FALLOUT

MUSIC GROUP

Thank you for purchasing Fallout Music Group's Ascendance.

Ascendance's features include:

- Over 850,000 unique combinations of sound sources
- Live orchestral string recordings in various articulations, including normal, tremolo, sul pont tremolo, and ricochet swarms
- Live small ensemble string recordings in various articulations, including normal, tremolo, and sul pont tremolo
- Live harp recordings performing several glissandos in different chords
- All samples recorded in 4, 8, and 16 bars at 120 bpm with Kontakt's Time Machine Pro to allow them to stretch or shrink to fit your project's tempo (note: strings recorded at 8 and 16, then cut to 4 bars)
- Keyboard mapped in octaves to provide one octave of each riser length (4, 8 and 16 bars)
- Layer mixer to allow you to mix up to 3 different sources
- Per-layer FX, including saturation, low and high pass filters, and ADSR controls
- Global FX, including skreamer, delay and reverb
- All sources recorded at 24bit, 48k quality
- All sources recorded fairly dry with no tails, allowing the ultimate control of the sound and mix
- Per-channel randomize buttons for instant inspiration
- 100 Designed Snapshots to get you started right away

We spent months curating sounds for this instrument and developing what we hope you find to be the most useful, easy-to-use riser creation tool on the market.

The idea behind this instrument was to create a versatile riser instrument that gives you, the composer, the flexibility to create truly unique risers that are not overly processed or drenched in reverb. We want you to be able to generate risers quickly and fit them into your mixes easily without wondering how many other tracks out there are using the exact same riser.
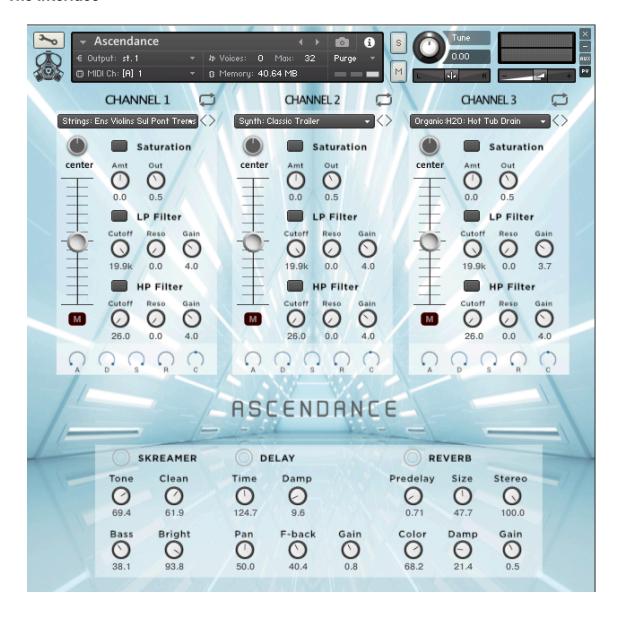
To that end, you'll notice that the various sound sources in this instrument are rather dry and that there are no tails at the end of each rise. This allows you much more freedom within your mix - after all, every composer has a host of reverbs and adding your own tail is easy enough if you want it.

Additionally, we wanted to create a tool that could create very organic and synthetic risers for a variety of styles, from epic orchestral to dark horror, hybrid trailer and even EDM.

With over 170 different, custom sound sources and 3 menu slots to mix and match, you have over 850,000 different, unique combinations to come up with — and that's before you start messing with automation, channel FX and global FX. The possibilities are endless!

We hope you enjoy using this as much as we have enjoyed making it.

The Interface

The interface is broken down into 4 main parts - 3 Channel sections and 1 Global section.

Each of the 3 channel sections provides the following functionality:

- **Drop Down Menu**: You can use the drop down menu at the top of each channel section to view and select a sound source for the given channel. When a source is selected, it will be loaded into RAM and the previous selection purged. All other channel settings will remain in effect for the new source. Note: it is not possible to load the same sound source on more than one channel.

- **Right & Left Menu Arrows**: The small arrows to the right of each channel menu allow you to scroll through the available sound sources one at a time without having to open the menu. You might use the menu to get to the category you like, then use the arrows to move through sources in the category. As with with the menu, any time you press an arrow the new sound source will be loaded and the previous source purged.
- **Randomization Icon**: This small icon directly above the left and right menu arrows allows you to have a random sound source loaded into the given channel. This is a great source for inspiration. As the menu and arrow keys, when a random sound is loaded, the previous sound will be purged on that channel
- **Volume and Panning**: On the left side of each channel section you will find a pan pot, volume slider and mute button. These are pretty self explanatory, but keep in mind you can always right-click and assign a modulator for automation on any of the knobs and sliders in the UI to create even more unique risers.
- **Saturation Effect**: You can toggle saturation on/off, set the amount and the overall output (post saturation) for each channel easily using the controls within each channel section.
- **LP Filter**: You can toggle the Low Pass Filter on/off, set the cutoff frequency, resonance amount, and overall gain for each channel. Tip: Assigning a modulator to the frequency knob and automating that will get you some really great sounds!
- **HP Filter**: You can toggle the High Pass Filter on/off, set the cutoff frequency, resonance amount, and overall gain for each channel.
- **ADSR(C) Controls**: At the bottom of each of the channel section you will find 5 knobs labeled A, D, S, R, and C. These are your standard Attack, Decay, Sustain, Release knobs with an additional Curve knob that lets you adjust the curve of the attack. These are very useful for making your different sound sources follow just the volume curve you like. Of course, you can skip this and automate your volume sliders as well.

Below the Channel sections, you will find the Global FX section. The 3 effects here apply to the whole instrument, not single channels. As such, they are applied after any per-channel effects.

The global effects section is quite self explanatory, so we'll skip documenting what NI Kontakt's documentation has already covered.

You will notice at the bottom of the instrument a 'Credits' tab. Do check it out to see the wonderful people who contributed their work for this project.

SNAPSHOTS

To load the snapshots follow these instructions:

- Open Kontakt and load the Ascendance instrument
- Click on the 'wrench' icon at the top left of Kontakt. This puts the instrument in Edit mode.
- Click on the 'Instrument Options' button at the top left side of the screen. This will popup the instrument options dialog box.
- Click on the 'Snapshots' menu item on the left side of the dialog. This will show you the snapshots folder for the instrument. You should also see a 'Show' button on the right. This will open the folder on your computer for you. Click this. If prompted to create the folder, click 'Yes'.
- Now, with that folder open (and likely empty), simply copy the contents of the Snapshots folder that was unzipped with the instrument over to this folder. Note: Copy the contents, not the actual folder.
- Close Kontakt and reopen it. Now when you click the Snapshots button (the little camera icon) after loading the instrument, you should see a menu with all snapshots available for your instrument