

SWISHSWOOSH

AMBER

MANUAL

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1 Welcome to AMBER

Thank you for purchasing AMBER, the powerful and intuitive Kontakt instrument from SwishSwoosh, the passionate project by MadRooster Game Audio Lab.

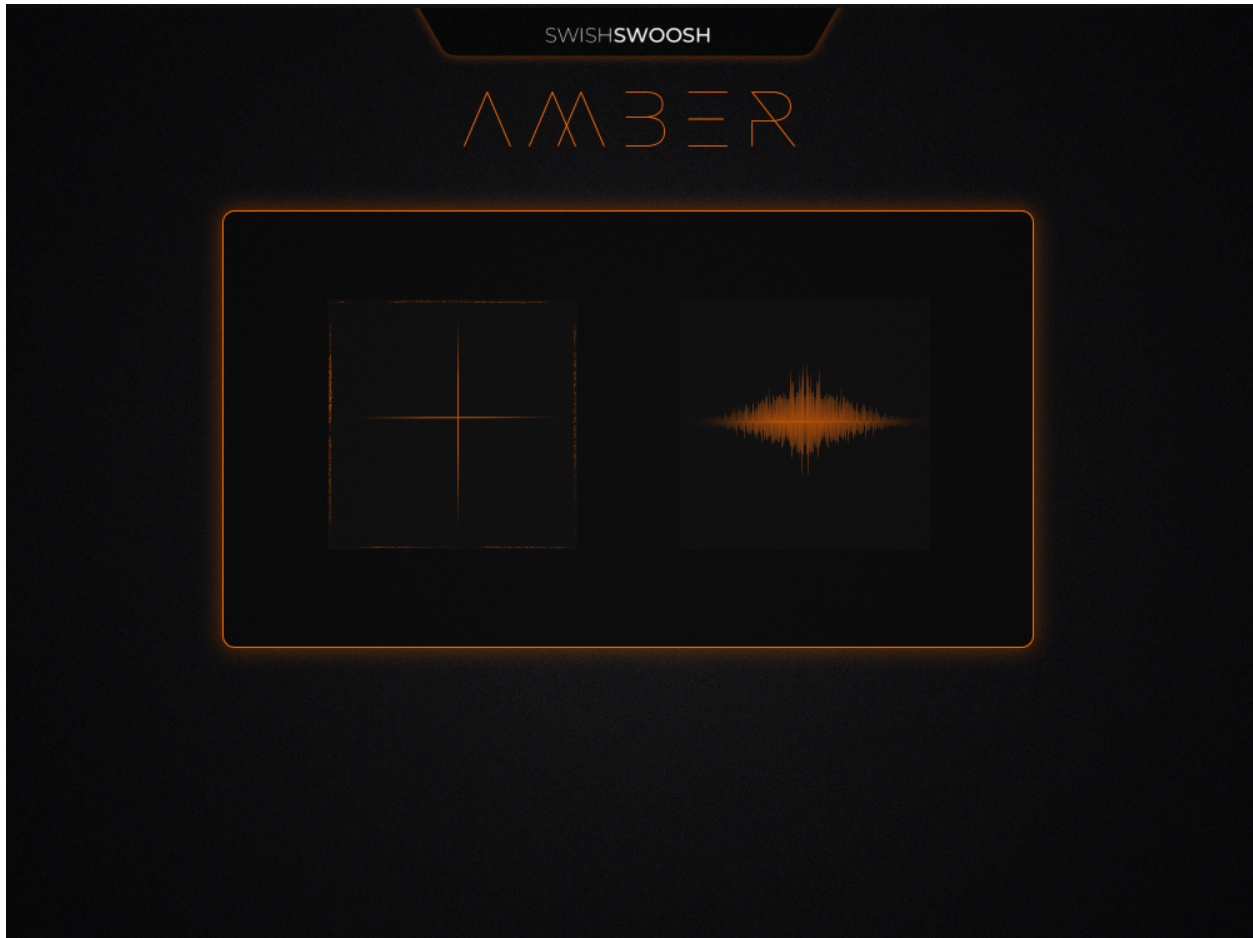
AMBER is the ultimate tool for creating spine-chilling soundscapes, designed specifically for sound designers and musicians looking to elevate their horror sound design. With our easy-to-use interface and masterfully pre-produced sounds, AMBER makes it simple for anyone, from beginner to pro, to create a truly haunting atmosphere for film and games.

The X-Y pad is your gateway to unparalleled creative control. Fine-tune the intensity and blend between sound sources for an immersive and terrifying experience. The ONE-shot section is your go-to for creating powerful impacts, risers, and jump scares, with a wide variety of expertly crafted sounds to choose from. The effects section gives you even more tools for customization, with a variety of modulation parameters like distortion, phaser, chorus, bit-crusher, and more. And with the reverb section, SCENES, you can choose from a range of creatively designed reverb presets, from small reflective rooms to massive halls, to enhance your sound design.

All of the content in AMBER is original and recorded and designed by the experienced sound engineers, sound designers, and software engineers of MadRooster Game Audio Lab. Elevate your horror sound design with ease using AMBER's simple interface and professionally polished, ready-to-use sounds. You only need to play, and let AMBER take your film and game scores to new heights of terror.

2 Login Page

AMBER offers two distinct modes of operation, accessible through the "XY PAD" and "ONE SHOT" options on the main screen.



By selecting the left box, you will be directed to the XY Pad. Conversely, the right box will redirect you to the One Shot main page.



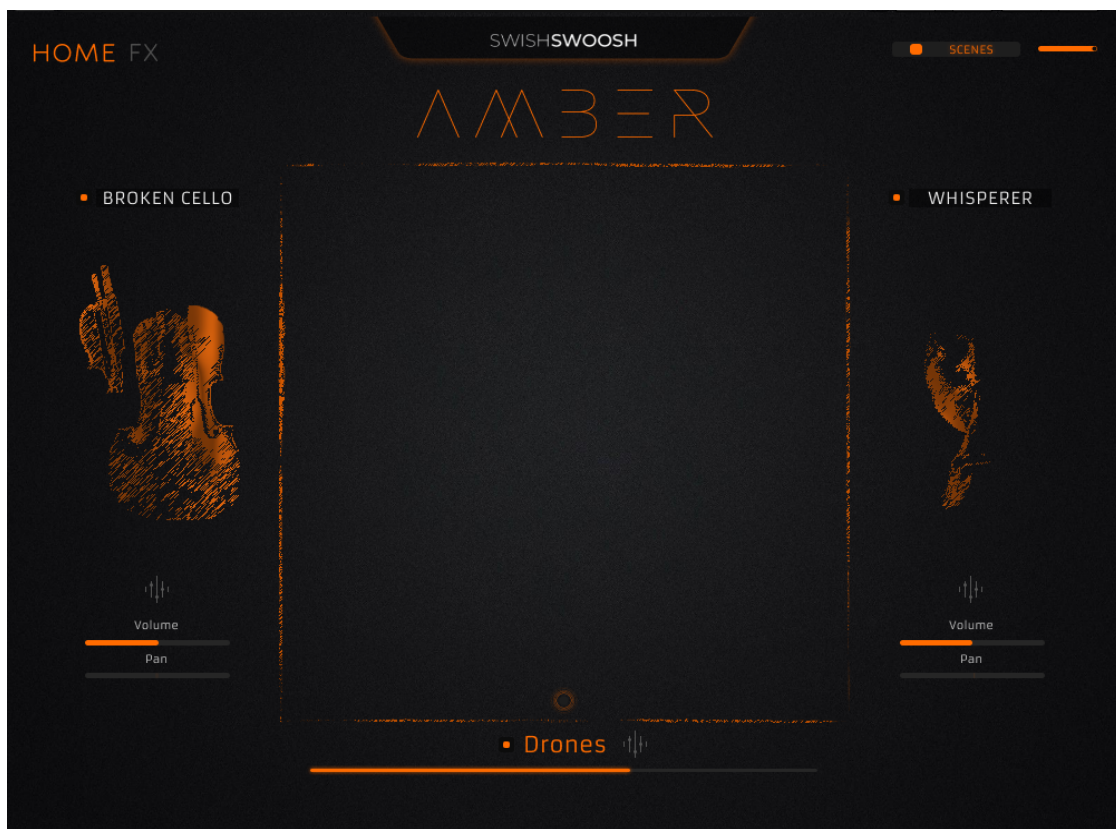
To return to the home page after making a selection, you may simply click on the **SWISH SWOOSH** logo located at the center of the top navigation bar.

3 The Main Interfaces

3.1 XY PAD

By clicking the XY Pad in the initial AMBER menu, you will be presented with the Main Page of the XY Pad interface.

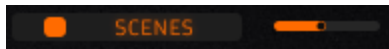
This page is comprised of three primary sections. By activating the 'Drones' option, you can utilize the keys of your MIDI keyboard to play drone sounds that are layered throughout the XY Pad, allowing for the creation of a cohesive atmospheric soundscape.



The Main Interface (XY Pad)

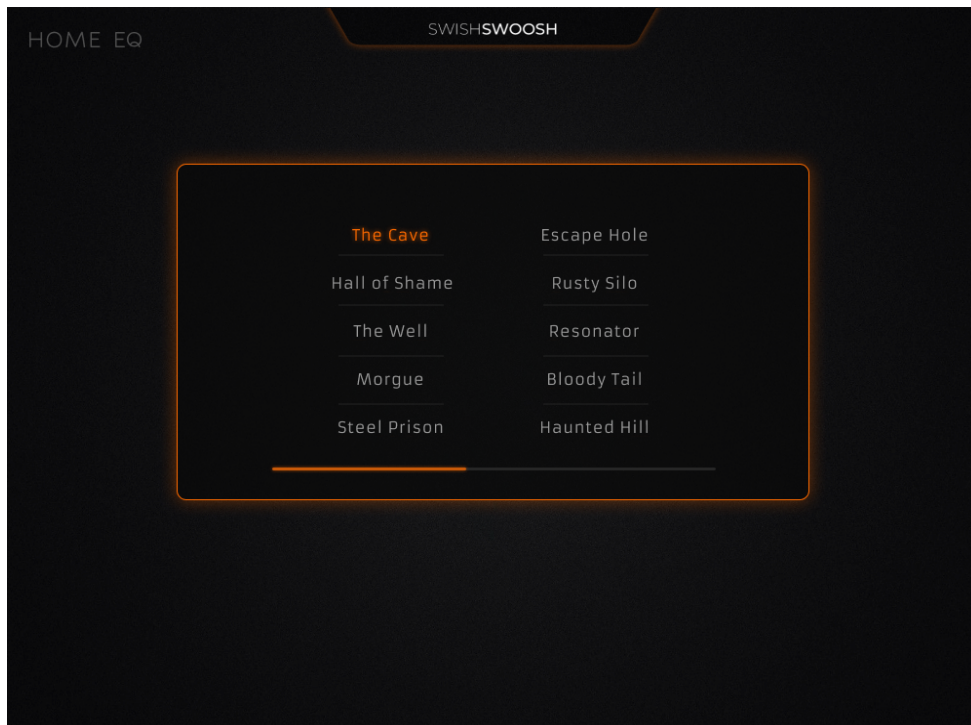
The Color Layers are located in the left and right sides of the main screen. These layers consist of additional textural sounds, curated to complement the drone sounds selected by the user.

Similar to the drone sounds, these Color Layers are layered on the XY Pad and can be played in conjunction with the chosen drone by pressing a key on the MIDI keyboard.



The **SCENES** section at the upright corner indicates the reverb effect. By clicking on the left circle, you can activate or deactivate the reverb effect as you desire. The slider on the right side of SCENES is used to adjust the amount of reverb.

Clicking on the SCENES button allows you to choose from a selection of different reverbs.

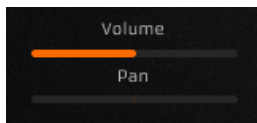


XY Pad Scenes Browser Page

The chosen reverb will be applied to all selected Drones and Color Layers.



The **EQ** page can be accessed by clicking the button located on the right side of the Drones section and below the Color Layers. The button will turn orange when EQ is active, and gray when inactive.

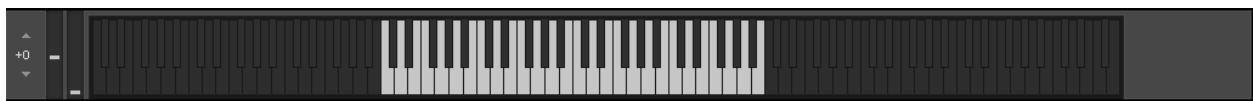


The **Volume** and **Pan** sliders at the bottom of the Color Layers allow you to customize the volume and stereo positioning of the sounds. The Pan slider is set to the center when the instrument is first launched, and will remain gray until you adjust it.

3.1.1 Drones

You need to click on the small circle in Drones section to activate drone sounds. When Drones are activated, the circle and the volume slider located below will turn into orange color.

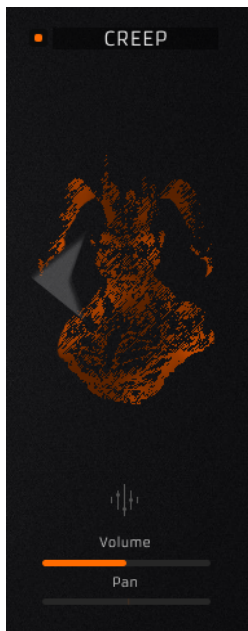
In Drones, there is no need for an additional browser screen to select different drone sounds or sound groups. All the drone sounds that can be used are spread into the keyboard, allowing you to easily discover the desired sound by simply pressing different keys, enabling you to creatively manipulate the sound.



Kontakt keyboard window

When the XY Pad option is selected, you can access the Keyboard window within the Kontakt interface to determine which keys of your MIDI keyboard can be used to play the Drone sounds. The keys that can be played are colored blue. Unlike the Color Layers, Drones do not have a panning option. However, you can make various EQ adjustments by activating the EQ button.

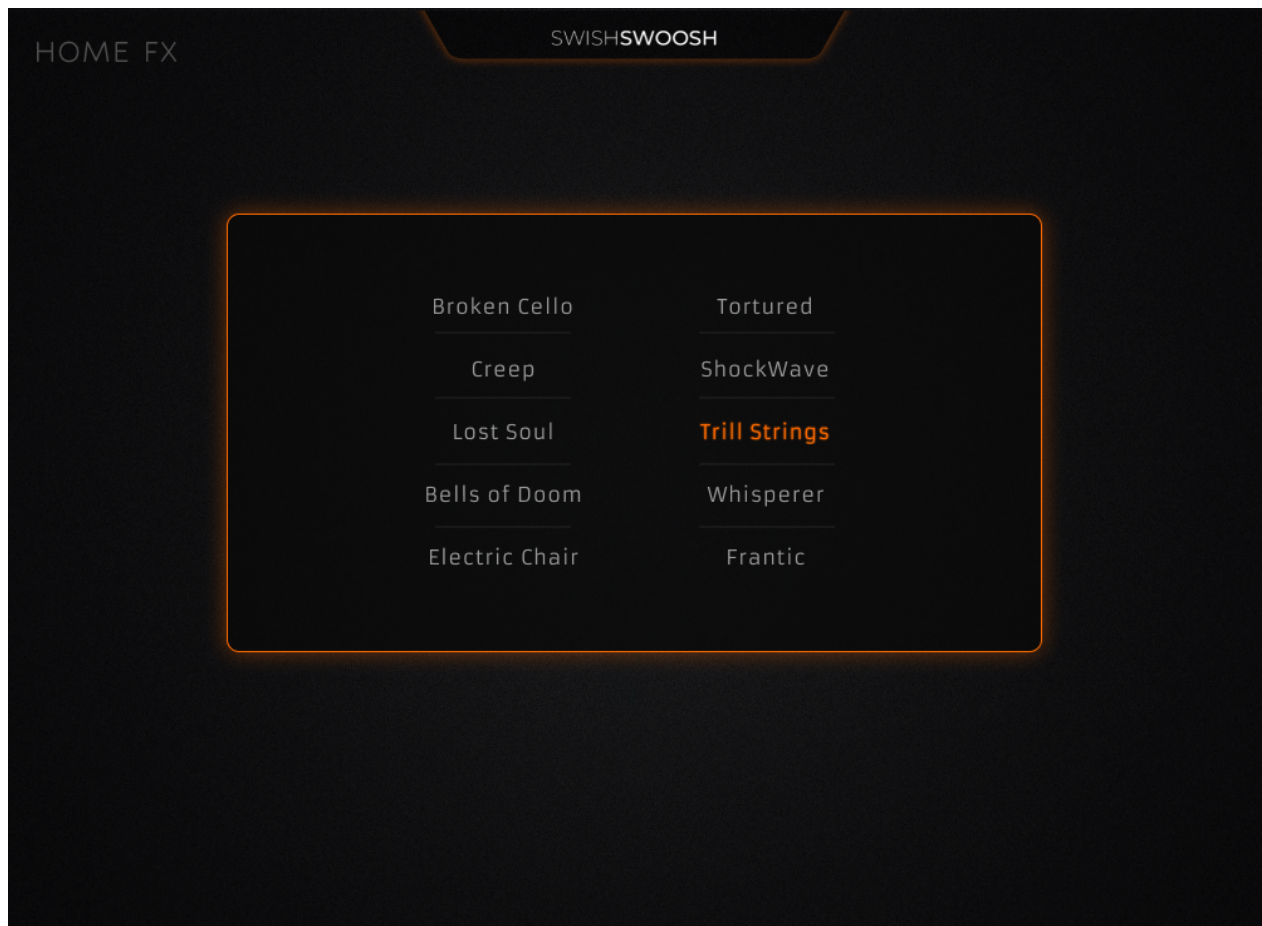
3.1.2 Color Layers



By clicking on the small circle located to the left of the Color Layer name, the volume and pan sliders below it, as well as the Color Layer image, will turn orange, indicating that the sound is active. To deactivate the sound, you only need to click on the small circle again.

One method of switching between different Color Layer sounds is by using the transparent directional buttons that appear on the left or right side of the Color Layer image, which allow you to switch to the previous or next layer when clicked.

The other method for selecting different Color Layer sounds is to use the browser. The browser allows you to preview and select from the available Color Layer sounds.



Color Layer browser

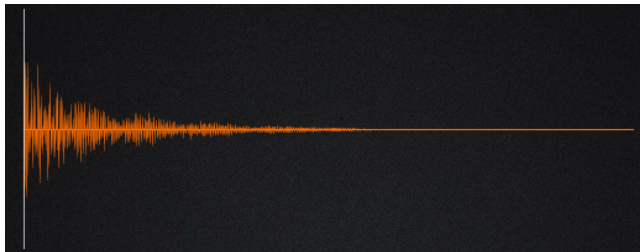
To access the browser, you need to click on the name of the Color Layer. Once a sound is selected in the browser, it will turn orange to indicate that it is now active. You can simply click anywhere in the background to exit the browser. In contrast to Drones, the Color Layers offer the ability to add various effects and also have access to EQ adjustments.

3.2 ONE SHOT

The ONE SHOT section allows users to select sound groups and play them by pressing keys on a MIDI keyboard. The number of blue keys displayed in the Kontakt keyboard window may vary depending on the selected sound group, as each group has a different number of sounds. To play a sound, press one of the available keys on your MIDI keyboard, and the waveform of the sound being played will be displayed.



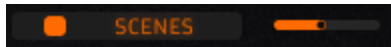
ONE SHOT Main Page



This is how the waveform appears in the center of the screen when you press a key.



When the Release button is inactive, pressing a key on the keyboard and lifting your finger from it will cause the sound to stop immediately, regardless of its length. When the Release button is activated by clicking on it, the sound will continue to play until its natural end, even if the finger is removed from the key.

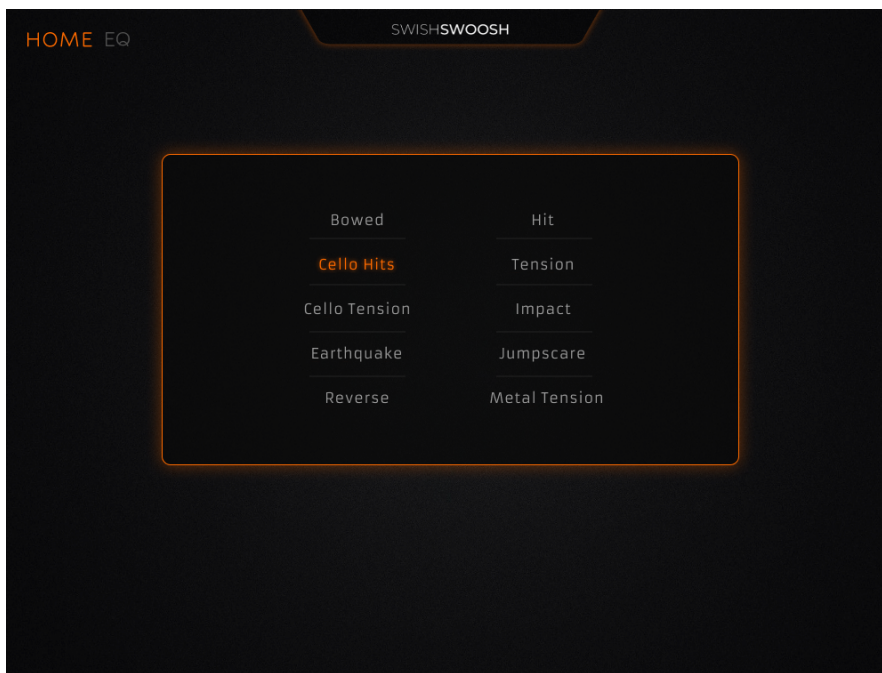


To add reverb to the sounds in the ONE SHOT interface, navigate to the button located to the left of the scenes in the upper right corner and activate the reverb. Use the slider on the right to adjust the amount of reverb to your desired setting.



We provide two methods for selecting different ONE SHOT sound groups.

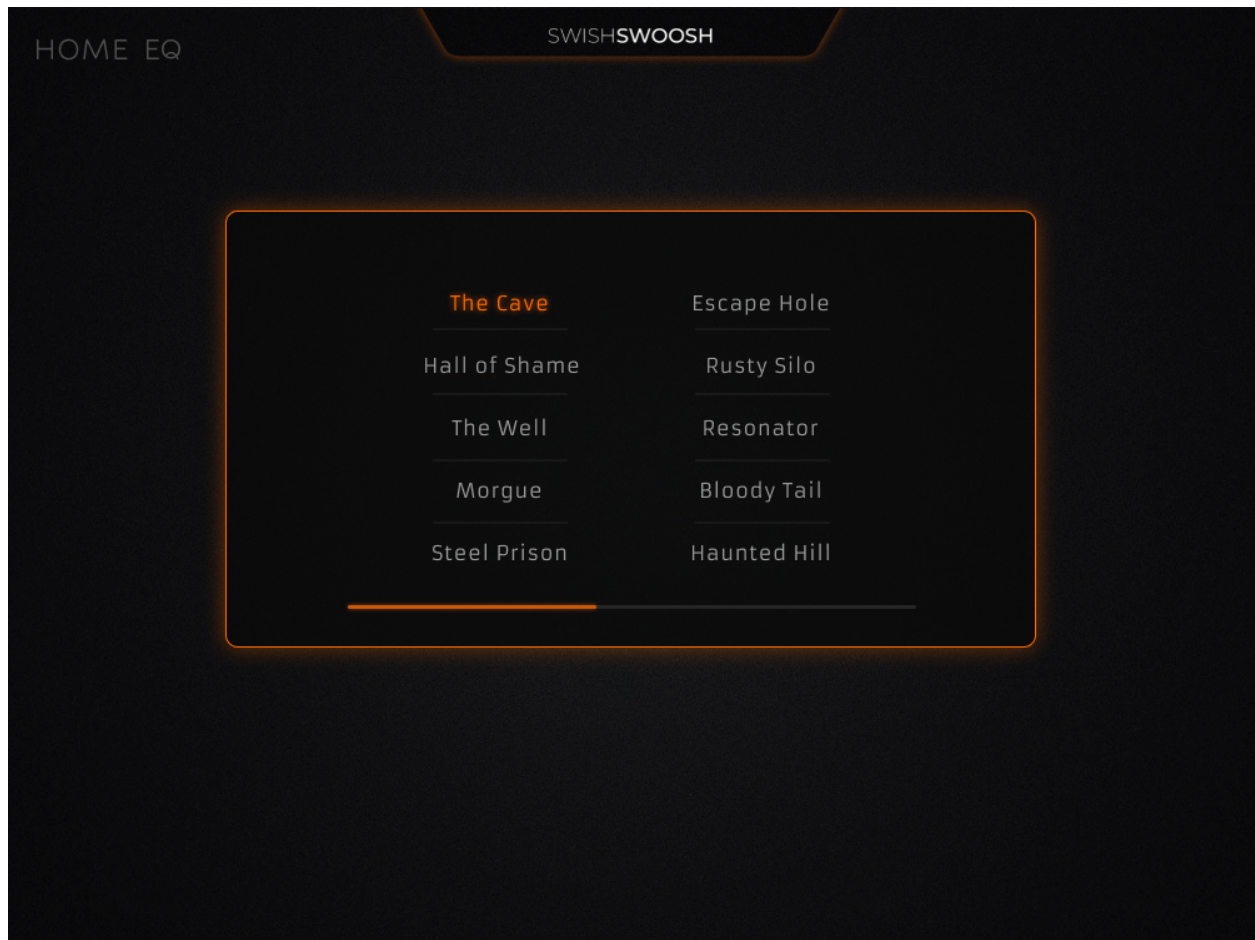
- Navigating through the sound groups can be done by using the navigation buttons located to the right of the sound name.
- Alternatively, a sound group can be selected by clicking on the sound name to the left of the navigation keys, which will open a browser window displaying all ONE SHOT sound groups. The desired sound group can be chosen by clicking on its name, with the active sound group being highlighted in orange.



ONE SHOT Sound Groups Browser Page

** You can click anywhere in the background to exit the browser.*

To experiment with different reverbs, click on the scenes button and a browser window will appear. From there, select the desired reverb by clicking on it. The name of the selected reverb will appear in orange.

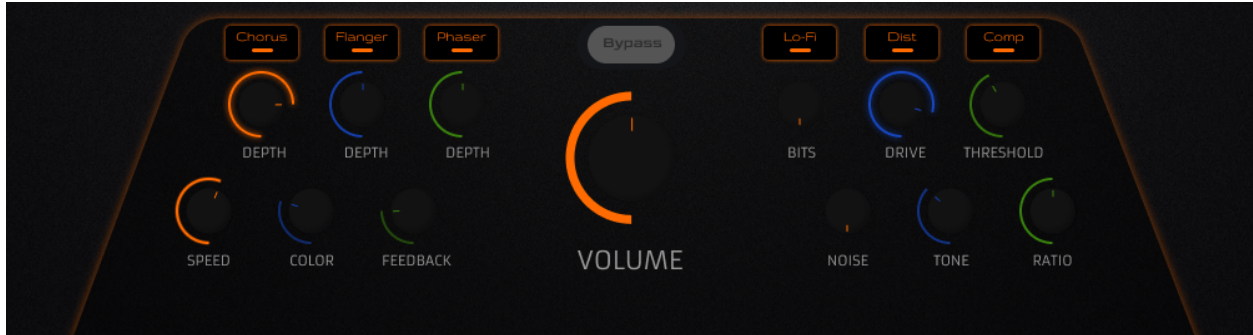


Scenes Browser Page

The dry/wet ratio can also be adjusted by using the slider at the bottom of the browser screen. Once you are finished, simply click anywhere in the background to exit the browser.

- *Each reverb preset is crafted to deliver a distinct sound character. We recommend that you carefully adjust the volume levels and record at an appropriate level to avoid clipping when the reverb level is increased too much.*

Unlike the XY Pad interface, in the **ONE SHOT** interface the FX controls are located at the bottom of the main screen, not on a separate page.



The effects in the ONE SHOT interface have been expertly pre-designed by our sound designers to enhance the performance of the available sounds. The master volume can be adjusted using the large knob located in the center, which operates independently of Kontakt's own master volume slider. However, if necessary, the Kontakt's master volume can still be utilized.



The buttons for each effect will be highlighted in orange when the effect is active and gray when it is turned off,


- *Each effect has its own colored knobs, for example, all knobs for the Flanger effect are blue and all knobs for the Chorus effect are orange.*



Bypass button, located above the master volume knob in the FX section, allows you to temporarily disable all effects with a single click. When activated, the button will turn orange, indicating that all effects are off. By clicking the button again, it will deactivate and turn gray, re-enabling all previously active effects with their previous settings.

4 FX PAGE (XY PAD)

In the XY Pad interface the effects are used in a much more complex way and are therefore located on a separate page.

 To access the FX page from the XY Pad main screen, press the FX button located on the top left corner of the instrument, next to the HOME button.

The FX page for XY Pad is divided into three main sections, similar to the layout of the XY Pad main screen.



XY Pad FX Page

The FX column on the left affects the left Color Layer, the FX column on the right affects the right Color Layer and the FX column at the bottom affects all sounds, including the Drones.

• BROKEN CELLO <>

The selected Color Layers can be viewed, changed and turned on and off by using the buttons at the top of the right and left column.



Activating or deactivating the effects can be done by clicking on the corresponding buttons with their names. When the button is orange, it indicates that the effect is active, and when it is gray, it means the effect is deactivated.



The LINK button allows you to link the effects next to each other. When pressed, it will synchronize the movement of the corresponding knob in the left column with the corresponding knob in the right column. So, any adjustments made on one knob will be reflected on the other knob as well.



The Bypass button, located above the master volume knob in the lower center section, allows you to bypass all master effects. It is orange when active and gray when deactivated.

The right and left columns each have 4 FX available:

- DRIVE
- ROTATOR
- FLANGER
- PHASER

The master FX column, which affects all sounds, has 6 FX available:

- CHORUS
- FLANGER
- PHASER
- LO-FI
- DISTORTION
- COMPRESSOR

To exit the FX screen, you can click on the HOME button located on the top left corner to return to the XY Pad main screen, or click on the SWISH SWOOSH button located on the top center to return to the instrument's main screen.

5 EQ PAGES

AMBER offers a detailed but user-friendly equalizer, so that even those without extensive audio engineering experience can experiment with great pleasure.



The equalizer in AMBER is a 6-band EQ, with controls and value ranges as follows;

- HIGH PASS FILTER
- LOW PASS FILTER
- LOW FREQ - 40 Hz - 600 Hz
- LOW MID FREQ - 200 Hz - 2.5 kHz
- HIGH MID FREQ - 600 Hz - 7 kHz
- HIGH FREQ - 1.5 kHz - 22 kHz

The control symbols in the EQ interface include;

- dB - Used to increase or decrease the loudness of the selected frequency range.
- Hz - Used to identify the frequency of the sound you want to adjust.
- Q - Used to adjust the width or narrowness of the frequency range that will be affected.*



* Q is indicated by this symbol on the equalizer. Moving the control to the left will narrow the range, while moving it to the right will widen it.



The EQ page can be accessed from the XY Pad main screen by clicking on this symbol. This button will appear orange when active and gray when inactive. Keep in mind that the left and right Color Layers and Drones each have their own separate equalizers, and therefore their own separate EQ buttons. The EQ buttons for the left and right Color Layers can be found below their respective images, while the EQ button for the Drones can be found to the right of the **Drones** text.

- *From the EQ page, you can return to the XY Pad main screen by clicking anywhere in the background.*



In the **ONE SHOT** main screen, you can access the equalizer page by clicking on "EQ" located on the top left corner, next to the home button.

- *And similarly, from the EQ page, you can return to the ONE SHOT main screen by clicking anywhere in the background*

CREDITS

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