



FALLOUT

MUSIC GROUP

Thank you for purchasing Fallout Music Group's Quake!

Quake, the latest release in our Artist Series instruments featuring the sound design of our own Simon Haglund. Created from raw, synth and organic recordings, Quake offers something lacking in the industry today — the ability to create a wide variety of custom downers and drops that not only sound unique but can also fit to your tracks, regardless of tempo. Made for both production music and trailer music, Quake gives you the ultimate tool for downer creation.

Quake provides a single Kontakt (5.8+) instrument as well as a Kontakt 6 version (raw 24 bit/48k wav files also provided). The Kontakt 5 and 6 instruments are nearly identical, but there are some subtle differences. Kontakt 6 will provide much better results when stretching the downers. Each instrument has its own snapshots (identical but made for each version).

The instrument provides you with 55 different whoosh effects and over 250 different one-shot samples combined in our 3-layer engine to generate downers and boom effects. Play the downer by itself or play any of the whooshes which are programmed to play the downer automatically at the end of the whoosh. Create endless combinations of downers to fit any genre.

And, of course, randomization options are available to give you a quick inspiration boost at any time!

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

Quake Interface



The Quake interface provides you with 55 unique whooshes and an endless amount of downer combinations you can create in the 3 layer engine.

Additionally, just to give some extra boom and punch, we added more than two dozen transient hits and booms as well. Choose a sound for each layer or let the randomization engine do the work for you. There are thousands and thousands of combinations ready to go.

Layer Controls:



On the left side of the instrument you will find the layer controls ordered 1, 2, and 3, top to bottom. For each layer you can control Attack, Release, and tuning (up and down 2 octaves in semitones). You can use the previous/next arrows or the menu to pick a sound source for each of the layers or use the individual randomization button to choose a source for the given layer at random.

Each layer has a slider control which provides the ability to stretch or compress the sound in that layer. Since the sources are not all recorded at the same length, this makes it easy to match up the lengths of the layers (if desired) or to make the downer match the tempo of your song.

Additionally, above the layer controls, you will find a single randomization button. Pressing this will choose a random sound source for each of the 3 layers, while preserving all other settings.

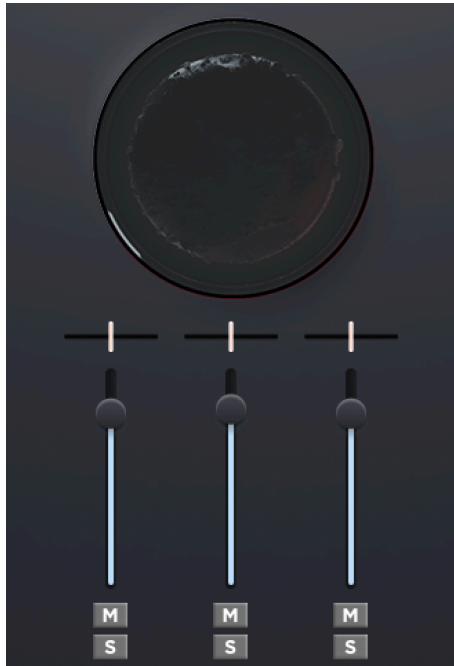
Whoosh Controls:



In the top-middle of the instrument are a few simple controls for the Whoosh effects. Control volume, high and low pass filter settings, and pitch (up or down 2 octaves in semi tones) here to customize the whooshes to match your engineered downers.

Or mute all 3 downer layers and use the whooshes on their own without having them tied to any downers at all!

Big Knob & Layer Adjustments:



In the middle section of the instrument you will find the Big Knob as well as the Panning, Volume, Mute, and Solo controls for each of the 3 layers.

The Big Knob adds a custom combination of saturation and other processing to your overall downer mix to give a little extra power and edginess. It is not extreme, but rather a somewhat subtle way to give your downer an extra boost.

The panning, volume and mute/solo controls are pretty self explanatory. They control the 3 downer layers in order, left to right.

Global FX:



On the right side of the instrument you will find 3 simple, global FX controls for Filters, LFO and Reverb.

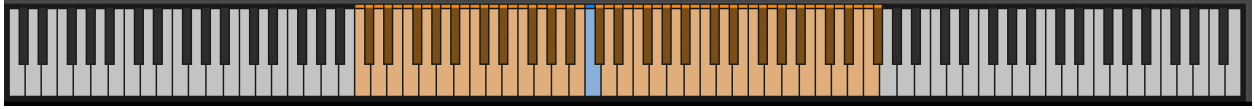
The High and Low Pass filter knobs (LP/HP) adjust the overall filters for the entire instrument

The LFO FREQ knob is tempo synced and gives you note-based options to time the LFO (1/4 notes, 8th notes, etc), and the LFO AMOUNT knob applies that LFO to the overall volume of the instrument. Setting the amount to 100% and adjusting the FREQ knob during playback can provide some really cool gated effects for your downers.

Quake uses Kontakt's convolution reverb, providing a menu of select spaces to choose from. The various reverb controls are pretty self-explanatory and not specific to Quake. You have full control over the pre-delay, overall return and the size, low pass, and high pass filters of both the Early and Late reflections of the reverb.

Additionally, you can use the switch to disable the reverb, which is desirable if you prefer to use your own reverbs. The source sounds are quite dry, making it easy to fit into your mix as you choose.

Keyboard Mapping:



The keyboard mapping is very simple. The orange keys will play one of the 55 whooshes included in the instrument. They will also trigger the downer at the end of each whoosh. Since the whooshes are not tempo synced, this makes it easy to get that downer to come in right at the end of each whoosh. Then you can adjust the note position to get it perfectly timed with your music.

The blue key (C3), plays just the 3-layer engineered downer without any whoosh.

SNAPSHOTS

We have curated 40 unique snapshots for you to get you started, but the real power of Quake is only discovered by making your own custom downers. These snapshots can give you a quick inspiration or starting point to modify into your own unique blends.

To install the snapshots:

- Open Kontakt and load the Quake 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 - Quake folder that was unzipped with the instrument over to this folder. Note: Copy the contents, not the actual folder. Note: If you are using Kontakt 6, use the Quake_K6 instrument and copy the contents of the Snapshots - Quake_K6 folder instead.
- Close Kontakt and reopen it. Now when you click the Snapshots button (the little camera icon) after loading the instrument, you should see that the snapshots menu now has the snapshots loaded and ready to go when you click on it.