



Massive Fuel Soundset for Native Instruments Massive

Manual and License

PulseSetter LLC

1) Welcome to Massive Fuel for NI Massive Synth.

Massive Fuel for NI Massive is a trailer music oriented soundset for Native Instruments Massive soft synth plugin. Please note you will need to own Native Instruments Massive synthesizer to use this soundset. This soundset was created specifically for trailer composers.

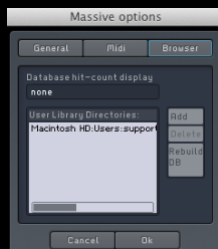
Massive synthesizer spawn a subculture in electronic music due to its harsh tones and wavetable synthesis. Its macros and strong - in your face - attitude made it ideal to be up and center in a musical context. Since trailer music is also about bringing strong modern sounds up and center we decided to create a soundset specifically for trailer music. Each sound was carefully crafted to be used in a trailer music context. From impacts and braams (tonal brass like hits) and downer and risers, Massive Fuel will bring more in your face attitude to your track. Its eight macro controllers have been carefully assigned so they modify the sound significantly in a musical way. That way it's you don't get static samples like a sample libraries but a source of almost limitless sounds. We suggest not only changing the macro knobs to change the sound but also change the wavetable samples in each oscillator.

We also render each sound to a wav file format and mapped into the most common samplers. This way the sounds are available in different options for different types of workflows. We also went a step further and created full on huge processed trailer hits and their split stems to mix and match. Not only these can be used quickly in a musical context but also be inspiration on what Massive Fuel is capable of.

2) Installation and Patches

How to Import Massive Fuel Sounds into the MASSIVE Browser

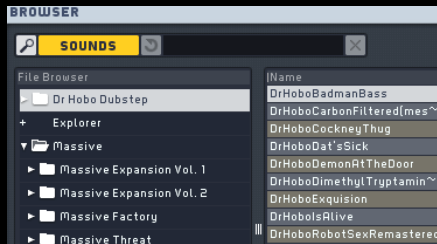
Start MASSIVE, then select **Massive > Options** (OS X) or **File > Options** (Windows) from the menu bar



In the Browser tab click on Add. A new explorer window will open where you can select the folder on your hard drive containing your custom sounds (in this example the folder is called Dr Hobo Dubstep). The respective entry will be added to the MASSIVE User Library Directories



Click on **Rebuild DB** followed by **Ok** to rescan the MASSIVE database and close the Options. Once this is complete the library and its containing presets will become visible in the MASSIVE File Browser.



3) Patches

The patches have been categorized in the file name by using numbers for each category and this way quickly find the sound you are looking for related to trailer music and not by normal tagging structures like “synth lead”. We assigned initial numbers for each 01 to 07 for each category:

- 01 - Braams (x15)
- 02 - Downers (x10)
- 03 - Hits (x20)
- 04 - Pads | Ambs (x25)
- 05 - Pulses (x38)
- 06 - Risers (x10)
- 07 - Whoshes (x10)

01 PS-Dark Braam (C1 + C2) 1.nmsv 01 PS-Dire (C3) 2.nmsv 01 PS-Highway to Hell (C3) 3.nmsv 01 PS-It Begins (C2) 4.nmsv 01 PS-Mod Braam (C2 + C3) 5.nmsv 01 PS-Nasty Noise Resonance (C2 + C3) 6.nmsv 01 PS-Rusty (C3) 7.nmsv 01 PS-Screaming Horrors (C2 + C3) 8.nmsv 01 PS-Screams from Hell (C4) 9.nmsv 01 PS-Squelchy Braam (C3) 10.nmsv 01 PS-Static Braam (C2) 11.nmsv 01 PS-Suffocating (C3) 12.nmsv 01 PS-The Children are Sick 13.nmsv 01 PS-The Screamer (C3) 14.nmsv 01 PS-Who Let the Cat Out (C2) 15.nmsv	02 PS-Alien Scream (C5) 16.nmsv 02 PS-Down Slicer (C3) 17.nmsv 02 PS-Downtown Driveby 18.nmsv 02 PS-Enhance 19.nmsv 02 PS-Flaser (C2) 20.nmsv 02 PS-Laser Bike (C4) 21.nmsv 02 PS-Laser Downer (C1) 22.nmsv 02 PS-Sci-fi Downer (C2 to C3) 23.nmsv 02 PS-Splash Downer (C4) 24.nmsv 02 PS-TIE Fighter (C4) 25.nmsv	03 PS-1812 Overture 26.nmsv 03 PS-Big Drum 27.nmsv 03 PS-Boomington (C2) 28.nmsv 03 PS-Broken Hit 29.nmsv 03 PS-Cavernous Boom 30.nmsv 03 PS-Clockwork 31.nmsv 03 PS-Dark Mallets 32.nmsv 03 PS-Dark Metallic Boom (C4) 33.nmsv 03 PS-Distorted Toms 34.nmsv 03 PS-Evil Clowns (C3) 35.nmsv 03 PS-Flash Boom (C2) 36.nmsv 03 PS-Fun For One 37.nmsv 03 PS-Kick 1 (C3 to C4) 38.nmsv 03 PS-Kick 2 (C2 to C3) 39.nmsv 03 PS-Knock Back 40.nmsv 03 PS-Synth Cymbal 1 41.nmsv 03 PS-Synth Cymbal 2 42.nmsv 03 PS-Uncanny (C3) 43.nmsv 03 PS-Whoosh Hit 2 (C5) 44.nmsv 03 PS-Whoosh Hit 45.nmsv	04 PS-Cyber Worms (C2) 46.nmsv 04 PS-Dark Halls (C4) 47.nmsv 04 PS-Dark Undertone (D1) 48.nmsv 04 PS-Darkmosphere (C4) 49.nmsv 04 PS-Deep Organ (C2) 50.nmsv 04 PS-Ecosystem 51.nmsv 04 PS-Electronic Ambience (C4) 52.nmsv 04 PS-Gold Ice 53.nmsv 04 PS-Howling in the Night 54.nmsv 04 PS-It Begins (C4) 55.nmsv 04 PS-Mellow Days 56.nmsv 04 PS-Metallic Atmosphere (C4) 57.nmsv 04 PS-Mild Hallucinations (C3) 58.nmsv 04 PS-Mist 59.nmsv 04 PS-Moonlight (A3) 60.nmsv 04 PS-Panning Alien (C2 or C3) 61.nmsv 04 PS-Reverse Dusk 62.nmsv 04 PS-Rumble Lust (C2) 63.nmsv 04 PS-Sheenmosphere 64.nmsv 04 PS-Shrill Beast (C2) 65.nmsv 04 PS-Sub Ambience (C2) 66.nmsv 04 PS-Sub Bass Glue (C3 or C4) 67.nmsv 04 PS-Surfin' The Heavens 68.nmsv 04 PS-Voice of the Gods 69.nmsv 04 PS-Weather (C3) 70.nmsv
06 PS-Adhesive Tear 118.nmsv 06 PS-Call an Ambulance! (C2) 109.nmsv 06 PS-Charged Riser (C2 or C3) 110.nmsv 06 PS-Gust of Wind 111.nmsv 06 PS-Haunted (C5) 112.nmsv 06 PS-Lift Off 113.nmsv 06 PS-NASCAR (C2 + C3) 114.nmsv 06 PS-Radio Signal 115.nmsv 06 PS-Sci-fi Riser (C1 + C2) 116.nmsv 06 PS-The Dowser 117.nmsv	07 PS-Alien Aviation (C2 or C3) 129.nmsv 07 PS-Alien Whoosh (C4) 130.nmsv 07 PS-Comb Filter Whoosh 131.nmsv 07 PS-Earth Rumble (C4) 132.nmsv 07 PS-Horrific Sheen 133.nmsv 07 PS-Laser (C4) 134.nmsv 07 PS-Sci-fi Whoosh (C3) 135.nmsv 07 PS-Sci-fi Whoosh 2 136.nmsv 07 PS-Sheath 137.nmsv 07 PS-Shimmer Whoosh 138.nmsv		

4) Rendered Patches

We also made the sounds available as wave files and made different sampler instrument files for different samplers.

Formats available:

Kontakt 5.6, Logic's EXS24 , Ableton Sampler, FL Studio, Reason, Falcon, Cakewalk (.Sfz).

The "Render" sampler instrument patches have the same category structure seen in the above images and it mirrors the original soundset / patches.

The "Designed" sampler instrument patches are structured this way:

Braams

Impacts

Full Trailer Hits

Trailer Hits Breakout

Tonal impacts

Trailer Hit Tails

Short Risers

The designed patches have been made with Massive Fuel and processed with 3rd party gear to make huge sounding trailer hits. Then each trailer hit was divided into its core components; Braams, hits, risers and tails.

Sound Design Credits: Daniel Petras.

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