



FALLOUT

MUSIC GROUP

Thank you for purchasing Fallout Music Group's Steampunk!

Steampunk, the latest release in our Artist Series instruments featuring the sound design of our own Kyle Kniceley. Created entirely from raw, organic recordings, Steampunk offers something truly unique for your compositions of all genres. Clocks, cranks, levers, metals, steam, engines, machines, ticks, clicks, create hits and patterns that are not only unique, but simple to manipulate and put into your own tracks.

Steampunk is broken into two individual Kontakt instruments (raw 24 bit/48k wav files also provided):

Steampunk Patterns

Provides you with a 16 step sequencer where each step can be loaded with a different sample from one of 5 categories (and nearly 250 distinct samples) of sounds: Clicky, Mechanized, Watery, Tonal, and Metals. Each step can have volume, panning, length and tuning adjustments, making for infinite possibilities, and direct syncing to various time signatures in your DAW

Steampunk Hits

Provides you with 80 different whoosh effects, all made from organic recordings and nearly 250 different one-shot samples combined in our 3-layer engine to generate hits and FX. Play the hit by itself or play any of the whooshes which are programmed to play the hit automatically at the end of the whoosh. Create endless combinations of hits from subtle to absolutely slamming.

And, of course, everything can be randomized within all 3 instruments to give you a quick inspiration boost at any time!

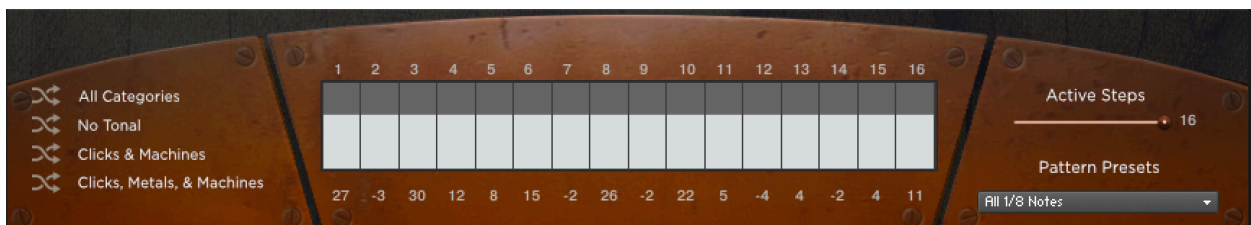
We hope you enjoy using this as much as we have enjoyed making it.

STEAMPUNK PATTERNS INTERFACE

The interface is simple and easy to use, providing you with a step sequencer, randomization options, and various per-step controls as well as some global FX.



Main Sequencer Controls:

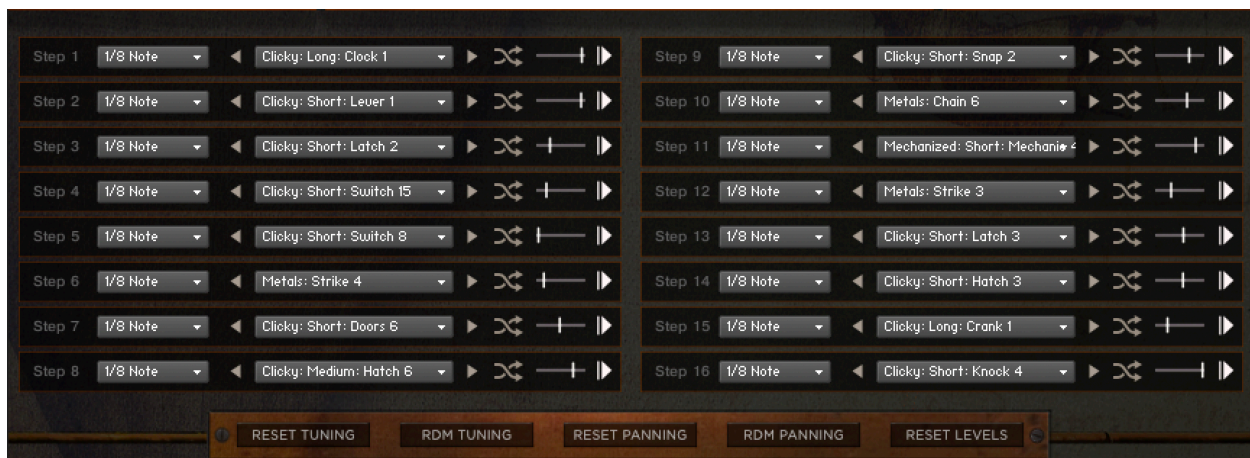


On the left, you can randomize the sound sources for all 16 sequencer slots at once and focus the randomizations to only load certain categories of samples. So, if you are looking for a clock-style sound, you can limit just to knocks and plucks, etc.

The middle section is the volume and tuning control for each step. You can click and drag through the steps to set volume (Drag to the bottom to mute the step), or you can click the numbers below each step and drag up/down to tune the individual step up or down 3 octaves (semi-tones -36 up to +36).

On the right you can set the number of active steps in the sequence from 1-16. That way you don't always have to use all 16 steps, and you can easily fit patterns into any tempo and time signature. Below the active steps knob is a menu of curated, quick start patterns you can choose from. These patterns only change the number of active steps and lengths of each step, allowing you to apply new patterns after you have already selected sounds for each step if you wish. These are really meant as quick start patterns to help you get inspired.

Main Step Controls:



For each of the 16 steps you can select a length from the length menu, select a sound source (via menu or with the previous/next arrow keys), randomize the sound source selection for that step, set panning or audition the step (the play button on the right).

There are hundreds of sounds to choose from, giving you an infinite variety of combinations for your sequences. Below the step controls you will find some quick links.

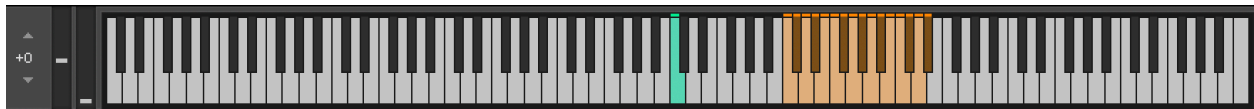
- **Reset Tuning:** This sets the tuning to 0 (default tuning) for each of the 16 steps
- **RDM Tuning:** This assigns a random tuning from -36 semitones to +36 semitones for each of the 16 steps. This can make for some crazy and unexpected goodness.
- **Reset Panning:** This sets the panning to 0 for all 16 steps
- **RDM Panning:** This assigns a random panning value to each of the 16 steps, giving you a really easy way to give variety and space to your sequences
- **Reset Levels:** This simply sets the default value (80) to each of the steps in the sequence, give you a clean slate and great starting point for your own creations.

Global FX Controls:



- Distortion: Enable, disable, adjust tone, drive and overall volume of the distortion unit. This is a pretty extreme distortion, so use it wisely.
- Reverb: Enable, disable, adjust size, return amount and high/low pass filters of the reverb unit. Also enable or disable the reverse reverb option, give you some crazy FX in your sequences.
- Delay: Enable, disable, adjust time, feedback, ping-pong panning and return level for the delay unit. When the sync button is enabled, the 'time' knob will let you choose from note durations instead of milliseconds and will sync those settings to your DAW tempo.

Keyboard Mapping:



The keyboard mapping is very simple. Holding C3 (the green key), will loop the programmed sequence, time-synchronized to your DAW tempo. The orange keys above are setup to play each of the individual steps from the sequence. This allows you to play any sequence you wish to program yourself, using all the settings from the sequencer. Note: You cannot play the individual steps along with the sequence at the same time.

The keyboard mapping is very simple. The original samples will all play on the first orange key (E2). The sample is pitched within Kontakt to fill the keys up to the following E3, but this is artificial stretching.

STEAMPUNK HITS INTERFACE



Using all of the sources from the Patterns instrument as well as many additional sources, the Hits interface provides you with 80 unique whooshes and an endless amount of hit combinations you can create in the 3 layer engine.

Additionally, just to give some extra boom and punch, we recorded and processed several acoustic percussion instruments 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.

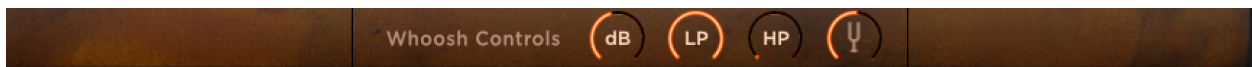
Layer Controls:



In the top section of the instrument you will find the layer controls. For each layer you can control ADSR, High and low pass filters, 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.

Additionally, below 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 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 hits.

Global FX & Layer Adjustments:



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

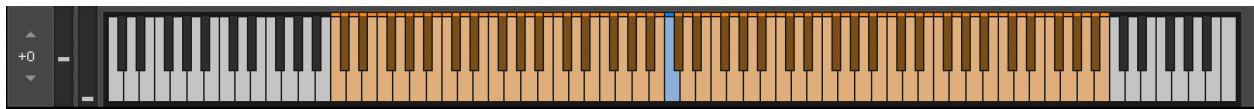
On the left are the insert FX, Saturation and Distortion.

- Distortion: Enable, disable, adjust tone, drive and overall volume of the distortion unit. This is a pretty extreme distortion, so use it wisely.
- Saturation: Enable, disable, adjust amount and total output of the saturation unit. This is a fairly subtle saturation that can be easily added without mangling the sounds.

On the right are the send FX, Reverb and Delay.

- Reverb: Enable, disable, adjust size, return amount and high/low pass filters of the reverb unit.
- Delay: Enable, disable, adjust time, feedback, ping-pong panning and return level for the delay unit. When the sync button is enabled, the 'time' knob will let you choose from note durations instead of milliseconds and will sync those settings to your DAW tempo.

Keyboard Mapping:



The keyboard mapping is very simple. The orange keys will play one of the 80 whooshes included in the instrument. They will also trigger the hit at the end of each whoosh. Since the whooshes are not temp synced, this makes it easy to get that hit 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 hit.

SNAPSHOTS

Each of the instruments does have its own set of snapshots to give you instant satisfaction and inspiration. To load the snapshots follow these instructions:

Steampunk Patterns:

- Open Kontakt and load the Steampunk Patterns 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 - Steampunk Patterns 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 that the snapshots menu now has the snapshots loaded and ready to go.

Steampunk Hits:

- Open Kontakt and load the Steampunk Hits 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 - Steampunk Hits 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 that the snapshots menu now has the snapshots loaded and ready to go.