HEAVYOCITY

DAMAGE
ANALOG HYBRID DRUMS

SURVIVAL GUIDE

RAW. BOLD. AGGRESSIVE

Welcome to ANALOG HYBRID DRUMS, where you'll experience refined aggression fused with organic playability and cutting-edge analog gear, igniting a new era of DAMAGE percussion. With over 25,000 samples and 16 GB of meticulously crafted sounds, Analog Hybrid Drums redefine the boundaries of percussion. Crafted from iconic analog equipment and transformed organic percussion elements, each sound in this collection has been artistically curated and aggressively sculpted to unleash maximum impact with raw intensity. Uncover the unique vibe of each sound as you shape your tracks with hard-hitting force and explore the limitless possibilities of modern drum production.

This guide should serve as a starting point to familiarize you with the featureset of ANALOG HYBRID DRUMS and its three instrument types. For more helpful videos, including a Content Overview, Demo Walkthrough, Preset Playthrough, and other tips/tricks visit the Heavyocity YouTube channel.

- The Heavyocity Team

INTRODUCTION: THE INSTRUMENT TYPES

Analog Hybrid Drums consists of the Kit Designer, Ensemble Designer, and Loop Designer. Each NKI type comes stock with a variety of snapshots to get you going (there's 84 in all). The Ensemble and Loop Designers have 13 and 38 snapshots respectively; they're great starting places to inspire your quest for beat creation. The Kit Designer has 33 snapshots on offer in Synth, Hybrid, and Combo Kit styles. Now a bit more about each NKI:

The **Ensemble Designer** is suited for both menu and performance-type beat creation. Browse seven categories of drum and cymbal options. Dial in the perfect mix of five discrete global mic channels (close, overhead, room, hall, and lfe). Use the stage for fine tuning positioning and depth of the individual sources. Assign convincingly realistic performances to any source to assist in the beat creation process. Finally, don't forget to subject your sound to the iconic PUNISH effect, now with three distinct intensities. 13 specially curated snapshots provide a wealth of options for maximizing creativity while streamling your productivity!

The **Kit Designer** is a producer's playground, and is designed to integrate with Maschine and MPC-type control schemes. Sixteen pads map in a basic general MIDI (or custom) format with an accompanying master mixer (with pan/solo/mute) for quick tweaking. Each individual pad offers much deep per-source customization with a 4-slot channel strip of assignable effects. A global Master FX section puts this beatmaking beast over the top. 33 kits (snapshots) come stylized in Synth, Hybrid, and Combo categories! These kits go to 11, and beyond!

The **Loop Designer** comes loaded with 576 tempo- synced loops covering Synth and Hybrid groove styles in both straight and triplet meters. By combining low, mid, and high loop stems, generating distinctively original beats is quick and painless. Transitional reverses help to add polish and accents to the looped material. In addition, recomposing loops by changing the start times and loop points is a breeze. The Loop Designer also features both a stutter feature and a powerful per-loop effect send matrix, allowing for radical FX tweaking on the fly. When you're under a massive time crunch with looming deadlines, the Loop Designer offers creative ease, inspiration, and 38 snapshots to get your ideas off the ground!

ANALOG HYBRID DRUMS : DRUM KIT DESIGNER
MIX OVERVIEW

The **DRUM KIT DESIGNER** is a beatmaking powerhouse with 16 drum sources, MIDI-mapped from C1 to D#2. Two sets of eight pads fill the bottom third of the interface for source selection/editing (turn on **MIDI FOLLOW** on the lower-left to enable pad selection via MIDI**). While any source can be mapped to any pad/MIDI key, the snapshots tend to follow a general MIDI format common to Maschine (NI) and MPC-type controllers. Up top, make quick mix level and panning adjustments (with individual solo/mute for isolating sounds) to balance playback of the kit. Beneath the **MIX** and **PAN** sliders, an **OUTPUT** assignment box is clickable for routing pads to individual outputs if desired. Everything is defaulted to main out.

Below the mixing section is a per-pad, 4-slot effect chain (a channel strip). Click the arrow on any slot to reveal the pull-down menu of assignable effects; each effect carries its own set of parameters to edit. More detail on the chain and effect types listed below.

SOLO/MUTE
Isolate playback

MIX LEVEL
Adjusts individual pad volume

PAN
Adjusts individual panning

SELECTED PAD

FOLLOW MIDI
Source selection via MIDI keyboard

PAD SET TOGGLE
Arrows on both left and right side swap source sets
Set I: C1-G1
Set II: G#1-D#2

OUTPUT ASSIGN
Assign sources to desired outs in Kontakt

PER-PAD EFFECT PARAMATERS
Shows controls for current effect selected directly to the right

4-SLOT EFFECT CHAIN (PER-PAD CHANNEL STRIPS) - DIAL IN EACH INDIVUAL SOUND
Signal flows from top to bottom, and FX slots can be swapped by clicking and dragging them into a different position. Clicking on an Individual slot brings up that effect's parameters on the right. Orange power buttons toggle each effect on/off. Use **COPY** and **PASTE** (directly to the left of the effects chain) to copy that pad's chain to another pad. The available effects for use are:

COMPRESSOR: Bus and Feedback style compression with **ATTACK**, **RELEASE**, **THRESHOLD**, **RATIO,** and **MIX**
TRANSIENT: Manipulate the attack/punch of the sound with **INPUT**, **ATTACK**, **SUSTAIN**, and **OUTPUT**
EQ: SHELF and BELL types with controls for **LOW GAIN**, **MID GAIN**, **MID FREQUENCY**, **MID Q**, and **HIGH GAIN**
FILTER: **LOW** and **HIGH** pass types with control over **CUTOFF**, **RESO**, **ENV AMOUNT**, **ATTACK,** and **DECAY**
OVERDRIVE: Make it dirty with **SOFT** and **HARD** types with **DRIVE**, **HIGH BOOST**, **LOW BOOST**, and **OUTPUT**
MODULATOR: Choose either **PHASER** or **FLANGER** and control **SPEED**, **INTENSITY**, **COLOR**, **WIDTH**, and **MIX**
DELAY: **MODERN** and **VINTAGE** types with **TIME**, **FEEDBACK**, **COLOR**, **QUALITY**, and **MIX**
REVERB: **PLATE** and **ROOM** types with control over **PRE-DELAY**, **SIZE**, **LOW GAIN**, **HIGH GAIN,** and **MIX**

ANALOG HYBRID DRUMS : DRUM KIT DESIGNER
SOURCE OVERVIEW

The concept of source loading for the Drum Kit Designer is very similar to that of the Drum Ensemble Designer. A total of 16 sources can be loaded onto 16 pads (MIDI mapped C1-D#2). Click on a desired **CATEGORY** (there are nine in total). Available sources appear in the central, scrolling list for selection and loading onto the 16 pads on the right (beneath "**DROP SAMPLES HERE**"). Once a source has been loaded, it will display in the center list with parentheses, indicating that it's being used (**sources cannot occupy more than one pad simultaneously**). The blue pull-down menu on the upper-right hand corner of the center list refines searchable sources within the current category. Clicking on a source reveals its description beneath the list. If you like a source, click the hollow dot on the left (the dot will turn red) and it will be added to the **FAVORITES** for quick access.

CATEGORY
Click desired source type

TYPE MENU
Click the menu pull-down for refined listings

MIDI PADS (C1-D#2)
Drag and drop sources on desired pads/key slots

FAVORITES
Click on **HOLLOW DOT** to add source to favorites list

SWITCH PAD SET
Click on flanking arrows or bottom dot to swap set
(Set I: C1-G1
Set II: G#1-D#2)

PREVIEW
Plays sample of selected source

MIX levels

KIT DESIGNER SOURCE CATEGORIES:
KICK DRUMS: 36 unique Kicks, (24 Synth, 12 Hybrid)
SNARE DRUMS: 24 snare drums (12 Synth, 12 Hybrid)
HI-HAT: 24 Hi Hats (12 Synth, 12 Hybrid) with open and close positions
TOMS & PERCUSSION: 12 Synth Toms, 12 Synth perc, 12 Hybrid Toms, 12 Hybrid Perc
CYMBALS & FX: 12 Synth, 24 Hybrid
REVERSES: 1 Beat, 2 Beat, and 4 Beat Snare, FX, and Cymbal Reverses
IMPACTS: 12 Massive hits.
• FAVORITES: Mark your favoriate sources, and they'll show up here!

ANALOG HYBRID DRUMS : DRUM KIT DESIGNER
SETTINGS OVERVIEW

All per-source parameters exist here to provide deep, sound-shaping options. To be clear: Every mapped source allows for independent control over ALL parameter settings. This includes the MIC POSITION MIX levels (CLOSE, OVERHEAD, ROOM, HALL, and LFE) and master mix levels, the 4-slot effect chain (also accessible from the MIX page), the SOUND controls (SOURCE START, TUNE, VELOCITY SENISITIVITY), and SHAPE tools (ATTACK, DECAY, RELEASE). Toggle controls for CHOKE (killing playback of a source) and ROUND-ROBIN (muli-sampled source) can be used when and where desired to add more variation to the sample playback (single shot sounds will automatically render the ROUND-ROBIN off).

WAVEFORM DISPLAY   **TUNE (+/-)**   **VELOCITY SENSITIVITY**

SOURCE START OFFSET

PAN

MIC POSITION MIX (CLOSE, ROOM, HALL, LFE, CRUSH)

CURRENT PAD (SOURCE)

PER-PAD EFFECT CHAIN
(same 4-slot effect chain displayed on the **MIX** page)

SHAPE (ATTACK/DECAY/RELEASE)

PAD MIDI NOTE ASSIGNMENT
Reassign MIDI key or stack MIDI location of existing **PADS**

ROUND-ROBIN

CHOKE
(on/off) cuts off playback when another pad is played

FOLLOW MIDI PAD/SOURCE selection via MIDI keyboard

PADS (C1-D#2):
Click on any pad to edit its individual source

ANALOG HYBRID DRUMS: ENSEMBLE DESIGNER
STAGE OVERVIEW

Click on the **STAGE** button to engage it; you'll see a single octave of sounds on the **STAGE** corresponding to **BANKS** (**I, II, III**), depending on which source/bank is selected. **FOLLOW MIDI** changes the current **BANK** displayed on the **STAGE** to the last MIDI key/bank played. Turning off the stage centers the depth of all sources uniformly, but retains panning of individual sources in the stereo field. **STAGE DEPTH** "handles" (on the right side) quickly change the wet/dry depth dimensions of the stage (allowing you to shift sounds further forward or back quickly). Beneath the stage are quick-access controls for both individual **DRUM** settings and global **MIX** microphone channel levels.

HELPFUL CLICK/DRAG OPTIONS FOR STAGE:
Option-Click(Mac)/Alt-Click(PC) on an empty stage spot to randomize all sources in that **BANK**
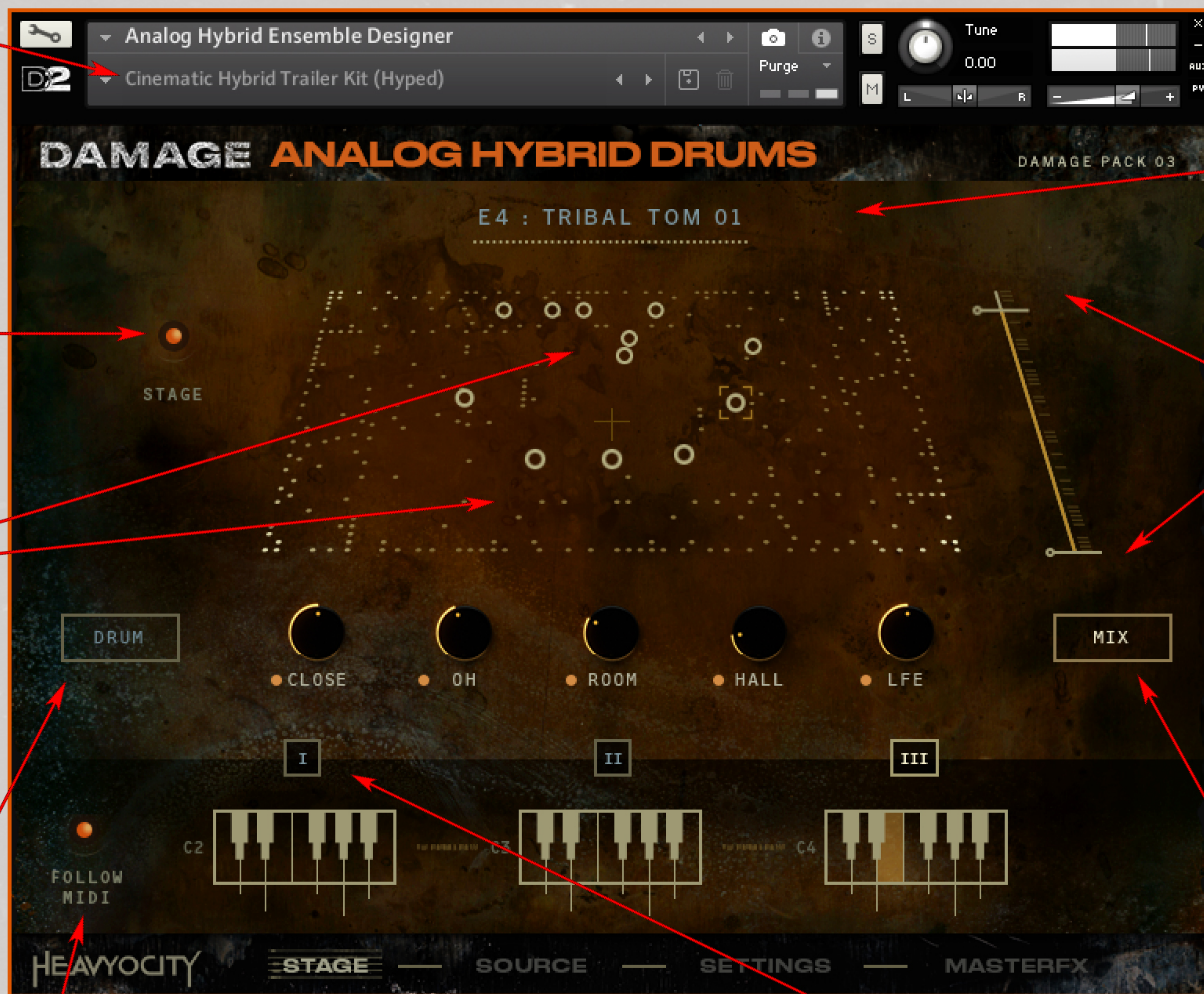Command-Click(Mac)/Control-Click(PC) on individual source to return it to center stage
Option+Command-Click(Mac)/Control+Alt-Click(PC): Returns all sources of **BANK** to center stage
Option-Click(Mac)/Shift+Control-Click(PC): Moves all sources of displayed **BANK** together on stage

SNAPSHOT MENU
Select a desired snapshot preset (automatic load)

CURRENT SELECTED SOURCE

STAGE
Power On/Off

STAGE DEPTH
Click+Drag handles adjust depth of stage

SOURCES
Click+Drag move sources around stage

FOLLOW MIDI
Source selection via MIDI keyboard

BANKS (I/II/III) C2-B4:
Display each individual set of sources on stage when selected.

DRUM SETTINGS
Click on boxes to toggle between parameter sets
MIX SETTINGS

INDIVIDUAL SOURCE PARAMETERS
VOLUME: Individual source level
TUNE: Individual tuning of source
TONE LOW: Low-end EQ of individual source
TONE HI: High-end EQ of individual source
ATTACK: Attack time of individaul source
RELEASE: Decay time after note release

GLOBAL MICROPHONE CHANNELS
CLOSE: Close microphone channel level
OVERHEAD: Near overhead channel level
ROOM: Room microphone channel level
HALL: Hall microphone channel level
LFE: Low Frequency Sub channel level
Orange power buttons toggle channels on/off

NOTE: Single sources mapped to multiple locations utilize the **SAME DRUM SETTINGS between them.******

ANALOG HYBRID DRUMS: ENSEMBLE DESIGNER
SOURCE OVERVIEW

Heavyocity has created pre-made **BANKS** for easy loading. Select up to 36 sources loading by either **BANKS** of 12 sources on an octave, or map individual **DRUM** sources to single keys. To start, Click on a desired **CATEGORY** (there are seven) and then select **BANK** (pre-made 12 source sets) or **DRUM** (a single source). Banks/sources appear in the center. Scroll down the list for audition and selection, then load by dragging to the vertical keybed on the right ("**DROP SAMPLES HERE**"). A blue pull-down menu in the upper right of the center list refines the sources within a category. Clicking on a source reveals its description beneath the list. **BANK** selections populate an entire octave, while **DRUM** selections load onto a single key slot. If you like a source, click the hollow dot directly to the its left (it will turn red) and add it to your **FAVORITES**.

HELPFUL CLICK/DRAG LOADING OPTION FOR SOURCE LOADING:

Command-drag/drop(Mac)/Control(PC)-drag/drop populates an entire bank with a single source with MIDI performance keys enabled

DRUM MENU
Click the menu pull-dovn for refined listings

CATEGORY
Click desired source type

BANK/DRUM
Banks load 12, Drums load 1

FAVORITES
Click on **HOLLOW DOT** to add source to favorites list

PREVIEW
Plays sample of selected source

MIDI BANK (I/II/III)
Drag and drop sources on desired keyslots

Bank I (C2-B2)
Bank II (C3-B3)
Bank III (C4-B4)

ARROWS
Top and bottom change current **BANK** for loading

CURRENT SOURCE
Top and bottom change current **BANK** for loading

FOLLOW MIDI
Source selection via MIDI keyboard

CLICK TO REVEAL SOURCE LOCATION

BANKS (I/II/III):
Toggles current bank active for source loading

ENSEMBLE DESIGNER SOURCE CATEGORIES:
KICK DRUMS: 36 unique Kicks, (24 Synth, 12 Hybrid)
SNARE DRUMS: 24 snare drums (12 Synth, 12 Hybrid)
HI-HAT: 24 Hi Hats (12 Synth, 12 Hybrid) with open and close positions
TOMS & PERCUSSION: 12 Synth Toms, 12 Synth perc, 12 Hybrid Toms, 12 Hybrid Perc
CYMBALS & FX: 12 Synth, 24 Hybrid
REVERSES: 1 Beat, 2 Beat, and 4 Beat Snare, FX, and Cymbal Reverses
IMPACTS: 12 Massive hits.
• FAVORITES: Mark your favoriate sources, and they'll show up here!

ANALOG HYBRID DRUMS: ENSEMBLE DESIGNER
SETTINGS OVERVIEW

Global and per-source parameters provide efficient snapshot and source tweaking here. Straight-forward global options include a central **VELOCITY CURVE** graph for fine tuning MIDI controller performance, **ROUND ROBIN** (on/off), **VELOCITY RANDOMIZATION** (on/off), **VOICE CANCELLING** (on/off), and CC assignable **MIDI VELOCITY** (for using an external source to control MIDI dynamics). The indivudual source options consist of the **PER-DRUM CONTROL** (this mirrors the **DRUM** parameters on the **STAGE** page) and the **PERFORMANCE** section.

The **PERFORMANCE** section features highly-customizable flams, patterns, flourishes, crescendos, swells, and rolls that save the valuable time and effort it takes to perform and edit them manually. More information on each performance type is provided on the following page.

VELOCITY RANDOMIZATION
On/Off

ROUND ROBIN
On/Off

CURRENT SOURCE
Indicates source currently being edited with **PER-DRUM CONTROL** and **PERFORMANCE**

PER-DRUM CONTROLS
Identical to the **DRUM** controls on **STAGE** page

VELOCITY CURVE
Set min/max MIDI velocity (vertical sliders) and curve slope (horizontal slider)

VOICE CANCEL
Cuts down MIDI polyphony

MIDI VELOCITY
Select MIDI CC and engage MIDI VEL to control velocity dynamics

PERFORMANCE
(on/off) Assignable per-key MIDI performances

FOLLOW MIDI
Source selection via MIDI keyboard

BANKS (I/II/III):
Selected current bank and source being edited

Refer to the following page for more detail on each specific **PERFORMANCE** type.

ANALOG HYBRID DRUMS: ENSEMBLE DESIGNER

SETTINGS - PERFORMANCE TYPES

Per-key flams, patterns, flourishes, swells, and rolls are effortless thanks to five **PERFORMANCE** types. Use uniformly-similar control sets to easily dial in your desired performances. Use **COPY/PASTE** to apply **PERFORMANCE** settings to multiple sources/keys. Alt/Apple Click **PASTE** to assign the current copied performance onto ALL sources in that bank. The per-source power button turns on each **PERFORMANCE**.

F L A M
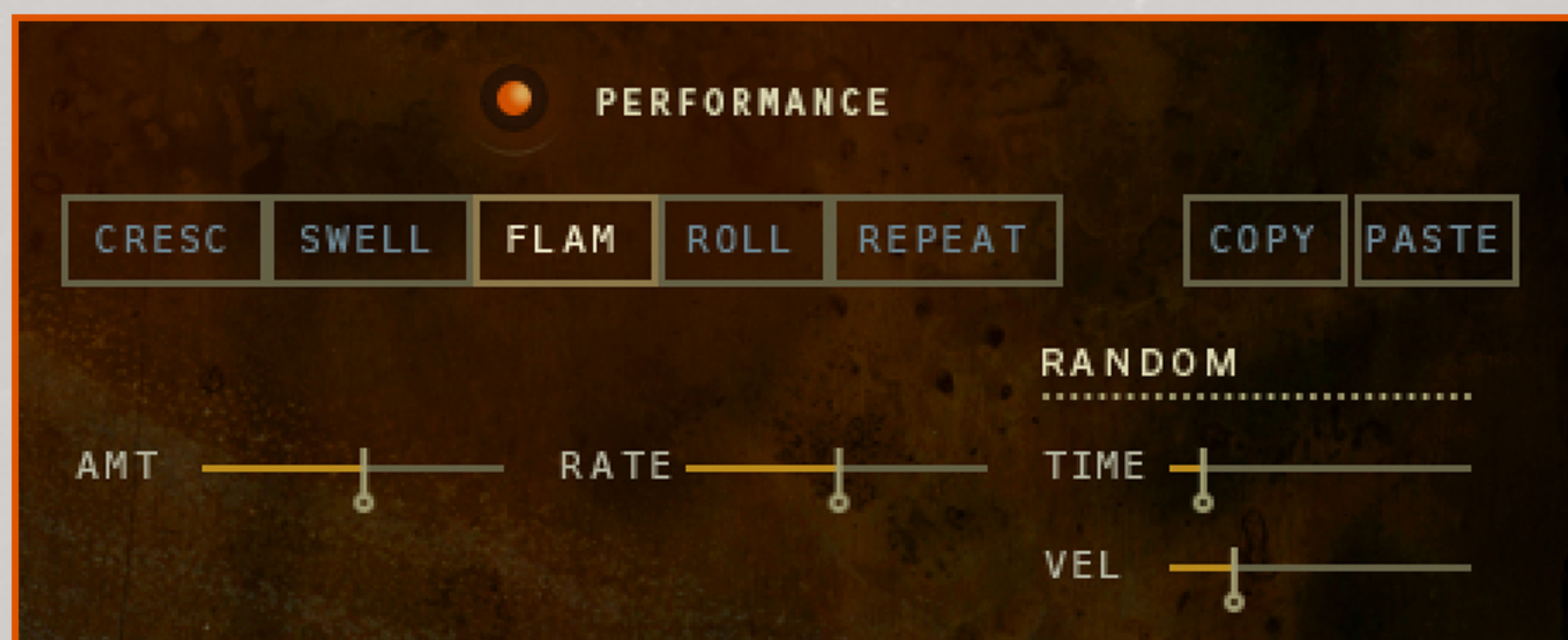
FLAM - Dial in that perfect grace note
AMOUNT: Strength of the flam (bipolar)
RATE: How tight the flam is played
RANDOM (TIME): Tightness of performance
RANDOM (VELOCITY): Consistency of hits

R E P E A T E R

REPEATER - Patterns, Flourishes and MUCH! MORE!
RATE: Selects straight/triplet note value
LENGTH: Selects number of hits (2-9)
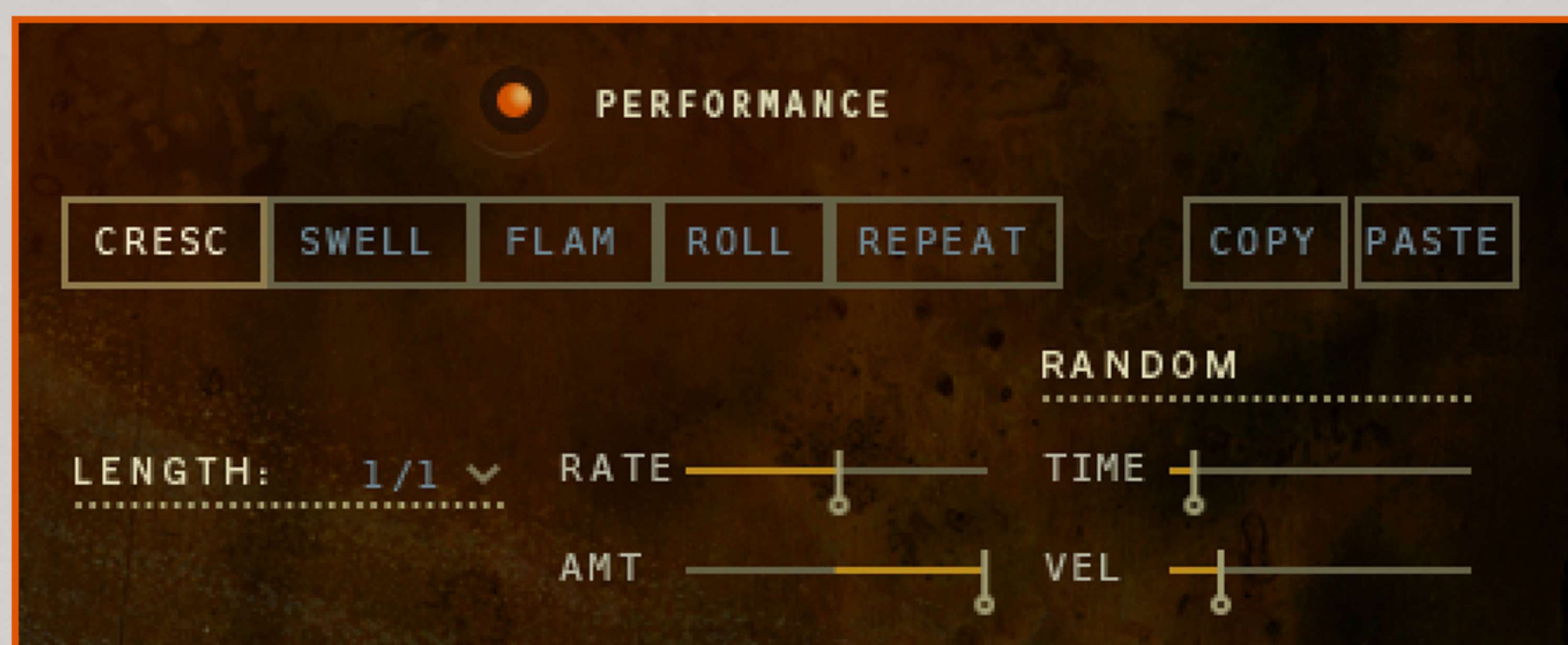**LOOP**: Loops playback of hits/accents
ACCENT: Up/Down/First/Last/Modwheel
AMOUNT: How much accent type there is
RANDOM (TIME): Tightness of performance
RANDOM (VELOCITY): Consistency of hits

C R E S C E N D O

CRESCENDO - Usher in that perfect downbeat
LENGTH: 1/8, 1/4, 1/2, 1/1, 2/1
RATE: Speed of the drum hits
AMOUNT: How much it swells (bipolar)
RANDOM (TIME): Tightness of performance
RANDOM (VELOCITY): Consistency of hits

S W E L L

SWELL - Great transitional tools or FX
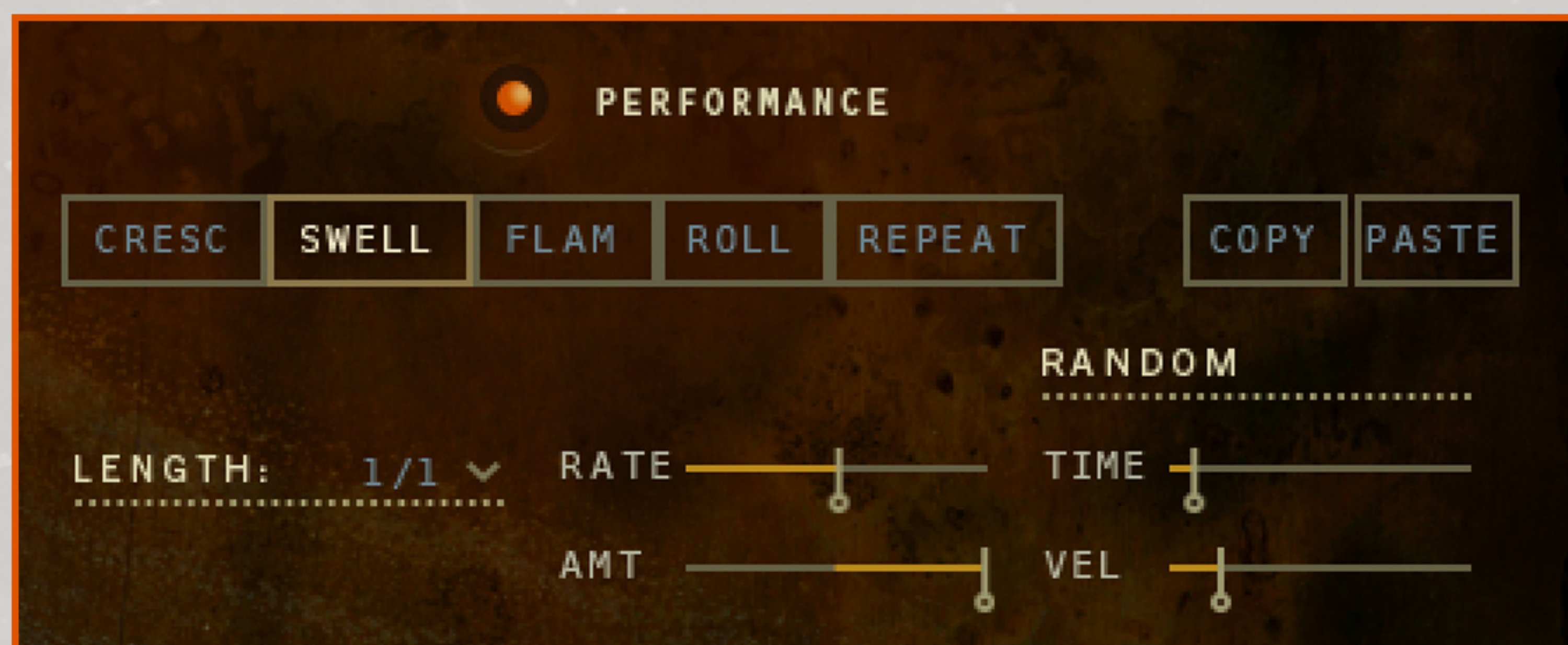**LENGTH**: 1/8, 1/4, 1/2, 1/1, 2/1
RATE: Speed of drum hits
AMOUNT: How much it swells (bipolar)
RANDOM (TIME): Tightness of performance
RANDOM (VELOCITY): Consistency of hits

R O L L
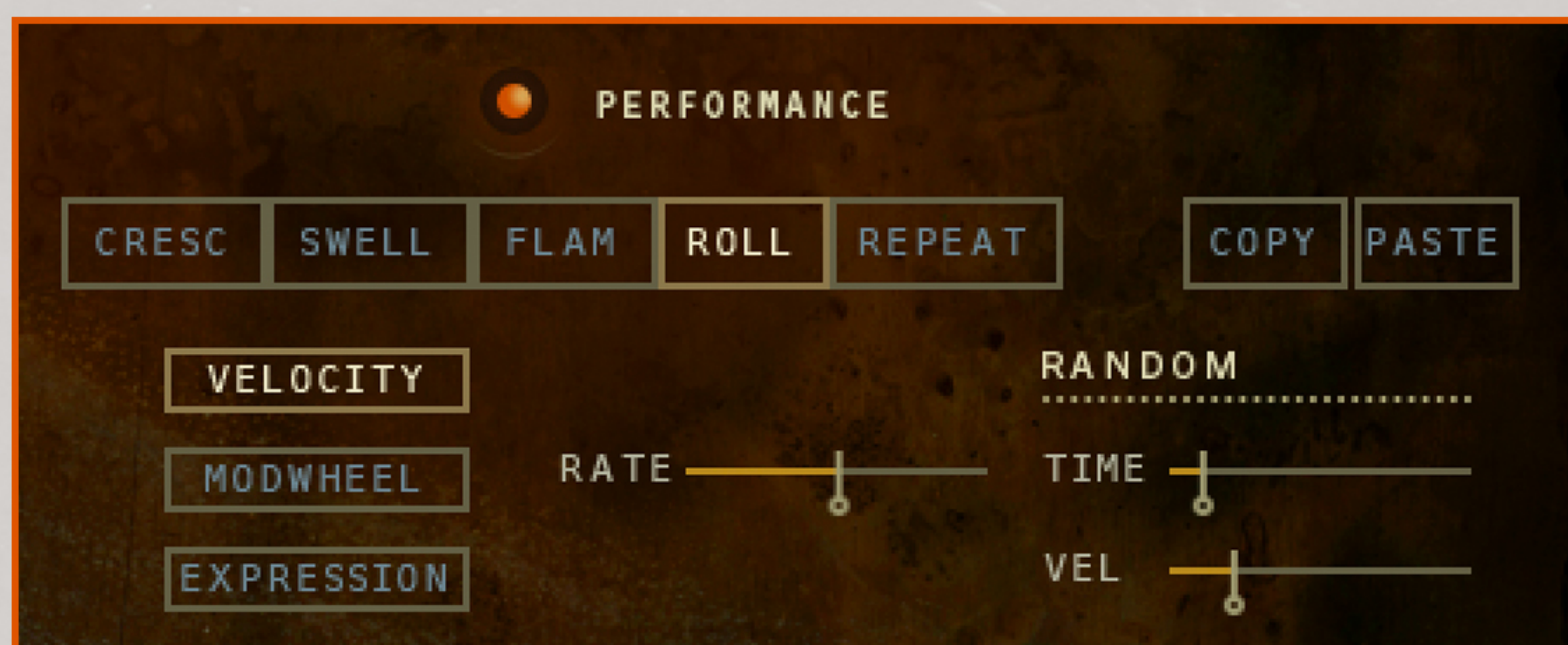
ROLL - Simple control options for dynamic rolls
Select **VELOCITY/MODWHEEL/EXPRESSION** preference to control drum roll dynamics
RATE: How fast the roll strokes are played
RANDOM (TIME): Tightness of performance
RANDOM (VELOCITY): Consistency of hits

ANALOG HYBRID DRUMS: ENSEMBLE DESIGNER
MASTER FX OVERVIEW

The **MASTER FX** provides global mastering and polishing with seven timbral/spatial effects. **FX MODULES** run chained together in a sequence (like a channel strip), and can be arranged in any order to suit your taste (simply click and drag on individual effects to re-order them). Each **FX MODULE** can be turned on or off with the power button directly above its respective slot. The highlight of the effects chain is the central **PUNISH** knob. Combining compression and saturation, **PUNISH** adds either a subtle warmth and punch when used modestly, or it can completely decimate, producing highly-aggressive tones when pushed to the limit. Choose from three intensity levels of **PUNISH,** and adjust the **RESPONSE** and **TONE** to dial in your sound. The **MASTER FX** page is identical across the three instrument types in Damage 2; please refer back to this page for both the Kit Designer and Loop Designer.

PUNISH KNOB
Compression and saturation

TONE
Adds or subtracts top-end sheen to the sound

RESPONSE
Adjusts the release of **PUNISH** compression

FX MODULES
Click and drag to reorder individual FX in the chain

PUNISH TYPES
Choose one of 3 options; from warm punch to MELT YOUR FACE OFF!!

PUNISH POWER
On/Off

FX MODULE POWER
On/Off

Click on individual **FX MODULES** (**PUNISH** controls are above) to reveal their respective parameters on the lower third for editing/tweaking

FX MODULES in the signal chain:
EQ: Fine-tune the top and bottom with three selectable **FREQUENCY** bands, each with individual **GAIN**
FILTER: Choose one of eight discrete types (LP, HP, etc.), and dial in appropriate **FREQUENCY** and **RESONANCE**
COMPRESSION: **FEEDBACK** or **BUS** compression with controls for **THRESHHOLD**, **RATIO**, **ATTACK**, **DECAY**, and **MAKEUP**
SATURATION: Add subtle grit or distortion by adjusting the **DRIVE**, **WARMTH**, **ROLLOFF,** and **OUTPUT**
DELAY: **MODERN** or **VINTAGE** types with controls for **TIME**, **FEEDBACK**, **TONE**, **QUALITY,** and **LEVEL**
REVERB: **PLATE**, **ROOM**, or **HALL** types with controls to adjust **PRE-DELAY**, **SIZE**, **TONE LO**, **TONE HI,** and **MIX**

THE MASTER FX PAGE IS IDENTICAL ACROSS THE THREE INSTRUMENT TYPES

ANALOG HYBRID DRUMS: DRUM LOOP DESIGNER
LOOP OVERVIEW

The **LOOP** page displays the loops playing back in both the waveform display up top and down below on the keybeds. Thirty-six loops are mapped from C2 to B4 (each octave represents a BANK of 12 individual loop sources, similar to the format in the Drum Ensemble Designer). The current loop displayed has edit controls beneath the waveform display (**VOLUME**, **PAN**, **TUNE**, **SPEED**, **SEND**). In addition, controls for **LOOP START**, **LOOP START SLICE,** and **LOOP END SLICE** for that loop can be adjusted to re-compose the playback. Twelve **DESIGNER** keys (C1-B1) allow multiple loop playback from the three banks (explained below in more detail). **STUTTER** keys (F0, G0, A0, B0) correspond to 1/8th, 1/16th, 32nd, and 64th note slice-stuttering on playback when triggered; releasing the stutter keys will resume playback of the loop without losing sync. Tempo-synce reverses in different beat increments are mapped from C5 to B5 and are good for accenting parts of loops on the fly.

SNAPSHOT PRESETS

LOOP START
Click and drag to change start of loop playback

LOOP START SLICE
Click and drag to move beginning of loop cycle

LOOP SETTINGS
Explained below

STUTTER KEYS
(F0, G0, A0, B0)
Tempo-synced stutters in realtime
STR/TRP
toggles meter

CURRENT SELECTED LOOP

LOOP END SLICE
Click and drag to adjust the ending loop point

LOOP BANKS (C2-B4)
Bank 1 (C2-B2)
Bank 2 (C3-B3)
Bank4 (C4-B4)

TRANSITIONS
(C5-B5)
Hits and swells to add more drama!

DESIGNER KEYS: BUILDING CUSTOM LOOP STACKS

MIDI trigger or manually click on a desired **DESIGNER KEY** (C1-B1). The highlighted keys above represent which loops are stacked for playback. Loops can be added and removed from the stacks by clicking on the keys manually, or clicking **LEARN** enables loops to assign via MIDI controller. Once you are happy with the stacks, be sure to disable **LEARN** to prevent changing the assigned loops. One loop per bank can be assigned per designer key. **RANDOM** will roll the dice and assign random loops to the currently-selected **DESIGNER KEY**.

LOOP SETTING PARAMETERS
VOLUME: Adjust individual loop level to sit better amongst other loops
PAN: Place the loop in a specific spot in the stereo field
TUNE: Individual loop tuning (+/- 24 semi-tones)
SPEED: Alter individual loop playback speed to half time or double time and more
SEND: Amount of signal sent from an individual loop to the **SEND FX**

ANALOG HYBRID DRUMS: DRUM LOOP DESIGNER
SOURCE OVERVIEW

A total of 36 loops can be loaded at a time, individually or by bank (from C2 to B4; each bank represents a single octave). Click on a desired CATEGORY and either BANK (sets of 12 organized loops) or LOOP (single loops). Available banks/loops appear in the central, scrolling list for selection and loading onto the vertical key-bed on the right ("DROP SAMPLES HERE"). The blue pull-down menu on the top right side of the center list refines searchable loops within each category. Clicking on a loop reveals its description beneath the list. A preview can be heard by clicking on the speaker directly below the categories.

In addition to the three octaves of loops (C2-B4), REVERSES and IMPACTS (the final categories) can be loaded on the top octave (C5-B5). Clicking on the hollow dot directly to the left of a loop turns it red and adds it to the FAVORITES category.

CATEGORY MENU
Click the menu pull-down for refined listings

CATEGORY
Click desired loop type or transitions/hits

BANK/LOOP
BANK loads 12
LOOP loads 1

MIDI BANK (I/II/III) TRANSITIONS
Drag and drop loops on desired keys

Bank I (C2-B2)
Bank II (C3-B3)
Bank III (C4-B4)
Transitions (C5-B5)

FAVORITES
Click on **HOLLOW DOT** to add loop to **FAVORITES** list

ARROWS
Top and bottom change **BANK** for loading

PREVIEW
Plays sample of selected loop

CLICKING ON KEY REVEALS LOOP LOCATION

BANKS (I/II/III/TRANS):
Toggles current bank active for Loop loading

LOOP DESIGNER CATEGORIES:

ANALOG HYBRID DRUMS offers two distinct loop categories, detailed below. Each style delivers 36 straight and 36 triplet full loops, with breakouts of the loops into 4 stems (full mix, low stem, mid stem, high stem). This allows for a seemingly endless combination of mixing and matching elements to create unique new grooves.

SYNTH (Straight/Triplet): Intricate, punchy, Dirty, and full of analog synth character.
HYBRID (Straight/Triplet): Aggressive, Hard-hitting and punchy hybrid drum kit style loops.
REVERSES: Tempo-synced reverses in different beat increments.
IMPACTS: 12 Massive Hits
• **FAVORITES**: Select your favorite loops and they'll show up here for you to find more easily.

ANALOG HYBRID DRUMS: DRUM LOOP DESIGNER
SEND FX OVERVIEW

The **SEND FX** page is home to a 4-slot effect chain for real-time effect modulation of the loops. Timbral and spatial effects, outlined below, allow for interesting results, depending how the effects are combined - from spacey to aggressive and distorted, almost anything is possible. The center **MASTER SEND FX KNOB** determines how much overall signal is being fed to the effect chain (this is directly dependent on how much **SEND** is assigned from individual loops...**SEND** is last parameter under the loop waveform display found on the **LOOP** page). For more interesting results the **MASTER FX KNOB** can be automated. Click the **OPEN MOD** button to bring up an advanced page (outlined on following page). Not all the loops need or should be sent to the **SEND FX**. For example, all the low loops could have no send for a drier playback, but mid and high loops could have send effects turned up to give upper register frequency ranges a more spatial/ambient quality.

MASTER SEND FX KNOB
Turn this up to feed individual loop sends to the effect chain

SEND FX POWER
Turns effect chain On/Off

TIMBRAL EFFECTS
drag and drop to any of the four center FX slots

OPEN SEND FX MODULATION CONTROLS

POWER
On/Off

SPATIAL EFFECTS
Drag and drop to any of the four center FX slots

LOADING UP THE SEND FX CHAIN
Drag and drop any of the **TIMBRAL** or **SPATIAL** effect modules onto any of the four center effect slots. Clicking on any of the four slots will bring up that effect's parameters to edit. The four slots can be clicked and dragged to rearrange in any order. The individual effects can be toggled on and off by the orange power buttons directly above the effect slots.

TIMBRAL EFFECTS:
COMPRESSOR (threshold, ratio, attack, makeup)
LO-FI (bits, sample rate, drive, tone)
FILTER CLEAN (HP cut, HP reso, LP cut, LP reso)
FILTER DIRTY (cutoff, resonance, LP/HP, drive)
MODULATOR (rate, depth, character, mix)
DISTORTION (drive, tone low, tone high, out)

SPATIAL EFFECTS:
TEMPO-SYNCED DELAY (time, feedback, tone, mix)
DELAY (MS) (time, feedback, tone, mix)
GATER (rate, depth, shape, width)
REVERB PLATE (pre-delay, size, color, mix)
REVERB HALL (pre-delay, size, color, mix)
REVERSE REVERB (pre-delay, size, color, mix)

ANALOG HYBRID DRUMS: DRUM LOOP DESIGNER
SEND FX ADV MODULATION OVERVIEW

The **SEND FX** advanced page introduces controls to automate the send level of the **MASTER SEND FX** knob in realtime. Think of it as a way to choreograph your effects rhythmically. To do this, turn on the center **STEP SEQUENCE TABLE**. To the right of the table determine meter (**STR/TRP**), the number of **STEPS**, the **PERFORMANCE** type, and the **RATE** of playback. To the left of the table set a desired **RANGE** (the amount of modulation, which will be indicated by a yellow glowing ring that appears inside the **MASTER SEND FX** knob when turned up, see below). Then determine the **SMOOTHING** amount (a higher value irons out jumps between steps for smoother knob automation). Next, create a pattern in the sequence table by selecting one of five wave types directly below or drawing your own. Depending on the **SEND FX** level of the individual loops, the automation will adjust the send according to the step sequence values as they playback.

SEQUENCE TABLE

POWER
Turns table
On/Off

SMOOTHING
Amount of
smoothing
between steps

RANGE
Determines
amount of
modulation;
depicted by
glowing ring

**MODULATION
INDICATOR**
Tick mark
indicator of
current value of
MASTER SEND FX

CLOSE ADV PAGE

STR/TRIP
Toggles between
straight or triplet
note values

TABLE SETTINGS

TABLE WAVEFORMS
Menus to quickly
draw preset waves
into the sequence
table