alloy

vol. 1

by
naroth audio

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INTRODUCTION

Thank You for supporting Naroth Audio!

Alloy Volume I : Discs is the first installment of our Alloy Series, a deep sample of unique and interesting instruments made from various metals, minerals, and alloys. What first drew us to using these discs to start the series was the amazing pure tones as well as the beautiful harmonics produced depending on the articulations. We spent a lot of time doing a deep and delicate sample of every note going from soft velocities all the way up to hard velocities, and plenty of round robins in between.

Seeing more than just the instrument itself, we decided to take it even further by routing samples to various outboard fx chains to produce some really interesting pads, drones, basses, drums, pulses, and fx.

We believe this library has so much potential to be a relied on tool for the modern producer and composer with a wide variety of genre use cases. We look forward to expanding the Alloy Series even further with new instruments!

Naroth Audio
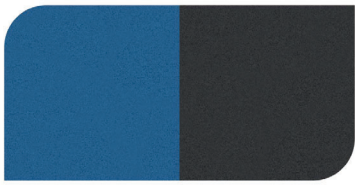
INSTRUMENT PANEL
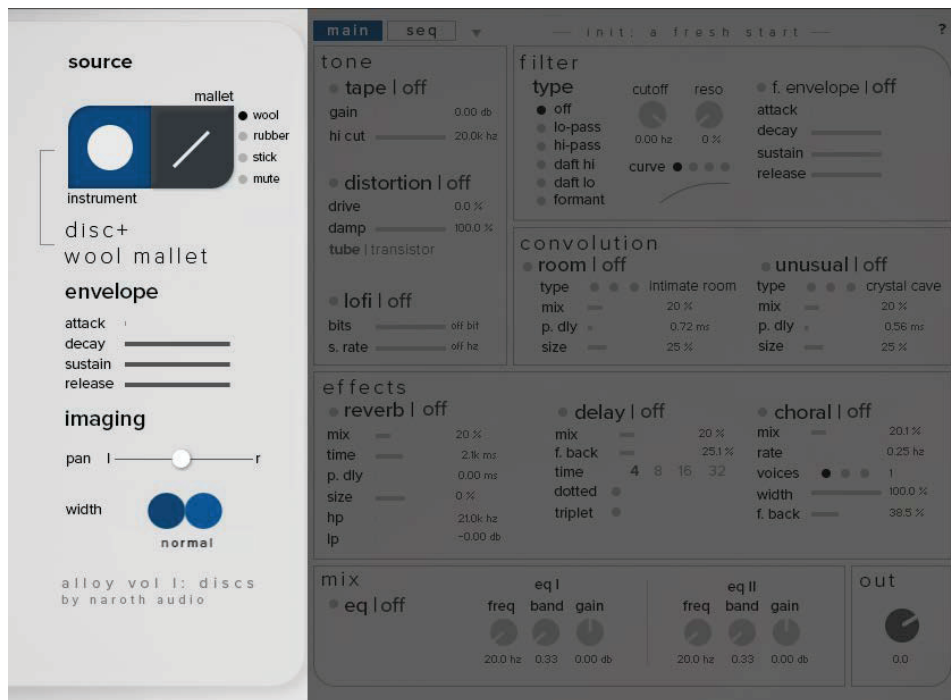
On the <u>Instrument Panel</u> or the <u>Source Panel</u> you can select between 4 different articulations as well as adjust the playback properties for them.

1. **MALLET** - Here you can choose between what mallet hits the Discs. We deep sampled Wool, Rubber, Stick, and Muted articulations. Simply click the circle next to each articulation to change it. Displayed below this you can also see what selection has been chosen, for example: disc+wool mallet

2. **ENVELOPE** - Here you can adjust the ADSR or Attack, Decay, Sustain, and Release of the Discs

3. **IMAGING** - Here you can pan the Discs left or right, as well as open or close the stereo imaging, making them more mono or wide
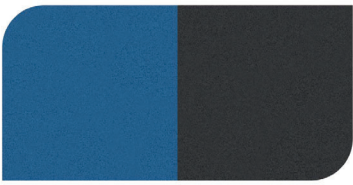
FX PANEL PT. I
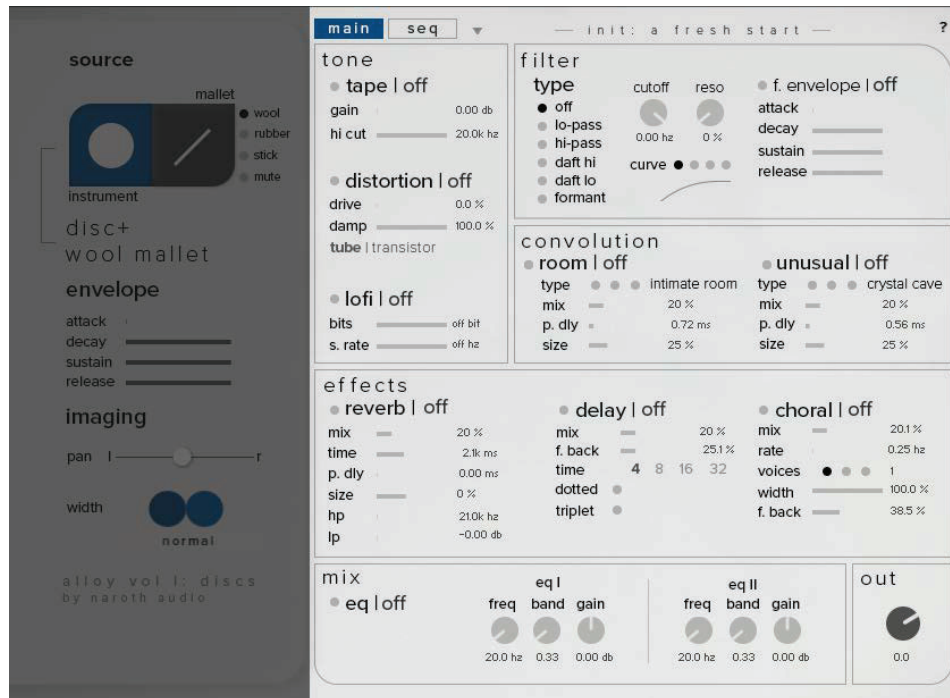
On the __FX Panel__ you can edit and modulate the Discs to create interesting and unique sounds. Simply click the circle adjacent to each effect to turn them off or on. Grey = Off ; Blue = On

1. __TONE__ - Here there are 3 options to modify the tone:
    a. __tape__ - a gentle tape distortion
    b. __distortion__ - a more extreme + destructive distortion
    c. __lofi__ - a bit type / degrading distortion
2. __FILTER__ - Here you can choose between 5 different filter types as well as adding an envelope control to them:
    a. __lo pass__ - choose between 4 lo pass curves
    b. __hi pass__ - choose between 4 lo pass curves
    c. __daft hi__ - a rough sound character hi pass
    d. __daft lo__ - a rough sound character lo pass
    e. __formant__ - a talk / mouth filter

FX PANEL PT. 2
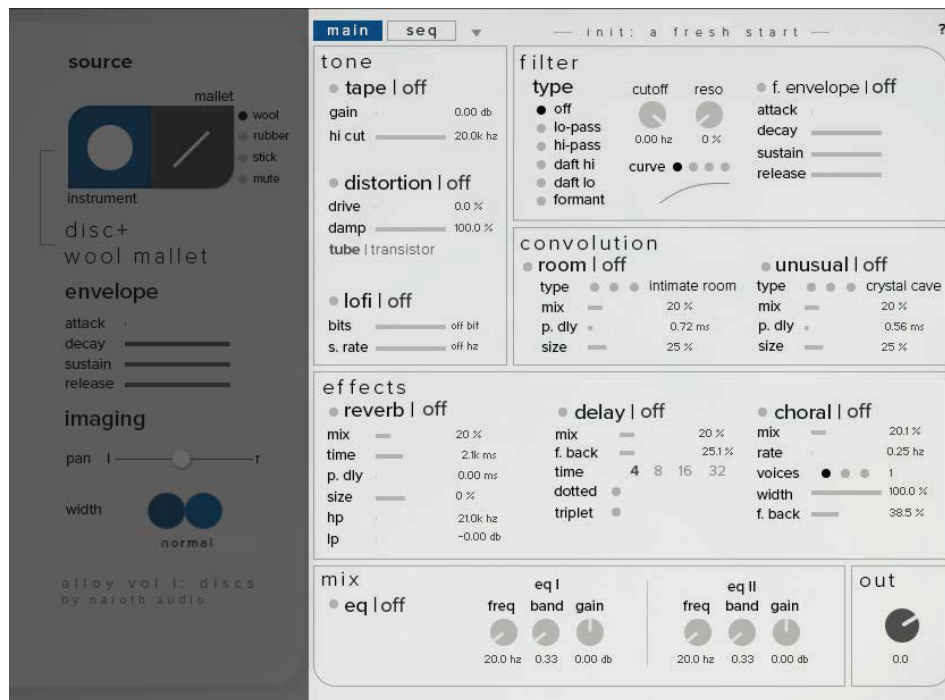
3. **CONVOLUTION** - Here you have 2 types of convolution reverbs: room or unusual. With each of these you can adjust their mix, pre delay, and size.
   a. <u>room</u> - choose between 3 types of room convolutions: intimate, cathedral, and warehouse
    b. <u>unusual</u> - choose between 3 strange and unusual reverbs: reversion, tidal, and crystal caves

4. **EFFECTS** - Here are 3 typical modulation effects: classic reverb, delay, and choral.
    a. <u>reverb</u> - with this simple reverb you can add longer or shorter delays, with more control than the convolution reverb, but a much more classic reverb sound
    b. <u>delay</u> - a simple delay, allowing for standard time delays as well as triplet and dotted delays
    c. <u>choral</u> - here you can add up to 3 extra voices to the Discs, allowing for a traditional chorus effect
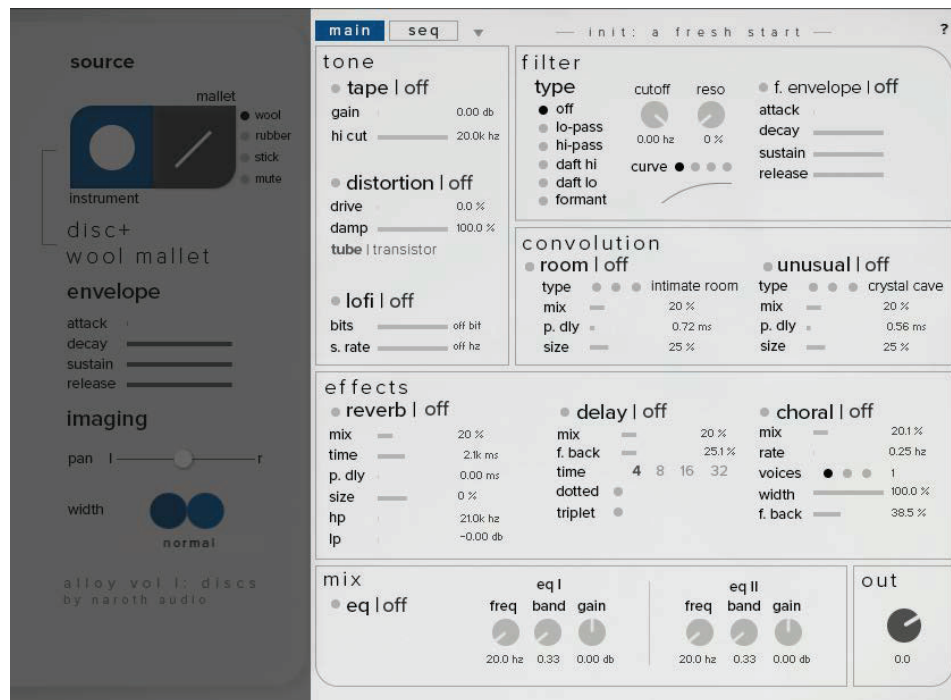
FX PANEL PT. 3
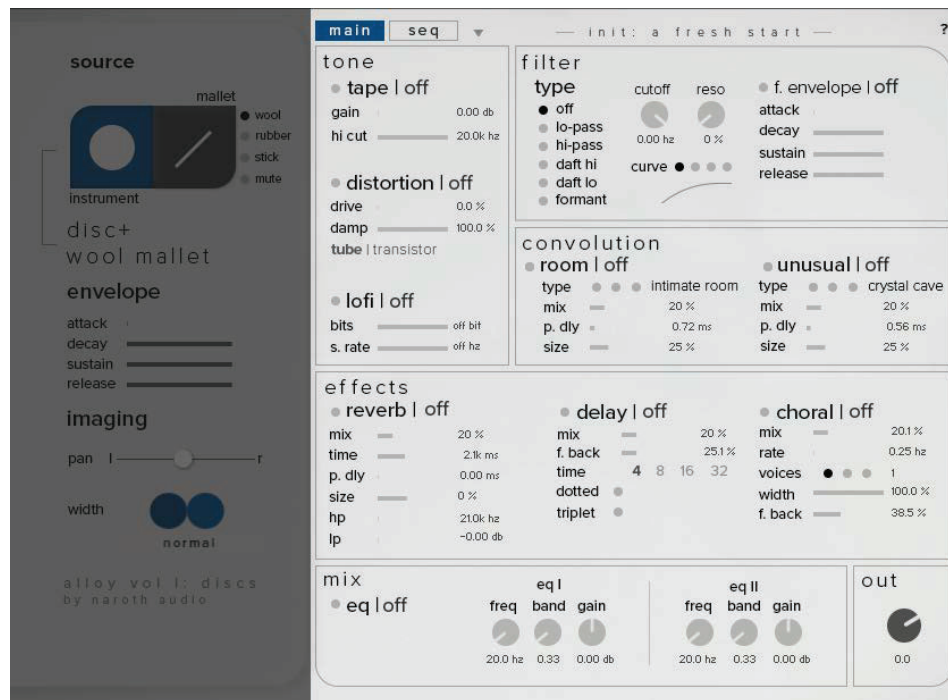
3. **MIX** - At the bottom of the FX panel you have the Mix section. Here you can add 2 equalizers to mix the Discs to your liking.

4. **OUT** - Here you can adjust the overall volume of the Discs and FX. When adding distortion as well as reverbs and convolution reverbs, things can get loud quickly. Its best to turn down this main out button before adding them.

TOP BAR + PRESETS

In the Top Bar there are 3 elements: the Page Buttons, the Preset Selector, and the Information "?" Button

1. **PAGE BUTTONS** - Here you can toggle back and forth between editing the FX Panel or the Sequencer.

2. **PRESETS** - Alloy Vol I: Discs was developed to be more than just the instrument itself. With the flexible and easily customizable FX Panel you can manipulate the sounds to be even more unique and interesting. Included are 10 hand-crafted, very different and unique presets showcasing the ways you can effect them.

3. **INFORMATION** - Here you can view the credits for the library, you can check them out, but it's just 2 of us so we can save you some time: David Naroth + Adam Hochstatter
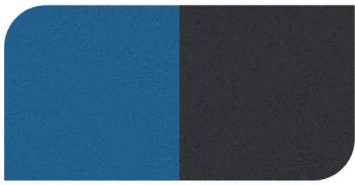
SEQUENCER

Clicking the [Seq] button brings you here, where you can view and edit the Simple Sequencer. To turn it on or off, press the circle next to it.

The sequencer contains 6 parts to it: the steps, rate, step grid, mode, swing, and octave.

1. **STEPS** - Here you can adjust the amount of steps in the sequence from 1 to 32 available steps

2. **RATE** - Here you can change the value of each step, from quarter notes all the way the 32nd notes

3. **STEP GRID** - Here you can activate steps by dragging them up to adjust their velocity, or drag them all the way down to turn them off

4. **MODE** - Below the grid, you can change the play mode by clicking on the button. There are many modes such as Up, Down, Up + Down, Zig-Zags, Random, and many more.

5. **SWING** - Here you can give the playback of the sequence a bit of feel or swing.

6. **OCTAVE** - Here you can add multiple octaves to the sequencer with the options of -2, -1, 0, +1, +2

INFORMATION

REQUIREMENTS / TECHNICAL

WINDOWS

• Windows 7, Windows 8, or Windows 10 (latest Service Pack)

• Intel Core Duo 2.3GHz (or higher)

• 4 GB RAM (Minimum) / 8 GB RAM (Recommended)

• 32bit & 64bit supported

MAC

• macOS 10.12 (or higher)

• Intel Core Duo 2.3GHz (or higher)

• 4 GB RAM (Minimum) / 8 GB RAM (Recommended)

NATIVE INSTRUMENTS

• Kontakt 6.5.2 FULL Version Required

TECH SPECS

• 1.84 GB Audio