FOUNDATIONS
SYNTH BASS

HEAVYOCITY
RAW INSPIRATION

USER MANUAL

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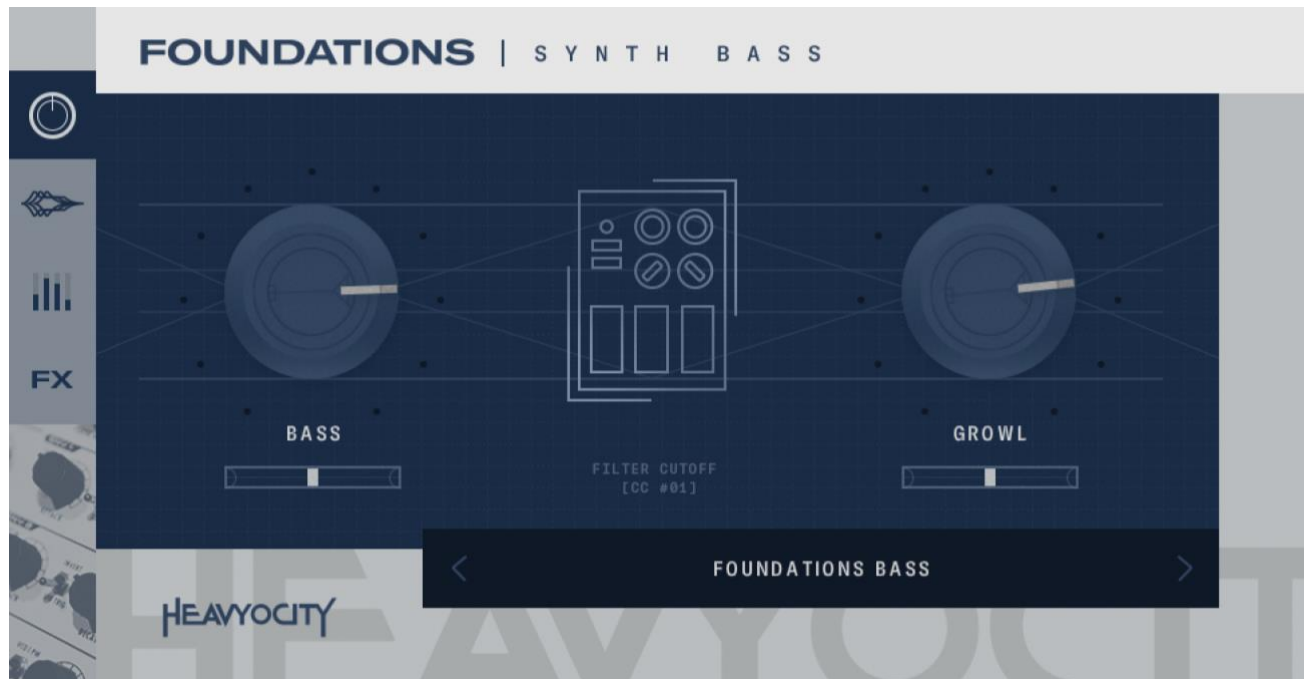# 1 Welcome to Foundations Synth Bass!

Thank you for downloading FOUNDATIONS | Synth Bass, an empowering introduction to cinematic low-end. Featuring the thick sounds of analog synth paired with an expertly-crafted and growling sound design layer that is presented in a highly customizable interface—FOUNDATIONS | Synth Bass delivers a fundamental starting point to build your story from the bottom up.

1.1 System Requirements

Foundations Synth Bass requires Native Instruments KONTAKT or KONTAKT PLAYER (version 6.7.1 or later).

2 Using the Instrument

2.1 Navigation and Anatomy


The Foundations Synth Bass Interface

The main interface of Foundations Synth Bass is comprised of three separate sections: the main section features the editable parameters available depending on the current page; a preset navigator on the bottom; and on the left is the section that consists of 4 different controls which allow you to navigate to the various pages in which you can edit and control the sound, which are:

1. MAIN – where you control the volume and panning of both channels.
2. ENVELOPE – where you adjust the global ADSR of the instrument, as well as the start time offset and randomization.
3. SEQUENCER – where you can control gate and arpeggiator setting for both sound sources.
4. FX – where you can adjust the global reverb, delay, and punch effects at the output of the instrument.

Additionally, Foundations Synth Bass has an embedded low pass filter that can be controlled via MIDI CC 1, which will allow you to directly modify the cutoff frequency.

2.2 The MAIN Page

The main page of Foundations Synth Bass consists of the volume and pan controls for both available sound layers. You can use these controls to adjust the balance between the two to adjust the sound.
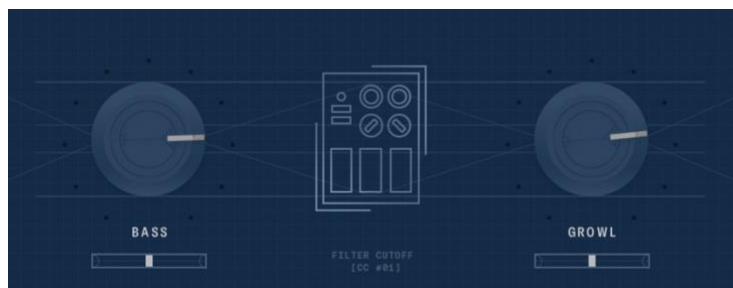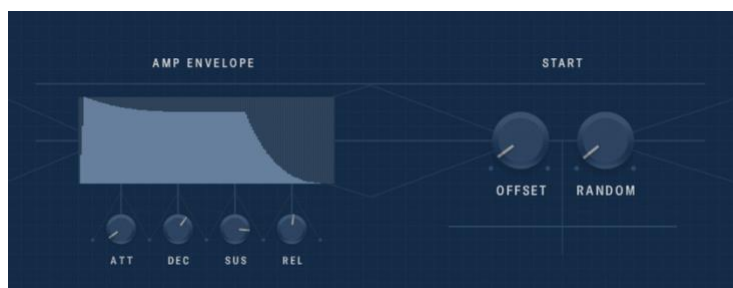

The Main Page

The page features a Volume knob and a Pan slider for each of the sources.

2.3 The ADSR Page

In this page, you can adjust the global ADSR of the instrument, as well as the start time of the samples, allowing you to adjust the overall shape of the sound.

The ADSR Page

The ADSR consists of 4 knobs:

- ATT – Controls the attack transient.
- DEC – Controls the initial decay.
- SUS – Controls the volume at which the sound sustains.
- REL – Controls the release time of the channel.

To the right, you will find two knobs to control the start time of the sound:

- OFFSET – Controls the start of the sample playback for both sources.
- RANDOM – Allows you to randomize the sample playback start for the sources by a percentage value.
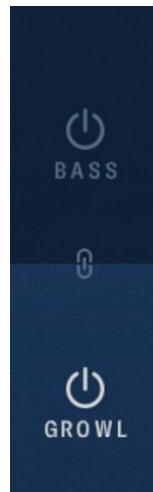
2.4 The SEQUENCER Page

The sequencer page provides you with two independent sequencers for each of the sources, allowing for complex rhythmic sequences that can be created with either a volume gate or an arpeggiator.
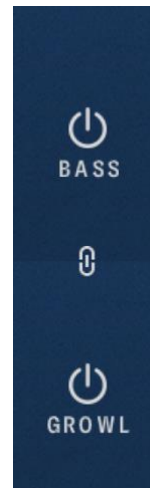

The Sequencer Page in Arpeggiator Mode

In the main section of this page, you can enable and control either a volume gate or an arpeggiator for either of the two channels.

Channel Toggles (Link Off)　　　**Channel Toggles (Link On)**

To the left of the page, you can toggle between the sequencer pages for either channel by clicking on the source names. You can also enable either of the sequencers independently by clicking on the POWER button associated to each channel. These controls allow you to view and edit any channel while the other one is active. The LINK button will set both channels to the values of the displayed channel.

For both the arpeggiator and the volume gate, you can control the trigger mode of the sequencer with the controls to the left of the knob. LATCH will have the sequencer use your DAW or HOST as the primary clock, while RETRIG makes the sequence reset with every note performed. In ONE-SHOT mode, the sequence does not loop and will stop when it reaches the end.

2.4.1 The Arpeggiator Mode

By engaging the Arp toggle, the arpeggiator takes chords and breaks them into their individual notes, which it then plays back in a pattern. In the middle of the page, the Velocity Table allows you to define the relative velocity of each performed note. The AMOUNT knob controls the percentage by which each note's velocity will be modified.

The pattern can be controlled by the sliders to the right, which allow you to modify the RATE, LENGTH and the performance MODE.

2.4.2 The Volume Gate Mode

The Sequencer Page in Volume Gate Mode

By engaging the Gate toggle, the instrument will modify the output volume of the selected source based on the sequencer settings. In the center, the Velocity Table allows you to define the amount of volume modulation for each step. The AMOUNT knob controls the modulation intensity, with zero being no modulation, and 100% being full effect.

Similarly to the Arpeggiator Mode, the pattern can be controlled by the sliders to the right, which allow you to modify the RATE, and the LENGTH of the sequence. The SMOOTH slider allows you to control the smoothness of the gate.

2.5 The FX Page

In the FX Page, you can control the overall Reverb, Delay and Punch of the sound. The three FX can be toggled ON/OFF by clicking on the button to the left of the names, and all count with a main knob that regulates the amount for each.

The FX Page

This page consists of the following controls

- PUNCH – Controls the amount of compression on the output.
- DELAY – The main knob controls the amount of the delay effect, and the TIME slider adjusts the rate.
- REVERB – The main knob controls the amount of reverb, and the TIME slider controls the decay time.

3 Credits

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