Impact: Steel - Cinematic Metallic Percussion

An Impact Soundworks Sample Library
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Overview

Impact: Steel was intended to fill a gap found in popular commercial sound libraries. While several other products have metal hits and "found" percussion, none are extensively sampled and usable as individual, expressive instruments. The goal of this project was therefore to create a unique, detailed, and playable library with the same amount of multisampled detail one would expect from a high end percussion bank.

Impact: Steel was designed to be as playable as possible, on both drum controllers as well as MIDI keyboards. As such, all main patches are keymapped without overlap, and can be loaded on a single channel for instant playability of all instruments. On a MIDI keyboard, hits are mapped to black keys, while scrapes, rolls, and tremolos are mapped to white keys. This increases ease of playing for composers without dedicated drum controllers.

Sound Content

The library features 16 Combinator patches, including the primary percussive patch ("**Metals Combined**") and a variety of bonus instruments and FX sounds. The Giant Hits, Sweeps, and Textures morph and mangle the source material in various musically interesting ways. The NN-XT patches are used within the Combinator patches and contain the same audio, without the bonus effects and tweaks in the Combinator.

Please note that this library focuses on **depth** of sampling as opposed to hundreds of patches with relatively few samples. We meticulously recorded these objects with multiple velocity (dynamic) layers, round robin (RR) variations, articulations, and other techniques.

User Interface (UI)

All patches share some common features in the Combinator UI.

* Mid-Sweep / EQ: When EQ is enabled, the Mid-Sweep knob controls the frequency boost range.
* Squash / Saturator: When Saturator is enabled, the Squash knob controls the depth of the saturation.
* Reverb: Adds reverb ambience to the instrument.
* Imager: Enables stereo widening.
* Release: Controls the release time of the sounds.
* Limiter: Adds a hard limiter to prevent clipping.

The Thor instance labeled **Thor FX** adds a couple of additional controls:

* DDL / DDL Feedback: Digital delay and feedback amount.
* Chorus / Chorus Mod/Rate: Digital chorus and modulation amount/rate.

Patch List

FX Clang Ensemble
Simulates an ensemble playing various steel instruments. Mapping begins at C#1 and ends at A2. C#1 is a left-panned hit and D1 is an alternate, right-panned hit; this pattern repeats on black notes with their adjacent white notes (one semitone higher).

Metals Combined
A collection of deep-sampled metal hits, rolls, and scrapes, mapped as follows:

Large Steel Frame
C1: Soft mallet roll
C#1: Soft mallet hit
D1: Hammer tremolo
D#1: Soft mallet hit
F1: Chain scrape slow
F#1: Hammer hit
G1: Chain scrape medium
G#1: Hammer hit
A1: Chain scrape fast
A#1: Hammer hit
C2: Dime side-scrape slow
D2: Dime side-scrape medium
E2: Dime side-scrape fast

Large Steel Frame 2
C#2: Rod hit 1
D#2: Rod hit 2
F2: Dime edge-scrape slow
F#2: Muted rod hit
G2: Dime edge-scrape medium
G#2: Dime hit & scrape
A2: Dime edge-scrape fast

Large Cylinder
C3: Roll
C#3: Hits
D#3: Lid hits

Small Cylinder
F#3: Hits 1
G#3: Hits 2

Metal Spring
A#3: Single pluck
C#4: Downwards grate
D#4: Upwards grate

Metal Cone
F#5: Hammer hit, side
G#5: Hammer hit, edge

A#5: Soft mallet

Spring Pluck Tuned
A chromatic tuned instrument based on a resonant metal spring.

** Note: All FX patches below are similar in that they provide synth-like sounds mapped over a large part of the keyboard. Since they are more creative in purpose and scope, they do not require a special explanation or usage guide, thus we have simply listed them! **

FX Giant Hits - Bellowing Drone
FX Giant Hits - Grey Steel
FX Giant Hits - Horror Hit
FX Giant Hits - Underwater
FX Giant Hits (all)
FX Sweep - Deep Crisscross
FX Sweep - Falling Scrape
FX Sweeps and Textures (all)
FX Texture - Buzzing Overtones
FX Texture - Nuclear Reactor
FX Texture - Singing Overtones
FX Texture - Singing Steel
FX Texture - Underwater

Credits
Impact: Steel was designed, recorded, edited, and produced by Wilbert Roget. Reason conversion by Anthony Mena.

Troubleshooting and Feedback
Have you used this library 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

You can also catch us on Twitter at @ISoundworks!

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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