

SPECIAL RESERVES
HYPER METALS



Special Reserves: Hyper Metals

An Impact Soundworks Instrument
for Kontakt Player 7.6+
Instrument Version 1.0.0

Product Manual

Introduction

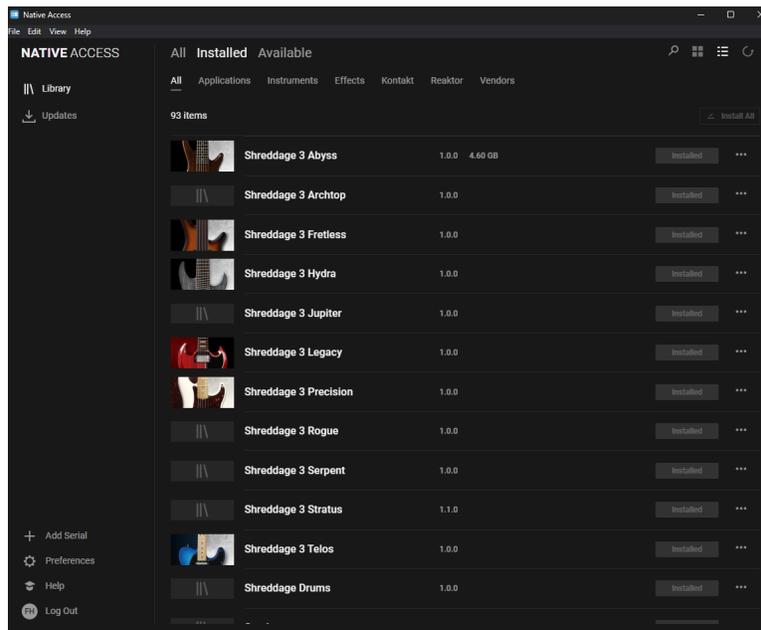
The **Special Reserves** series delivers production-ready sounds that are streamlined and extremely easy to use. Created & curated by Impact Soundworks co-founder Andrew Aversa, each entry in the series is designed around a single sonic concept, polished to a mirror shine and ready to drop in your next hit soundtrack or record. Sporting just *eight* simple controls, these instruments make it as simple as possible to get great results!

From massive full-spectrum clangs and hits to surreal drones, **Special Reserves: Hyper Metals** goes beyond reality to a world of hyperrealistic steel and iron. Created from a blend of real recorded metals and carefully-crafted physical modeling synthesis, the library contains thirteen multisampled 'hit' articulations along with ten infinitely-sustaining drones, covering a wide range of low to high frequencies.

The library builds on the lineage of Impact Soundworks's very first release, **Impact: Steel**, offering highly-playable, multisampled percussion that is excellent for pulsating rhythms and tension in scores & soundtracks. Composers can push its sound design further with one-knob sculpting to either help it blend more easily, take it to new heights of harmonic excitation, or morph the sound altogether.

Installation

1. Download and install the Native Instruments [Kontakt Player](#), which will also install an auxiliary Kontakt library management software called [Native Access](#):



*If your Native Access looks like the above (i.e., it is in 'dark mode'), you have Native Access 2. **Please continue on with [our online installation guide](#).***

*If it does **not** (i.e., it is in 'light mode'), you have Native Access 1; continue with the installation steps below.*

2. Next, install the [Pulse Downloader](#).*
3. Once Pulse is installed, open it and enter your **Special Reserves: Hyper Metals** product code, which is also its serial number (e.g., A1B2C-3D4E5-F6G7H-8I0J1-K2L3M). Follow the instructions to download and install the library. (If you wish to move the library to an external drive [for example], then do this before moving on to step 4, below.)
4. Open Native Access, click 'Add a Serial', and input that same product code to activate the library.
5. Once Native Access has activated your library, click 'View Products Not Installed'.
6. Find **Special Reserves: Hyper Metals** in this list and click the 'Add Library' button to the right.
7. Select the folder where Pulse downloaded the library (or, if you moved it in step 3, the folder where it currently resides). *This completes the installation process!*

** Pulse is a cross-platform desktop app that lets you download and install your libraries with blazing speed! You'll need to create a Pulse account, but once you do, you can access your purchases from any developers using Pulse, anytime, from any computer.*

Using Special Reserves: Hyper Metals



The Eight Knobs

The UI concept of a **Special Reserves** instrument is a simple 'one-pager' with eight intuitive knobs. For **Special Reserves: Hyper Metals**, the knobs are as follows:

Vel>Volume Adds an effect where lower velocities will make the instrument quieter.

Vel>Filter Adds an effect where lower velocities will muffle the instrument.

Temper Reduces the harshness and mud of the hits.

Staccato Shortens the impact of the sound.

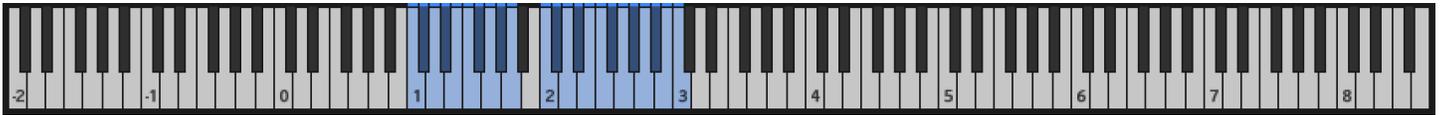
Mecha Adds a robotic multiplication effect.

Drive Adds classic saturation waveshaping.

Slam Runs the sound through thick compression.

Space Adds a spacey reverb.

The Keyboard



Special Reserves: Hyper Metals has a range of C1 to A1 and C2 to C3:

C1 to A1 Textures, Scrapes, and Drones

C2 to C3 Hits and Impacts

Continuous Controllers

CC1 Applies a gentle low shelf. CC1=127 is full-effect.

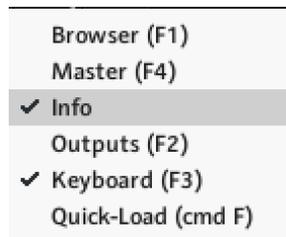
Setup & Tweaking

Tips for Getting the Most out of the User Interface

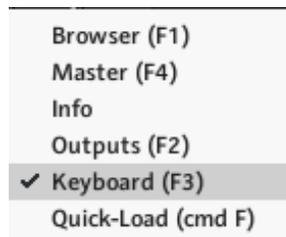
→ Almost all controls can be MIDI-learned by (1) right-clicking the UI knob and (2) selecting 'MIDI Learn'. You will then need to move the control of your choice on your MIDI control surface or in your DAW to establish the link.

***Pro tip:** Once you MIDI-learn something, you should save your modified version of that NKI so you won't have to do it again!*

→ You can view Help Text by hovering over controls in the **Special Reserves: Hyper Metals** UI. The Help Text will appear at the bottom-left of the Kontakt UI plug-in window. You can go to the Panels drop-down menu by clicking the  (Panels) icon at the top-right of the plug-in window and ensure 'Info' is checked:



→ The colorful Kontakt virtual keyboard, seen in our videos, is a Kontakt feature and not specific to **Special Reserves: Hyper Metals**. To enable the virtual keyboard, simply press **F3** on your computer (*not* MIDI!) keyboard. Alternatively, you can go to the Panels drop-down menu by clicking the Panels icon at the top-right of the plug-in window and ensure 'Keyboard' is checked:



→ **Special Reserves: Hyper Metals** is fully NKS Compatible and features quite a few existing host-automatable controls. If you have a Complete Kontrol keyboard or use the Complete Kontrol application, you will be able to benefit from this functionality!

Credits & Acknowledgements

Executive Producer: Andrew Aversa

Performances: *Impact: Steel, Reforged, Resonance*

Sound Design: Andrew Aversa

Recording: Andrew Aversa

Sample Editing: Andrew Aversa

Mapping: Andrew Aversa

Programming: Nabeel Ansari, Mario Krušelj

User Interface: Paulo Nunes

Background Image: Nabeel Ansari

Marketing: Lauren Liebowitz

User Manual: Kent Kercher

Quality Assurance: Shane Roberts

Troubleshooting

Having trouble with **Special Reserves: Hyper Metals**? 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!)

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