

Juggernaut: Cinematic Electronic Scoring Tools

An Impact Soundworks Sample Library
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Overview

Juggernaut is our flagship virtual instrument for electronic sound design, containing percussion, drum kits, impacts, slams, sweeps, textures, reverses, basses, and much more. The library is built from entirely original, synthesized sounds from a huge array of sound sources. We were inspired by the synthetic elements found in many modern film & game scores, trailers, and popular EDM (electronic dance music) genres like dubstep, drumstep, and complexro. With this library, you can instantly produce cutting-edge sounds using the pool of over 650+ samples or create your own variations from scratch quickly and easily.

Crafting the library of **Juggernaut** was no small task. Together with a team of brilliant sound designers and film, TV & game composers, we crafted over 600 unique sound sources using everything from vintage analog monsters to modular chains, guitar pedals, FM, and wavetable synthesis. NO drum machines were used. The roster of sound designers includes Mick Gordon (Need for Speed, Killer Instinct, Wolfenstein TNO, countless trailers), Jordan Fehr (Hotline Miami, DKC Returns, Super Meat Boy), Erik Ekholm (Universal, UFC, Top Gear) among others, all of whom contributed their unique voice to the library under lead designer Andrew Aversa.

We hope that the many sounds of Juggernaut will both inspire and enhance your music!

Library Overview

Juggernaut features a wide range of sounds that you can use and access in multiple Reason devices. At its core, the library includes over 600+ samples of unique, custom-made electronic sounds split into 8 categories for Drums - Kicks, Snares, Slams, Thips, Splashes, Crashes, Tonal, Perc - and 6 for cinematic FX - Impacts, Sweeps, Risers, Drops, Textures, and Reverses. There are also 50+ **bass** samples, categorized into Solid, Mover, Fuzz, 1Shot, and Dist types.

Every individual sound has been programmed for NN-XT, and categorized into folders, for a total of about 650 NN-XT patches. However, the easiest way to use the library is with the **four master Combinator** patches.

The **Juggernaut ReDrum Kit** features up to 10 channels of Drums & FX sounds with a slick Combinator interface and editing controls.

The **Juggernaut Kong Drums** patch uses the Kong Drum Designer to load up to 16 Drums at once. **Juggernaut Kong FX** is the same thing, except designed for the FX sounds (Impacts, Sweeps, etc.)

Lastly, the **Juggernaut NNXT Bass** combinator arms a combinator with a thick bass multisample and useful synth editing controls.

The **ReDrum and Kong** kits can be loaded just into those devices, with no combinator. There is also an **Alligator Gate FX** patch useful for extra rhythm design.

Sound Category Descriptions

Drums

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

Combinator User Interface (UI)

The following controls are available in the **Kong Drums, ReDrum Kit, and Kong FX** combinator patches.

Mid-Sweep: Controls the band of the EQ boost.

EQ: Enables or disables the extra EQ boost.

Squash: Controls the amount of saturation.

Saturator: Turns saturation on/off.

Comp Amount: Controls the amount of compression.

Comp: Turns the compressor on/off.

Cutoff/Rez: Changes the lowpass filter cut.

Filter On/Off: Switches the filter on, or off!

The **Juggernaut NNXT Bass combinator** has slightly different controls:

Mid-Scoop: Controls the amount of EQ scooping in the mid range.

EQ-Boost: Hypes the low and high end of the instrument.

LPF: Changes the lowpass filter cutoff.

HPF: Changes the highpass filter cutoff.

Fuzz Box: Adds extra fuzz distortion.

Bass Amp: Enables a Line6 bass amp for distortion and crunch.

Reso: Controls the filters' resonance.

Gate FX: Adds a rhythmic gate effect using Alligator.

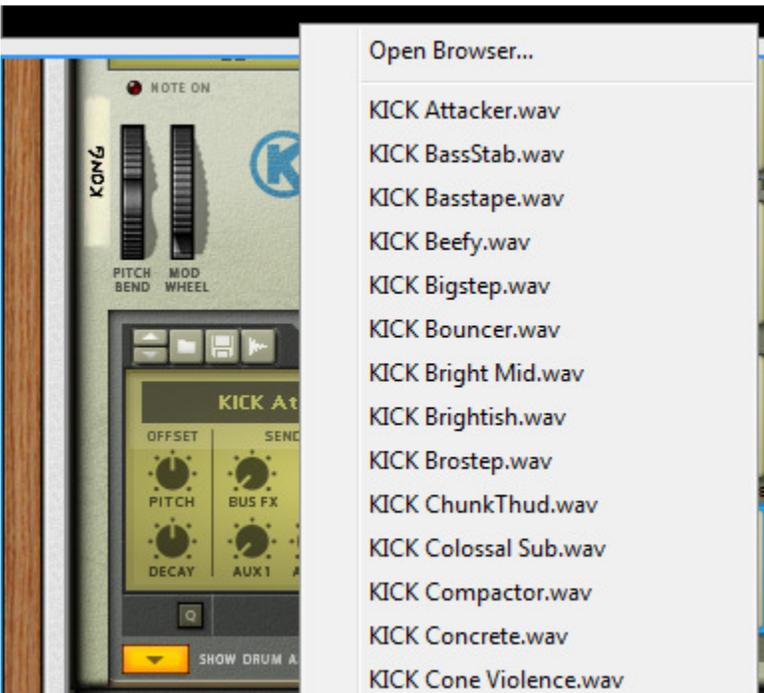
Customizing Your Kits

It's easy to take the default ReDrum or Kong drum/FX kits and customize them. Once you've created your own variations, you can then save them as new patches!

In **Kong**, click the pad you want to edit, and then click the drum name on the left (in this case, "KICK Attacker").



This pops up a list of all the other kicks to choose from.



Alternatively, you can click "Open Browser" and select another category altogether.

ReDrum is the same idea. Click the name of the drum for any channel to reveal a dropdown menu with all other drums of that type.



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

Special Thanks: Mario Kruselj, Blake Robinson, VI Control

Reason conversion by Anthony Mena.

Troubleshooting and Feedback

Have you used this library 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!](https://twitter.com/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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