



HITS | DOWNERS | PINGS | RISERS | WHOOSHES | TONAL WHOOSHES | COMBO HITS | SWELLS
303 SOUNDS | WAV FORMAT | KONTAKT SHELL | HIT POINT SYNC | MINIMALISTIC INTERFACE

AIM

Cinematics Synced

USER MANUAL

Welcome to AIM, a new collection of cinematic sound effects!

AIM contains 303 samples of 8 types: hits, downers, pings, whooshes, tonal whooshes, risers, combo hits and harmonic swells. Each sample here has its own strong sonic identity and works perfectly to add both tension, impact or sound color to your composition.

Though featuring the vast array of effects, the main idea behind this library is not to bring yet another load of samples. AIM makes it way easier to fit all these sounds to tempo - thanks to the super-easy eponymous function which is the core of the library. Just set the desired time of transition or silence gap, and the Kontakt shell will play the sample so its "hit point" will be exactly at that time.

AIM does not distract you with hundreds of knobs and sliders. It features only the most popular sound manglers: filters, distortion, lo-fi and stereo widener. Everything is set in the way to let you load and start composing.

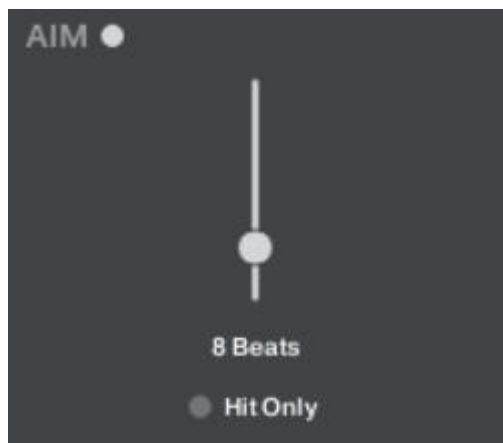


This is the GUI of AIM. It consists of 4 parts: Sound, Aim, Settings and Effects.

The Sound section is fairly simple: it includes only a sample display, a sound title and a button to mark the current sample as your favorite.



Do not worry about BPM mentioned in the sample title - all samples fit the tempo of your host DAW with AIM function. BPM is written to help you use samples as WAV files if you prefer so. If you like the sound and want to find it faster the next time, you can mark it as your favorite. The keys tied to these samples are colored in red on the Kontakt keyboard. You do not need to resave the patch - the favorites are saved automatically.



The AIM function is the core of the library. If you want to sync “hit points” of samples to your host tempo, just enable this function and set the desired time.

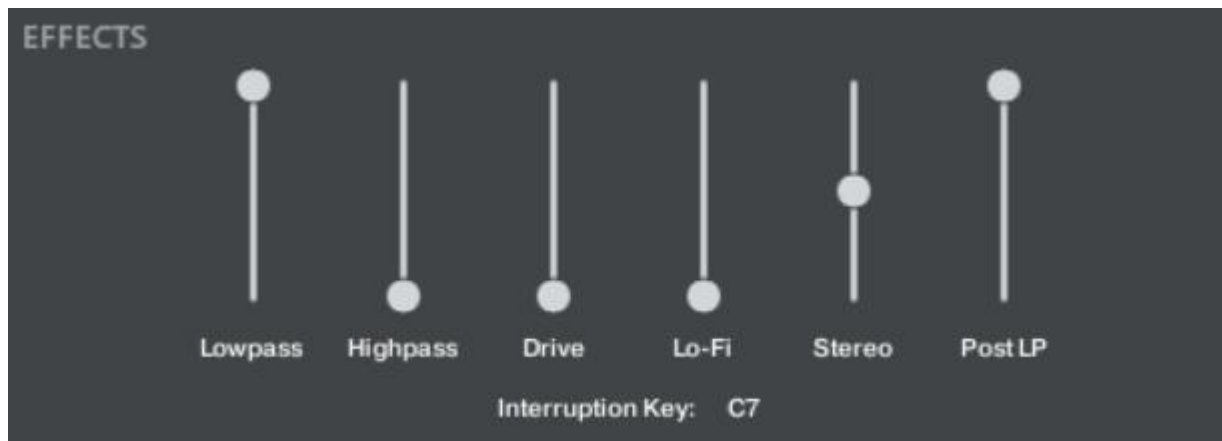
If you want to skip the transition part of a sample, click “Hit Only” button. It works both with and without the AIM function.

Note: please do not use the Tune knob in the Kontakt default header to tune samples. Otherwise the AIM function will not work properly: “hit points” may be early or late. There is a Tune controller in the Settings section that works with AIM.



Settings provide you the control over volume envelope and tuning. By default, attack and release timing and tune are individual for each sample. If you want to adjust them for all samples, click the "Global" button.

You can also stretch the last played sample (marked with a green key on the keyboard) across 6 octaves to turn a sample into a music instrument. Especially great with pings!



AIM features only basic effects: filters, distortion, lo-fi and stereo widener. All these sliders (and previously viewed too) can be assigned to MIDI CC.

AIM also includes a special Interruption Key function. With this key (marked as yellow on the keyboard) you can mute the sound. This key is velocity sensitive. This is a great way to create interruptive chaotic rhythms without tedious sound editing or applying third-party gate or stutter plugins.

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