

sounds from
hell
HITS & TRANSITIONS

Reference Manual



red room

RRA013 | v.1.0

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**KONTAKT 5.8.1 OR LATER
FULL VERSION REQUIRED**



**UNLOCKED WAV SAMPLES
24 BIT / 48 KHZ**

WELCOME TO SOUNDS FROM HELL



Sounds From Hell is a multi-chapter sound design anthology tailored for action, suspense, sci-fi, horror and dark audio. These gripping and dramatic collections represent our collaboration with more than 10 designers from around the world to provide a fresh, diverse, and evocative arsenal of sinister cinematic tools. We present these exhilarating sounds in a simple yet powerful engine with an accessible and easy-to-use feature set to quickly inspire your most malevolent creations.

Sounds From Hell: Hits & Transitions contains over 2400 energizing samples in 7 categories - Booms, Braams, Downers, Hits & Impacts, Reverses, Risers and Whooshes. They're specifically crafted to keep you on the edge of your seat and to add gut-wrenching impacts and transformations to your compositions.

DOWNLOAD & INSTALLATION

Sounds From Hell: Hits & Transitions requires the **full** version of Kontakt 5.8.1 or above. If you don't already own Kontakt, get it [here](#).



Pulse

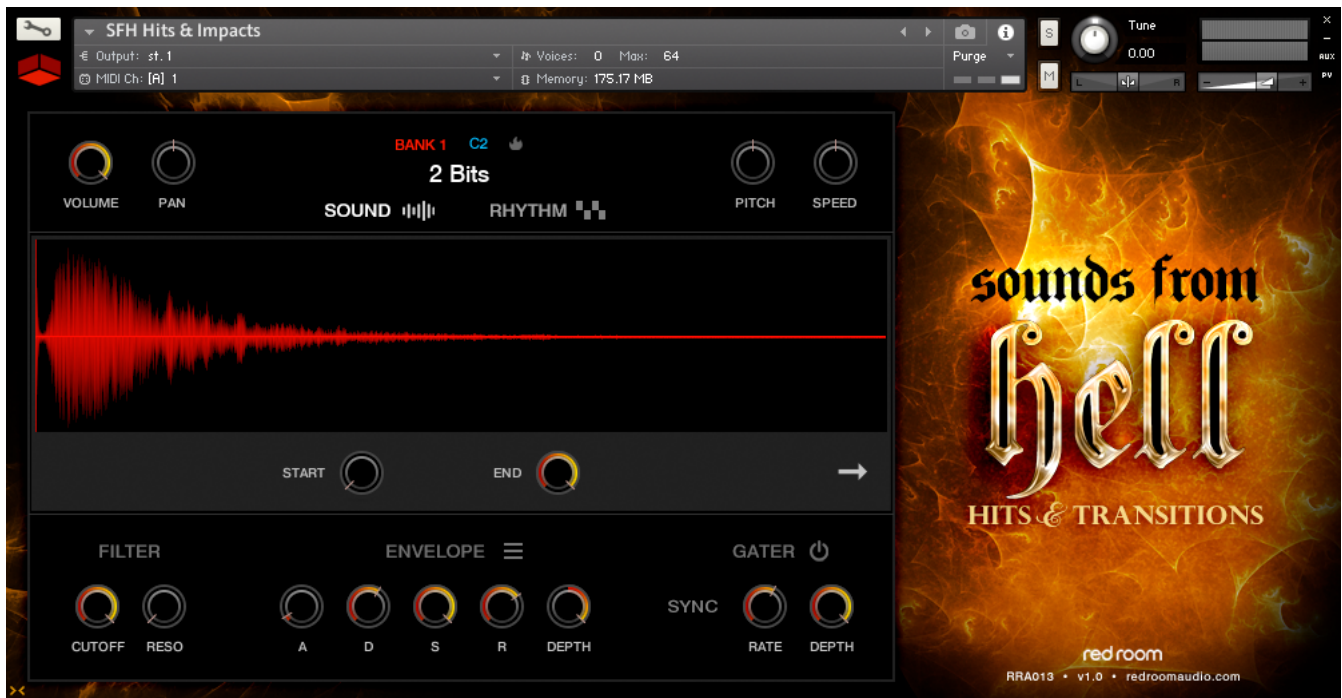
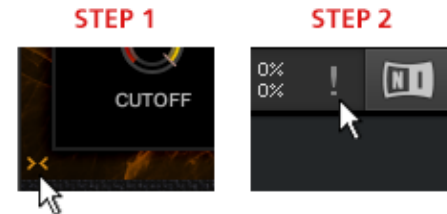
For convenience, download and installation are handled through the [Pulse](#) app. Pulse is fast and simple and has many valuable features including easy access to re-downloads, product updates more. Just follow these steps:

1. Go to www.pulsedownloader.com and download & install Pulse on your machine.
2. Open Pulse and register an account or login.
3. Once logged in, go to the Library tab and click the **"Add a Product"** button in the top right-hand corner of the Pulse app. **Enter the Redemption Key** you received with your order and click on **"Redeem."**
4. The product will be added to your Pulse account. To download and install the product, click "Install", select the installation directory and press **"Download & Install"**. Pulse will begin downloading your product. Once it's finished downloading, it will automatically extract your library and remove the temporary files for you.
5. When installation is complete, open Kontakt and go to the **Files** tab. Here, navigate to the hard drive location of your library and open one of the .nki's in the Instruments folder.

INSTRUMENTS

Sounds From Hell: Hits & Transitions includes 7 instruments, or .nki's – Booms, Braams, Downers, Hits & Impacts, Reverses, Risers and Whooshes – all of which share a practically identical 3-panel user interface. Let's take a quick tour of the available features and controls.

TIP - If you're viewing on a laptop or lower resolution monitors, we've included a trick to narrow the GUI to display only the primary, usable portion. Simply click on the small double-arrows in the lower left of the GUI. Then, click on the exclamation point (!) in the top right corner of Kontakt. Repeat this same process to go wide again.



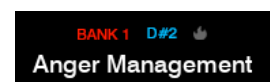
It is important to note that most of the controls in the UI pertain ONLY to the currently selected sound. This allows you tweak each sound individually, and the engine will remember the adjustments you made even after you switch sounds and go back. If you'd like to return to default settings, simply reload the .nki.

Top Panel

Volume: Adjusts the volume of the currently selected sound.

Pan: Adjusts the panning of the currently selected sound.

Sound Display: In addition to the name of the currently selected sound in white, the current bank and key are also displayed in red and blue, respectively. Clicking the small flame icon will "favorite" the currently selected sound, turning its key yellow so you can easily remember its location. Your favorites will be saved when you quit and reload, and you can clear them by pressing Ctrl+click (Command+click on Mac).



Sound & Rhythm Buttons: Switch between the Sound and Rhythm tabs in the center panel of the UI (more on these below).

Pitch: Adjusts the pitch of the currently selected sound in semitone increments. Note that in the Braams instrument, this changes to the **Octave** knob, which allows you to re-pitch *all* of the selected sound's samples up or down 1 octave.

Speed: Adjusts the playback speed of the currently selected sound, from 50-200%.

Sound Tab

Waveform Display: Shows the visual waveform of the currently selected sound.

Start & End: These knobs allow you to adjust the start and end points of the current sound in small increments. For more granular control, hold down Shift before turning the knob. When the start & end points are changed, only the bright red portion of the waveform will play.



Sample Direction: Toggles the playback direction of the currently selected sound from forward to reversed. Note that when reversed, the **Land On Beat** icon may appear in some instruments. When active, this handy feature delays the triggering of the sound so that it will always end on the nearest beat. This is useful especially useful for sounds like Reverses, which might otherwise be difficult to time to your music.



Rhythm Tab

The **Rhythm** tab provides features for adding rhythmic elements to the currently selected sound, opening doors for endless creativity.

Table Display: Click and drag up or down to adjust the steps of the currently selected table.

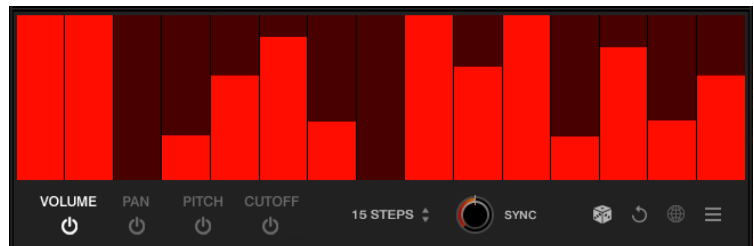


Table Selectors: There are 4 tables here – Volume, Pan, Pitch and Cutoff. Clicking the name selects that table for editing, while the “power” button toggles it on or off.

Steps: Adjusts the number of steps from 1-32 for all 4 tables.

Sync: Syncs the table playback to various note divisions.



Randomizes the values for each step in the currently selected table. Ctrl+click (Command+click on Mac) to randomize the values of all 4 tables for the currently selected sound.



Resets the values of the currently selected table to default. Ctrl+click (Command+click on Mac) to reset the values of all 4 tables for the currently selected sound to default.



When the **Global** button is activated, any adjustments you make to the currently selected table will be applied to all the sounds in the .nki.



This **menu** allows you to save, load, copy and paste the settings of all 4 tables.

Bottom Panel

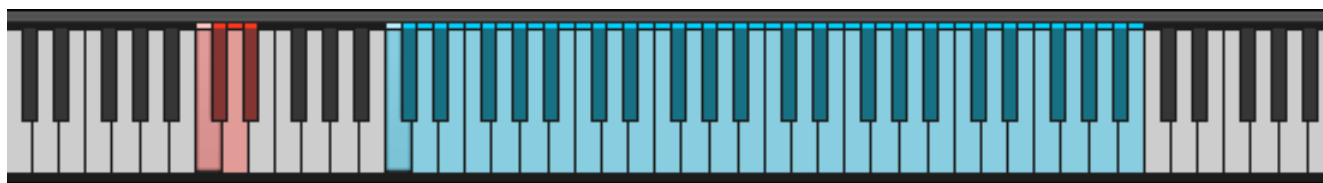
Filter: Adjust the filter **Cutoff** and **Resonance** of the currently selected sound.

Envelope: Adjust the **Attack**, **Decay**, **Sustain**, **Release** and **Depth** of the currently selected sound. The menu allows you to save, load, copy and paste your settings, as well as providing apply to all and reset options.

Gater: To add a creative "stutter" effect, toggle this on and adjust the **Rate** and **Depth** knobs. Activate the **Sync** button to lock the effect to your host tempo.

Mapping

On the Kontakt keyboard you'll see various key colors. Playable sounds are mapped to **blue** keys. When you "favorite" a sound, its blue key turns **yellow**. You can load an entirely new bank of sounds with the **red** keys. Note that the current bank, selected key and sound name are always displayed in the top panel.



The Braams instrument also has an octave of **green** keys. Use these to change the root pitch of the selected sound.



Drag & Drop .wavs

As an added convenience all the samples in the library are included as uncompressed 24-bit .wavs so you can drag & drop them right into your DAW.

FX RACK

Sounds From Hell includes Red Room Audio's exclusive modular 8-slot FX Rack, featuring a large variety of useful EQ's, reverbs, delays, modulation FX, amps & cabinets, etc. Let's take a tour of the interface:



FX Chain Panel



The large black panel at the top contains a row of **8 FX slots**. Think of this like a guitar pedal board. Click the **dropdown menu** on any slot to load an effect. The **blue button** to the left of the effect name toggles it between active (on) and bypassed (off). When you load FX into multiple slots you'll notice **left and right arrows** above their graphics. Use these to move that effect left or right across the board, re-arranging the FX chain.

Effect Edit Panel

When you load an effect into a slot or click on its graphic it highlights, and the bottom panel populates with controls to edit its parameters. All the individual FX, their controls and features, are described in detail in the Kontakt manual. The **Slot Presets** menu on the left allows you to save your current settings, load a previously saved preset you created, or reset the effect to default.



The **dice icon** randomizes all the currently selected effect's parameters for creative inspiration. Note that it does not randomize Output or Wet/Dry knobs.

Lastly, in the top right of the interface there's a **Rack Presets** menu where you can save the *entire rack's* current settings, load a previously saved rack you created, or reset the rack to default (empty).

CREDITS

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If you have any questions or comments about **Sounds From Hell** please go to www.redroomaudio.com/my-account and login using your Red Room Audio username and password. Then click **CONTACT** from the main navigation. This ensures that all your info is included automatically with your message.

You can also email support directly at support@redroomaudio.com.

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