

HEAVYOCITY  
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GRAVITY

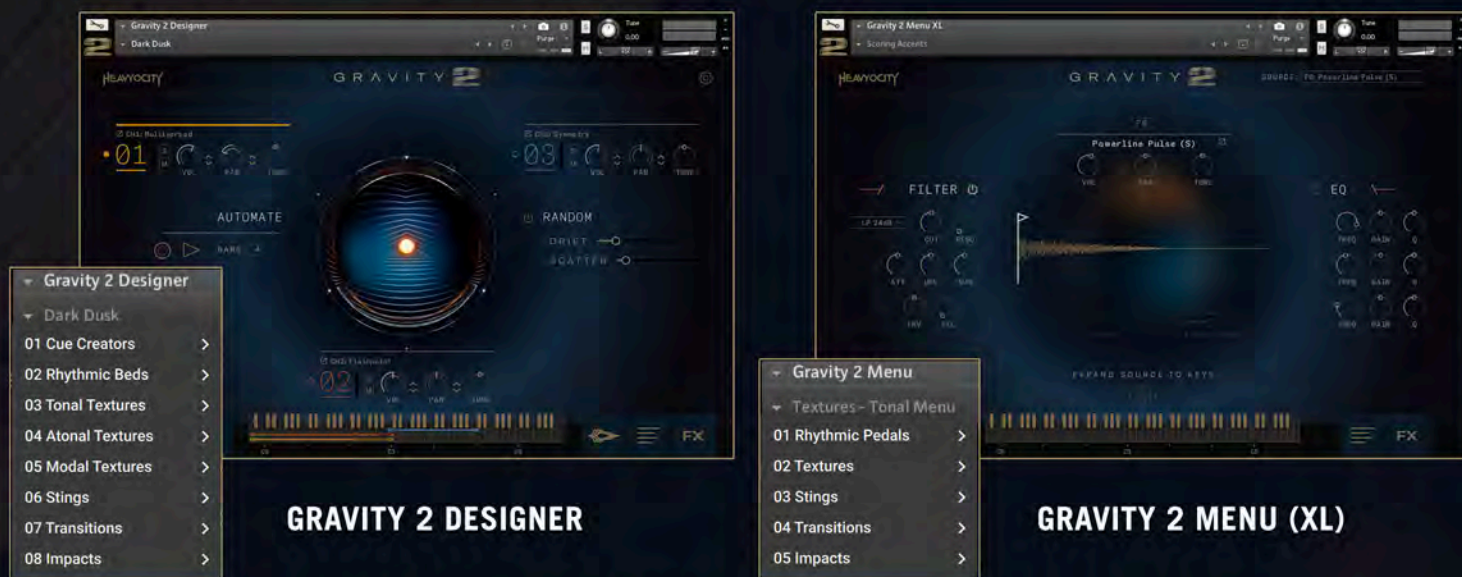
INTERFACE QUICKSTART

Even legends must evolve. Gravity 2 has arrived!

We're very excited to share our vision of an influential collection of modern musical sound design elements, ready to unlock entirely new sonic realms—loaded with tonal rhythmic pedals, gripping transitions, complex evocative textures, brutally explosive impacts and alarming signature stings, the goal is to elevate your musical storytelling. Welcome to a world where sonic possibilities are limitless, and composing finds its true expression through the use of these evolved scoring tools.

The details: Gravity 2 ships with two distinct engines conceived to support a wide variety of workflows. Meet the Gravity 2 Designer and Gravity 2 Menu (or Menu XL):

The Designer is a three channel engine with highly stylized, layered presets designed to be instant cue creators, while the Gravity Menu provides an “instant gratification” approach with presets packed with either of 36 or 72 individual sound sources for maximum flexibility in accessing just the right sound for your musical need.



Gravity 2 ships with more than 600 curated snapshots. Covering a plethora of scoring applications, these presets are intuitively organized to minimize stress and maximize the sheer joy of creativity.

This quickstart should help you with a basic introduction to the Designer and Menu engines in Gravity 2. For additional useful information to get you started, be sure to check out the content overview here: [https://www.youtube.com/watch?v=1OzHmCyZ\\_yI](https://www.youtube.com/watch?v=1OzHmCyZ_yI)

Have fun, and may the epic, inspiring sound of Gravity 2 pull you in!

- The Heavycity Team



# GRAVITY DESIGNER • HOME PAGE

(basic layout overview)

## SNAPSHOT MENU

(click to access lots of super cool presets)

## CHANNEL SOURCES

(adjust volume, pan, tuning; bold-highlighted color indicates that channel is being edited; click on source name to access browser page to swap sources)

## PER-CHANNEL SOUND SHAPING PAGES

(click to expand/minimize channel parameter settings)

## SELECTED TAB

(GOLD BAR)

## NAVIGATION TABS

## HOME

(access individual channel parameters here)

## MIXER

(click to adjust the blend of the 3 channels)

## MACRO CONTROL

(click to create automation of the macro control here)

## PLAYBACK MODE

(click to select wave/sequenced playback types here)

## SOURCE BROWSER

(click to audition and change channel sources here)

## MASTER FX

(click for global FX chain and Punish Knob here)

## OPTIONS PAGE

(click to view)

## MACRO RANGE

(click and drag arrows up/down to assign range)

SHIFT+CLICK FOR FINE TUNING

## PER-CHANNEL SOUND SHAPING PAGES

(click to expand/minimize channel parameter settings)

## MACRO RANGES

(click/drag to adjust range)

## PER-CHANNEL KEYMAPING RANGES

(click/drag edges to adjust channel mappings; CH01: GOLD; CH02: RED • CH03: BLUE)



# OPTIONS PAGE

(technical settings for the presets)

## VELOCITY SENSITIVITY

(MIN and MAX sliders define the minimum and maximum velocities; the horizontal slider defines the curve intensity, and this control is bipolar)

## LEGATO

(when engaged, source playback will not re-trigger the sample as long as a note is continuously sustained)

## SUSTAIN PEDAL

(toggles sustain for the channel on/off)

## OPTIONS PAGE

(click to view)

## PITCH BEND RANGE

(assign values up and down; up to 12 +/- semi-tones)

## GLIDE

(portamento slide between pitches; increasing value lengthens the glide time)

## MONO/POLY

(toggles between monophonic or polyphonic playback)





## PER-CHANNEL ENVELOPE (ADSR)

(tools to shape your sound)

Click channel numbers to display and edit their channel settings

**CH01 ENV Controls**  
(clicking 02 or 03 will switch to their channel controls)

ADSR GRAPHIC DISPLAY

**COPY** Current Channel Settings To Clipboard

**PASTE** Settings In Clipboard To Current Channel

**LINK** Current Settings To ALL CHANNELS



**ATTACK**  
(sets the attack (fade-in) time)

**DECAY**  
(sets the decay time, or the time it takes for the volume to drop from maximum to the sustain level)

**SUSTAIN**  
(sets the sustain level)

**RELEASE**  
(sets the release (fade-out) time, or the time it takes for the sound to become silent after you release a note)

CLICK **ENV** TO ENTER EDIT TAB FOR ADSR

**MACRO AMOUNT**  
(click and drag up or down to assign macro value for the control)

## PER-CHANNEL TONE CONTROLS • FILTER / EQ

(tools to fine tune and sculpt your sound)

Click channel numbers to display and edit their channel settings

**CH02 TONE CONTROLS**  
(clicking 01 or 03 will switch to their channel controls)

**FILTER TYPE - MENU**  
(selects filter for use)

**CUTOFF**  
(controls the cutoff frequency of the filter)

**RESONANCE**  
(controls the resonant peak at the cutoff frequency)

**Velocity Sensitivity**  
(sets how much the filter cutoff will be modulated by the key velocity)

**Envelope Amount**  
(sets the how much the filter envelope will modulate the filter cutoff)

**ATT** - fade in time of filter envelope  
**DEC** - fade-out time of the filter envelope  
**SUS** - sustain level of the filter envelope

**COPY** Current Channel Settings To Clipboard

**PASTE** Settings In Clipboard To Current Channel

**LINK** Current Channel Settings To ALL CHANNELS



**POWER**  
(toggles the EQ on or off)

**HI FREQ**  
(sets the frequency of the HI band)

**HI GAIN**  
(sets the gain for the HI band)

**HI Q**  
(sets the width of the HI band)

**LO FREQ**  
(sets frequency of the LO band)

**LO GAIN**  
(sets the gain for the LO band)

**LO Q**  
(sets the width of the LO band)

CLICK ON **TONE** TO ENTER EDIT TAB FOR FILTER AND EQ



## PER-CHANNEL DRIVE • SATURATION & DISTORTION

(warmth and/or dirt to add attitude to your sound)

Click channel numbers to display and edit their channel controls

### SATURATION TYPES

#### TUBE

(a vacuum tube style distortion)

#### TAPE 1

(a clean, modern tape saturation)

#### TAPE 2

(a warmer, vintage tape saturator)

#### DRIVE

(sets the overdrive amount)

#### AMOUNT

(sets the output volume level)



Click **DRIVE** to enter edit tab for **SATURATION / DISTORTION**

### CH03 DRIVE CONTROLS

(clicking CH02 or CH03 will switch to their channel controls)

#### POWER

(toggles the effect on or off)

### DISTORTION TYPES

#### DIST 1

(a stompbox style distortion)

#### DIST 2

(a guitar amplifier style distortion)

#### BYTE

(bit reducing degradation effect)

#### TONE/S.R

(controls the distortion tone or sample rate, depending on the TYPE selection)

#### DRIVE/BITS

(controls the overdrive amount or bit depth depending on the TYPE selection)

## PER-CHANNEL MOTION • GATE & PITCH

(rhythmic-gating and pitch-sequencing for your sound)

### CH02 MOTION CONTROLS

(clicking CH01 or CH03 will switch to their channel controls)

#### PERFORMANCE TYPE

(synced or unsynced; retrigger, legato, freerun or oneshot)

#### STEPS

(set the number of steps of the sequence)

#### SHAPE

(pre-designed sequence patterns)

#### RATE

(sets the rate at which the sequencer will play back)

#### SMOOTH

(sets the amount of smoothing between steps; or how long it takes to change from one volume setting to another.)

#### AMOUNT

(sets the level of the arp steps)



CLICK ON **MOTION** TO ENTER EDIT TAB FOR GATE AND PITCH

Click channel numbers to display and edit their channel controls

#### POWER

(toggles parameter on or off)

### PERFORMANCE TYPE

(synced or unsynced; retrigger, legato, freerun or oneshot)

#### SHAPE

(pre designed sequence patterns)

#### STEPS

(set the number of steps of the sequence)

#### AMOUNT

(sets the level of the arp steps)

#### SMOOTH

(sets the amount of smoothing between steps; or how long it takes to change from one volume setting to another.)

#### RATE

(sets the rate at which the arpeggiator will play back)



# PER-CHANNEL SPACE • DELAY & REVERB

(spatial effects to add ambience to your sound)

**CH01 SPACE CONTROLS**  
(clicking CH02 or CH03 will switch to their channel controls)

## TIME

(sets the time between the input signal and the delayed signal)

## PITCH

(amount of pitch shift in delayed signal)

## REVERSE

(toggles an interesting reversed playback of the delayed signal)

## FEEDBACK

(controls how much of the effect output is fed back into the effect input)

## AMOUNT

(controls the volume of the delay signal)



Click channel numbers to display and edit their channel controls

## POWER

(toggles the effect on or off)

## SIZE

(changes the size, and thus also length, of the reverb decay)

## MIX

(controls the dry/wet mix; i.e. crossfades between the input signal and the reverb signal)

## LO DAMP

(reduces the low frequencies going into the reverb)

## HI DAMP

(reduces the high frequencies going into the reverb)

Click on **SPACE** to enter edit tab for Saturation/Distortion

# MIXER AUTOMATION

(realtime and automated mixing of your sound)



## AUTOMATING THE MIXER

- Set the number of bars you wish to record in the **BARS** control window
- Click on the record arm button
- Clicking on the mixer will start the mix recording
- Move the cursor in the mixer until recording ends
- Playback will start automatically when the recording finishes.
- Start/Stop Playback

## RANDOM MIX MOVEMENT

(adds uncertainty to the mix of the 3 channel sources)

## DRIFT

(sets the rate at which the mixer position of each note will drift within the mixer over time)

## SCATTER

(sets the randomization of the mixer position for each note played)

Click **MIX** tab to enter the **MIXER**

# MACRO MODULATION

(enhance and evolve your sound over time)



## MACRO KNOB

## AMOUNT

(sets the range of modulation; this control is bipolar and can be set to both positive and negative values)

## MACRO LFO

(modulates macro positions of individual parameters when engaged; ENV, TONE, DRIVE, MOTION, SPACE each has its own modulation amount; PHASE SPREAD introduces randomness to the collective parameters' modulation; RATE determines how rapid the modulation is; engaging sync locks modulation to host tempo)

Click **MACRO MOD** tab to edit macro automation

## MACRO RANGE BARS

(determine range of macro movement with each control parameter)

## MACRO SEQUENCE

## POWER

(toggles on or off)

## RATE

(sets the rate at which the sequence will play back)

## STEPS

(sets the number of steps in the sequence)

## TYPE

(synced or unsynced; retrigger, legato, freerun or oneshot)

## SHAPE

(pre-designed sequence patterns)

## SMOOTH

(sets the amount of smoothing between steps)



## PLAYBACK MODE (WAVEFORM)

(basic playback with start-time and sync options)

**START TIME**  
(click and drag to change starting point of playback)

**START SYNC**  
(engaging enables lock of the start position on a 64th note grid for playback; this is useful for all tempo-synced sources)

**TEMPO-SYNC**  
(toggles tempo-sync sources with option for .5x, normal and 2x playback speed)

Click on **WAVEFORM** tab to enter playback mod

## PLAYBACK MODE (SEQUENCER)

(rhythmic playback options for source material)

**RATE**  
(selects playback rate of the sequencer)

**STEPS**  
(sets the number of steps of the sequencer; the number of displayed steps will ALWAYS be 32)

**TYPE**  
(sets the type of performance playback of the sequencer synced or unsynced; retrigger, legato, freerun or oneshot)

**ARP**  
(sets the type of arpeggiation of the sequence playback)

**TIE BUTTONS**  
(holds the respective step over to the next step; the next step won't trigger, and the current step will be twice as long)

**AMOUNT**  
(sets the level the sequencer affects the source playback)

**SNAP**  
(turn on to snap tempo-synced source playback to a grid)



# SOURCE BROWSER

(customized source-mapping to suit your workflow)



- CATEGORY**  
(main source buckets)
- TYPE**  
(sub-categorized groups of the main source categories)
- SOURCE / BANK**  
(individual sources or banks of 12 sources that can be mapped to any of the 3 channels; only **ONE BANK** can be mapped to a single channel; to map multiple banks use the MENU/MENU XL)

- SOURCE DROP**  
(click on a SOURCE or BANK, and drag/drop it on individual channels - Ch1/Ch2/Ch3)
- CH01 SOURCE DROP**
- CH02 SOURCE DROP**
- CH03 SOURCE DROP**
- LOW / HIGH NOTE**  
(click and drag to change)
- PREVIEW**  
(audition sources)
- FADE IN / FADE OUT**  
(sets fade in or fade out of source over the key-mapping range)

Holding down **COMMAND + CLICK (MAC)** or **ALT + CLICK (PC)** while dragging and dropping a single **SOURCE** to a channel maps it with its originally intended key range. Banks can be mapped (C-B), **ONE PER CHANNEL** - For a total of 36 sources.

Click **BROWSER** tab to access sample sources

# GLOBAL MASTER FX

(add polish and color to your sound)



- PUNISH KNOB**  
(compression, saturation and much more)
- BASS**  
(adds or subtracts low end to the overall sound)
- RESPONSE**  
(adjusts the release of PUNISH compression)
- TONE**  
(adds or subtracts top end sheen to the sound)
- FX MODULES**  
(click and drag individual boxes to reorder individual effects in the chain)

- PUNISH TYPES**  
(choose one of 3 options; from warm punch to MELT YOUR FACE OFF)
- FX MODULE POWER**  
(toggles individual effects on or off)
- CLICK ON FX TO ENTER EDIT TAB FOR MASTER FX**

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
- MODULATION:** Select either CHORUS, PHASE or FLANGER with controls for RATE, AMOUNT, FEEDBACK, and WIDTH
- DELAY:** VINTAGE, PITCH AND REVERSE types with controls for TIME, FEEDBACK, TONE, QUALITY, WIDTH
- REVERB:** ROOM or HALL types with controls to adjust PRE-DELAY, SIZE, DAMPING, MOD, and MIX



# MENU XL / MENU OVERVIEW

(72 or 36 source menu presets)

- PER-SOURCE FILTER**  
(assign individual filters to any or all menu sources)
- PER-SOURCE FILTER POWER**
- FILTER TYPE**  
(menu of filters types)
- CUTOFF**  
(controls the cutoff freq of the filter)
- RESONANCE**  
(controls the resonant peak at cutoff freq)
- Envelope Amount**  
(sets the how much the filter envelope will modulate the filter cutoff)
- ATT** - fade in time of filter envelope
- DEC** - fade-out time of the filter envelope
- SUS** -sustain level of the filter envelope
- Velocity Sensitivity**  
(sets how much the filter cutoff will be modulated by the key velocity)



- PER-SOURCE EQ**  
(assign individual sources EQ)
- PER-SOURCE EQ POWER**
- HI FREQ**  
(sets frequency of HI band)
- HI GAIN**  
(sets gain of HI band)
- HI Q**  
(sets width of HI band)
- MID FREQ**  
(sets frequency of MID band)
- MID GAIN**  
(sets gain of MID band)
- MID Q**  
(sets width of MID band)
- LO FREQ**  
(sets frequency of LO band)
- LO GAIN**  
(sets gain of LO band)
- LO Q**  
(sets width of LO band)

## EXPAND SOURCE TO KEYS

(if you find a sound you really like, click the little key button to map that individual sound to its intended range; clicking the button again will go back to the menu state)

# MACRO PARAMETER PAGE

(global controls for parameter automation)



All macro-control and FX pages for the MENU XL / MENU instruments function identically to those contained in the GRAVITY DESIGNER instrument. Refer to those pages for more information.



# MENU XL / MENU BROWSER

(customize your menu)



## CATEGORY

(main source buckets)

## TYPE

(sub-categorized groups of the main source categories)

## SOURCE / BANK

(individual sources or banks of 12 sources that can be mapped to to the key-mapping range; only ONE BANK can be mapped to a single channel; to map multiple banks use the MENU/MENU XL NKI's)

## SOURCE / BANK DROP

(click on a SOURCE or BANK, and drag/drop it on an individual key; banks map to entire octaves starting on C and mapping to B)

The mapping range is C0 to B5 for MENU XL, and C1 to B3 for MENU.

CLICK TO SWITCH MAPPING OCTAVE

## PREVIEW

(audition sources)