



AFTERMATH

CUTTING-EDGE TRAILER TOOLS

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Overview

AFTERMATH is your sample library of choice to create cinematic/hybrid trailer music, ambient soundtracks, and mesmerizing underscores. This library includes all the "must have" tools for creating a convincing larger-than-life Hollywood trailer sound, making it an indispensable asset. The engine is incredibly intuitive and easy to use, with a straightforward interface that even novice producers can navigate with ease. It is highly customizable, allowing you to fine-tune every aspect of the sound to create truly unique and unforgettable music.

Specifications & System Requirements

- Full retail version of Kontakt 7.2.0 or higher (**not compatible with free Kontakt player**)
- 48kHz / 24 bit
- Approximately 1.41 GB installed

Codename Engine

Aftermath runs on AATMs developed Codename engine version 1.0

This library consists of two different types of patches:

- One-Shot
- Playable

Main Page (One-Shots)

In One-Shot patches you can set a variety of different controls for each sample. Also, you can change the pitch of the One-Shots in the designated keyswitch area. The default pitch of all samples is E.



PLAY ON KEYSWITCH – On (glowing orange): when changing the pitch in the keyswitch area, the current sample is played while the keyswitch is held down. Off: when changing the pitch in the keyswitch area, the current sample is NOT played, the according key needs to be held separately.

Sample parameters:

For each sample in the instrument, individual values can be set for the following controls

A (ATTACK) – controls how quickly the sound starts after a key press

D (DECAY) – controls how quickly the sound drops to the sustain level after the attack

S (SUSTAIN) – controls the level at which the envelope sustains while the key is held

R (RELEASE) – controls how quickly the sound fades after the key is released

VOLUME – sets the volume of the current sample

PAN – sets the panning of the current sample

LO CUT – controls the frequency of the low cut of the current sample

HI CUT – controls the frequency of the high cut of the current sample

GLOBAL – sets the ADSR controls and sample start globally for all samples

Further controls:

LIMITER – controls the input level of the master limiter of the instrument. Can be turned on/off with the button next to it.

VEL. SENS. – velocity sensitivity controls the responsiveness of the sound to variations in playing at different dynamics. 0% very sensitive / 100% no sensitivity. At 100%, the samples will be always played with the maximum velocity.

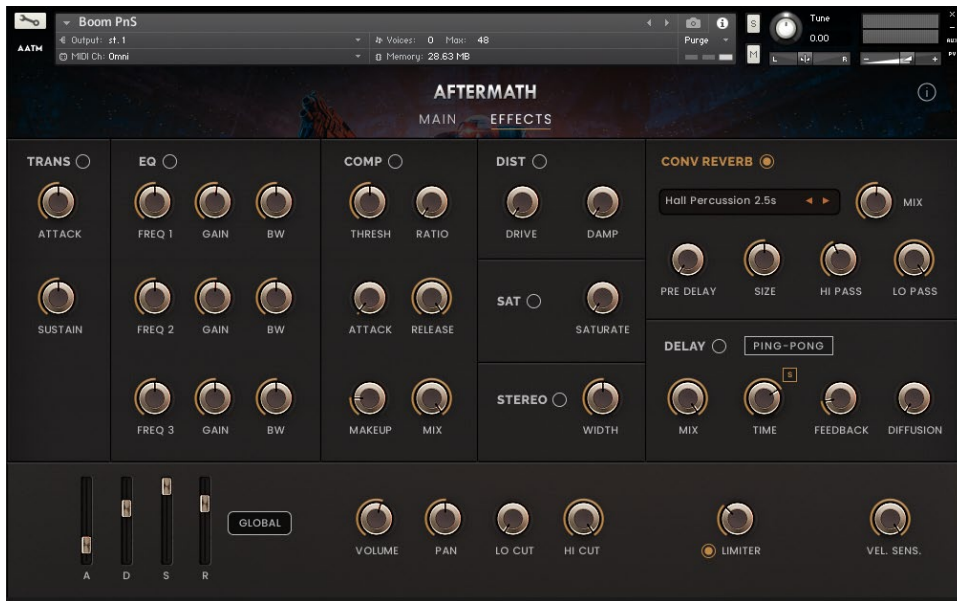
Main Page (Playable)



In contrast to the One-Shot patches, in playable patches the ADSR, volume, pan, and filter controls are always global.

GLIDE – determines how long it takes for one pitch to glide to the next. You can turn the glide mode on and off with the switch next to it. When it's on, the polyphony of the instrument is set to monophonic. Only when played legato (two notes overlap), the glide function works.

Effects Page



Codename engine has a master effects chain with 8 slots. The effects can be individually turned on and off. The effect is active when the button is glowing.

The order of the effects is from left to right as shown in the UI.

Credits

Concept & Design: Heiko Sengbusch

Sound Design, Recording, Mixing & Mastering: Heiko Sengbusch

Kontakt Scripting & Development: Heiko Sengbusch, Gabriel Dib

GUI Design & Artwork: Heiko Sengbusch, Voger Design

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