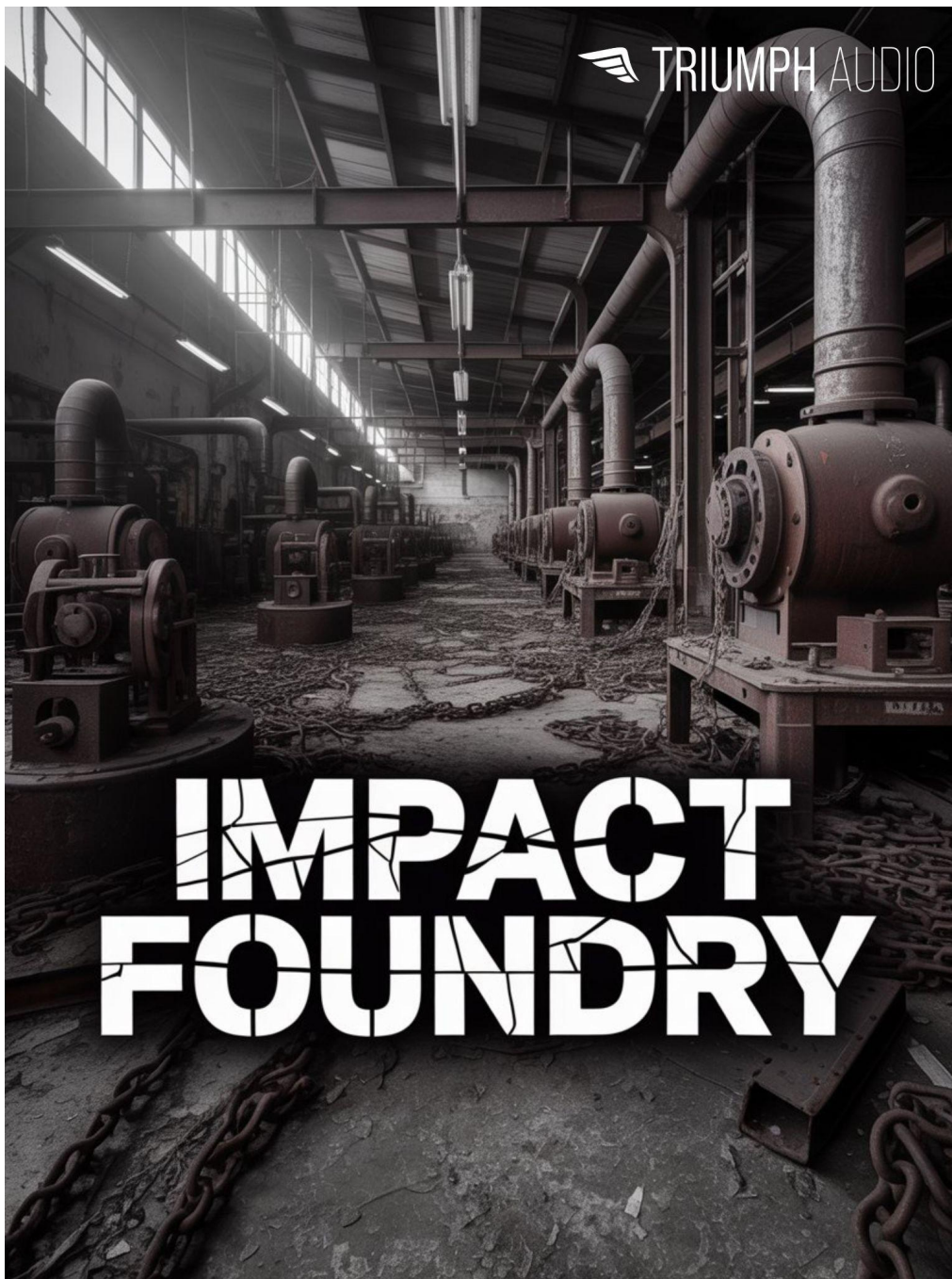


 TRIUMPH AUDIO



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IMPACT FOUNDRY

INTRODUCTION

Impact Foundry

Designed to Hit. Built to Score.

Let's define it:

Impact: *the force of a collision or the powerful effect one thing has on another.*

Foundry: *a place where raw materials are melted down, shaped, and forged into something new.*

Impact Foundry is where those two ideas collide.

Born from raw, physical sound, Impact Foundry begins with found percussion in its purest form. Massive metal strikes, resonant water drums, hand-played rhythms, and the chaotic energy of wandering the world and turning everyday objects into instruments. Nothing polite. Nothing generic. These are real performances, recorded with all the weight and imperfections intact.

From there, the sounds are forged.

Those same raw recordings are transformed into towering trailer hits, hybrid combos, driving pulses, and cinematic loops. The palette spans from subtle, tick-tock tension beds to full-force impacts designed to slam hard and cut through any mix.

To round it all out, you'll also find a selection of tonal patches, drones, and pads, each one carrying the DNA of the original performances, now refined, layered, and shaped for modern hybrid, trailer, and cinematic scoring.

Every sound starts as something real.

Then it gets forged into something cinematic.

That's Impact Foundry.

INSTALLATION

Installing Impact Foundry

1. After purchasing via our website www.triumphaudio.com, or through Pulse Audio or Loot Audio, you will receive an email with a unique serial code.
2. To activate your serial code, you'll need the free Pulse Downloader app (click [here](#) to download Pulse).
3. Create your Pulse account.
4. Enter serial code in the Pulse Downloader app and download your library to your desired location.
5. After downloading please know that the "Add library" function in Kontakt is not supported for this library. To access patches, please use the file browser feature in Kontakt.

Troubleshooting

- For any problems regarding Pulse please contact:
 - <https://pulsedownloader.com/contact-us/>
- For any problems regarding Loot please contact:
 - <https://www.lootaudio.com/support/>
- For any problems regarding ordering or our libraries contact:
 - info@triumphaudio.com

Watermarking

- Be advised that your copy of this product is watermarked by Pulse Downloader. Any torrenting, sharing, or re-selling will easily be identified and tracked.



SPECS

Patches and Folders – Impact Foundry features a curated collection of various sampler types including DFD and TMP. We’ve organized the 397 patches (509 including TMP patches) into various subfolders to maximize ease and accessibility:

- Hybrid Percussion (29 DFD + 29 TMP)
- Metals (19 DFD + 19 TMP)
- Odd & Found (23 Sampler + 23 TMP)
- Hand Percussion (12 Sampler + 12 TMP)
- Woods & Orchestra (10 DFD + 10 TMP)
- Scrapes & Rolls (19 DFD + 19 TMP)
- Engine Processed (28)
- Drones, Pads & Textures (88)
- Loops (66)
- Pulses (49 Percussion Pulses + 54 Tonal Pulses)

For the full patch list, please visit our [Impact Foundry](#) product page on our website.

Misc

- Full Kontakt 6.8.0 or higher required
- Kontakt Player not supported
- 24bit / 48k uncompressed wav sample files
- Size of Kontakt Library: 9.21 GB (before download and compression)

Impact Foundry Credits

Concept, Recording & Programming – Kevin Manthei.

Programming & Assembly – Lorenzo Pelli.

Additional programming & recording – Royal Dean, Jeffrey Johnson, James Schafer, Matthew Murchinson.

Loop and Processed Content Creation & Engine Processed Programming – Kevin Manthei, Lorenzo Pelli, Nick Soole, Snakes of Russia, Jake Weston, Owen Nathanael, Fernando Cañedo, Mathew Mozzoni, Ben Elliott, Tim Verstegen, Dan Negovan, Mathew Murchinson, Elijah Ramirez and Evan Braddock.

Special thanks to our beta testers – Ben Elliott, Fernando Cañedo, Tim Verstegen, Elijah Ramirez.

THE TRIUMPH ENGINE

Impact Foundry Specifics

- **Layer Mixer:** Impact Foundry is programmed to take full advantage of the **Layer Mixer** on the Main Page (Page 1) of the Triumph Audio Engine, allowing you to quickly customize **gain, pan, and tuning** for each layer. This feature is especially useful for our various MOD patches.
- **Use the MOD Wheel:**
 - Using the MOD wheel in a **MOD FX** patch will allow you to go from a less/not affected version of a sample into an effects-laden version.
 - For any non MOD FX patches, use the **MOD** wheel to control filter cutoff.
- **Use Velocity Layers:**
 - Most patches in Impact Foundry are meticulously **multi-sampled**, featuring multiple **velocity layers** and variations per patch for expressive, dynamic performance.
- **Use the Engine:**
 - We are excited to include **artist made Triumph Engine Processed patches**.
 - These processed patches were created by composers using the various pages of our engine including the Main, Effects, Rhythmic, and Output Engines.
 - Amongst these are rhythmic **Pulse patches** - use these to add a rhythmic flair to your pieces!
 - Use our Triumph Audio Engine to **create your own engine processed and rhythmic patches** to take your Impact Foundry experience to the next level!
- **Specific notes about the FX on our Page 3/Effects Engine:**
 - **Delay time knob** - note that the time knob is programmed to allow you to change the delay time by stacking a 16th note with each value added. Use this to customize the delay time on a patch.

Triumph Engine Breakdown

- All Triumph Audio patches are programmed with and housed in our Triumph Engine (which is based on the Photosynthesis engine by Jeremiah Pena). Any parameters of a patch are free to be changed and manipulated by you the user – have fun with it!
- Home Engine: Control the main parameters of the patch



- Effects Engine: Add, tweak, and layer in various effects



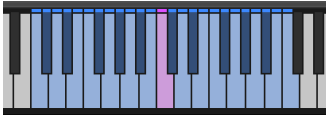
- Rhythm Engine: Program step sequences, control LFOs, and set up various rhythmic features



- Output Engine: Fine tune the patch with various output effects



Patch Terms:

- **VEL:** Sample velocity layers in use.
- **MOD FX:** Mod wheel is assigned to toggle between a less affected version of a sample into an effects-laden version.
- **TRP:** Included in the patch are 2 octaves of keys solely designated to pitch up or down the patch. Look for these blue labeled keys:
- **MENU:** Generally one sample per key patch to showcase all samples in a set, folder, or library.
- **FX Keyswitches:** Note that all Triumph Engine patches include FX Key Switches (E6-C#7) that control the effects engine. Allowing you to control the effects via the FX keys in real time and/or program the effects manually through Kontakt on the effect engine pages.
- **DFD, SAMPLER & TMP:**
 - **DFD:** Direct from Disk streams samples directly from the hard drive in real time, with only a small buffer loaded into RAM. DFD is unique in that the lower a sample is stretched/mapped, its tone lowers and slows in tempo. Conversely, a sample that is mapped/stretched upwards will play higher in tone and will be faster in tempo. DFD patches are not tempo synced.
 - **SAMPLER MODE:** Sampler Mode loads the entire waveform into RAM. This uses more memory but gives instant playback with no reliance on disk speed, and generally results in smoother performance and lower CPU strain for small patches or single samples. Pitch behavior is the same as in DFD: mapping a sample down lowers the pitch and slows playback, while mapping it up raises the pitch and speeds it up.
 - **TMP (Time Machine Pro):** Compresses and stretches samples in real-time. Unlike DFD and SAMPLER, TMP allows all mapped samples to be played back at the same tempo.

TRIUMPH AUDIO EULA

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TA grants The User the ability to install The Samples on multiple computers, so long as those computers are solely owned and operated by The User.

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THANK YOU

Thank you for purchasing this library and for supporting Triumph Audio. We truly hope you enjoy using these patches and that they bring value to the music you create! We want to hear what you're working on so please share! Shoot us an email or tag us on social media:

Web: www.triumphaudio.com

Email: info@triumphaudio.com

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Happy writing!

-Kevin Manthei & the Triumph Audio Team

