OWNERS MANUAL

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STRIKEFORCE
CINEMATIC PERCUSSION

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1   Introduction

Welcome to STRIKEFORCE!

STRIKEFORCE is a cinematic percussion library for KONTAKT 5 or the free KONTAKT PLAYER. The manual will give you an overview of the included instruments. For a thorough walkthrough and detailed descriptions, please check out the videos on our website at www.laboratoryaudio.com. On behalf of all of us from Laboratory Audio, we hope this instrument will truly inspire you!

STRIKEFORCE is a virtual instrument that is geared towards big screen action, epic trailer music, suspense, horror and hard-hitting action scores. The instrument is a labor of love and has been over two years in the making.

The composer has the possibility to build different sizes of ensemble percussions ranging from a center panned solo drum, to a wide multi player ensemble with a cinematic stereo spread. The stereo spread is accomplished by doubling and quadrupling the performances, which yields a very wide stereo field. An array of percussion instruments is featured. Low Toms, African drums, Brazilian drums, Asian drums, Snare drums, Bass drums, Gongs, Custom Percussions, Modular drums, Metal Sheets and Junk metals, all recorded with 6 velocity layers and 16 Round Robins. Along with the traditional 2-note layout where velocity controls the velocity layers, there is also a 2nd layout, the STRIKEFORCE layout, where each velocity layer is laid out next to each other in an octave. Two keys per velocity (*vl1 C-C# vl2 D-D#, etc etc*). Every drum is presented in 5 different tunings. These can be stacked and doubled up and a single Kontakt patch can be as thunderous as an entire percussion group.

STRIKEFORCE also features 27 different Solo Anvils and 3 Anvil Ensembles, 14 SubBoom Hits all recorded with 12 Round Robins which are laid out next to each other. STRIKEFORCE has a Trailer Hit Menu with 48 hard pounding blockbuster hits and a few Impact Menus each with 12 hits that not only contain the downbeats but also the swoosh into the downbeat sounds as well.

We focused our efforts on setting up practical and musical mixes instead of presenting a multitude of mic positions that use up system resources and slow down the workflow. STRIKEFORCE is presented with a CLOSE MIX and a FAR MIX. Both have been mixed within context of film music and will blend in with any program material right out of the box. The mod wheel is assigned to control the mix between the CLOSE MIX and FAR MIX and works differently than a traditional WET/DRY. As you bring in the FAR MIX, the sound doesn't just become wetter like a "reverb send," but wanders further into the respective space. You can still accomplish the "send to reverb" style by adjusting the CLOSE and FAR Faders. Both mixes have their own Pitch control and ADSR control. Any sound can be completely dried up by using the Release Time of the ADSR. There is no artificial Kontakt reverb used; instead, each patch has its own unique room/hall/stage/tunnel sound.

Each individual velocity layer has been treated as its own instrument. EQ, compression, stacking and mic blend has been individually tweaked for the ultimate "playability" and musical effect. This results in dynamic and powerful instruments that feel explosive and alive.

The single page STRIKEFORCE Graphic User Interface (GUI) is streamlined to be clutter-free, intuitive, and musically on point.

We sincerely hope you enjoy STRIKEFORCE.

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2 Getting Started

2.1 System Requirements

Kontakt 5 Player (free) or Kontakt Retail (sold separately) v5.6.8+

Komplete Kontrol 1.8.1+, Maschine 2.6.8+

Mac OS X 10.10, 10.11 or macOS 10.12 (latest update), Intel Core 2 Duo+

Windows 7, Windows 8, or Windows 10 (latest Service Pack, 32/64-bit) Intel Core 2 Duo or AMD Athlon 64 X2

An Internet connection and a graphics card that supports OpenGL 2.1 or higher are required to download and activate this product. Once installed and activated, the product can be used offline.

4 GB RAM (6 GB recommended for large KONTAKT Instruments)

SUPPORTED INTERFACES

Mac OS X (64-bit only): Stand-alone, VST, AU, AAX

Windows (32/64-bit): Stand-alone, VST, AAX

2.2 MAC OSX Install Instructions

Please note, you need about 38.6GB of disk space (20GB+18.6GB) for the installation process

1 - Download all 4 Parts for Mac OSX - Wait for all the Parts to be fully downloaded until you proceed to the next step!
   (If you have a slower internet connection or experience time outs we recommend to download 1 file at a time)
2 - Open STRIKEFORCE.dmg
3 - Now move the STRIKEFORCE folder from the disk image to your HD location of choice
4 - Upgrade to latest version of Kontakt via Native Access (5.6.8+)
5 - Quit Native Access and all other Applications
6 - Open Kontakt in stand alone mode and go to ADD LIBRARY
7 - Native Access opens - copy and paste in the license key
8 - it will ask you where the library is - find that folder …installation completed!
9 - Feel free to delete the downloaded .dmgpart and .dmg files

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2.3   WINDOWS PC Install Instructions

Please note, you need about 38GB of disk space (2x18.6GB) for the installation process

1 - Download all 5 Parts for Windows. Wait for all the Parts to be fully downloaded until you proceed to the next step!
    (If you have a slower internet connection or experience time outs we recommend to download 1 file at a time)
2 - Open STRIKEFORCE.exe, read and click accept on the license agreement. Click browse to select a destination for the install then click "extract"
3 - Upgrade to latest version of Kontakt via Native Access (5.6.8+)
4 - Quit Native Access and all other Applications
5 - Open Kontakt in stand alone mode and go to ADD LIBRARY
6 - Native Access opens - copy and paste in the license key
7 - it will ask you where the library is - find that folder …installation completed!
8 - Feel free to delete the .rar and .exe file

3   Library Description

STRIKEFORCE is organized into 3 categories:

- **Ensemble and Solo Percussion**
- **Impacts, Menus and FX**
- **Tick Tocks**

The entire library is NKS ready.

3.1 Ensemble and Solo Percussion

These patches are comprised of deeply sampled traditional and nontraditional percussion sources. Some patches have a solo version and an ensemble version. Whenever there are 2 versions of an ensemble, version 2 is an even bigger group than version 1.

During the recording and mix process, each velocity layer received its own unique recording treatment and microphone position which goes beyond the traditional way of simply setting up a few microphones in a room and recording in one static position. The same goes for the mix; each velocity layer received its own mix. In some cases, only the top 2 velocity layers have mixed in an entire set of microphones (for example far room mics).

Some patches have a tight, loose and flam version, which relate to the timing each player hits the drum. It's important to adjust the timing of a MIDI sequence earlier or slightly ahead of the beat when using loose or flam patches as the samples are trimmed on the first transient, which is often performed ahead of the beat.

The GUI provides individual pan pots for each tuned version for CLOSE MIX and FAR MIX, a total of 10 pan pots. It is also recommended to experiment with further de-tuning the FAR MIX samples from the CLOSE MIX samples. For example, interesting effects can be achieved with the FAR MIX tuned down an octave and blending that with the CLOSE MIX.

Because these patches have 16RR's, a lot of interesting articulations can be created. Roll ins, swells, crescendos with 64th notes while moving the mod wheel from FAR to CLOSE MIX is a favorite one of ours.

When doubling up a MIDI part across the different 5 tuned groups, one can achieve a very large sound with only 1 patch. Please watch the videos on the website.

3.1.1 GUI and Layout

Each patch has 6-velocity layers with 16 round robins per velocity - these are laid out on the keyboard in two different ways:

1 - *(C0-F1)* - old school, one-note style (two keys for playability) where the velocity triggers the actual velocity layers

2 - Strikeforce Style *(C2-B6)* next to each other where each velocity layer is across two notes on the keyboard filling up one octave on the keyboard
       (C/C# = Vel1, D/D# Vel2, E/F = Vel3, G/Gb = Vel4, A/Ab = Vel5, B/Bb =Vel

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3.1 Ensemble and Solo Percussion

Traditional 2 note layout -
vel triggers vel layers

Group 1 - Down Tuned deeper
Group 2 - Down Tuned
Group 3 - Original Pitch
Group 4 - Up Tuned
Group 5 - Up Tuned higher

C/C# - **Velocity 1**
D/D# - **Velocity 2**
E/F - **Velocity 3**
G/Gb - **Velocity 4**
A/Ab - **Velocity 5**
B/Bb - **Velocity 6**

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3.1.1 Big Drums

These patches are all based on organic percussion sources. From big to small toms to modified bass drums, Brazilian Surdo's, African felt drums, field drums, marching drums to custom-made soldier drums. The patches are each their own percussion ensemble. Even the solo patches can quickly be turned into a group of 5 solo players. And since the velocity layers are available to be played simultaneously, a very big sound can be accomplished by combining individual velocity layers, something that is not possible with the traditional layout of having keyboard velocity triggering the velocity layers. The solo versions are mixed in the center and most of the ensemble versions are mixed in a cinematic ultra wide fashion.

3.1.2 Hybrids

Similar to the big drums but here an array of synthesized and modular percussion sources were blended in with the organic recordings. Some synthesized sounds were recorded in a large Hall thru PA sized speakers. These patches reside in their own category of epic percussion sounds.

3.1.3 Metals

These patches are based on recordings of metal based percussion sources. From giant metal sheets to tiny metal pipes to custom build instruments. These sounds are very unique and can also be used as impacts.

3.1.4 Small Drums

The percussion sources used in these patches are smaller, hand type percussions. 2 different kind of the same sized drum were recorded in 3 fashions:
• 1 = set 1 played together but mixed in the center of the stereo spectrum
• 2 = set 2 played together and also mixed in the center
• ENS = a separate recording of the percussion sources of v1 and v2 together and mixed in a wide cinematic stereo spread
These patches are great for filler type grooves and/or very fast-paced action passages.

3.1.5 Snares

The snares patches cover a wide variety of snare drums. Similar to the categories above there are solo snare patches and ensemble snare patches. Each solo snare patch can quickly be turned into a snare ensemble by copy and pasting the MIDI track and doubling up the tuned groups. The dedicated ensemble patches come in different "sizes." There are 2 dedicated big ensemble patches that were all 35 snare drums recorded together!

Because of the 16 round-robins you can create completely realistic rolls and crescendos all with MIDI. Any length and tempo.

3.2   Impacts, Menus & FX

These patches are a collection of hits and impacts. There are two categories. Single shots that are laid out chromatically with one hit per key and multiple shot menus that have 1 sound per octave with 12 alternates (round robins) laid out chromatically within that octave. This allows for hitting downbeats back to back or even creating interesting rhythmic patterns.
And every sound has a CLOSE MIX and a FAR MIX to be controlled via Mod Wheel.

3.2.1 Single Shot Menus

The single shot menus are laid out in a chromatic fashion. One hit per key.

• **Trailer Hit Menu:** 48 Trailer music style hard edged, hard-hitting impacts

• **Faceripper Menu:** 12 complex FX hits with reverse option, see layout below

• **Haunted Menu:** 12 complex FX hits

• **Impact Menu Soft:** 12 complex FX hits with reverse option, see layout below

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3.2.1 Trailer Hit Menu

Single shot chromatic layout

3.2.2 Faceripper & Soft Impact Menu

Reverse
Only

Reverse +
Impact

Impact
Only

3.2.2 Multiple Shot Menus

These patches are laid out by the octave. Each octave has 12 repetitions (round robins). The Anvil Ensembles are laid out slightly differently. Each pink colored octave are 12 hits recorded with the players hitting very much on the beat, tight timing. And every blue colored octave is the same instruments but the players performing the hits with a much looser timing for a bit of a flam effect. So these are laid out per 2 octaves, alternating tight and loose timing. Special care was taken with assembling the anvil patches. Anvils are typically used in conjunction with a low hit or a bass drum.

- **Anvil Solos:** 27 different types of anvils were recorded, each with 12 repetitions.

- **Anvil Ensembles**: 8 Big Ensembles (Anvil Big Ensembles 1 and 2) and 4 Smaller ensembles. The big ensembles are bigger anvils that sound lower in pitch then the small ensembles which are higher pitched. 8-10 anvils instruments were struck simultaneously to create these ensembles.

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- **SubBooms:** 14 different earth-shattering, thunderous, earthquake style subterranean hits with 12 repetitions

3.2.2 Anvil Solo

RR1 - 12

One instrument per octave with 12 repetitions

3.2.2 Anvil Ensembles

Tight Timing   Loose/Flam Timing

3.2.2 SubBooms

RR1 - 12

One instrument per octave with 12 repetitions

3.3 Tick Tocks

Tick Tocks are sounds that are useful to create rhythmic patterns similar to a hi-hat. The source for these sounds were all sorts of metallic clang type instruments. 32 repetitions (round robins) were recorded to be able to avoid a "machine-gun" effect on even the fastest passages. Very useful for creating suspenseful rhythmic forward motion.

These patches are laid out across 2 keys for playability. C/D, E/F, G/A 3 different sounds per octave.

- **Clockticks:**
- There are 21 different clock type short metallic sounds in this patch. 32 RR

- **Tick Tocks:**
- There are 15 different ticky tock sounds in this patch. Also, in this patch velocity 127 triggers an accent tick tock which is a hard hit. 32 RR
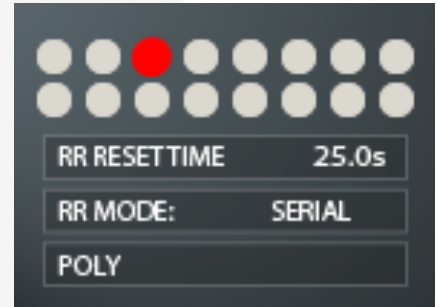
3.3 Tick Tocks

4 Functionality Description

- **Round Robin Functionality:** 16 (and 32 on Tick Tock Patches) buttons "light" up red when playing a round robin (RR). Clicking on a button allows you to turn individual RR's off. When an RR is turned off then the color of the button goes dark. Global all off, all on function (Shift Click Button toggles on/off).


- **RR Resettime:** This is the time of pause between playing notes that resets the RR counter back to RR1. Range is 0-25.0s.

- **RR Mode:**
  - **Serial** plays RR1 to RR16 in sequential order.
  - **Random** plays RRs in random order.

- **Poly/Mono Mode:**
  - Poly allows you to play as many notes as polyphony allows.
  - Mono mode limits this to 1, similar to a monophonic synth.

- **Vel Response:** When the Velocity Slider is set to **MIN** samples play back at a fixed velocity of 127 resulting in the same volume no matter how hard the key is pressed. This can be useful when using the ensemble 2 note layouts. When the Slider is set to **MAX**, then the keyboard velocity controls the volume of each sample. Most patches default to 90% **MAX.**

- **Curve** selects between linear, convex or concave velocity sensitivity.
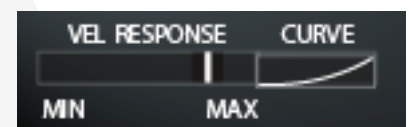
- **Sample Start:** This function allows the user to trim off the start place of a sample. It can be used to "tighten" a flam.
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- **Blend/Mixer:**
  - **C** controls the level of CLOSE MIX samples
  - **F** controls the level of the FAR MIX samples
 - **MIX** controls the ratio between CLOSE and FAR, controlled by CC 1 Modwheel (or NKS).
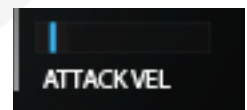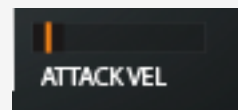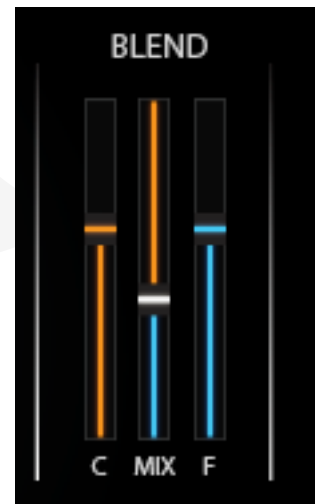
- **Attackvelocity** is linked to the attack time slider, and determines the amount of attack time being controlled by velocity. Slider all the way to the left means 0ms; no matter how hard you hit the keyboard, the Attack time of the ADSR is exactly what its set to. Slider all the way to the right means that velocity now controls the attack time of the ADSR in our given range (0-200ms is our range). If you hit the keyboard softly more attack time is applied than when you hit the keyboard hard. At velocity 127 attack time will be 0ms. This is useful with one-shot samples or when playing 1 velocity only.

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- **ADSR:**
- Attack, Decay, Sustain, Release for CLS mix and Far mix.

- **Pitch:** PITCH knob for all CLOSE MIX Samples and all FAR MIX Samples. The Range is -12 to +12 semitones.

- **Pan**: Pan pot for each of the tuned ensembles, one for CLOSE and one for the FAR MIX. The pan pots control both layouts, the 2 note layout and the vel layers next to each other layout. See Graphic below. When you play a zone the Pan Pot changes color so you can see which zone you are currently playing.

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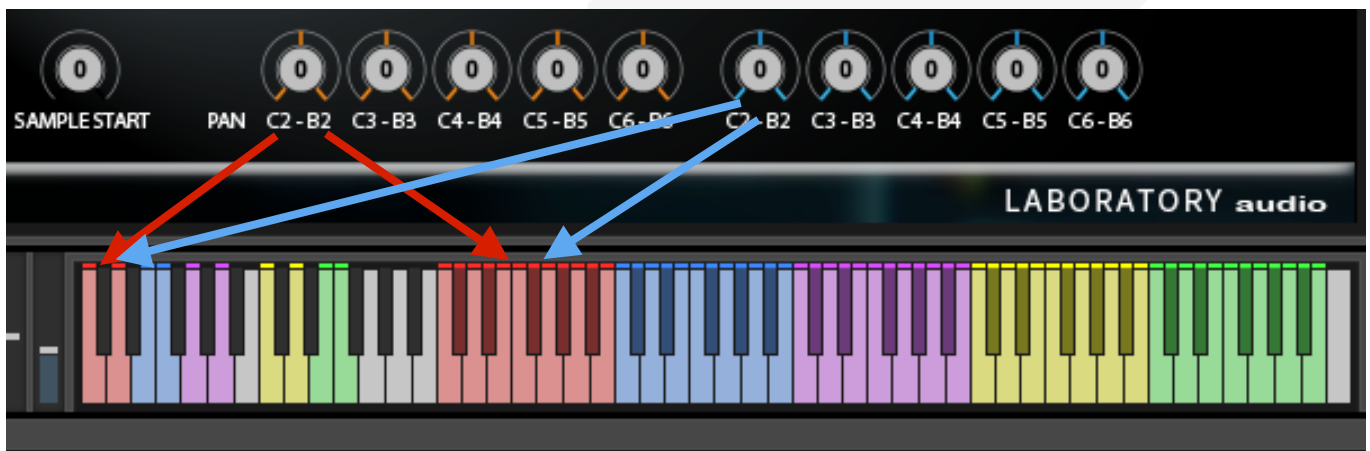
5   Patch List

Ensemble and Solo Percussion:

Big Drums:

LowDrms ENS 1 tight
LowDrms ENS 2 loose
LowDrms ENS 3 flam
Mauser ENS 1
Mauser ENS 2
Toms of Steel 1
Toms of Steel 2
1000Drums
Absurdo1
Absurdo2
Absurdo3
Bomber 1 ENS
Bomber 1 Solo
Bomber 2 ENS
Bomber 2 Solo
Bomber 3 ENS
Bomber 3 Solo
Bomber 4 ENS
Bomber 4 Solo
Bomber 5 ENS
Bomber 5 Solo
Bomber 6 ENS
Bomber 6 Solo
Bomber 7 ENS
Bomber 7 Solo
Bomber 8 ENS
Bomber 8 Solo
Bomber 9 ENS
Bomber 9 Solo
Bomber 10 ENS
Bomber 10 Solo
Buffel Drum Solo
Buffel Ens loose
Buffel Ens tight
ColegnoDrum1
ColegnoDrum2
Dropper Ens 1
Dropper Ens 2
Felter ENS 1
Felter ENS 2
Overlord1 Flam
Overlord1
Overlord2 Flam
Overlord2
Overlord3 Flam
Overlord3
Overlord4 Flam
Overlord4
Overlord5 Flam
Overlord5
Overlord6 Flam
Overlord6
Overlord7 Flam
Overlord7
SmatterDrum 1
SmatterDrum 2

Hybrid Drums:

ApolloDrums
Armour ENS
Damper ENS 1
Damper ENS 2
Freeze Toms
Ghost Rider
HeroDrums
PitchDrum 1
PitchDrum 2
PitchDrum 3
PitchDrum 4
PitchDrum 5
Puncher ENS
Rexxer ENS
SinSpeeder
Stacker ENS
Thunder ENS
Warp Toms

Metals:

Metal ENS
Copper Gong
Knocker
Megaloon Black
Megaloon Purple
Megaloon Red
Metal Gong
Sizzle drum 1
Sizzle drum 2

Impacts, Menus and FX

Anvil Big Ensemble 1
Anvil Big Ensemble 2
Anvil Small Ensemble
Anvil Solos 1
Anvil Solos 2
Anvil Solos 3
Faceripper Menu
Haunted Menu
Impact Menu Soft
SubBooms 1
SubBooms 2
Trailer Hit Menu

Snares:

Snares Big ENS
Snares Bigger ENS
Snare Berlin ENS
Snare Berlin Solo
Snare Brass ENS
Snare Brass Solo
Snare Concert ENS
Snare Concert Solo
Snare Field 1 ENS
Snare Field 1 Solo
Snare Field 2 ENS
Snare Field 2 Solo
Snare Maple ENS
Snare Maple Solo
Snare Orch ENS
Snare Orch Solo
Death By Snare 1 Ens
Death By Snare 2 Ens
Death By Snare 3 Ens
Death By Snare 4 Ens

Small Drums:

MiniToms 1
MiniToms 2
MiniToms ENS
Stormer Grp 1
Stormer Grp 2
Stormer Wide ENS
Taifoons 1
Taifoons 2

Tick Tocks:

Clockticks
Ticky Tocks

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6   Credits

Credits

- Product Concept and Design: Laboratory Audio - Tobias Enhus, Thor Laewe
- Content Creation: Laboratory Audio - Thor Laewe, Tobias Enhus
- KONTAKT Scripting: David Healey
- NKS Implementation: Thor Laewe, David Healey
- Sample Editing: Kris Essig, Thor Laewe
- Graphic Design and Artwork: Tobias Enhus