

Shreddage: Electric Rhythm Guitar

An Impact Soundworks Sample Library
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Overview

We created **Shreddage** because we couldn't find the perfect electric rhythm guitar library for rock and metal. Most guitar libraries sound laughably unrealistic, and those that don't tend to be extremely unwieldy, expensive, and difficult to play. With **Shreddage**, we wanted the ability to write or play convincing rock and metal riffs without complex sequencing... so that's what we did!

Shreddage captures the sound of a classic metal guitar sent through a high end Avalon DI box. This allows you to use a completely unique tone for every song - apply whatever amp and FX chain you want, or none at all. Up to EIGHT round robin (RR) variations were recorded, with down and up strokes, meaning the "machine gun" effect will never be a problem, even for extremely fast riffs. Combined with a wide variety of crucial articulations and ultra low tuning, you can reproduce virtually any rhythm part.

We hope you enjoy playing **Shreddage** as much as we did making it!

Sound Content

The library contains four Combinator patches that span all important playing styles (slides, palm mutes, powerchords, chugs, chokes, squeals, etc). For greater tweakability and customization, 13 NN-XT patches are also included which break the articulations down into individual patches like mutes, harmonics, releases, sustains in the left or right hand, etc. However, we generally recommend using the Combinator patches for maximum playability.

Please note that this library focuses on **depth** of sampling as opposed to hundreds of patches with relatively few samples. We meticulously recorded thousands of samples for these instruments with multiple velocity (dynamic) layers, round robin (RR) variations, articulations, and other techniques.

User Interface (UI)

All patches share some common features in the Combinator UI.

- * Mid-Scoop: Controls the frequency of a handy, gentle EQ scoop.
- * EQ-Boost: Hypes the high end of the instrument.
- * Reverb: Mixes reverb into the signal.
- * Fuzz Box: Toggles a fuzz saturation effect.
- * Guitar Amp: Toggles a Line6 amplifier effect. [Note: Using this is recommended!]
- * Echo: Mixes delay into the signal.
- * Saturator: Toggles a warming saturation effect.
- * Chorus: Mixes a chorusing effect into the signal.

The **Modwheel** generally adds vibrato.

Patch List

Shreddage KSW

Single note articulations are mapped here from G#2 to B5. Low velocities trigger mutes (lower velocity = more aggressive, faster mutes), while the highest velocities trigger tremolo picking. In the lower octaves, Ab-1 through A#1 trigger powerchords. Like with the single notes, lower velocities trigger powerchord mutes, while higher velocities trigger sustains. However, tremolos are not triggered on the powerchord notes.

C2, D2, and E2 trigger full chokes at three locations on the neck - useful for rhythmic fills. Releases are triggered on any note by default.

Shreddage

Identical to the KSW patch above, but without the keyswitch functionality.

Pressing and holding C-1 through D#-1 will keyswitch the active articulation in the G#2 to B5 range. C-1 enables natural harmonics, C#-1 triggers wide pinch squeals with vibrato, and D-1 triggers natural vibrato (without the squeal!) D#-1 triggers half-step slides (the slide is rapid and moves down to the played note).

FX Pick Scrapes

A "menu" of various pick scrape effects. These are mapped from C1 to G1 and repeated on each octave. Great for beginning or ending a riff: very flashy!

FX Neck Slides

Similar to the pick scrapes patch, but instead includes slides up and down the neck. Each octave contains 12 slides to select from.

*** The NN-XT patches represent individual components of the Combinator patches. For example, you could load only the Chokes or only the Harmonics and create your own structure. It is usually worthwhile to simply use the Combinators but should you want to load just a single articulation, this is the place to look. ***

Credits

Designed, programmed and edited by Andrew Aversa. Performed and recorded by Juan Medrano (Sixto Sounds).

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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