# F�mLLOUT

## MUSIC GROUP

# TRAILER BRAAMS

# II

Thank you for purchasing Fallout Music Group's Trailer Braams II!

Trailer Braams II brings a massive amount of content into your DAW to create braams for any genre. Using samples from various synthesizers, organic sounds and live brass recordings, Trailer Braams II gives you the ability to create hundreds of thousands of combinations quickly and easily.

The instrument Provides you with 180 different individual sounds, sampled across one full octave at every note, combined in our 3-layer engine to generate unique, usable, and customized braams. Create endless combinations of braams from subtle to absolutely massive.

And, of course, all the sound sources can be randomized to give you a quick inspiration boost at any time!


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

# SYSTEM REQUIREMENTS

Trailer Braams II requires Native Instruments KONTAKT or KONTAKT PLAYER (version 6.6.1 or later).

This instrument is NKS compatible.

Trailer Braams II contains over 2,300 samples, giving you 180 individual sound sources sampled across every key of a full octave, giving you the ability to create nearly one million different combinations of braams! We've created dozens and dozens of snapshots to help get you a creative head start as well!

# USER INTERFACE

Each of the 3 layers can be setup to use a different sound from one of 4 categories:

 - Brass (live brass and heavily processed brass recordings)

 - Synths (low and high synths, from various sources and with various levels of post processing)

 - Organic (Various organic processed sounds, including guitar, cello, various woodwinds, vocals and keys)

 - Transient (Various sounds, some as simple as a hard percussion sub, to give extra punch to the start of your braams)

Each sound has been sampled up to 13 times to get a full octave of original samples for each sound, giving you freedom to play your braams across the octave and keep them sounding as natural as possible.

In some cases where a sound source was unable to be tuned naturally, we have processed pitch shifted samples to fill the octave. These are few in number.

## SETTINGS

A settings screen is available by pressing the SETTINGS button in the top -eft of the interface. It is pictured below. Pressing the SETTINGS button again will close the menu.



The available settings are outlined below:

MASTER SETTINGS:

**Bend Range:** Set the global pitch bend range for the instrument. You'll want to use this, cause many of these braams sound really great when you pitch bend them!

**Extend Low Range:** Enabling this option will extend the range of the instrument down one extra octave. This is an 'unnatural' extension, meaning that it simple pitch stretches the lowest sample down through an additional octave. This is disabled by default to limit the instrument to

the natural samples. However, it can be extremely useful when your composition requires you to dip down a bit lower in the register.

**Extend High Range:** Enabling this option will extend the range of the instrument up one extra octave. This is an 'unnatural' extension, meaning that it simple pitch stretches the highest sample up through an additional octave. This is disabled by default to limit the instrument to the natural samples. However, it can be extremely useful when your composition requires you to go up a bit higher in the register.

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LAYER SETTINGS:

Each of the three layers has the same options for limiting the sounds available to the layer. This makes it quick and easy for you to generate braams of a certain sound (synth only, organic only etc). Just tick any sound categories you want included and untick those you do not want. The sound selection menus for the given layer will update automatically to reflect your selection.

**Note**: If the currently selected layer sound is removed based on your selection, the layer will automatically update to select a sound from a visible category.

## POWER OPTION

Down below the mixer you will see the POWER button. Pressing this will hide the mixer panel and make the POWER knob visible as shown below. To hide the POWER knob and return to the mixing panel, simply press the MIXER button.

The POWER knob can breath some extra life and punch into your braam. Adding a custom blend of processing FX, this knob can take your braam from subtle to menacing in no time

## LAYER CONTROLS:

In the top section of the instrument you will find the layer controls. For each layer you can



control Attack, Release, Fine Tuning (cents up or down to 1 semitone) and Course 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 also offers a slider to stretch or shrink the layer samples. Because the various samples are not recorded at identical lengths, this can be very useful to get your layers to line up exactly as you would like them when necessary.

Additionally, above the layer controls in the top-right section of the instrument, 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.

**Note**: The randomization options will only select sounds for each layer that are visible based on the Layer Settings outlined in previously in the Settings section.

## FX & MIXING

In the middle section of the instrument you will find the Panning, Volume,Mute, and Solo controls for each of the 3 layers. Additionally, you will find the MIXER and POWER buttons to switch the view between the mixing panel and the power knob.

On the left are the insert settings and FX:

- LFO: Adjust the speed, amount and fade-in for the volume LFO and select one of the 4 wave shapes. You can make some pretty great pulses or just add some subtle motion or sweeps to your braams. The HOST button will change the SPEED knob to sync to your host and give you options for setting the speed in note length values. When disabled, the SPEED knob will show hz values instead. The RETRIGGER button will cause the LFO to restart on each key press.

- Low Pass Filter Frequency (LP): Sets the global low pass filter frequency for the instrument. This is a quick way to darken the entire sound - or automate this for some nice fade-in filter effects.

- High Pass Filter Frequency (HP): Sets the global high pass filter frequency for the instrument.

- Color: This adjusts a custom EQ  to brighten or darken the overall sound of the instrument.

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

- Reverb: The reverb is a convolution reverb. We have selected a handful of our favorite rooms available in the dropdown menu along with controls to sculpt the sound of the reverb late reflections. Adjust pre-delay, color, size and amount.

- Replika Delay: Enable ,disable, adjust time, feedback, saturation and return level for the replika delay unit. When the HOST 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
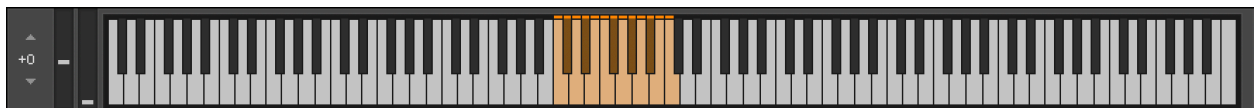


The keyboard mapping is very simple. The orange keys are your active keys. By default, the octave from C2 to C3 are active, providing you the original octave of samples for each layer.

If you enable the extended ranges in the SETTINGS menu, the keyboard will update to reflect the newly activated key range as shown below:
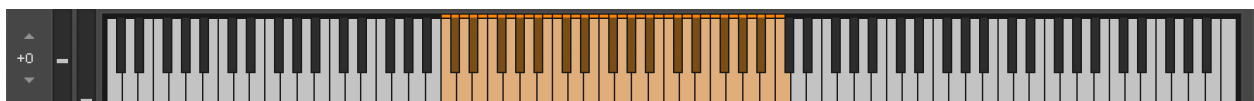
# CREDITS

**Sound Designers:**

Simon Haglund
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Kyle Kniceley
Andrew Skipper


**Production / Design:**

Randon Purcell


**Brass Recordings:**

Session & Recording by Musiversal (www.musiversal.com)