EPIC
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SOUNDS AND FX FOR
FILM, TV & VIDEOGAMES

THE FORGE PLAYER
HYBRID SCORING LOOPS
#01 - FORGE FACTORY

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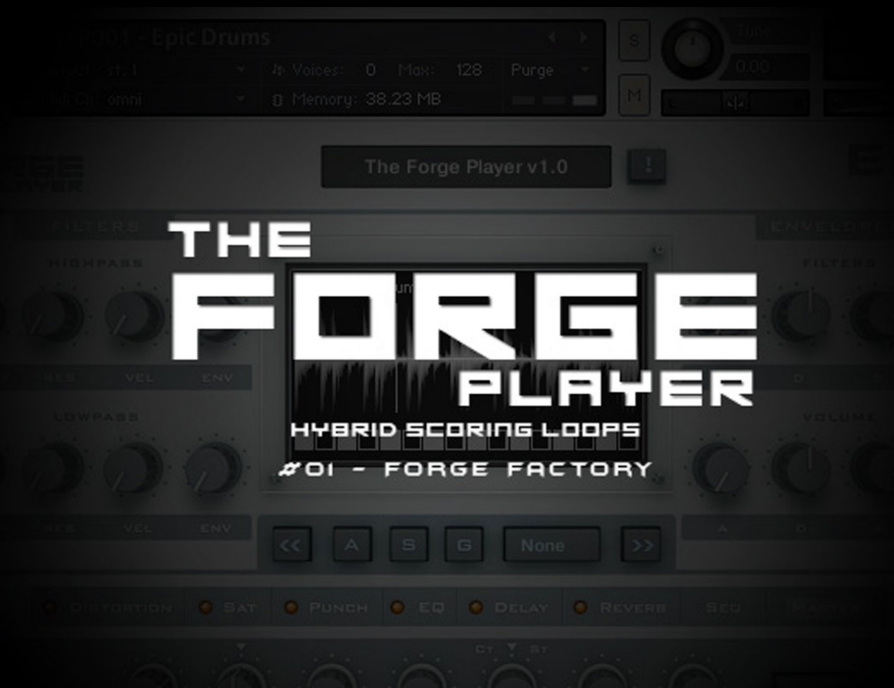
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The Forge Player #01 – Forge Factory

produced by Epic SoundLab, January 2015.

The Forge Player brings you a fine selection of powerful rhythmic loops from our acclaimed The Forge library, aimed at Film, TV and Games composers. A wide range of features from The Forge engine makes the core of this player, with added pitch controls and FX keyswitch for realtime mangling.

Buy this product now and get full refund on crossgrade to The Forge

Credits

Concept, recording, editing, programming and scripting by Luca Capozzi
Custom 3D graphic user interface design by John Gordon
Additional content by Joshua Crispin (JC prefix)
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Specifications

Based on The Forge engine (see limitations in the manual)
Loop Display
Loop Pitcher
FX Keyswitches
Resonant Delay
Dual Engine Reverb
400MB of looped content
Note: Full version of Native Instruments Kontakt 5.1+ is required. Free Kontakt Player is not supported.

Installation

Uncompress the downloaded .rar file in your favourite Sample Libraries folder. Kontakt patches are stored in Instruments folder. Please, remember to keep both files and folder structures or Kontakt will pop-up an error message asking for missing files. In that case, all samples are stored into Samples folder.

If you don't have any program to handle .rar archives, here's a couple of links:

[WinRAR for Microsoft Windows](#)

[UnRarX for Mac OSX](#)

You need **FULL** version of Kontakt 5.1 or higher in order to properly load this library. Kontakt Player is **not supported**.

You can use the Files or Database tabs to load our .nki files. Since this is a standard open-format library, you cannot load it under Library tab of Kontakt browser. This section will only load locked "Powered by Kontakt" libraries and the "Add Library" command will not work with this product.

We recommend that you have at least 2GB of RAM, a dual-core CPU and a fast hard drive (7200rpm SATA II or higher) before purchasing this or any sampled Epic SoundLab product.

USER INTERFACE

The Forge Player user interface is built to be easy to use, keeping you focused on your workflow. Starting from top, you have a **Status Monitor** that will show you the current parameter value. Next you find an exclamation mark button, the **Program Init**, which will reset the current instrument to a default state. The **Filters** section is used to control the behavior of our resonant **Highpass** and **Lowpass** filters. The **Envelopes** section is used to shape the dynamic curves for both filters and instrument amplitude. The big screen in the center is **a Loop Display**, which works as an reference of the current played loop and **Gater**. On the bottom you find a **selection of effects** (which can be engaged or disabled with a simple double click or using the yellow keyswitches), the parameters for the **Gater** and the **Global Parameters** for the current loaded instrument. Check the following chapters to have an in-depth look of each section of **The Forge Player**.

Differences compared to The Forge:
– Only Gater mode (button G) is available
– No pattern shift
– In Master section the following controls are disabled: Stack, Interval, Spread, Random, Mono
– Loop Pitcher: red keyswitches allows you to coarse tune the loops.
– FX Keyswitches: yellow keyswitches triggers the effects in realtime.

STATUS MONITOR
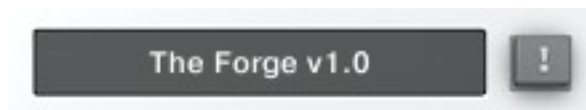
The **Status Monitor** shows the current software version and the current parameter value. Just click and turn one of the knobs to see how it works.

The **Program Init** button is used to reset the current instrument parameters to their default values. To prevent accidental resets, <u>you must hold your CTRL (or Cmd, for Macs) and click the button</u> in order to have the program to initialize.

FILTERS

The Forge comes with a pair of resonant filters, useful to shape the timbre of your sound. Although those parameters are found in hundreds of synthesizers, for the sake of completeness let's have a little overview. **Highpass** filter is used to attenuate the low end of the sound spectrum leaving the frequencies higher than the **Cutoff** unaffected. The **Lowpass** filter just does the opposite, attenuating the frequencies that are higher than the **Cutoff** value. Use the Cutoff knob to set the center frequency of each filter. Increase the **Res** (filter resonance) knob to get an emphasis around the filter Cutoff frequency. At higher values the filter will start to ring so... be careful! The **Vel** knob sets the velocity amount applied to the filter frequency. Use this parameter to have dynamic sensitive timbre changes. The **Env** knob sets the **Filter Envelope** amount applied to the cutoff frequency. Use this parameter to change the filter frequency over time. We used 3 different types of Lowpass filters: **Daft**, **Ladder LP4** and **SV LP2**. Daft is our main Lowpass filter, aggressive and sounds great on distorted presets. Ladder LP4 is a classic Moog Ladder Filter emulation, very smooth and warm. LP2 is a 2 pole Lowpass, brighter and very light on CPU. We provided 3 different Init presets (each one with a different Lowpass filter type) you can use to shape your own sounds.

ENVELOPES

In this section you can program the shape of each Envelope Generator for both Filters and Instrument Amplitude. Remember to increase the Env parameter on the filter you want to modulate with the Filter Envelope in order to get a proper effect. Volume Envelope works without any additional parameter.

LOOP DISPLAY
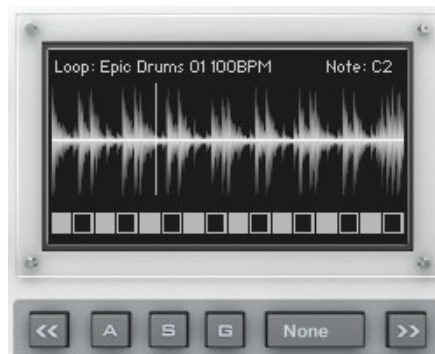
In the center section of **The Forge Player** resides our **Loop Display** that can work as a reference for the current played loop and as **Gater**. The Gater mode can be selected by activating the **G** button.

Gater

Select the **Gater** mode and use this row to program your pattern. Dark squares let the signal pass and white squares chops the audio at double the sequencer speed. This means that if your sequencer rate is 1/16th, the gate will stop the sound for 1/32nd and let it pass through for the next 1/32nd of the selected step.

EFFECTS AND PARAMETERS

The lower section of **The Forge Player** interface contains a selection of effects and the general parameters for both the Rhythmic Programmer and the instrument. You can turn an effect on/off just by double clicking on its label or trigger them while playing via the yellow colored keyswitches.

Distortion

The **Distortion** unit is very gritty and aggressive, combining a British amplifier with a voice-level bitcrusher.

Controls
Tone: Adjust the midrange frequency response
Drive: Increase the pre-amp gain
Dirt: Reduce the bit rate of the sound, increasing harshness and dirt.
Out: Output gain

Saturation

The **Saturation** unit features the high quality algorithm of Kontakt saturator resulting in a warm and, in combination with the Distortion unit, aggressive sound. Due to the nature of the effect, the signal will be slightly compressed, resulting in a lower volume. Use the Output knob to compensate this behavior.

Controls
Drive: Increase the saturation amount
Out: Output gain

Punch

The **Punch** unit features a transient shaper, a kind of compressor used to control the attack and the sustain portion of a sound. It is best used with drums, percussions, impacts, guitars, pianos and other sounds with a fast attack. Both controls are bipolar, so you can emphasize or attenuate the selected feature.

Controls
Attack: Adjusts the attack portion of a sound. Increase to add punch; decrease to soften a sharp attack
Sustain: Adjusts the sustain portion of a sound. Increase to add body; decrease to reduce tail

Equalizer

A analog emulated 4-bands parametric equalizer. **Low** and **High** are shelf type, while **Low Mid** and **High Mid** are bell type.

Controls
Low: Boost or attenuate the low end at 160Hz
Low Mid: Boost or attenuate the low-mid frequency range at 700Hz
High Mid: Boost or attenuate the high-mid frequency range at 2kHz
High: Boost or attenuate the high end at 7.5kHz

Resonant Delay

The **Resonant Delay** unit combines a delay based tunable resonator and a tempo synced stereo delay. The resonator is very useful to create droning notes and "metallic" reflections. This is a send effect, so the effected signal is added to the dry signal.

Controls
Tune: Adjusts the resonator pitch. Check the Status Monitor for both frequency and closest note name.
Res: Adjusts the resonator emphasis. Higher the value, longer the ring duration
Time: Sets the stereo delay time in multiples of $1/16^{th}$
Fbk: Sets the stereo delay feedback amount
Stereo: Adjusts the delay ping-pong effect between the stereo channels
Send: Output gain

Dual Reverb

The **Dual Reverb** unit combines two IR based reverbs able to create very unique sounds. The **Body FX** includes a range of short and unusual impulse responses that you can use to dramatically change your timbre. The **Reverb** section features a selection of reverberant spaces.

Controls
Body FX: Selects the impulse response of the Body FX section
In: Adjusts the input signal gain
FX: Adjusts the balance between the dry and wet signal.
Size: Adjusts the duration of the current Body FX impulse response
Send: Reverb section output gain
Reverb: Selects the impulse response of the Reverb section

Sequencer Parameters

In this section you can set the rate and steps of the Gater. You can also reset the Programmer to its default state by CTRL (or Cmd for Mac) clicking the **Reset** button.

Master Section (General Parameters)

In this section you can control all the parameters that affects the instrument.

General Controls
Volume: Adjusts the volume, in decibels, of the instrument. Due to The Forge signal path, this parameter can affect the sound of some effects.
Pan: Adjusts the balance of the sound on the stereo field
Vel: Adjusts the velocity amount applied to the instrument's volume

Voicing Controls
Stack: not available in **The Forge Player**
Interval: not available in **The Forge Player**
Spread: not available in **The Forge Player**
Random: not available in **The Forge Player**
Mono: not available in **The Forge Player**

INSTRUMENTS

The Forge Player comes with a fine selection of looped content from our acclaimed sample library **The Forge**.

CATEGORIES:

Drums
Acoustic and designed rhythmic loops.

Epic Drums
A selection of rendered epic patterns from **The Forge** MIDI content.

Ignite Drum
A collection of rendered epic drum accents from **The Forge** MIDI content.

Low / Mid / High Loops
Hybrid and synthetic loops.

Warped Loops
Strange and exotic designed loops.

Thank You

We wanna thank you for buying **Epic SoundLab The Forge Player #01** sample library.

We hope you will enjoy it as much as we did.

If you have any question, concerns, technical issues or even for just say 'Hello', get in touch with us at:

info@epicsoundlab.com

or checkout our site at www.epicsoundlab.com

Cheers,
Luca

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