



## MEGA BRASS

**An Impact Soundworks Library**  
Designed & Produced by Andrew Aversa  
Instrument v1.00

### OVERVIEW

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Great music is all about dynamics, nuance, and subtlety. But sometimes it isn't! For those times, we created **MEGA BRASS**. This over-the-top virtual instrument offers “wall of sound” super-processed orchestral brass that can cut straight through a mix, along with a set of 9 apocalyptic hyper-synths that can be mixed in to create the ultimate hybrid brass sound.

The ridiculously huge sound of **MEGA BRASS** is ideal for epic trailer music, but it also works in other styles where restrained, refined and subtle orchestral brass simply doesn't cut it. For example, huge EDM swells, heavy metal backing tracks, or DNB breakdowns.

You will not find the traditional array of delicate tweaks and adjustments in this library. Instead, we give you easy tools for layering, mixing, and FX, along with three core articulations: sustain, marcato, and staccato. Most importantly, everything is very easy to use so you can herald the end of the world and send chills up your audience's spine with just a single key press.

# 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!

<https://pulsedownloader.com/>

2. Once **Pulse** is installed, open it and enter your Mega Brass download code. Follow the instructions to download and install the library.

3. Finally, load the included Mega Brass NKI in Kontakt. No activation is needed, as this is not a Kontakt Player instrument.

Optional: Please see our [Kontakt workflow tutorial](#) for information on adding instrument files to the faster Quickload window or the Kontakt Database.

## CONTENT OVERVIEW

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**MEGA BRASS** has two distinct components: the acoustic layer ("brass"), and the synth layer ("mega"). The acoustic layer is built from multiple brass ensembles to create an enormous sound. The synth layer is in turn split into 9 individual mix layers which can be adjusted to taste, or boosted/cut all at once.

There are three articulations included: looped sustains, marcato, and staccato. The acoustic layer has 2 RRs for sustains and 3 for staccato, while marcato is created with clever envelope programming and layering. The synth layers also use envelopes to craft each articulation.

Only 1 dynamic is included – fortissimo, of course.

## MAPPING NOTES

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The instrument is playable from **C0** to **C5**.

Keyswitches for articulation switching are as follows:

**Sustain:** A-1 / D5

**Marcato:** A#-1 / D#5

**Staccato:** B-1 / E5

Pressing **F5** switches the instrument to velocity-switched mode for articulations.:

Velocity 1-90: Sustain

Velocity 91-110: Staccato

Velocity 111-127: Marcato

## INTERFACE



**The Big Knob:** Hypes up the sound by adding extra acoustic layering, EQ to both layers, and additional saturation.

**Synth Mix Knobs:** Atomic Saw, Dragon Breath, etc. adjust the volume of individual synth layers.

**Cog Icons:** These open or close the editing popups in the lower left and lower right.

**Layer Volume:** Adjusts the volume for either the acoustic layer (brass) or all synth layers (mega).

**Transpose:** Transposes MIDI input for the layer.

**Fine Tune:** Adjusts fine tuning (in cents) for the layer.

**ADSR:** Adjusts the volume/amplitude envelope for the layer.

**ADD OCTAVES?** Adds up to two extra harmonies for the layer, at +1 or -1 octaves relative to the played note. The slider underneath is **Octave Volume** (only affects the next played note, this does not work in real-time).

**Articulation Dropdown:** Selects the instrument's articulation.

**Dynamics Slider:** Affects the overall dynamic of the instrument, both volume and timbre.

## EXTRA FUNCTIONALITY

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- Hold Control/Cmd + Click on either of the “Add Octaves?” buttons to enable/disable both at once.
- Hold Alt + Click on any synth mix knob to set all mix knobs to that value.
- Hold Control/Cmd + Click on either of the Cogs to open/close both panels at once.
- MIDI CC 3 is used to adjust a gentle lowpass filter cutoff for all synth layers.
- MIDI CC 11 is used to adjust volume (not timbre) for the entire instrument.

## FX RACK

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Our easy-to-use FX rack features an analog-modeled parametric EQ & compressor, Scream distortion pedal, lo-fi bit crusher and sample-reducer, delay line, convolution reverb, and limiter (use the scrollbar to see the limiter.)

Clicking the \* button next to each effect will randomize the FX settings; holding shift and clicking will reset all knobs to normal.

The **convolution reverb** can be CPU-intensive and may have performance issues on older systems. If you are having trouble with clicks & pops, check buffer settings in your DAW, or considering disabling and using an external reverb.

## CREDITS

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**Instrument Design & Production:** Andrew Aversa

**Sample Editing:** Anthony Mena

**Artwork:** Constructive Stumblings

## TROUBLESHOOTING & FEEDBACK

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Have you used **MEGA BRASS** in a project recently? Got an awesome track you'd like to share? Drop us a line ([admin@impactsoundworks.com](mailto:admin@impactsoundworks.com)) and we might post it on our website! Or, tell the world at our Facebook page here: <http://www.facebook.com/ImpactSoundworks>

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](mailto:support@impactsoundworks.com).

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