An Impact Soundworks Sample Library
Compatible with Kontakt 4+

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INTRODUCTION

Impact: Steel was intended to fill a gap found in popular commercial sound libraries. While several other products have metal hits and "found" percussion, none are extensively sampled and usable as individual, expressive instruments. The goal of this project was therefore to create a unique, detailed, and playable library with the same amount of multisampled detail one would expect from a high end percussion bank.

There are 6 main patches, 8 special/alternately-mapped patches, and 16 FX patches in all, totaling 73 articulations of extensively multisampled hits, scrapes, rolls, and designed textures. The instruments were recorded in a medium-sized recording booth, insulated yet retaining some ambience and "air" in the samples; this facilitates mixing for small ensembles and rooms as well as large orchestral forces.

Impact: Steel was designed to be as playable as possible, on both drum controllers as well as MIDI keyboards. As such, all main patches are keymapped without overlap, and can be loaded on a single channel for instant playability of all instruments. On a MIDI keyboard, hits are mapped to black keys, while scrapes, rolls, and tremolos are mapped to white keys. This increases ease of playing for composers without dedicated drum controllers.

An additional set of "L/R" patches is included as well, with left/right hand hits separated onto adjacent notes to facilitate playing fast passages.

All samples are 24-bit, stereo, 44.1 kHz.

INSTALLATION

After extracting the downloaded RAR file, you can load patches by going to the **Instruments** folder and dragging the **NKI** files into Kontakt 4 (or higher). These patches can also be loaded from within Kontakt using the file browser, Database tab, or quickload tab.

We strongly encourage you to leave the samples in the "Audio Files" folder unaltered. Modifying, renaming, moving, or deleting any of the files within this folder may negatively affect the *Impact: Steel* patches or even cause them to not load. If you do plan on editing any of the Audio Files, create a backup first!

PATCHES DESCRIPTION

All main *Impact: Steel* patches are mapped without overlap, and can be loaded onto a single channel for instant playability of all instruments. On a MIDI keyboard, hits are mapped to black keys, while scrapes, rolls, and tremolos are mapped to white keys. This should increase ease of playing without a dedicated drum controller.

An additional set of "(LR)" patches is included as well, with left/right hand hits separated onto two adjacent notes. This facilitates playing fast passages, and allows direct control over variation samples.

C4 = Middle C

Large Steel Frame 1 – Deeper hits, scrapes, tremolos and rolls from a three-sided 15"x15"x7" frame.

C2: Soft mallet roll (3 velocities)
C#2: Soft mallet hit 1 (7 velocities, 2 variations)
D2: Hammer tremolo
D#2: Soft mallet hit 2 (7 velocities, 2 variations)
F2: Chain scrape slow
F#2: Hammer hit 1 (7 velocities, 2 variations)
G2: Chain scrape medium
G#2: Hammer hit 2 (7 velocities, 2 variations)
A2: Chain scrape fast
A#2: Hammer hit 3 (7 velocities, 2 variations)
C3: Dime side-scrape slow (3 velocities)
D3: Dime side-scrape medium (3 velocities)
E3: Dime side-scrape fast (3 velocities)

Large Steel Frame 2 – Higher pitched hits and scrapes from a three-sided 15"x15"x7" frame.

C#3: Rod hits 1 (7 velocities, 3 variations)
D#3: Rod hits 2 (7 velocities, 3 variations)
F3: Dime edge-scrape slow (3 velocities)
F#3: Muted rod hits (7 velocities, 3 variations)
G3: Dime edge-scrape medium (3 velocities)
G#3: Dime hit+scrape (7 velocities)
A3: Dime edge-scrape fast (3 velocities)

Large Steel Frame Bass-FX – Same mapping as Large Steel Frame 1, pitch-shifted down and filtered for a much deeper bass. Additionally, an automated high-pass filter is available via modwheel. Try layering both patches on the same channel!

Large Steel Frame 1 / 2 (LR) – These patches have similar mapping as their main counterparts, but with left hand / right hand variations mapped to adjacent keys. For example, the Soft Mallet Hit on C#2 has the alternate hand on D2, F#2 hammer hit becomes F#2 and G2, and so on. There are no scrapes, rolls, or tremolos on these patches.

Large Cylinder – Fingered hits and rolls from a hollow metal cylinder, 8.5" in diameter and 7" tall.

> C4: Roll (3 velocities)
> C#4: Hits (9 velocities, 3 variations)
> D#4: Lid hits (7 velocities, 3 variations)

Large Cylinder Bass-FX – Same mapping as Large Cylinder, pitch-shifted down and filtered for a much deeper bass. Try layering both patches on the same channel!

Large Cylinder (LR) – No rolls included. Hits on C#4 and D4, lid hits on D#4 and E4.

Small Cylinder – Fingered hits from a hollow metal cylinder, 6.5" in diameter and 3.5" tall.

> F#4: Hits 1 (7 velocities, 3 variations)
> G#4: Hits 2 (7 velocities, 3 variations)

Small Cylinder (LR) – Hits on F#4 and G4, G#4 and A4.

Metal Spring – Plucks and scrapes from a 5.5" metal spring.

> A#4: Single pluck (7 velocities)
> C#5: Downwards grate (7 velocities)
> D#5: Upwards grate (8 velocities)

Single Pluck Tuned – Tuned plucks from a 5.5" metal spring.

> C2-C4: Single plucks, tuned (7 velocities)

Metal Cone – Various hits on a bell shape, 6.5" in diameter by 4" tall.

> F#5: Hammer hit, side (7 velocities, 2 variations)
> G#5: Hammer hit, edge (7 velocities, 2 variations)
> A#5: Soft mallet (7 velocities, 2 variations)

Metal Cone (LR) – Side hit on F#5 and G5, Hammer hit on G#5 and A5, Soft mallet on A#5 and B5.

Combined Metals - A combination of all non-FX patches in a single patch and layout. Very efficient and fun to play!

FX Clang Ensemble – This patch simulates a group of percussionists playing Large Steel Frames. Clang Ensemble mapping is similar to Large Steel Frame 1 / 2 (LR) – hits are on black keys and the next adjacent white key, with no rolls, tremolos, or long scrapes.

FX Giant Hits (all) – This "sound menu" patch contains processed ambient hits, sculpted from other *Impact: Steel* samples. If you are using the Kontakt 2 version of this patch, you can use the modwheel to increase the attack length – this can create very mellow, spooky background hits. Please note that for simplicity, this patch is mapped to white keys only.

> C3: Giant Hit full (2 velocity layers)
> D3: Giant Hit, resonant
> E3: Grey Steel
> F3: Underwater pipe
> G3: Tunnel hit
> A3: Horror hit
> B3: Deep cylinder, mellow
> C4: Deep cylinder (3 velocity layers)
> D4: Bellowing drone hit
> E4: Singing steel hit
> F4: Tearing steel
> G4: Piano scrape
> A4: Horror scrape
> B4: Big bright scrape

FX Giant Hits - Bellowing Drone / Grey Steel / Horror Hit / Underwater – These Giant Hits patches are pitched and tuned, with range C2-C5. In Kontakt 4, the same modwheel->attack control from the previous patch is available.

FX Sweeps and Textures (all) – Ambient textures, drones, and sweeps, also sculpted from other *Impact: Steel* samples. The Kontakt 2 version of this patch features dynamic filtering via modwheel, allowing for realtime timbral control. Some patches are bound to a highpass filter, and others to a lowpass filter; this is indicated as HPF or LPF in the keymap list (again, this applies only to the Kontakt 2 version of this patch.)

> C4: Sweep - Deep Crisscross (HPF)
> D4: Sweep - Falling Scrape (LPF)
> E4: Texture - Underwater Drone (HPF)
> F4: Texture - Singing Steel (HPF)
> G4: Texture - Nuclear Reactor (HPF)
> A4: Texture - Buzzing Overtones (LPF)
> B4: Texture - Singing Overtones (LPF)

FX Sweep - Deep Crisscross – A giant moving sweep with a 3D crisscross feel. Pitched and tuned, with range C3-C5. The Kontakt 2 version of this patch adds a high-pass filter via modwheel.

FX Sweep - Falling Scrape – A long, flanged scrape with some initial droning bass. Pitched and tuned, with range C3-C5. The Kontakt 2 version of this patch adds a low-pass filter via modwheel.

FX Texture - Buzzing Overtones – A thick buzzy tone with harmonics and sub-bass. Pitched and tuned, with range C2-C5. The Kontakt 2 version of this patch is looped, and adds a low-pass filter via modwheel.

FX Texture - Nuclear Reactor – A complex tone with strong pitched content, moving harmonics, sub-bass and both mellow and edgy components. Pitched and tuned, with range C2-C5. The Kontakt 2 version of this patch is looped, and adds a high-pass filter via modwheel.

FX Texture - Singing Overtones – Has a slight buzz, subtle bass, and a focus on the harmonics, producing a twisted yet angelic timbre. Pitched and tuned, with range C2-C5. The Kontakt 2 version of this patch is looped, and adds a low-pass filter via modwheel.

FX Texture - Singing Steel – A very thick, spooky tone without much pitched content, and some sub-bass. Pitched and tuned, with range C2-C5. The Kontakt 2 version of this patch is looped, and adds a high-pass filter via modwheel.

FX Texture - Underwater – A very mellow sound, with subtly evolving harmonics and a prominent sub-bass. Pitched and tuned, with range C2-C5. The Kontakt 2 version of this patch is looped, and adds a high-pass version via modwheel.

USER INTERFACE

Impact: Steel v2 comes with a brand new UI introducing various sound design possibilities.

Standard, non-FX and non-Clang Ensemble patches in the library have the interface above.

Width: Controls the stereo field of the instrument from mono to wide.

Tune: Pitches the instrument up or down. This is not transposition - the actual pitch of each sound is increased or decreased, not the mapping.

Saturator: Adds a saturator effect for mild overdrive, great for adding extra 'oomph' and thickness.

Compressor: Adds an aggressive compressor that greatly enhances and sharpens attacks.

Limiter: Adds a brickwall limiter to prevent clipping from the instrument's output.

EQ: Low, Mid and High Bands may be sculpted to dip or boost pre-set frequency ranges.

Ensemble: Adds simulated ensemble playing when enabled.
     Voices: Controls the number of virtual players.
     Spread: Controls the stereo spread of the ensemble voices.
     Loose: Controls the relative looseness or tightness of the players.

Reverb: Adds a convolution reverb effect.
     Amount: Controls the 'wet' amount of the reverb added to the signal.
     Length: Controls the decay (tail) of the reverb.

FX patches have reduced controls but can still be sculpted with stereo width, tuning, and EQ.

The Clang Ensemble is similar to main patches, but does not have an ensemble builder as it already has ensemble playing. The **Tone** knobs allow for subtle adjustment of each player's timbre.

TROUBLESHOOTING & FEEDBACK

Have you used **Impact: Steel** in a project recently or have a demo or song that you'd like to share? You can email us (admin@impactsoundworks.com) or tell the world at our Facebook page here: http://www.facebook.com/ImpactSoundworks

You can also catch us on Twitter at @ISoundworks!

We encourage all our users to share and promote their work. Word of mouth is the #1 way people find our samples, so it also helps us to produce more great libraries for you! For any technical support issues regarding the library, don't hesitate to email support@impactsoundworks.com.

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