



An [Impact Soundworks](#) Sample Library
Powered by Native Instruments Kontakt Player

Designed & Produced by Andrew Aversa / Editing by Andrew Aversa & Iain Morland
Sound Design by Andrew Aversa, Jordan Fehr, Mick Gordon
Additional Sound Design by Erik Ekholm, Rasmus Fors, Mitchell Clark, and Joshua Crispin
Art & UI Design: Dickie Chapin (Constructive Stumblings) / Scripting by Andrew Aversa

INTRODUCTION

Welcome to the world of **JUGGERNAUT**. This instrument was designed to be our flagship library, an essential tool for modern composers and producers looking to add cutting-edge electronic sound design to their music. The idea came from the success of our free **Cinematic Synthetic Drums** pack, a collection of about 60 synthesized drum hits and simple effects. We sought to build on that concept and drastically expand the number of sound sources, as well as add entire new categories of sounds (builds, sweeps, reverses, tonal basses) and advanced, intuitive user interfaces.

JUGGERNAUT was a truly collaborative effort - it features sounds from several extremely talented designers in addition to our own in-house creations, and our first 'nextgen' UI with an incredibly deep and customizable feature set. As our beta testers, themselves working composers and producers, used the library over the months we listened to their feedback and added features, content, and presets based on their needs. The result is a **powerful scoring tool** that is truly *designed with composers in mind*.

The sounds of this library go far beyond epic, dark film trailers and scores, however. The incredible variety of sounds is well-suited for many genres of electronic music (dubstep, 'brostep', trance, house, big beat, breakbeat, drum n' bass...), subtle underscore and drama, retro analog, hip hop, modern pop, and much more. With over 500 sounds and infinite tweakability, we hope you enjoy using this instrument in all your productions... we know we have!

INSTALLATION / AUTHORIZATION

To install the library, you must first ensure that you have the **full version** of Native Instruments KONTAKT 5 (or higher), or KONTAKT 5 PLAYER (or higher). Kontakt Player is available for free at the link below:

<http://www.native-instruments.com/en/products/komplete/synths-samplers/kontakt-5-player/>

Verify that you have downloaded **all seven RAR files** for the library, and proceed to extract **part1 only** using a program like WinRAR (PC) or UnRarX (Mac). Place the extracted folder in the location of your choice. Then, within Kontakt, open the **Browser** pane on the left and click the **Libraries** tab. Select **Add Library** at the top and select the folder you just extracted. The three RAR files labeled **WAV** are separate from the Kontakt instrument.

Once the library has been added to your libraries tab, open **Service Center** (included with your install of Kontakt / Kontakt Player) and **authorize** the library using the serial number you received via email. Upon authorization, **JUGGERNAUT** will be ready to use in the DAW of your choice. Enjoy! Patches can be loaded directly from the browser by double-clicking or dragging into Kontakt.

SOUND LIBRARY CONTENT

Drums, FX, and basses within **JUGGERNAUT** are organized into 19 categories. This organization is useful if you are dragging WAV files directly into your DAW, or if you are assembling a kit and don't know where to start. The **(bold number)** is the # of sounds in each category.

Drums

All drum sounds have 10x RR variations!

Kick (42): Short, bass-heavy kick drums with lots of 40-120hz punch and 'oomph'.

Snare (30): All manner of electronic and physically-modeled snare drums, including noise-based snares.

Thip (39): Short, quickly-decaying sounds at a higher pitch and with mid/high frequency emphasis (i.e. hi-hats).

Splash (17): Medium-decay open hihats, splash cymbals, and other drums full of upper-spectrum noise.

Crash (17): Emulations of long-decay crash cymbals of various types.

Slam (23): Full-bodied drums that lie somewhere between a snare and kick - great for big hits with punch.

Perc (48): Toms, shakers, claps, rotos, orchestral bass drums, and ethnic drum emulations are all found here.

Tonal (15): Short noises with a very defined pitch.

Effects (FX)

Impact (58): Powerful hits, great for downbeats or emphasizing cuts. Usually long-tail & aggressive, possibly tonal.

Reverse (25): Sounds that gradually build in volume, such as reversed cymbals or noises, useful for transitions.

Drop (36): Synths that steadily drop in pitch, useful to bring the energy down before bringing it back.

Riser (47): Any kind of sound that rises and builds in pitch, volume and intensity before reaching a high point.

Sweep (28): Often tonal sounds that swell in volume, pitch or intensity, useful as transitions.

Texture (24): Tonal sounds best used solo to establish ambience, atmosphere, and mood.

Basses

Solid (10): Sounds with little to no modulation or movement, ideal for layering as a thick, constant element.

Mover (10): Sounds with lots of regular or irregular motion, sweeping, and phasing, including vowel sounds.

Disto (11): Distorted synths with significant saturation, bite, aggression and upper harmonics.

Fuzz (11): Sounds with emphasized mid and high frequency noise and smearing, creating a 'fuzzy' effect.

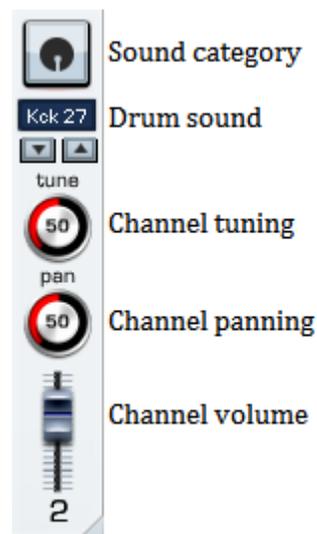
1Shot (11): Sounds that do not sustain and instead decay after a short time, useful for faster sequences.

DRUMS & FX PATCH

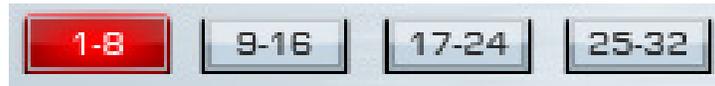
This patch enables you to select from dozens of premade drumkits, audition categories of sounds (as sound menus), add FX, and tweak a kit with ease - or create one entirely from scratch! **Click the preset name**, hit the **Load** button, or use the **Up and Down arrows** to change kits.



Up to **32** sounds can be loaded at any given time. You can see the currently loaded sounds on the "mixer" style display. By default, the lowest channel (1) is mapped to **C1**. You can use the **Octave + and -** buttons to change the transposition, or click **Octave** to reset to default. Each channel has the following parameters:



Clicking on **Sound Category** pops up a display where you can select the drum or FX category for the channel. You can then click and drag on the **Drum Sound** indicator to select a specific sound, OR double-click and type in a sound #, OR use the up and down arrows to browse through each sound.



The **Bank Selectors** switch which bank of 8 channels are being edited at any time.



The **FX Section** contains tools for processing the entire kit. Each effect can be switched on and off, and all parameters are saved with the preset. Clicking on an effect's On/Off button OR the **name** of the effect will reveal editing controls. For example, click on **phaser** to reveal:



The **A/D/S/R** sliders correspond with **Attack, Decay, Sustain** and **Release** for the entire kit. The **1-click hype** button switches on the **saturate, transient,** and **excite eq** effects - this immediately makes any kit sound bigger and more powerful. Try it!



The **Category Bank** allows you to change the playing mode to **Audition**. For example, clicking on the Kick category maps every kick sound across the keyboard - one kick per key. The **Solo Sound** button maps the last played individual sound across the entire keyboard, pitching it as if it were a multisample.

BASS PATCH

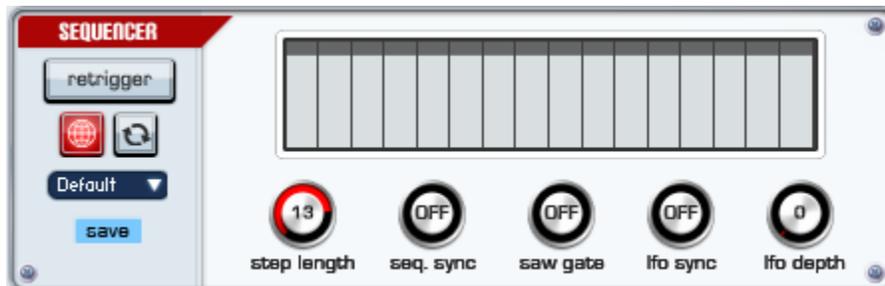
JUGGERNAUT can essentially be used as a sample-based synthesizer with this patch. It's very powerful!



The **Sound Selector** in the upper right shows the current sound source being used. Unlike the drums patch, only ONE sound is loaded at any given time, as each one is mapped across the entire keyboard to be played at any pitch.



Use these buttons to select the **Category** of sound. Then, use the Sound Selector arrows to pick a specific source.



The **Rhythm Section** can be used to easily add motion to your patch. Please note the **Preset Menu** (set to 'Default' in the snapshot) which allows you to call up a preset for JUST this section of the patch.

Global Button: When enabled, changing sound sources will NOT affect the rhythm section.

Reset Button: Resets all values to default.

Step Sequencer: This bank of 16 bars corresponds to beat subdivisions, with the Y-axis representing volume.

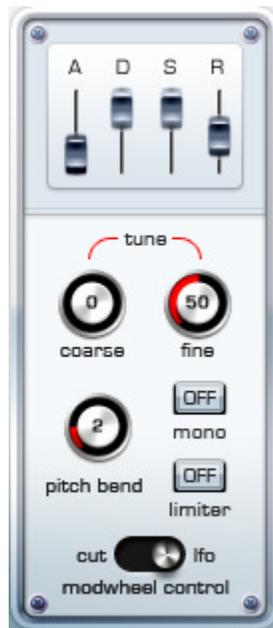
- Save:** Saves the current Rhythm Section preset, as long as you have a "User" preset selected.
- Retrigger:** When enabled, this will retrigger the sound source with each step of the sequencer.
- Step Length:** When Retrigger is enabled, this determines the length of each step.
- Seq Sync:** This changes the time sync of the step sequencer or turns the step sequencer OFF.
- Saw Gate:** Enables and changes the time sync of a saw wave-based volume gate. More rhythmic motion!
- LFO Sync:** Enables and changes the time sync of the FILTER LFO. Remember to enable the filter in the FX section.
- LFO Depth:** Changes the intensity of the filter LFO, i.e. how much effect it has on the filter.



The **FX Section** is a complete rack of customizable FX for the patch. Like the rhythm section, it has **Global, Reset, Save** and **Preset** controls that function as you would expect. These FX are otherwise like the **Drums/FX** patch.



The **Filter** effect is a bit different than in the Drums/FX patch. It has its own **Filter Envelope** controls, with unique Attack, Decay, Sustain and Release. The **Depth** knob controls the depth of the envelope (i.e. how much it affects the cutoff).



The master section has tuning and an amplitude (volume) ADSR, much like the Drums/FX patch. The **Mono** button restricts the patch to playing only one note at a time, while **Limiter** enables a master limiter. The **modwheel control** slider maps the modwheel to either **filter cutoff** or **filter LFO speed**. Useful for dubstep modulation! The **Pitch Bend** knob changes the max pitch bend range from 0 to 12 semitones.

CREDITS

Lead Producer and Sound Designer: Andrew Aversa

Editing: Iain Morland, Andrew Aversa

Sound Design: Jordan Fehr, Mick Gordon

Additional Sound Design: Erik Ekholm (Brickwall Audio), Rasmus Fors, Mitchell Clark

Programming: Iain Morland

Scripting: Andrew Aversa

UI Design & Artwork: Dickie Chapin (Constructive Stumblings)

Special Thanks: Mario Kruselj, Blake Robinson, VI Control

Beta Testing: Ian Dorsch, Thomas Vo, Dirk Ehlert, Matt Bowdler, Blake Ewing, Max Zhdanov, Selipanov Dmitry, Brad Jerkins, Jason Cullimore, Marius Masalar, Carlo Castellano, Henning Nugel

TROUBLESHOOTING & FEEDBACK

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You can also catch us on Twitter at [@ISoundworks!](https://twitter.com/ISoundworks)

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