An Impact Soundworks Sample Library for Kontakt 4™

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INTRODUCTION

Shreddage X has been a true labor of love for us. The original library, which we released on Valentine's Day in 2010, turned out to be by far our most popular instrument ever; while we had tons of fun developing it, and we were very confident in its sound, we had no idea if people would care about another guitar library. It turns out we were completely wrong, as evidenced by the countless emails, forum comments, Facebook posts and reviews we've received saying that **Shreddage** set the bar for realistic electric guitar sampling.

We received a couple of bug reports after the original library's release, along with requests for new amp sim presets and one or two feature suggestions. We could have implemented those and left it at that. But that's not how we do things here. If we were going to update **Shreddage**, we wanted to do it _right_.

The end result of our 6+ months of intense development time is the expansion you have before you. We might have gotten a little carried away: we originally promised only a couple new features, such as legato playing and vibrato. This grew and grew, particularly during alpha and beta testing, until we ended up with a total of 1,000 new samples - more WAVs than the entirety of the original library!

So what's new? We've added lower tuning (down to **Ab**), standard vibrato, harmonics (not pinch harmonics), tremolo picking, portamento slides up to and down from every note and powerchord up to an octave from the original note, hammered legato, aggressive 'hard pick' sustains, single-note release stop samples, enhanced mapping, and native Kontakt 4 format patches. Phew!

Even in the face of the numerous electric guitar libraries that have been released or updated since **Shreddage** was debuted, we believe this expansion further cements our instrument as the best possible sample library for rock/metal rhythm riffs. We know you'll agree as soon as you start playing.

We leave you with one last thought: the unabridged title to our newest creation. Enjoy!

Shreddage X: The Return of the Revenge: Reloaded: Live Free or Shred Hard: Rise of the Shredder: Revolutions: Judgment Day: Part II: Electric Boogaloo: Fellowship of the Shred: Return of the Tentacle: Shred Horizon: Lord of the Shred: Shreddage Goes to Hell

(Thanks VI-Control.net!)

INSTALLATION / GETTING STARTED

To install the library, first ensure that you have the RAR file completely downloaded. Then, simply extract it in the original Shreddage library folder. Your file structure within the original Shreddage folder should look like this:

Amp Sim Presets
Patches
QUICK PLAY
Samples
UI
XPatches
XSamples

You'll want to load patches from the newly-created **XPatches** folder. You should start by loading the **Shreddage X Master Multi.nkm**, which contains everything you need to get started: the master patch and three types of release samples (single-note stops, powerchord stops and release fret/string noise) plus double-tracked versions.

To get the most out of double-tracking functionality, ensure that your Kontakt is configured with at least two outputs (check the "Outputs" tab) and that your host is receiving both outputs on separate mixer tracks. Once you have confirmed this, put two separate amp sims on each mixer track and pan the tracks hard left and hard right. The result will be a fat, wide sound with different samples playing in each channel - true double-tracking!

NEW FEATURES

The mapping of **Shreddage X** is essentially the same as the old QUICK PLAY/Master Patches from the original library. The left hand (**Ab-1 to A2**) triggers powerchords, while the right hand (**Ab2**) triggers single notes. Low velocities in either hand trigger tight (fast) mutes, while higher velocities trigger progressively longer mutes, then sustained notes.

Powerchords have three mute layers: fast, full and half, followed by sustains. Single notes have two mute layers (fast and full) and two sustain layers (standard and hard/aggressive), followed by tremolo picking at the very highest velocity. The original Shreddage did not include hard picking or tremolo picking, and previously had pinch squeals on the highest velocities.

The main addition to this mapping is the use of the **modwheel (CC1)** as a controller to change the right hand playing into special articulations.

Modwheel value 0-31 = Standard playing
Modwheel value 32-63 = Vibrato (new)
Modwheel value 64-95 = Harmonics (new)
Modwheel value 96-127 = Pinch squeals w/ vibrato

There is also all-new legato/portamento functionality, visible on the front UI controls. The "Legato" knob switches between three modes:

Off: Disables all legato and portamento playing. Multiple sustain notes can be triggered simultaneously.
Legato: Switches to hammered legato mode. This creates subtle note transitions when overlapping sustain notes are played in either hand. This is ideal for faster rhythmic passages as it reduces the attack time of sustained notes.
Portamento: Switches to portamento (slide) mode. This creates smooth, portamento transitions when overlapping sustain notes are played in either hand. This is best used within the recorded range of one octave from any given note. **You must anticipate the destination pitch** when playing or sequencing in this mode! The slides are not instantaneous, and if they were, they would sound terrible anyway.

By clicking on the "Shreddage Slide" tab of the UI, you can access new controls to tweak legato and portamento time. The values of these controls are automatically reset to default recommended values when you switch modes.

Sus. Out: Determines the fade-out time of the origin note.
Leg. Pause: Affects the speed of the legato transition.
HammerIn: Affects the attack of notes in the hammered legato mode (not portamento).
Enabled: Sets the legato mode to **hammered legato**.
Portamento: Sets the legato mode to **portamento**, but does nothing unless you have the "Enable" button on.

ABOUT THE SAMPLES

As with the original Shreddage, **Shreddage X** was performed and recorded by master rock & metal guitarist Juan Medrano (www.sixtosounds.com), a frequent collaborator of library producer Andrew Aversa. Editing was done primarily by Javier Gonzalez with preliminary editing by Steve Davit and Phil Schwan and additional editing from Andrew Aversa. The legato script was created by Blake Robinson.

The guitar used was a 6-string classic which is considered a standard of metal music. It was recorded at 24 bits / 44.1khz through an Avalon U5 DI into a Presonus Firebox in mono, the format which all of the samples are presented in.

TROUBLESHOOTING & FEEDBACK

Have you used **Shreddage X** in a project recently or have a demo or song that you'd like to share? You can email us (admin@impactsoundworks.com) 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.

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