RIFFAGE: METAL
An Impact Soundworks Instrument (Updated Jan 25, 2023)

OVERVIEW

Riffage: Metal brings the virtuosic performance of a seasoned professional metal guitarist into your productions with efficiency and speed. 300 heavy rhythm patterns give you the best of both worlds: the generous variety of phrases and subtle variations in performance that a live player brings with the production-ready sound and efficiency of a phrase library. Audition phrases lightning quick in the browser and narrow your search using the provided keywords. Play phrases in any key and in an impressively wide range of tempos. Create a full-fledged rhythm guitar track within minutes!

Performed on a Gibson Explorer with a Dirty Fingers pickup, **Riffage: Metal's** phrases cover a huge variety of riffs, licks, and chugs recorded across three different tempos: 80, 120, and 160 BPM. However, phrases can be played at just about any tempo, without artifacts. Up to 46 phrases can be assigned to keyswitches (C1 through A4). Phrases include a variety of techniques, including harmonics, bends, mutes, and slides, from powerful slow chugs to high-intensity 16th note patterns, suitable for many kinds of metal genres.

The stereo, double-tracked amped sound plugs right into most professional metal productions. You can sculpt it further on the Console page, or build your own tone using the DI channel and our included Console FX: custom cabinets, dynamics, EQs, pedals, reverbs, and more. Or use the DI tone with your own amp sim of choice!

We can't wait to hear what you unleash with **Riffage: Metal**!

INSTALLATION

1. Install the **Pulse** application if you don't already have it. **Pulse** is a cross-platform desktop app that lets you download and install your libraries with blazing speed! You'll need to create an account here, but once you do, you can access your purchases from *any* developers using **Pulse**, anytime, from any computer.

https://pulsedownloader.com/

2. Once **Pulse** is installed, open it and enter your **Riffage: Metal** product code. Follow the instructions to download and install the library.

3. Open Native Access, click "Add a Serial", and input the same product code to **activate** the library.

4. Once activated, click "View Products Not Installed". Find **Riffage: Metal** in this list. Click the "Add Library" button to the right, and select the folder where Pulse downloaded the library. This completes the installation process.

User Interface TIP: If you're unsure of the functionality of a control or a key just hover over it and some handy help text appears at the bottom of the Kontakt window.
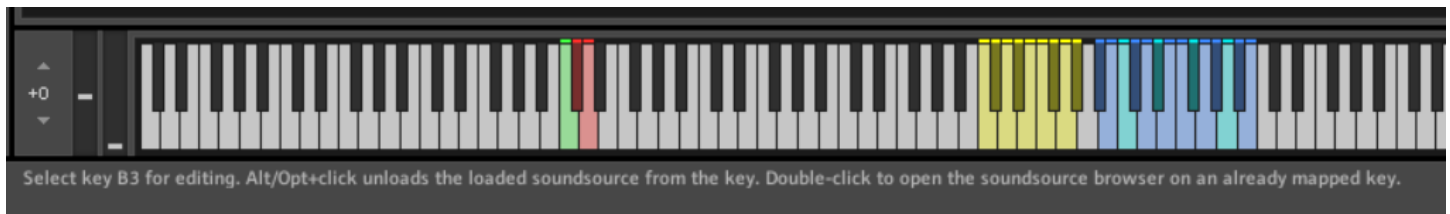
MAIN UI

The **Riffage - Metal.nki** includes 300 heavy guitar phrases in a variety of keys, tempi, modes and time signatures. The top section contains knobs to adjust the **Volume**, **Formant** and **Fine Tuning** of the currently selected phrase (hold Alt/Opt to tune in semitones). There are also sliders for **Tone** (filter) and **Gain** (volume before effects in Console).

In the center, you'll find the Display panel showing the name and visual waveform for the currently selected phrase. You'll also see its recorded BPM, time signature, and scale mode, in red. The **Lock To Host** button locks the tempo of the phrases to your host tempo. Disable this to manually adjust it using the **Speed** knob.

Clicking the phrase name opens the **Browser**. Here you can select one of 300 phrases for performance.
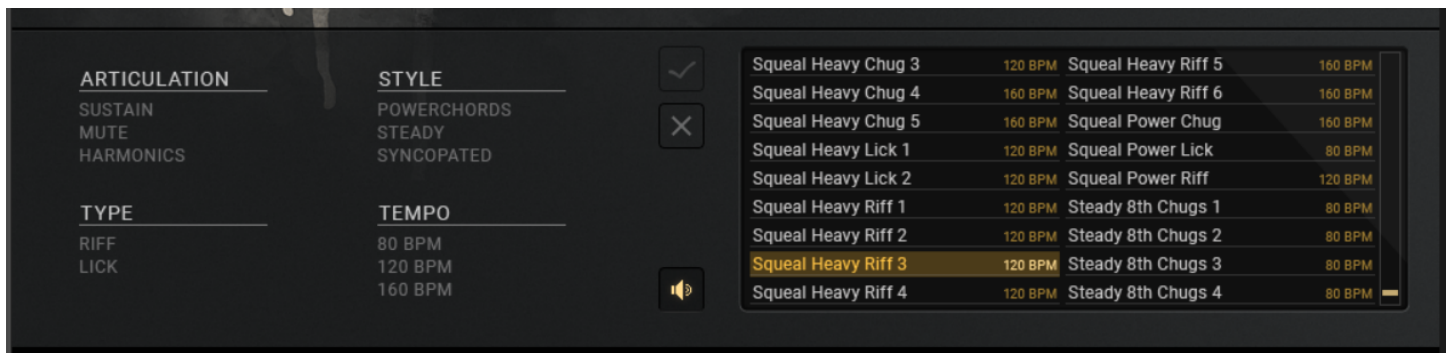
The left side of the Browser features 4 **tag** categories – **Articulation, Type, Style** and **Tempo**. Clicking these tags narrows the results to help find the phrase you're looking for. Click a phrase name in the results window to preview and double-click to load it for performance.

We've also included additional options for previewing and loading:

 This is the **Auto-Preview** button. When *enabled*, phrases are previewed with a single click. Double-clicking loads the phrase and closes the browser. When *disabled*, phrases are only loaded (not previewed) with a single click, while Ctrl/Cmd+click previews the phrase. In addition, holding Alt/Option will route the preview through the DI (clean) signal.
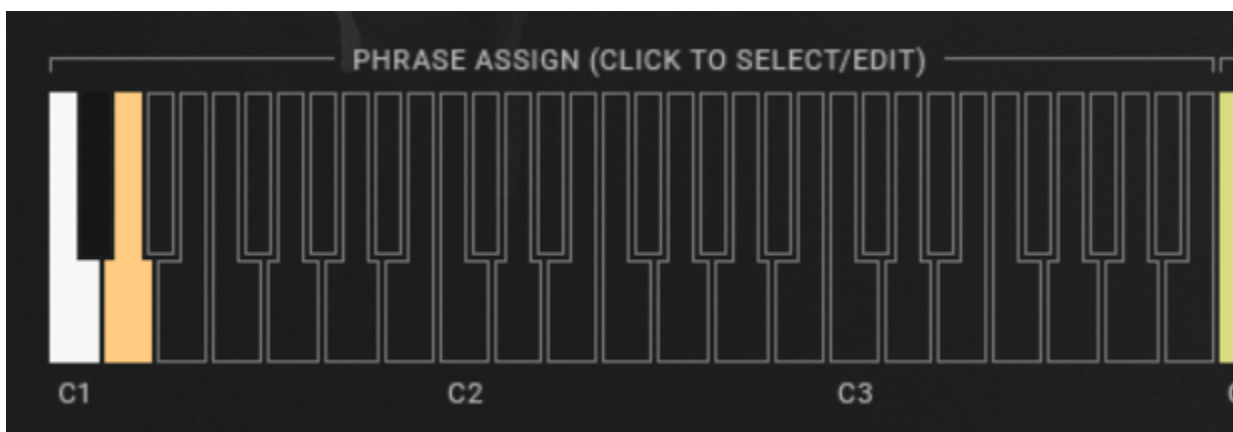
This button loads the selected sound and double-clicking also closes the browser.

 This button closes the browser *without* loading the selected sound.

Mapping

At the bottom of the GUI you'll see an interactive keyboard. This is where you can map phrases to any keys in the 3-octave range marked **"Phrase Assign."** Keys found here have 3 possible states:

WHITE keys mean that those MIDI notes have phrases mapped to them. Double-click to open the phrase browser to assign a new phrase.

BLACK keys are empty, meaning there's no phrase mapped there. A single click opens the phrase browser.

The **TAN** key is the currently selected note. It also means the phrase mapped there is currently selected for editing. Double-clicking opens the phrase browser.
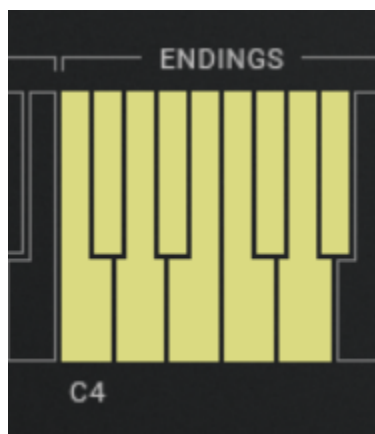
The yellow range allows you to play single notes. When holding one of these keys, playing in the light blue playable range will play single notes of a certain articulation **instead** of phrases.

You can also hold a phrase in the playable range, **then** tap an ending note, to end the phrase with an articulation.
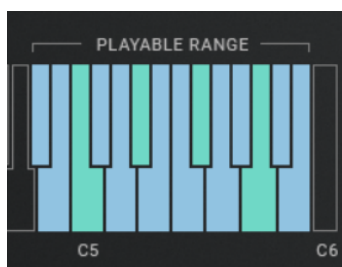
The light blue keys are the **"Playable Range."** The originally recorded keys for the phrases (C, D#, F#, and A) are slightly lighter while notes with transposed samples are darker.

Endings Articulations:
C4: Slow Slide
C#4: Medium Slide
D4: Fast Slides
D#4: Powerchord Sustain
E4: Powerchord Chug (Palm Mute)
F4: Sustain
F#4: Sustain with Vibrato
G4: Chug (Palm Mute)
G#4: Pinch Squeal

CREDITS

Instrument Concept & Design: Andrew Aversa, Dickie Chapin
Phrase Writing & Performance: Patrick
Kontakt Scripting: Mario Krušelj
Editing: Anthony Mena
Art: Paulo Nunes

TROUBLESHOOTING & FEEDBACK

Having trouble with **Riffage: Metal**? Use it in a project you want to tell us about? Drop us a line via our **Contact page** (but be sure to **read the FAQ** first!)

COPYRIGHT & LICENSE AGREEMENT

The following license is granted non-exclusively to all purchasers of our products. This version (updated December 4, 2017) supersedes any prior printed or digital versions of our license.

Overview
All sound recordings, performances, scripting and/or code contained in this product is the intellectual property of Impact Soundworks unless otherwise noted, and remain the property of Impact Soundworks after the product is purchased. When purchasing an Impact Soundworks product, you are purchasing a non-exclusive license to use, edit, perform, or otherwise utilize these recordings, performances, scripting and/or code for commercial and non-commercial purposes as defined below.

Authorized Users
Depending on the type of customer and usage scenario, authorized users of this license will vary. ALL purchases fall into categories A or B.

A. Individual Purchase
This license is extended to customers who are purchasing as the primary user of the product OR are purchasing on the behalf of another primary user (i.e. as a gift).

The licensee (primary user) MAY install the product on as many computer systems as he or she has access to. However, ONLY the licensee may use the product. No other users are authorized.

B. Corporate, Academic, Institutional Purchase
This license is extended to customers who are purchasing for a multi-user setting, such as a shared studio, networked workstation, computer lab, etc. In this case, the licensee is the *institution* and not any one user.

In contrast with individual purchases, an institutional license applies to ONE computer/workstation. All users of that workstation who belong to the purchasing institution (licensee) shall be considered authorized users.

However, at no point may multiple authorized users access one license simultaneously. Multiple licenses must be purchased if the product is to be used by multiple users simultaneously.

Scope of License
The licensee is entitled to the use and unlimited editing of the product within the scope of music production, performance, recording, and composition. This includes both non-commercial and commercial usage of all types, including, but not limited to, film scores, television scores, music libraries, video game soundtracks, digital and physical music releases, albums, compilations, etc. Exceptions to this scope are listed below.

The licensee **MAY NOT** use the product in the production of any other sample library or virtual instrument products.

The licensee **MAY NOT** sell individual sounds from a product in any context.

For clarity: The licensee **MAY** use sounds from the product to create individual sound effects (SFX) for use in film, TV, advertising, and video games. However, the licensee cannot sell these sounds individually via marketplace, stock music/stock audio site, etc.

Ownership, Resale, and Transfer
Redistributing, reselling, electronically transmitting, uploading, sharing, or renting the product in any way, shape, or form is prohibited by law. The licensee may create a physical backup copy of any digitally purchased and downloaded product. This backup copy is subject to the same limitations as the original copy of the product, and may not be transferred to any other individual for any reason.