

SCOTT STEWARDSON SOUNDS

DEFUNCTION



User Manual

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Thanks for purchasing Defunction

Installation

To install Defunction, unzip and move the Instrument folder into your preferred Kontakt directory, or onto an external hard drive. Defunction requires **Kontakt version 5.1.0** and up to work. The library will NOT work with the free Kontakt Player.

The Instrument

Defunction is a small horror-themed library comprising of percussive samples of wood knocks, piano frame hits, and string picks. While the sounds are primarily geared for a tension filled horror-themed sound, the sounds in Defunction can be used for any genre your imagination can find.

The samples were recorded in stereo in a natural non-studio environment. Any reverb on the dry samples are the result of the space the recordings were made in, for instance the piano frame hits samples capture reverb from the inside of the chamber.

The keys are colored per range of sample sets. Wood knocks come in two dynamics: hard and soft, the hard knocks go from C₁ to F₁, and the soft knocks from F₁ to B₁. The next set of samples are three dynamics of piano frame samples: full, hollow, and thin at C₂ to F₂, F₂ to B₂, and C₃ to F₃, respectively. Synthesized string picks occupy notes F₃ to B₃, and acoustic string picks at the top-most range of notes C₄ to F₄.

There are four round robin samples per note, and a second layer of brighter samples at one sample per note. This second layer can be turned on via the **Layer 2** button.

The GUI has three effects at default settings; Delay, 2-band Equalizer and Convolution. All effects parameters are editable, and the effects can be bypassed for a dry sound.