



# FALLOUT

MUSIC GROUP

Thank you for purchasing Fallout Music Group's Sonar, the first in our Artist Series, featuring the one and only Kyle Kniceley.

Sonar's features include:

- Over 50,000 unique combinations of sound sources
- Unique organic sources, including scraped metals, mangled string instruments, pianos, granular sources, guitars and even some animals
- Curated synth recordings with various effects
- Percussive elements to give your pings and signatures that extra thick sound
- Keyboard mapped to give you one complete octave with our baked-in reverbs and one octave completely dry to give you total control of your mix
- Layer mixer to allow you to mix up to 3 different sources
- Per-layer FX, including saturation and phasing
- Global FX, including reverb, delay, high and low pass filters and release control
- All sources recorded at 24bit, 48k quality
- Per-channel randomize buttons for instant inspiration
- dozens of snapshots to get you up and running instantly

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

The idea behind this instrument was to create a versatile ping instrument that gives you, the composer, the flexibility to create truly unique ping and signatures that are not overly processed or drenched in reverb. We want you to be able to generate pings quickly and fit them into your mixes easily without wondering how many other tracks out there are using the exact same sound.

To that end, you'll notice that the instrument offers you a full octave of wet and a full octave of dry samples. 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 sounds for a variety of styles, from dark horror to hybrid trailer and tension

With nearly 70 different, custom sound sources and 3 menu slots to mix and match, you have over 50,000 different, unique combinations to come up with — and that's before you start messing with tuning, 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 to the right of the source 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 sounds.
- **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.
- **Phaser:** You can toggle the Phaser effect on/off, set the cutoff frequency and resonance for each channel.
- **Pitch:** At the bottom of each channel you will see a pitch menu and a small knob. The menu allows you to select an octave pitch change for the channel, while the know allows you to dial in fine tuning, from -100 to +100 cents.

Below the Channel sections, you will find the Global FX section. The 2 effects here apply to the whole instrument, not single channels. As such, they are applied after any per-channel effects.

We'll skip documenting the reverb and delay, as those are pretty self explanatory. However, in the middle of the section you'll notice a 'destroy' knob. As you move this knob higher and higher, a custom blend of distortion and compression is added to the overall sound. This allows you to really make nasty, distorted sounds easily.

Above the destroy knob, there are 4 control knobs labeled HP, LP, Att, Rel. These are High Pass Filter Cutoff (HP), Low Pass Filter Cutoff (LP), Global Attack (Att) and Global Release (Rel). These allow you some finer control over the overall sound, applied after the individual channel effects.

## SNAPSHOTS

To load the snapshots follow these instructions:

- Open Kontakt and load the Sonar 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