit** page give you access to additional pages where you can adjust offsets for **Tune**, **Attack**, **Hold**, and **Decay**. This allows you to tune down the room signals for this instrument group, to create a thicker, more powerful sound, or to use the envelope parameters to produce gated reverb effects, for example.

## Toms



## Resonance

This microphone channel delivers the sound of the resonating kit that is produced when a tom is triggered.

## Room/Overhead

The **Room** and **Overhead** buttons at the top of the **Edit** page give you access to additional edit pages. On these pages, you can adjust offsets for **Tune**, **Attack**, **Hold**, and **Decay**. This allows you to tune down the room signals for this instrument group, to create a thicker, more powerful sound, or to use the envelope parameters to produce gated reverb effects, for example.

## Octobans



### Tune

Adjusts the pitch.

### Attack

Adjusts the attack time of the amplifier envelope.

### Hold

Adjusts the hold time of the amplifier envelope. Turn the control all the way to the right to play the entire sample.

### Decay

Adjusts the decay time of the amplifier envelope.

### Room/Overhead

The **Room** and **Overhead** buttons at the top of the **Edit** page give you access to additional edit pages. On these pages, you can adjust offsets for **Tune**, **Attack**, **Hold**, and **Decay**. This allows you to tune down the room signals for this instrument group, to create a thicker, more powerful sound, or to use the envelope parameters to produce gated reverb effects, for example.

## Mixer Page Parameters



As for other Acoustic Agent kits, the **Agent** mixer provides dedicated channels for all instrument groups, as well as for the individual instruments.

This means that there are also channels for the trigger signals of the kick drum and the snare drums.

Furthermore, there is a dedicated master channel for the resonance signals. It can be accessed via the **RES/MIX** button. The channel controls for this channel are the same as for the **Room** and **Overhead** channels.