An Impact Soundworks Sample Library
Powered by Native Instruments Kontakt 5 Player

Performed, Recorded, and Engineered by [Frank Klepacki](#)
Kontakt Instrument Designed by Andrew Aversa
Artwork by Constructive Stumblings
MIDI Grooves provided by **[Groove Monkee](#)**

OVERVIEW

Thank you for purchasing **Shreddage Drums** – your new secret weapon for badass rock & metal drum tracks!

Shreddage Drums is not just a set of hits in a Kontakt container: it's a fully-loaded, comprehensive, ultra-deep and *brutal* virtual drum instrument. With it, you can take total control over your drum mix – effects, envelopes, buses, bleeds, routing, and more – all in a single, streamlined interface. You can create the custom kit of your dreams with whatever mapping you want, from General MIDI to 84-key insanity. Or you can just **start playing** with an array of awesome preset kits.

To create the ideal companion for our **Shreddage** guitar & bass libraries, we needed to find the right producer. So, we teamed up with the legendary **Frank Klepacki**, who brought his 20+ years of experience as an award-winning composer and engineer to the table – not to mention his drum arsenal and heavy-hitting studio chops! Once we recorded and edited a truly epic set of 25,000+ samples, Frank also gave us a set of 'radio-ready' **produced** hits as well as custom kit presets.

So whether you're an expert producer that needs absolute **power** and **control** over your samples, a composer that wants **instant-metal** kits and sounds, an engineer doing drum replacement or triggering for a rock album, or just jamming in the home studio, **Shreddage Drums is for you**. We're truly proud of this instrument and we know it will find a good home in many of your productions to come.

\m/ The Impact Soundworks Team \m/

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 **Shreddage Drums** 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 **Shreddage Drums** 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.

OPTIONAL – 24bit Samples
For maximum fidelity, you can use the optional set of 24bit patches. These are more memory-intensive and will take up more space on your hard drive, so please keep that in mind. If you want to free up hard drive space, you can delete the files with "24bit" in the name from the **Samples** subfolder.

GETTING STARTED

There are just a few key things you should know about **Shreddage Drums** if you want to simply load up a kit and play. When you're ready to dive deeper, you can read on in this manual to the **Engine & Interface** section.

Mapping: By default, every drum kit in **Shreddage Drums** uses a slightly modified version of the universal General MIDI mapping. The following page has a helpful graphic which lays out this mapping – please note that **Tom flams** are by default **two octaves above** the actual toms.

Kit Presets: The dropdown menu below the visual drum kit allows you to switch presets for the entire kit – this will change your mapping, effects, drum selections, etc. However, you can check the **Load FX Only** option to ONLY load mix settings.
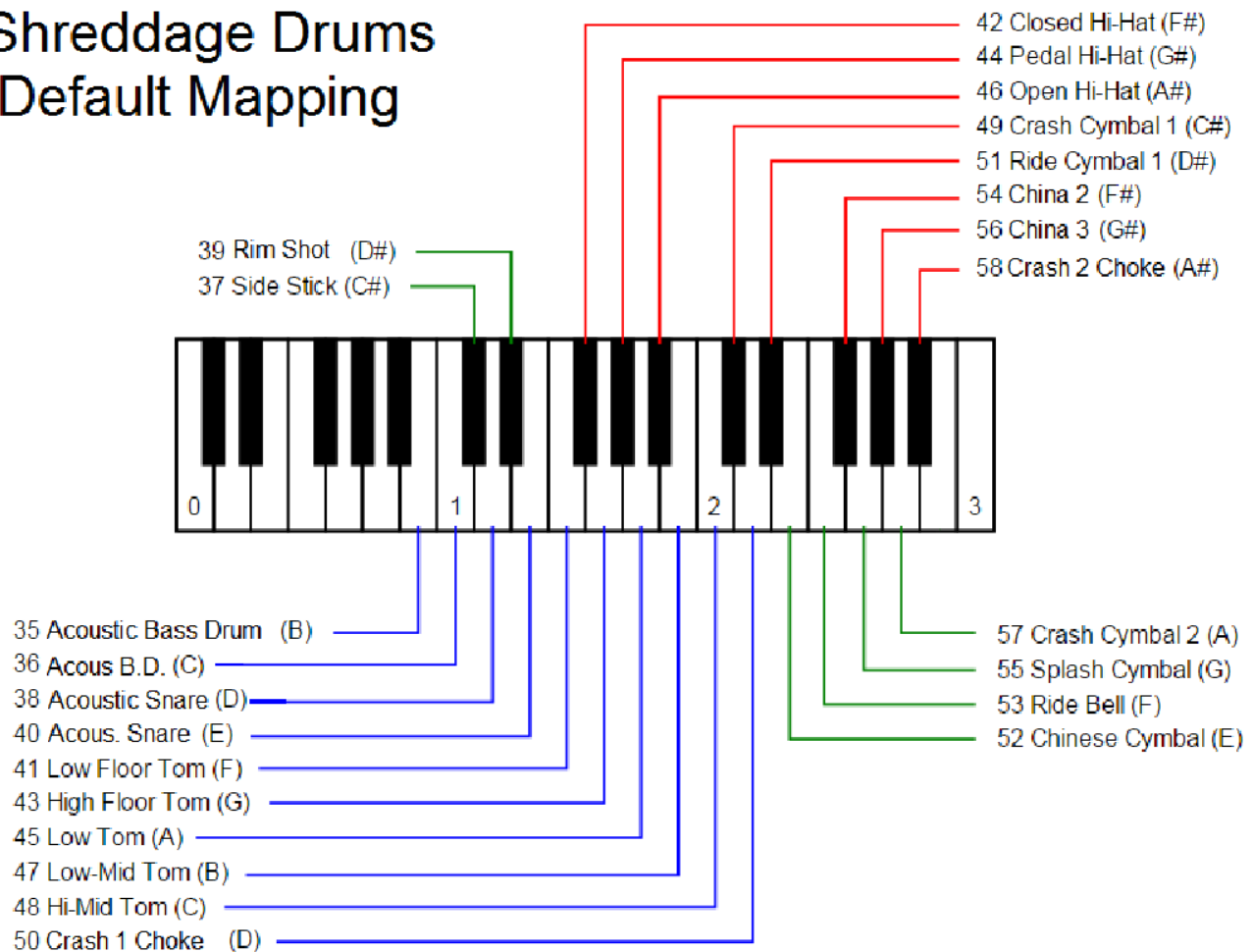
Changing Drums: Click on the mapping tab at the bottom of the interface and then click the key you want to re-map. From here you can click the articulation selector and browse the complete list of drums and articulations. Want to make a patch of only tom flams? No problem!

Mixing Outputs: By default, all buses within Shreddage Drums – for example, Kick, Snare, Hihat, etc – go through Kontakt's master output. You can use the dropdown menus below each mixer strip to change the Kontakt output for that bus. However, if you do this, **that bus will NOT go through the 'Master' bus FX**.

MIDI Grooves: We've included over 700 grooves and fills courtesy of **Groove Monkee** to help inspire your songs and flesh out your drum parts. There's a short manual PDF in the included "MIDI Grooves by Groove Monkee" folder with more info!

"No Bleed" Patch: Shreddage Drums is a BIG library. If you don't plan on using bleed tracks (besides overhead & room), this patch will save on memory usage and speed up load times.

Shreddage Drums Default Mapping

42 Closed Hi-Hat (F#)
44 Pedal Hi-Hat (G#)
46 Open Hi-Hat (A#)
49 Crash Cymbal 1 (C#)
51 Ride Cymbal 1 (D#)
54 China 2 (F#)
56 China 3 (G#)
58 Crash 2 Choke (A#)

39 Rim Shot (D#)
37 Side Stick (C#)

35 Acoustic Bass Drum (B)
36 Acous B.D. (C)
38 Acoustic Snare (D)
40 Acous. Snare (E)
41 Low Floor Tom (F)
43 High Floor Tom (G)
45 Low Tom (A)
47 Low-Mid Tom (B)
48 Hi-Mid Tom (C)
50 Crash 1 Choke (D)

57 Crash Cymbal 2 (A)
55 Splash Cymbal (G)
53 Ride Bell (F)
52 Chinese Cymbal (E)

CONTENT OVERVIEW

Shreddage Drums features three core drum kits ("**Rock**", "**Metal**", and "**Thunder**") from Drum Workshop using Aquarion heads, along with extra several extra snares and cymbals. Below is the full list of included kit pieces.

20" Maple Kick
22" Maple Kick
24" Maple Kick
14x5" Maple Snare
14x6" Maple Snare
14x6" Steel Snare
14x8" Steel Snare
14x4" Brass Snare
8", 10", 12", 14", 16", and 18" Toms
18" China
16" China
22" China
17" Crash

18" Crash
12" Splash
14" Hihat
20" Ride

All samples were recorded with up to **10x** round-robin variations and **10x** dynamic layers, along with multiple articulations and playing techniques:

Snare articulations include normal hits, left and right hits, rim shots, cross sticks, rolls, and flams.
Toms include normal hits, left and right hits, and flams.
The **hihat** has closed, open, and pedal variations.
Crashes have normal hits and chokes.
The **ride** can be played on the bell or edge.

All the kit pieces were recorded individually with all mics turned on, allowing for maximum mixing control. Thus for each sample, the following mix options are possible:

All drums / cymbals:
- Bleed through overhead mics
- Bleed through room mics

Kicks
- Beater (out) and sub (in) mics with balance control
- Bleed through snare mics
- Bleed through tom mics
- Bleed through hihat mic

Snares
- Bottom and top direct mics with balance control
- Bleed through kick mics
- Bleed through tom mics
- Bleed through hihat mic

Toms
- Direct mic
- Bleed through kick mics
- Bleed through snare mics
- Bleed through hihat mic

Cymbals
- Hihat mic
- Bleed through kick mics
- Bleed through snare mics
- Bleed through tom mics

All **Kicks** and **Snares** also have two processed versions: one created by Frank Klepacki, and the other by Andrew Aversa. These sample sets are preproduced with an even more "radio-ready" sound requiring minimal extra processing.

When using the Drum Selector (see "Engine & Interface" section), any produced drums will be prefixed with "FK" or "AA" to indicate the producer!

ENGINE & INTERFACE

The script engine powering **Shreddage Drums** is incredibly flexible. Using the tools we've provided, you can craft, customize, and mix your drums to perfection with no external plug-ins needed. Let's go through each component.

Virtual Drum Kit: Click on any part of the virtual drum kit to trigger that part of the kit – a great way to preview your mix, especially if you don't have a MIDI keyboard on hand! You'll also be shown where that kit component is mapped.

You can **double-click** on any piece of the kit to jump to it on the Mapping keyboard (more on that later), so you can switch out the drum or articulation easily.

Presets Menu: You can select full-kit presets from this dropdown, OR save/load external presets (saved in the .NKA format).

By checking "**FX Only**", any presets you LOAD will only affect your mix and effects and will not change things like your velocity curve, drum selection and drum mapping, etc.

The **Drum Tweak** area lets you edit individual drums and cymbals to taste.

Drums highlighted in **RED** are currently loaded.
Drums highlighted in **BLACK** are not loaded.

To edit a drum or cymbal, simply click on it and you will see the row of controls appear underneath. These controls are unique to each individual kit piece. For example, the 20" kick can have different settings entirely from the 22" kick.

The **DRUMS** and **CYMBALS** tabs switch between displaying drums (kicks, snares, toms) and cymbals (hihat, ride, splash, chinas, crashes).

Volume, Pan, Tune: These straightforward controls adjust the volume, panning, or tuning of the selected kit piece. Note that volume changes affect ALL mics and buses, not just direct mics.

Att (Attack): Controls the attack of the volume envelope for the kit piece. A longer attack will fade the sound in. This should generally be set to a low value around 3-5ms.

Rel (Release): Controls how long the kit piece will ring out for once you release a MIDI note. Higher releases are good for cymbals.

Decay: Controls how quickly the sound of the kit piece decays while still holding the MIDI note. Low decays are great for very tight, snappy drums.

Top/Bot | In/Out: This mix slider appears when a snare or kick is selected, and controls the balance between two direct mic positions. The **top** mic of a snare has a more full, rounded sound, while the **bottom** mic picks up the buzzing of the snares themselves. The **in** (sub) mic of a kick is almost entirely subharmonic frequencies while the **out** (beater) mic has a full range of frequencies.

All Snares (Kicks, Crashes, etc): When checked, any changes you make to any other knobs will affect ALL drums and cymbals in the same family. For example, editing the Volume of the 14x5 maple snare with "All Snares" checked will apply those same changes to all other snares.

Reset Button: Returns all knobs to default settings.

The **Mixer** page is the fastest way to balance and adjust the mix of **Shreddage Drums**. There are six buses (mixer tracks) available, labeled above from "Kick" to "Room". Any changes made to a bus will affect everything coming through that bus. For example, changing the Snare bus volume will not just affect snare samples, but will also affect anything bleeding into that mic. More on bleed below!

FX Button: Opens up the FX rack for the selected bus. Each bus has its own unique set of FX instances, including the Master bus. However as noted earlier, the Master bus only affects tracks sent through Kontakt's "Default" out.

Pan / Stereo Slider: For Kick, Snare, Hihat, and Toms, this controls the left/right panning of the bus. For Overheads, Room, and Master, it controls the stereo field width, with far left being mono, center being the natural recording, and far right being double width.

Volume Slider: Controls the volume of the bus – simple as that!

Bypass Button (circle with a slash): When clicked, this UNLOADS (purges) the bus from memory. Clicking again will re-load the samples for that bus.

**Mute Button**: Mutes the bus but does not purge/unload the samples.

Solo Button: Solos the bus – i.e. all other buses will be muted. You can solo multiple buses, in which case all soloed buses will play.

Output Dropdown: Allows you to set a specific Kontakt output for a bus. Again, using anything other than Default WILL bypass the Master track FX.

Overhead/Room Sends (Kick, Snare, Toms, HH): These knobs control the amount of OH/RM sending to the labeled buses. For example, you may want to turn UP the room knob for your Snare (more air + ambience), but turn it DOWN for your Kick (tighter + more focused sound).

Advanced Button: Opens the cymbal send matrix. Much like the OH/Room sends described above, this matrix (shown below) allows you to control the amount of overhead/room send to individual cymbals!
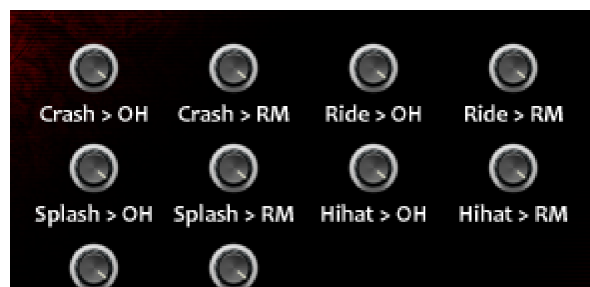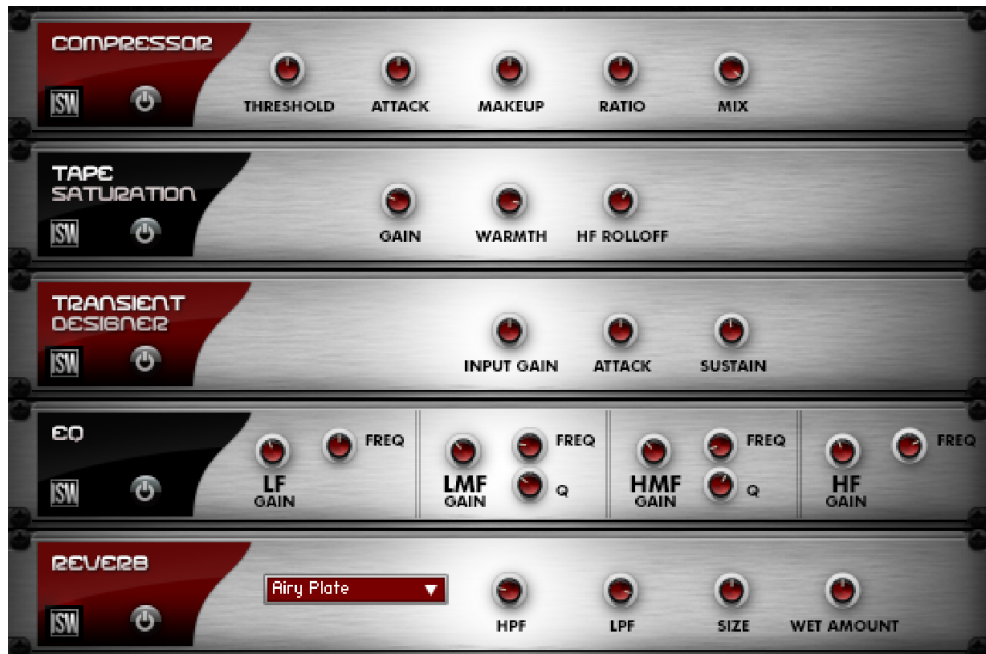
The **FX Rack** is a great way to apply your own creative processing and further mixing to each bus, or the master mix. The controls for each effects unit are labeled within Kontakt – hover over each one to see what they do in the INFO tab at the bottom of the Kontakt UI.

One thing to note – the dropdown menu in "Reverb" is to select one of our included impulse responses (IR) as this is a **convolution** and not **algorithmic** reverb. If you are having issues with high CPU usage you may want to disable the reverb for one or more buses.
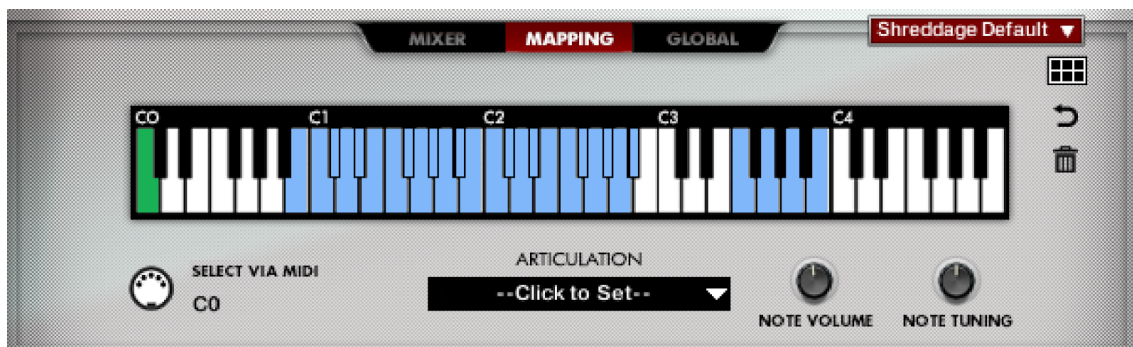
Using the **Mapping** tab you can completely customize your kit layout and articulations. The view shown above is the default **Piano** view. It shows the full mappable range of **Shreddage Drums**: C0 to B4.

Simply **click** on any key to select it, turning it **green**. You can then click the articulation dropdown menu to open the **Drum Selector** and pick a new drum or articulation for that key.

Keys shown in **blue** have something mapped to them, while **black** or **white** keys are empty.

Click the **MIDI learn icon** and then press any key on your MIDI controller to select a key via MIDI. This is nice if you're not sure how your MIDI keyboard aligns with the octaves in Kontakt.

The **Note Volume and Tuning** knobs modify those values for **individual keys**. This is very useful! For example, you might have a snare mapped to D1 and the same snare mapped to E1. You can tune the snare on E1 up without affecting D1. Or, if you have a faulty controller or finicky v-drum kit, you can make volume adjustments.

The **Mapping Preset Menu** (upper right) lets you quickly save or load the keyboard layout, including all drums and articulations. This does NOT affect your mix or FX controls.

Clicking the **Grid** button (upper right) switches from Keyboard view to Grid view, shown below. This view shows ALL loaded drums at a glance – clicking on the articulation for any drum allows you to change it. This can be faster than the Piano view.

The **Reset** button (below Grid View) clears ALL mapped drums/articulations.

The **Purge** button (garbage can) should not be necessary thanks to the engine's ability to intelligently load and unload kit pieces from memory depending on what has been mapped. But if for some reason you find that samples are purged when they should not be, click this button to 'sync' the system. All mapped drums will be loaded into memory – unmapped drums will be unloaded.
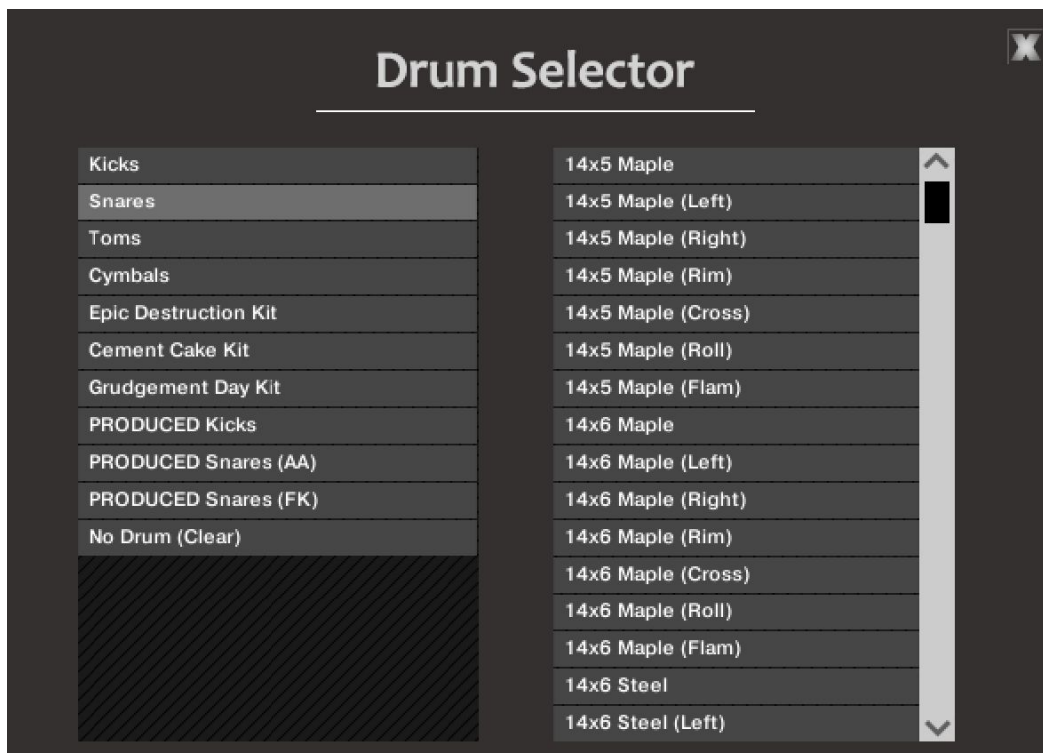
Our custom **Drum Selector** browser is shown when you click to switch the drum/articulation for any key. Click a category on the left column to display all contents in the right column, then click the articulation you want to load on the right column.

The **Global** tab contains extra bleed controls, along with useful tweaks for the entire instrument.

The **Velocity table** allows you to create a custom velocity curve, which modifies incoming MIDI velocities whether from a keyboard control, drum set, or your sequencer. We have a variety of useful curve presets available in the **Velocity Presets Menu** above the table, or you can draw your own!

Click the **Expand** button (arrows to the right of the dropdown menu) to magnify the table for easier viewing.

When **Humanize** is enabled, note timing and velocity will be randomly changed. The maximum amount of change is determined by the **Human Timing** and **Human Velo** knobs.

Limiter enables a global limiter affecting the master bus (but again, this does not affect buses which are routed to other Kontakt outputs.)

Vel > Vol controls the degree to which velocity affects note volume. At max value, a velocity 127 note will be very loud and a velocity 1 note will be almost silent. At minimum value, all notes will have the same volume regardless of velocity played. However, this doesn't actually modify input velocity – that's what the table is for.

Transpose Octave transposes all MIDI input by a certain number of octaves. Useful if your controller does not have a transpose button, or you need to adapt Shreddage Drums to transposed MIDI data.

The **Bleed Mixer** can be used to send one bus into ANOTHER bus. The effect is usually interesting and not at all like the direct mics for each bus. To use the mixer, here are some examples.

If you want your KICKS to be picked up by the SNARE mic, then look at the first row (KICK), second column (SNARE). Click the **Checkbox** to enable that bleed, and then use the volume knob to control the bleed amount.

If you want your HIHAT to be picked up by KICK and TOMS mics, then look at the third row (HIHAT) and the first (KICK) and fourth (TOMS) columns. Click the checkboxes and then use the appropriate volume knobs.

CREDITS

Performance, Engineering, Recording: Frank Klepacki

Instrument Design, Scripting: Andrew Aversa
Editing: Anthony Mena and Iain Morland
UI Artwork: Constructive Stumblings

TROUBLESHOOTING & FEEDBACK

Have you used **Shreddage Drums** in a project recently? Got an awesome track you'd like to share? Drop us a line (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.

COPYRIGHT & LICENSE AGREEMENT

The following license is granted non-exclusively to all purchasers of our products. This version (updated December 4, 2014) 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 category 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.