

HEAVYOCITY

**DAMAGE**  
**ROCK GROOVES 2**

SURVIVAL GUIDE



## THE BEAT GOES STRONG!

Welcome to Damage Rock Grooves 2 — a new collection of dynamic, hard-hitting drum loops perfectly suited to complement heavy guitar riffs and driving bass lines, laying down the foundation for your next fierce cue. Organized into three distinct categories—Damaged, Metal, and Hard Rock Grooves—these loops offer a wide range of percussive textures and styles. Highly flexible and production-ready, these loops can be combined, stacked, and customized to bring your creative vision to life.



This guide should serve as a starting point to familiarize you with the layout, featuresets and workflow of Damage Rock Grooves 2. For more helpful videos, visit the [Heavyocity.com](https://www.heavyocity.com) or the Heavyocity YouTube channel.

- The Heavyocity Team



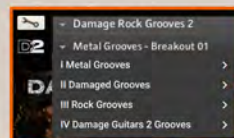
## RELENTLESS PUNCH WITH READY-MADE BEATS!

Damage Rock Grooves 2 contains over 860 production-ready drum loops, organized into the following categories: Metal Grooves, Damaged Grooves, Rock Grooves, and Damage Guitar 2 Grooves. The first 3 groove styles have been carefully curated to offer a wide range of hard-hitting beats that will provide a solid starting point for your composition. These loops can be combined, stacked, and modified to bring your creative vision to life. The Damage Rock Grooves 2 category provides the perfect counterpart to our Damage Guitars 2 instrument. Originating from 3 categories of riffs, they have been composed and produced to be a 1:1 match of the content contained in Damage Guitars 2 and will seamlessly round out your scoring palette with that material.



All of the loops contained in Damage Rock Grooves 2 are housed in the dynamic Damage 2 Loop Designer, enabling you to stack, mangle and tweak them as much, or as little as you desire—unleash your creativity with out-of-the-box grooves or experiment with personalized combinations that best suit your needs.

The instrument loads a single NKI and provides 60 individual snapshots organized across several categories for playback.



## SNAPSHOT STRUCTURE AND KEY-MAPPING LAYOUT

Damage Rock Grooves 2 snapshots are divided into 4 categories: I Metal Grooves, II Damaged Grooves, III Rock Grooves, And IV Damage Guitars 2 Grooves. While the first three categories were designed for general use and inspiration across multiples styles of rock and metal vibes, the Damage Guitar Grooves 2 Grooves category was curated specifically to layer with Heavyocity's Damage Guitars 2 Metal, Damaged, and Rock Riffs in that instrument. Visit [Heavyocity.com](https://www.heavyocity.com) for details!



Banks of loops are mapped from C2 to B4 (three banks in total). An additional bank of tempo-synced transitional fills 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 you're familiar with the Damage Rock Grooves 2 preset and key-mapping structures, let's dive deeper into how they relate to interface functionality and workflow features.



# DAMAGE ROCK GROOVES 2 INTERFACE OVERVIEW

## LOOP PAGE

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 (FO, GO, AO, BO) 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

(FO, GO, AO, BO)

Tempo-synce 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)  
Bank 4 (C4-B4)

#### TRANSITIONS

(C5-B5)

Drum fills and to cymbal swells to transition or end a groove

### 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 ROCK GROOVES 2 INTERFACE OVERVIEW

## SOURCE PAGE

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** (the final category) can be loaded on the top octave (C5-B5).

**BANK/LOOP**  
BANK loads 12  
LOOP loads 1

**CATEGORY**  
Click desired loop type or transitions

**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

**CLICKING ON KEY REVEALS LOOP LOCATION**

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

The screenshot shows the software interface with a central list of loops, a vertical key-bed on the right, and a category menu on the left. Red arrows point from text annotations to specific UI elements: the category menu, the loop list, the key-bed, and the bank selection buttons at the bottom.

### DRUM GROOVE CATEGORIES:

Damage Drum Grooves 2 offers a variety of rock and metal groove types, detailed below. Each delivers a wide host of full loops, with breakouts of each groove into 4 stems (full mix, low stem, mid stem, high stem). This allows for mixing and matching elements to create unique new grooves on the fly.

**ROCK GROOVES:** The modern, yet more classic side of rock based drum grooves.

**METAL GROOVES:** More aggressive, in-your-face, hard rock and metal drum grooves.

**DAMAGE GROOVES:** A companion to the heavier hitting metal grooves, these turn up the heat a bit.

**DRUM FILLS (Transitions):** Simple to complex drum fills with cymbal crashes to transition or end a groove.

**CYMBAL SWELLS (Transitions):** Tempo-synced to provide transitional flare to groove sections.



# DAMAGE ROCK GROOVES 2 INTERFACE OVERVIEW

## SEND FX PAGE

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 ROCK GROOVES 2 INTERFACE OVERVIEW

## SEND FX - ADVANCED MODULATION

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

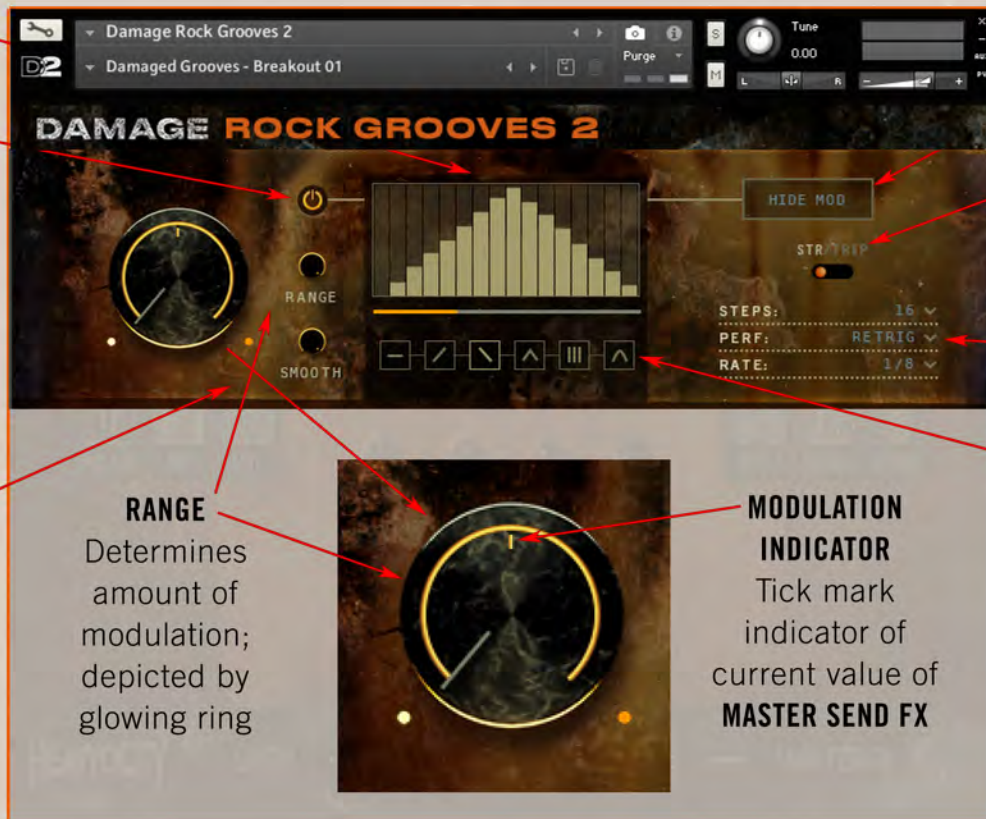
**MODULATION INDICATOR**  
Tick mark indicator of current value of **MASTER SEND FX**

**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





# DAMAGE ROCK GROOVES 2 INTERFACE OVERVIEW

## MASTER FX PAGE

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**