

HEAVYOCITY

DAMAGE 2

SURVIVAL GUIDE

WELCOME TO THE EPIC WORLD OF DAMAGE 2

You know why you're here, and Damage 2 is ready to deliver. Combining deeply-sampled drums and percussion with Heavyocity's signature brand of DAMAGED sound design, consider D2 a massive dose of percussive inspiration. Easy access to over 1600 sources fuels this next-gen engine, allowing for quick selection from a vast array of Organic, Hybrid, and Damaged percussion and loops. Awaiting you are three powerful instrument types -- the Ensemble Designer, Kit Designer, and Loop Designer -- arming you with all you'll need to inflict the biggest impact imaginable!



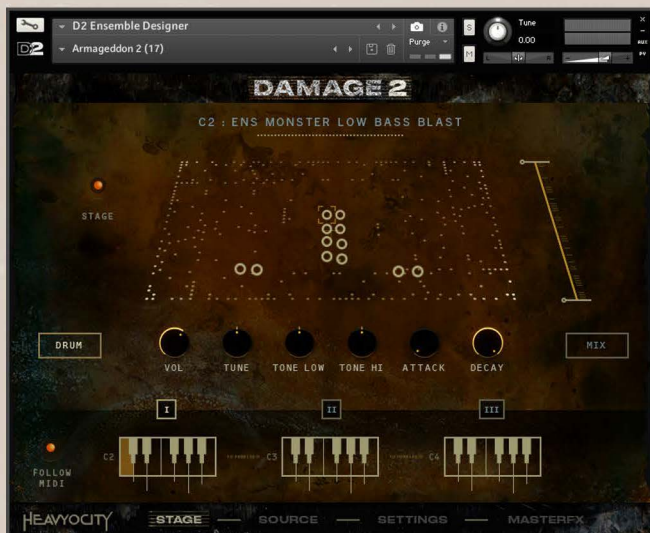
This guide should serve as a starting point to familiarize you with the featuresets of Damage 2 and its three instrument types. For more helpful videos, including a Content Overview, Demo Walkthrough, Preset Playthrough, and other tips/tricks visit the Heavyocity YouTube channel.

We sincerely hope you enjoy playing with Damage 2 as much as we had creating it. Now go forth and DAMAGE...AGAIN!!

- The Heavyocity Team

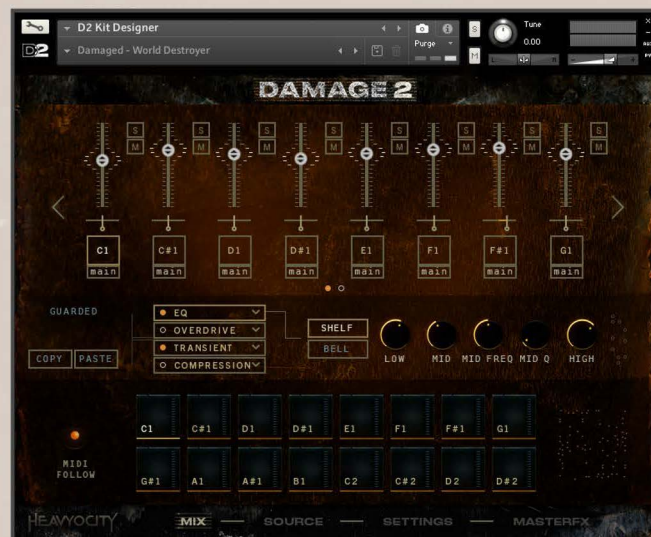
INTRODUCTION: THE INSTRUMENT TYPES

Damage 2 consists of the Ensemble Designer, Kit Designer and Loop Designer. Each NKI type comes stock with a wide variety of snapshots to get you started (there's over 200 collectively). The Ensemble and Loop Designers each have an "All-Star" category that's a great starting place for playing through some of the highlighted content. In similar fashion, the Kit Designer offers more than 50 snapshots in Hybrid and Damaged styles to get you going. Now a bit more about each NKI:



The **Ensemble Designer** is suited for both menu and performance-type scoring needs. Browse nine categories of nearly 750 drum and percussion sources encompassing everything from highly-playable, deeply-sampled organic ensembles to processed and mangled elements. Control the mix of five discrete mic channels (close, room, hall, LFE, and crush) and position everything just where you want it on a highly-detailed stage. Assign realistic performances to any source for amazing transitional crescendos, swells, flourishes, and more. And don't forget to subject your sound to the iconic PUNISH effect, now with three distinct intensities. 90+ categorized snapshots should keep you quite busy!

New to the Damage family of instruments is the **Kit Designer**. Think of it as a producer's playground, designed to integrate with Maschine and MPC-type control schemes. Sixteen pads map in a basic general MIDI format with an accompanying master mixer (with pan/solo/mute) for tweaking. Each individual pad offers deep source customization with a per-pad, 4-slot channel strip of assignable effects. A global Master FX section puts this beatmaking beast over the top. 50+ kit snapshots come stylized in Hybrid and Damaged categories! These go to 11!

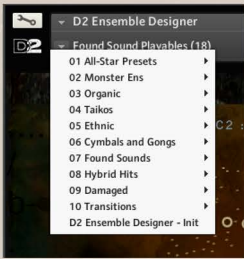


D2's re-envisioned **Loop Designer** comes with 864 tempo-synced loops, covering Organic, Hybrid, and Damaged sound profiles in straight and triplet meters. By combining low, mid, and high loops, creating intricate percussion beds is quick and easy. Big hits and transitional swells help to add polish and accents to the looped material. In addition, recomposing loops by changing the start times and loop points is a breeze. Finally, the Loop Designer features a powerful new per-loop effect send matrix, allowing for radical FX tweaking on the fly. When you're under a massive time crunch and looming deadlines, the Loop Designer offers creative ease and inspiration with 60+ snapshots.

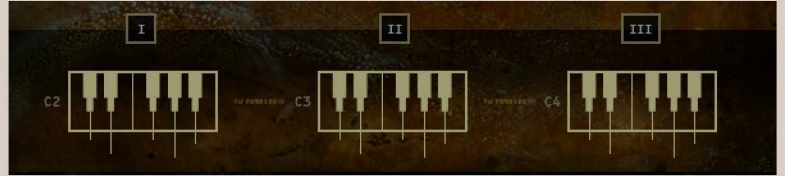
DAMAGE 2: SNAPSHOT STRUCTURE AND KEY MAPPING

Damage 2 snapshots are organized categorically to maximize efficiency and deliver what you need for your track. In addition, each NKI instrument type incorporates an intuitive key-mapping structure. Both the **Ensemble Designer** and **Loop Designer** utilize banks (each bank being a single octave) of sources/loops. The Kit Designer has 16 dedicated pads corresponding to sources mapped to MIDI keys. A bit more info on each type:

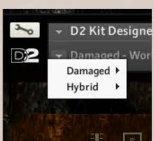
Ensemble Designer snapshots are represented in 10 categories. Each snapshot is either a **MENU** or **PERFORMANCE** preset. It's easy to differentiate them by name, and the number of sources is denoted (in parentheses at the end). Menu



snapshots come mapped with large numbers of discreet sources (many have 18 or up to 36). Performance snapshots, on the other hand, are mapped with either three or six sources total (3 source = 1 source per octave; 6 source = 2 sources per octave), and provide multiple articulations for each mapped sound. The 3-source presets provide a wider range of performances (also, the articulations are identical between octaves/sources, making them easy to double, etc). As will be explained further, sources map across three banks, spanning consecutive octaves (C2-B4).



Kit Designer snapshots, as mentioned in the introduction, are divided into Hybrid and Damaged presets, each

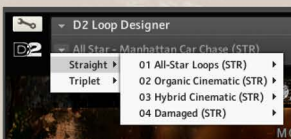


with a wide range of uniquely aggressive beatmaking kits. The key mapping is set up on the interface with pads, MIDI-mapped

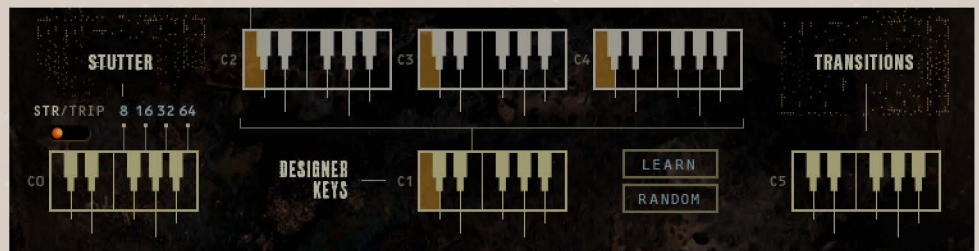
from C1 to D#2 (16 sources, identical to Maschine, MPC, etc).



Loop Designer snapshots are organized by straight and triplet folders, each containing three styles: Organic Cinematic, Hybrid Cinematic, and Damaged. In addition, there is an "All-Star" folder that contains a variety of snapshots to get you started. Banks of loops are mapped from C2 to B4 (three banks in total). An



additional bank of transitions and hits is mapped from C5 to B5. The designer keys (C1 to B1) allow loops to be stacked from the three individual loop banks (C2-B4). A set of five keys on the bottom of the preset (F0, G0, A0, B0) create interesting stutter effects of loops playing back in real time.



Now that we have a bit more familiarity with the Damage 2 instrument types and preset structures, let's dive into the individual interfaces and their featuresets.

DAMAGE 2: 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/DRAW 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)

STAGE

Power On/Off

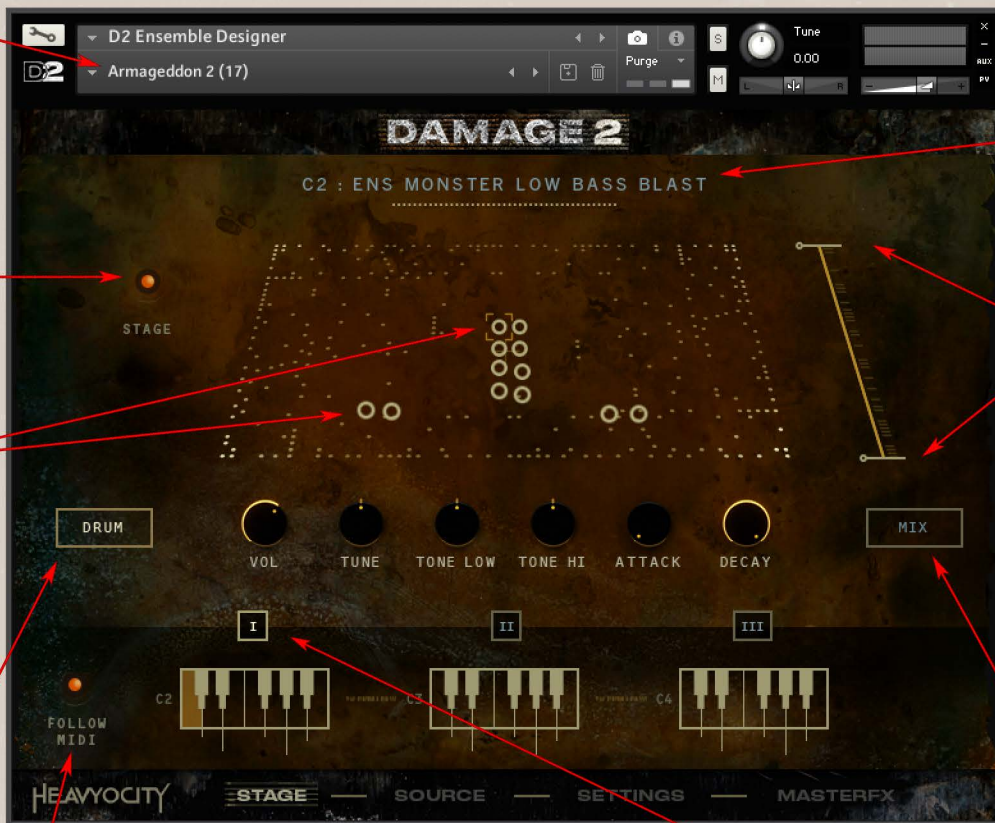
SOURCES

Click+Drag move sources around stage

CURRENT SELECTED SOURCE

STAGE DEPTH

Click+Drag handles adjust depth of 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

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 individual source
DECAY: Decay time of individual source

MIX SETTINGS

GLOBAL MICROPHONE CHANNELS

CLOSE: Close microphone channel level
ROOM: Room microphone channel level
HALL: Hall microphone channel level
LFE: Low frequency channel level
CMX: Compressed aggressive channel level
Orange power buttons toggle channels on/off

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

DAMAGE 2: ENSEMBLE DESIGNER

SOURCE OVERVIEW

Heavyocity has created dozens of pre-made **BANKS** for easy loading, or you can create your own, selecting up to 36 sources that can be loaded by either **BANK** or **DRUM**. To start, Click on a desired **CATEGORY** (there are nine) and then select either **BANK** (pre-made 12 source set) or **DRUM** (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/DROP 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

The screenshot shows the D2 Ensemble Designer software interface. The title bar reads "D2 Ensemble Designer" and "Armageddon 2 (17)". The main window has a dark, textured background with the title "DAMAGE 2". On the left, a "CATEGORY:" list includes: MONSTER ENS, ORGANIC, TAIKOS, ETHNIC, CYMBALS & GONGS, FOUND SOUNDS, HYBRID, DAMAGED, TRANSITIONS, and FAVORITES. The "FAVORITES" category is selected. In the center, a "BANK DRUM" list shows various drum sources like "ENS ALL TOMS (STICKS)", "ENS ALL TOMS (RODS)", etc. A vertical scroll bar is next to this list. On the right, a "DROP SAMPLES HERE" area shows a piano roll with keys C2 through B2. A red arrow points from the "BANK DRUM" list to the piano roll. At the bottom, there are three piano roll sections labeled I, II, and III, each with a "FOLLOW MIDI" button. The bottom navigation bar includes "STAGE", "SOURCE", "SETTINGS", and "MASTERFX".

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

FOLLOW MIDI
Source selection via MIDI keyboard

CLICK TO REVEAL SOURCE LOCATION

DRUM MENU
Click the menu pull-down for refined listings

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

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

ENSEMBLE DESIGNER SOURCE CATEGORIES (ens: ensembles; rr: round-robin; ss: single shot):

MONSTER ENS: Large groups of drums and percussion captured in deep detail (ens)

ORGANIC: Epic gran casas, thunderous toms, massive snares and more (ens/solos)

TAIKOS: Stunning taikos and Chinese drums captured in groups and individually (ens/solos)

ETHNIC: Wide array of stick and hand-hit world percussion captured in various ensembles (ens)

CYMBALS & GONGS: Crashes, rides, crescendos; gongs with scrapes, rattles, and moans (ens and solos)

FOUND SOUNDS: A dumpster, numerous trash cans, plastic, and other goodies (ens and solos)

HYBRID: The iconic Damage hits, along with smashing junkyard hits and hybrid subs (ss)

DAMAGED: A massive host of mangled kicks, snares, hybrid percussion, and loop bits (rr/ss)

TRANSITIONS: Cymbal/hybrid swells and reverses, all tempo-synced in different beat increments

DAMAGE 2: 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 individual 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 crescendos, swells, flams, rolls, flourishes, and patterns that save the valuable time and effort it takes to create/perform them manually. More information on each performance type is provided on the following page.

The screenshot shows the 'DAMAGE 2 Ensemble Designer' interface for 'Armageddon 2 (17)'. The interface is divided into several sections:

- GLOBAL:** Contains 'ROUND ROBIN' and 'VEL RANDOM' toggle buttons, a 'VELOCITY CURVE' graph, 'MIDI VEL' and 'VOICE CANCEL' toggle buttons, and a 'CC#' dropdown set to 1.
- PER-DRUM CONTROL:** Includes 'TUNE', 'ATK / DCY', 'VOL', 'TONE LOW', and 'TONE HI' knobs.
- PERFORMANCE:** Features buttons for 'CRES', 'SWELL', 'FLAM', 'ROLL', 'REPEAT', 'COPY', and 'PASTE'. It also has 'LENGTH' (1/1), 'RATE', 'TIME', 'AMT', and 'VEL' sliders.
- BANKS (I/II/III):** Three piano roll displays for sources C2, C3, and C4. Bank I is selected.
- FOLLOW MIDI:** A toggle button at the bottom left.
- Navigation:** Bottom tabs for 'STAGE', 'SOURCE', 'SETTINGS' (selected), and 'MASTERFX'.

Annotations with red arrows point to specific features:

- VELOCITY RANDOMIZATION** On/Off: Points to the 'VEL RANDOM' toggle.
- ROUND ROBIN** On/Off: Points to the 'ROUND ROBIN' toggle.
- CURRENT SOURCE** Indicates source currently being edited with **PER-DRUM CONTROL** and **PERFORMANCE**: Points to the 'C2' source label.
- PER-DRUM CONTROLS** Identical to the **DRUM** controls on **STAGE** page: Points to the 'PER-DRUM CONTROL' section.
- VELOCITY CURVE** Set min/max MIDI velocity (vertical sliders) and curve slope (horizontal slider): Points to the 'VELOCITY CURVE' graph.
- VOICE CANCEL** Cuts down MIDI polyphony: Points to the 'VOICE CANCEL' toggle.
- MIDI VELOCITY** Select MIDI CC and engage MIDI VEL to control velocity dynamics: Points to the 'MIDI VEL' toggle.
- PERFORMANCE** (on/off) Assignable per-key MIDI performances: Points to the 'PERFORMANCE' section.
- BANKS (I/II/III):** Selected current bank and source being edited: Points to the 'C2' source label.
- FOLLOW MIDI** Source selection via MIDI keyboard: Points to the 'FOLLOW MIDI' toggle.

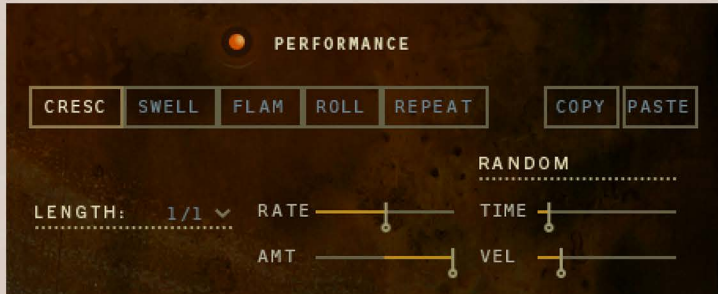
Refer to the following page for more detail on each specific **PERFORMANCE** type.

DAMAGE 2: ENSEMBLE DESIGNER

SETTINGS - PERFORMANCE TYPES

Dramatic, per-key flourishes, swells, rolls, and grooves 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**.

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

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
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

R
E
P
E
A
T
E
R



REPEATER - Flourishes and SO! 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

DAMAGE 2: 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.



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 **THRESHOLD**, **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****

DAMAGE 2: KIT DESIGNER

MIX OVERVIEW

The **KIT DESIGNER** is a beatmaking machine 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 and editing (turning on **MIDI FOLLOW** on the lower-left enables 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.



4-SLOT EFFECT CHAIN (PER-PAD CHANNEL STRIPS) - DIAL IN EACH INDIVIDUAL 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**

DAMAGE 2: KIT DESIGNER

SOURCE OVERVIEW

The concept of source loading for the Kit Designer is very similar to that of the Ensemble Designer. A total of 18 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

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

PREVIEW
Plays sample of selected source

MIX levels

TYPE MENU
Click the menu pull-down for refined listings

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

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

The screenshot shows the D2 Kit Designer interface. At the top, there's a title bar with 'D2 Kit Designer' and 'Damaged - World Destroyer'. Below that, a 'DAMAGE 2' header is centered. The main interface is divided into several sections. On the left, a 'CATEGORY' list includes: MONSTER ENS, ORGANIC, TAIKOS, ETHNIC, CYMBALS & GONGS, FOUND SOUNDS, HYBRID, DAMAGED, TRANSITIONS, and FAVORITES. In the center, a 'TYPE' list shows various drum and percussion sources like 'ENS MONSTER LOW WAR DRUMS', 'ENS MONSTER LOW ETHNIC', etc. To the right of the 'TYPE' list is a 'DROP SAMPLES HERE' section with a grid of 16 MIDI pads labeled C2, C#2, D2, D#2, G#1, A1, A#1, B1, E1, F1, F#1, G1, C1, C#1, D1, and D#1. Below the MIDI pads are eight vertical sliders for 'MIX levels' labeled C1, C#1, D1, D#1, E1, F1, F#1, and G1. At the bottom, there are tabs for 'MIX', 'SOURCE', 'SETTINGS', and 'MASTERFX'. A 'TAIKOS' source is selected, and its description is shown: 'Taikos, bass drums, and a pair of weathered single-head toms struck with drumsticks and mallets'. A 'Purge' button is visible in the top right corner of the interface.

KIT DESIGNER SOURCE CATEGORIES:

- MONSTER ENS:** Large groups of drums and percussion captured in deep detail (ens)
- ORGANIC:** Epic gran casas, thunderous toms, massive snares, and more (ens/solos)
- TAIKOS:** Stunning taikos and Chinese drums captured in groups and individually (ens/solos)
- ETHNIC:** Wide array of stick and hand-hit world percussion captured in various ensembles (ens)
- CYMBALS & GONGS:** Crashes, rides, crescendos; gongs with scrapes, rattles, and moans (ens and solos)
- FOUND SOUNDS:** A dumpster, numerous trash cans, plastic, and other goodies (ens and solos)
- HYBRID:** The iconic Damage hits along with smashing junkyard hits and hybrid subs (ss)
- DAMAGED:** A massive host of mangled kicks, snares, hybrid percussion, and loop bits (rr/ss)
- TRANSITIONS:** Cymbal/hybrid swells and reverses, all tempo-synced in different beat increments

DAMAGE 2: 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**, **ROOM**, **HALL**, **LFE**, **CRUSH**) and master mix levels, the 4-slot effect chain (also accessible from the **MIX** page), the **SOUND** controls (**SOURCE START**, **TUNE**, **VELOCITY SENSITIVITY**), and **SHAPE** tools (**ATTACK**, **DECAY**, **RELEASE**). Toggle controls for **CHOKE** (killing playback of a source) and **ROUND-ROBIN** (multi-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).

The screenshot shows the 'D2 Kit Designer' interface for 'Damaged - World Destroyer'. The interface is divided into several sections: 'WAVEFORM DISPLAY', 'TUNE (+/-)', 'VELOCITY SENSITIVITY', 'SOUND', 'SHAPE', 'MIX', 'EQ', 'OVERDRIVE', 'TRANSIENT', 'COMPRESSION', 'SHELF', 'BELL', 'MIDI FOLLOW', and 'PADS (C1-D#2)'. Red arrows point from text labels to specific controls in the interface.

- WAVEFORM DISPLAY**: Points to the waveform display in the SOUND section.
- TUNE (+/-)**: Points to the TUNE knob in the SOUND section.
- VELOCITY SENSITIVITY**: Points to the VEL SENS knob in the SOUND section.
- SOURCE START OFFSET**: Points to the SOURCE START knob in the SOUND section.
- PAN**: Points to the PAN knob in the MIX section.
- MIC POSITION MIX (CLOSE, ROOM, HALL, LFE, CRUSH)**: Points to the MIC POSITION MIX knob in the MIX section.
- SHAPE (ATTACK/DECAY/RELEASE)**: Points to the ATK, DCY, and REL knobs in the SHAPE section.
- PAD MIDI NOTE ASSIGNMENT**: Points to the MIDI NOTE: C1 display in the SHAPE section.
- Reassign MIDI key or stack MIDI location of existing PADS**: Points to the LEARN button in the SHAPE section.
- ROUND-ROBIN**: Points to the RR toggle in the SHAPE section.
- CHOKE**: Points to the CHOKE toggle in the SHAPE section.
- CHOKE (on/off) cuts off playback when another pad is played**: Points to the CHOKE toggle in the SHAPE section.
- PER-PAD EFFECT CHAIN**: Points to the 4-slot effect chain in the MIX section.
- (same 4-slot effect chain displayed on the MIX page)**: Points to the 4-slot effect chain in the MIX section.
- FOLLOW MIDI PAD/SOURCE selection via MIDI keyboard**: Points to the MIDI FOLLOW button in the MIX section.
- PADS (C1-D#2):**: Points to the PADS (C1-D#2) section at the bottom of the interface.
- Click on any pad to edit its individual source**: Points to the PADS (C1-D#2) section at the bottom of the interface.

DAMAGE 2: 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 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. Transitional hits and swells are mapped from C5 to B5 and are great for transitions and 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

DESIGNER KEYS: BUILDING CUSTOM LOOP STACKS

DESIGNER KEYS (C1-B1)

LEARN
RANDOM

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

LOOP BANKS (C2-B4)
Bank 1 (C2-B2)
Bank 2 (C3-B3)
Bank 4 (C4-B4)

CURRENT SELECTED LOOP

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

VOL **PAN** **TUNE** **SPEED** **SEND**

DAMAGE 2
FALL IN (LOW)

HEAVYOCITY **LOOP** **SOURCE** **SEND FX** **MASTER FX**

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**

DAMAGE 2: LOOP DESIGNER

SOURCE OVERVIEW

A total of 36 loops can be loaded 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), **TRANSITIONS** and **HITS** (the final 2 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
Click desired loop type or transitions/hits

BANK/LOOP
BANK loads 12
LOOP loads 1

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

PREVIEW
Plays sample of selected loop

CATEGORY MENU
Click the menu pull-down for refined listings

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)

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

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

CLICKING ON KEY REVEALS LOOP LOCATION

DAMAGE 2

CATEGORY:

- DAMAGED (STR)
- DAMAGED (TRP)
- HYBRID (STR)
- HYBRID (TRP)
- ORGANIC (STR)
- ORGANIC (TRP)
- TRANSITIONS
- HITS
- FAVORITES

BANK

- HAMMERED
- FURY MAX
- 4 TON SHOES
- DAMAGE FACE
- SLAM IT SHUT
- FRESH BEET
- ELEPHANTITUS
- DEATH PROOF
- STATIC GROOVE
- SCAVENGER MARCH

LOOP

ALL **DROP SAMPLES HERE**

TAIKO GROOVE OVER EXPLODING GRAN CASA DRUMS

HEAVYOCITY

LOOP **SOURCE** **SEND FX** **MASTER FX**

LOOP DESIGNER CATEGORIES:

D2 offers three distinct loop categories, detailed below. Each style delivers 36 full loops, each consisting of breakout stems (full mix, low stem, mid stem, high stem) for mixing and matching.

- DAMAGED (Straight/Triplet):** Aggressively punchy, and often dirty loops for maximum scoring edge
- HYBRID (Straight/Triplet):** Combinations of organic and found sounds with a more-effectual sound
- ORGANIC (Straight/Triplet):** Combinations of rich organic percussion geared toward a big cinematic sound
- TRANSITIONS:** Cymbal/hybrid swells and reverses, all tempo-synced in different beat increments
- HITS:** Massive Damage Hits, as well as Hybrid Sub Hits, to add extra impact to your percussion beds

DAMAGE 2: 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.



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-SYNCD 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)

DAMAGE 2: 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

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

SMOOTHING

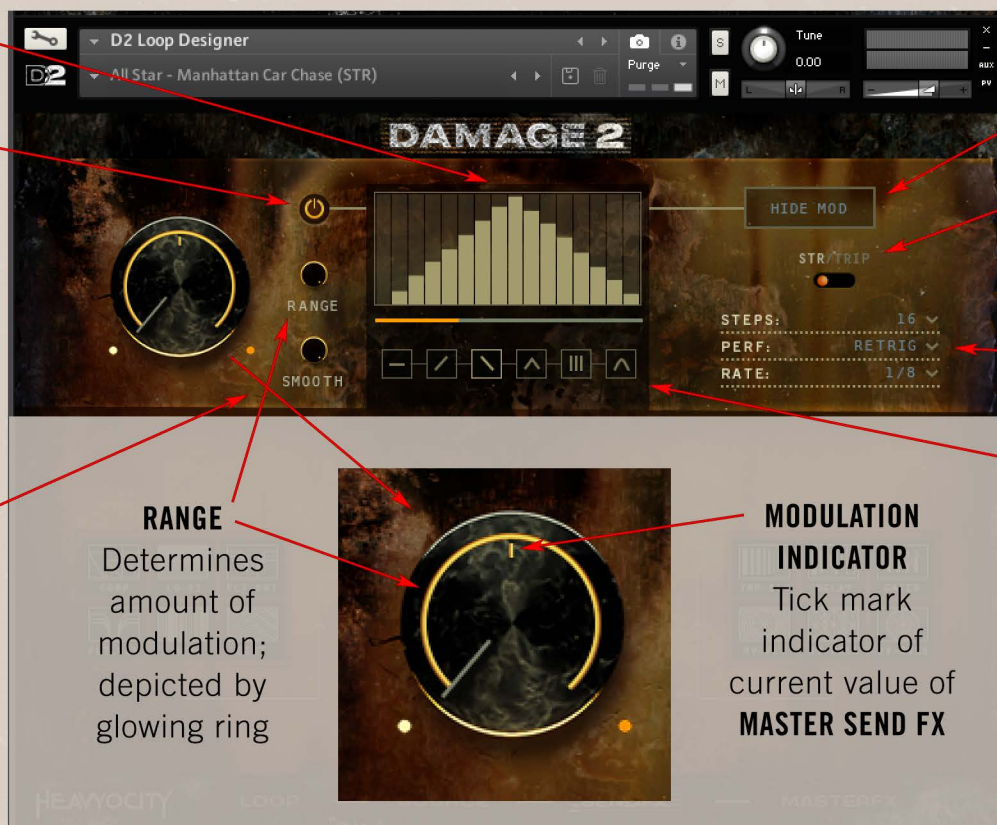
Amount of smoothing between steps

RANGE

Determines amount of modulation; depicted by glowing ring

MODULATION INDICATOR

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



DAMAGE 2: CREDITS

Product Concept and Design:

Heavyocity Media, Inc

Content Creation:

Dave Fraser, Neil Goldberg, Ari Winters, Luis D'Elias, Ryan Mallen, Robert Dudzic
Alejandro Zorrilla, Otto Cate, Tobias Mengusur

Recording Engineer and Mixer

Satoshi Mark Noguchi

Recording Studio:

Skywalker Sound (Nicasio, CA)

Skywalker Sound Assistant Engineer:

Dann Thompson

KONTAKT Engine Scripting:

Adam Hanley

Sample Editing:

Luis D'Elias, Dave Fraser, Ryan Mallen, Neil Goldberg, Ari Winters

GUI Design/Artwork:

Anthony Ciannamea

Marketing Director:

CJ Aquilino