

DRUMFORGE



Kickforge Manual

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Foreword

Thank you for your purchase of Kickforge! The sounds of Kickforge were recorded in a world renowned metal recording studio known for having recorded some of the most popular metal artists in the world. Kickforge is a powerful production tool which allows you to create hard hitting kick drums for modern productions. Don't be fooled though, Kickforge is also versatile and can be used in lighter music too. It works especially well when combined with some of the room mic and mono mic options from the Kicks in Drumforge 1. Kickforge allows you to quickly and easily get crushing kick drum sounds that cut through any mix and give your music the energy, punch, and drive they need to compete in today's sonic market. Kickforge is an indispensable tool that we hope you will love from the first time you use it.

From all of the Drumforge developers, thanks for joining us in our journey to forging the drum sounds of tomorrow!

~

Drumforge Team

Product Information

Features (Kontakt Instrument)

- Fully automatable kick drum building system for crafting unique drum sounds. Create 120+ possible kick drums.
- Combine different tops and bottoms to make a kick drum sound that fits any modern mix
- Powerful and innovative DSP that is designed around musicality and speed
- Control the decay of each sound as well as filter out unwanted frequencies so your kick sound locks into your mix every time
- Low end harmonic toggle tightens the sub and increase the attack of the drum by adding in harmonics and musical distortion.
- One shot toggle for ultra aggressive music or multi samples by default for realistic performance creation
- Presets are provided for getting started quickly

Includes

- Wav files of all multi-samples and velocity layers
- Kontakt 5 instrument format
- Fully detailed and highly informative manual

System Requirements

- A computer with Intel or AMD compatible processor, Windows or Mac OSX operating system, and a capable DAW software installed
- Winrar (Windows) or StuffIt Expander (Mac) to extract archives
- Kontakt 5 or higher (full version) is required for use of the NKI file format
- Kontakt Player users: This product only works in Demo mode for Kontakt Player.

Installation

You will need a utility to unzip Kickforge onto your computer. Most Windows or Mac operating systems include a compression utility but if yours does not, you will need either Winrar (windows) or StuffIt Expander (Mac).

You can get Winrar here: <http://www.rarlab.com/download.htm>

You can get StuffIt Expander here: <http://www.stuffit.com/downloads/index.html>

Digital Download

Follow these steps to install your digital download onto your PC or Mac:

1. Extract the archive to a place you can locate easily
2. The archive will extract a folder named "Kickforge" into the location you choose (we recommend your Drumforge 1 folder or samples folder)

Gear used to create Kickforge

Microphones

- Audix D6
- AKG D112
- Shure Sm7b
- Shure Beta 52
- Telefunken M82

Processing

- Lynx Aurora and JCF Audio ad8
- Microphone Preamps
 - Vintec 473
 - API 312
 - Focusrite ISA
- API 5500 EQ
- Neve 1073 EQ
- Manley Massive Passive EQ
- DF-XCITE - <http://drumforge.com/df-xcite>
- JST Clip - <http://joeysturgistones.com/products/jst-clip>

Software Information

Kontakt Layout



1. **Sub Sample Selection** - Choose your sub sample from five different choices.
2. **Top Sample Selection** - Choose your top sample from twenty four different choices.
3. **Sub Sustain** - How long the sub sample sustains for.
4. **Top Sustain** - How long the top sample sustains for.
5. **Sub Low Pass** - Filter out harmonics from your sub. Very useful when the harmonics button is on.
6. **Top High Pass** - Filter low to midrange frequencies from the top of your kick. Great for dialing in mid range of your kick sound.
7. **Harmonics Button** - Add harmonics to your sub sample. Sounds warmer.
8. **One Shot Switch** - Switch between single shots and multi samples.
9. **Preset Section** - This is where the preset selection and preset loading is located.
10. **Load Preset Button** - Clicking here will load the selected preset (You must have the preset selected in the box first).
11. **Preset Selection Box** - Select a preset from the dropdown menu
12. **Midi Note** - Which midi note Kickforge is mapped to.
13. **Midi Listen** - Click to remap with the Kontakt keyboard
14. **Midi Reset** - Reset Kickforge to original mapping (c1)
15. **Mix Knob** - Use to set balance level of the sub and top samples. With the mix knob in its default 12:00 position, both the sub and top samples are playing back at equal level. As the mix knob is turned from it's 12:00 position, the balance level of the sub

and top samples will change depending on which direction you are turning the knob. More sub and less top will be heard when the mix knob is moved to the left and more top and less sub will be heard when the mix knob is moved to the right. Turning it 100% toward either direction will play only the sample it is toward. Useful for blending multiple Kickforge samples together.



16. **Compressor ON/OFF** - Turn the compressor DSP module On or Off.
17. **Compressor Slam Knob** - Sets the amount of compression applied to your kick sound with automatic makeup gain.
18. **Compressor Mix Knob** - Allows for parallel compression on the kick drum sample.
19. **Compressor Attack Time** - Sets compressor attack time.
20. **Compressor Release Time** - Sets compressor release time.
21. **Transient ON/OFF** - Turn the transient DSP module On or Off.
22. **Transient Attack Knob** - Add attack to your kick drum transient.
23. **Transient Sustain Knob** - Add sustain to your kick drum sound.
24. **Equalizer ON/OFF** - Turn the equalizer DSP module On or Off.
25. **Bottom Shelf** - Boost or cut low end into your kick drum
26. **Top Shelf** - Boost or cut high end into your kick drum
27. **Low Mid Gain**- Boost or cut low mid into your kick drum. Works proportional style.
28. **Low Mid Frequency** - Low Mid Frequency selection. No numbers, use your ears!
29. **High Mid Gain** - Boost or cut high mid into your kick drum. Works proportional style.
30. **High Mid Frequency** - Low Mid Frequency selection. No numbers, use your ears!

Automation

Every function of the Kickforge interface is fully automatable in Kontakt! The way Kontakt Automation works is if you can interact with it using your mouse, it can be automated in your DAW. In order to automate a fader, button, or knob just follows these instructions:

1. Open the instrument
2. Click the "Auto" tab which is located at the top of the "Browser" tab
3. Click and drag an unassigned list item on to the control you wish to automate and drop it, causing the list item to change its name
4. In your DAW, open your list of automatable parameters for Kontakt
5. You'll notice that the name has changed to the name of the control you dropped the list item on to
6. Engage Read / Write enable
7. Write automation data as you'd like!
8. Make sure your Automation is in Read mode to hear back your automation!



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