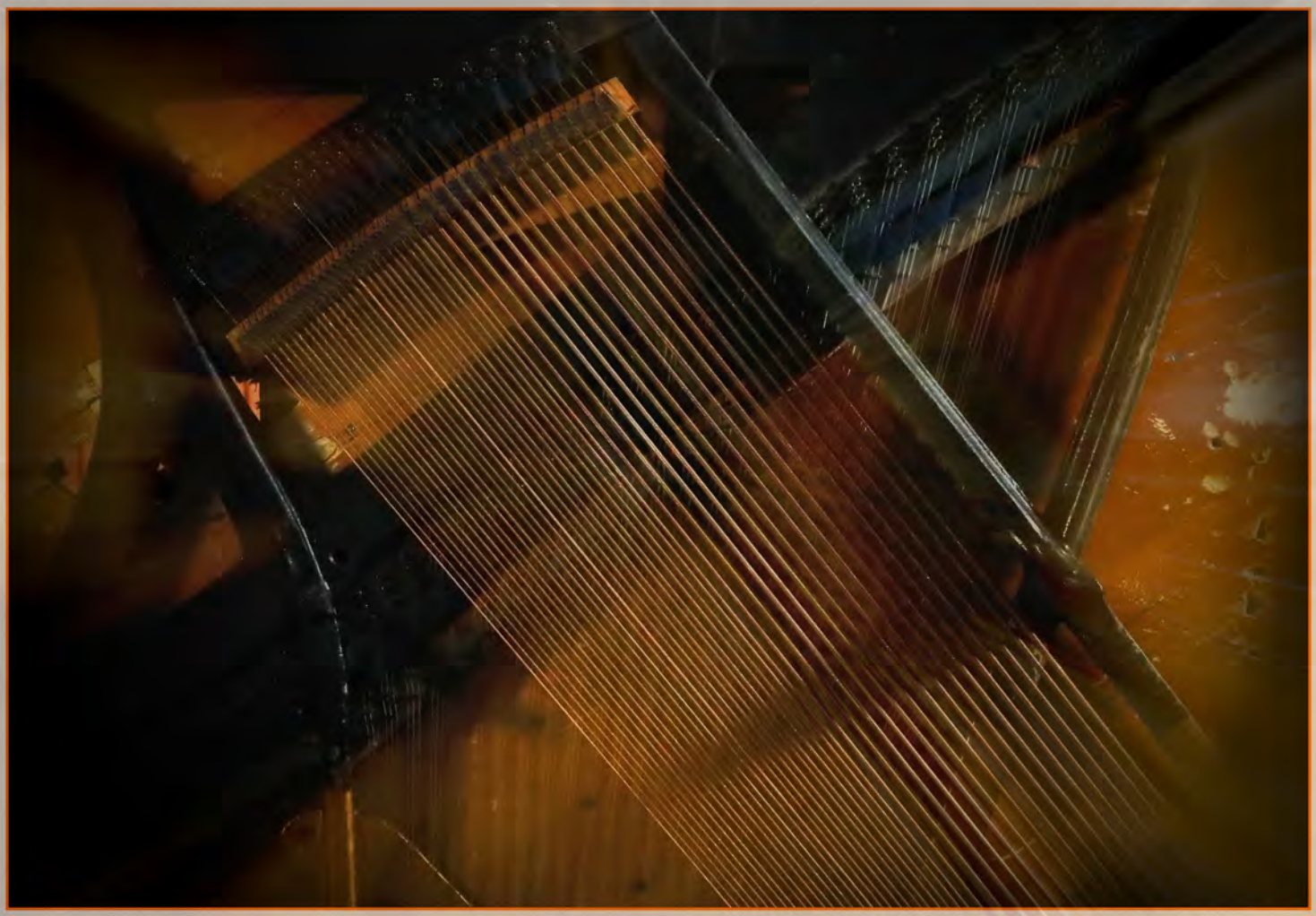
HEAVYOCITY

DAMAGE
UNCHARTED 88

SURVIVAL GUIDE

THE DAMAGE PIANO

Unearth a new breed of organic percussion that will get inside your head, and continue the Damage journey with UNCHARTED 88. Mysteriously edgy and uniquely inspiring, this new chapter reminds us all why the piano is truly a percussive instrument. Heavyocity set out to curate a collection of evocative percussion sounds by dismantling and reducing the original DAMAGE piano down to its rawest, most intimate-sounding sources. Utilizing its inner components (the strings, the iron, and the wood), the team captured prepared performances (using mallets, hammers, rocket rods, coins, picks and more), and combined it with their signature DAMAGE sound design to deliver a uniquely unnerving percussion suite like never before. With over 11 GB of visceral, organic content, suspenseful impacts, and thought-provoking loops, this deeply-sampled percussion collection will push your sonic palette into UNCHARTED territory. Now, go forward, and let UNCHARTED 88 inspire in your next score.



This guide should serve as a starting point to familiarize you with the featuresets of the Uncharted 88 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: UNCHARTED 88 INSTRUMENT TYPES

Uncharted 88 consists of an Ensemble Designer, a Loop Designer, and a Kit Designer. Each NKI type comes stock with a variety of snapshots to get you started (more than 90 in all). The Uncharted 88 Ensemble and Loop Designers have 47 and 34 snapshots respectively; they're great starting places to inspire your creative options with this unique treasure trove of diverse cinematic percussion and drum-like sounds, all derived exclusively from a dismantled piano board. In addition, the Uncharted 88 Kit Designer has 10 snapshots on offer. Now a bit more about each NKI:

The **Uncharted 88 Ensemble Designer** provides both menu and performance style preset options with a vast range of organic and hybrid percussion. Browse six categories of for various source options. Dial in the perfect mix of five discrete global mic channels (Close, Overhead, Room, Hall, and LFE). Use the stage for fine tuning the positioning and depth of the individual sources. Assign convincingly realistic performances to any source for assisted rhythmic composing. Finally, don't forget to subject your sound to the various effects, including PUNISH, now with three distinct intensities. 47 custom curated snapshots provide a wealth of options for maximizing creativity while streamlining your productivity!

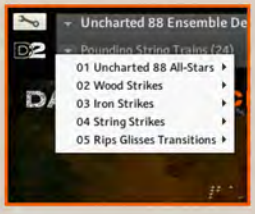
The **Uncharted 88 Kit Designer** is a creative beat making playground, and is designed to integrate seemlessly with Maschine and MPC-type control schemes. Sixteen pads map in a basic general MIDI (or custom) format with an accompanying master mixer (with pan/solo/mute) for quick tweaking. Each individual pad offers a deep per-source customization with a 4-slot channel strip of assignable effects. A global Master FX section puts this beat production beast over the top. 10 kit snapshots come ready to inspire your next compostion or track. These kits go to 11, and beyond!

The **Uncharted 88 Loop Designer** comes loaded with 288 tempo-synced loops covering Organic, Hybrid, and Experimental sonic timbres in both straight and triplet meters. By combining low, mid, and high loop stems, generating distinctively original rhythmic beds is quick and effortless. Massive impacts and transitional reverses provide polish and accents to the looped material. In addition, recomposing loops by changing the start times and loop points is a breeze. Uncharted 88 Loop Designer even 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, this platform offers creative ease, inspiration, and 34 diverse snapshots to get your compositional ideas off the ground quickly!

UNCHARTED 88 SNAPSHOT AND KEY-MAPPING STRUCTURES

Uncharted 88 snapshots are organized categorically to maximize efficiency and deliver what you need quickly. Each NKI instrument type incorporates an intuitive key-mapping structure. Both the **Uncharted 88 Ensemble Designer** and **Uncharted 88 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 instrument's snapshot types:

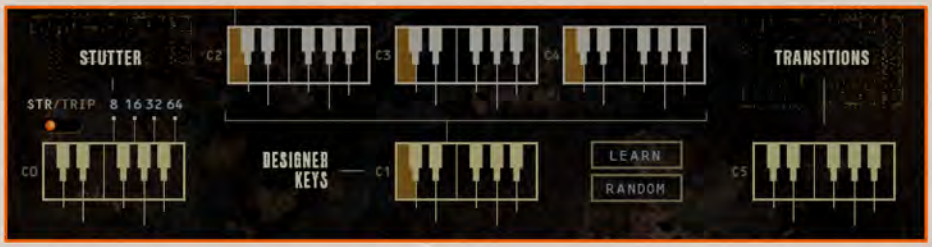
Uncharted 88 Ensemble Designer snapshots are represented in 5 categories. Each snapshot is either a **MENU** or **PERFORMANCE** preset. It's easy to differentiate them by name, and the number of sources is denoted (in parentheses at the end).

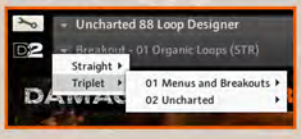


Menu snapshots come mapped with large numbers of discreet sources (many have 18 or even up to 36). Performance snapshots, on the other hand, are mapped with 3 sources total (1 source per octave). Each octave's source presents multiple unique performance articulations offering realistic, time saving options (keep in mind - 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).

Uncharted 88 Kit Designer presents 10 snapshots of uniquely edgy beat making elements. Within the user interface there exists a series of 16 pads for custom placement of drum souces, mapped from C1 to D#2 respectively. This layout is identical to that of Maschine, MPC, etc. These kits offer eclectic ways to inspire new beat creation.

Uncharted 88 Loop Designer snapshots are organized by straight and triplet meters, and each consists of two main categories of presets: **01 Menus and Breakouts**, and **02 Uncharted**. Loops in the first category are further broken out into Organic, Hybrid and Experimental types. The Uncharted category is an interesting combination of the three types. 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 tempo-synced stutter effects of loops playing back in real time (in either straight or triplet meter).





Now that we have a bit more familiarity with the Uncharted 88 instrument types and preset structures, let's dive into the individual interfaces and their corresponding featuresets.

UNCHARTED 88 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)

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 ← 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: Sub-Frequency channel level
Orange power buttons toggle channels on/off

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

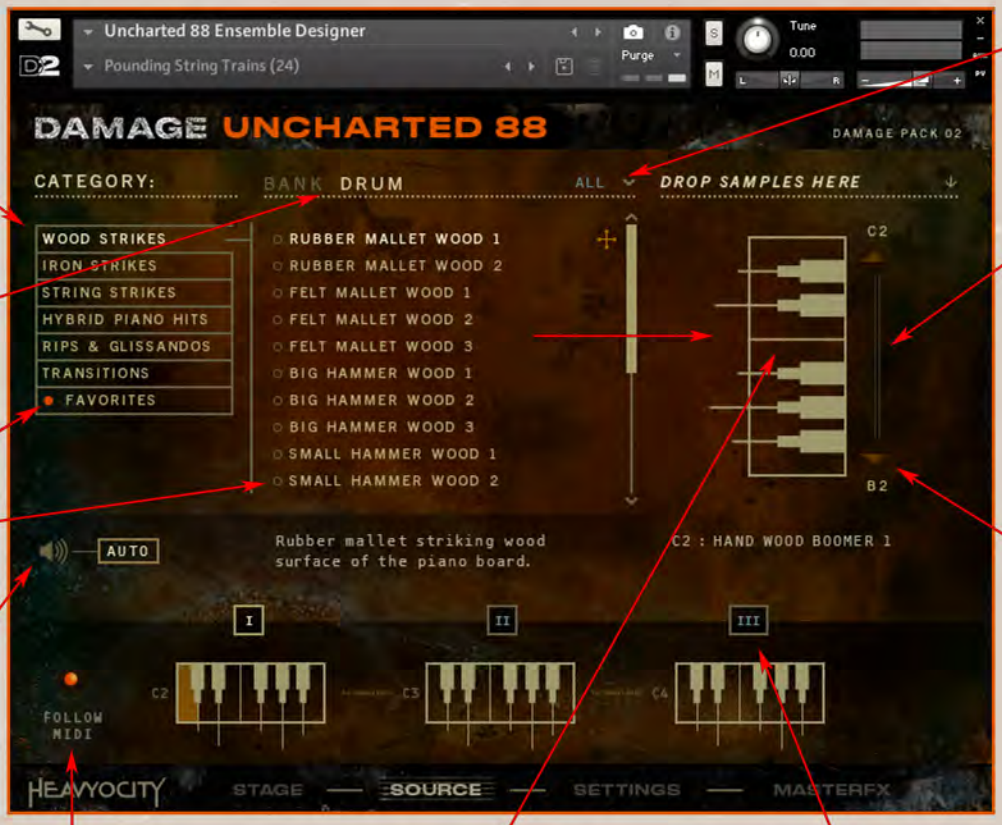
UNCHARTED 88 ENSEMBLE DESIGNER

SOURCE OVERVIEW

Heavyocity has set up 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 six) 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



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

DRUM MENU
Click the menu pull-dovn 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

FOLLOW MIDI
Source selection via MIDI keyboard

CLICK TO REVEAL SOURCE LOCATION

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

UNCHARTED 88 ENSEMBLE DESIGNER SOURCE CATEGORIES:

WOOD STRIKES: Sources created by hitting the wood of the piano board with multiple strikers.
IRON STRIKES: Sources created by hitting the Iron plate of the piano board with multiple strikers.
STRING STRIKES: Sources created by manipulating the strings of the piano board with various strikers.
HYBRID PIANO HITS: Sub piano boomers, impacts and signature sound designed Damage Piano Hits!
RIPS & GLISSANDOS: Various tempo-synced rips and glissandos in low, mid and high registers.
TRANSITIONS: Tempo-synced reverses (4/2/1 beat), and swells (4/2 beat) to punctuate a musical moment.

- **FAVORITES:** Mark your favorite sources, and they'll show up in this category!

UNCHARTED 88 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.

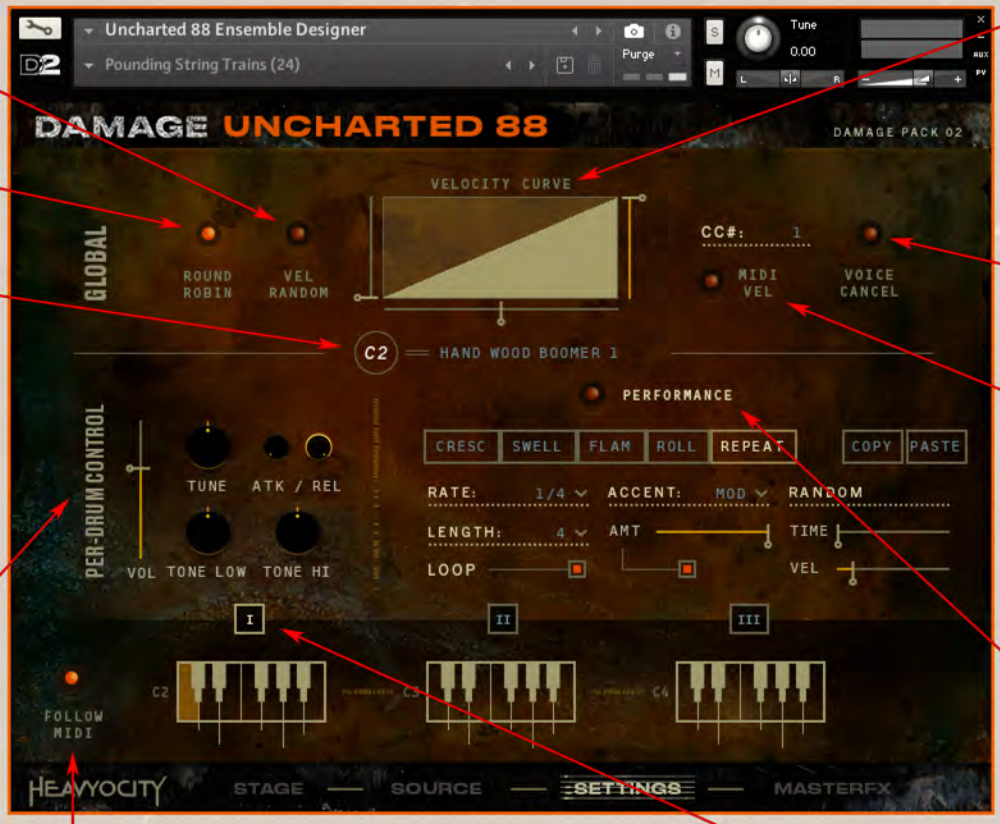
The **PERFORMANCE** section features highly-customizable flams, patterns, flourishes, crescendos, swells, and rolls that save the valuable time and effort it takes to perform and edit them manually. More information on each performance type is provided on the following page.

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



FOLLOW MIDI
Source selection via MIDI keyboard

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

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

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

UNCHARTED 88 ENSEMBLE DESIGNER

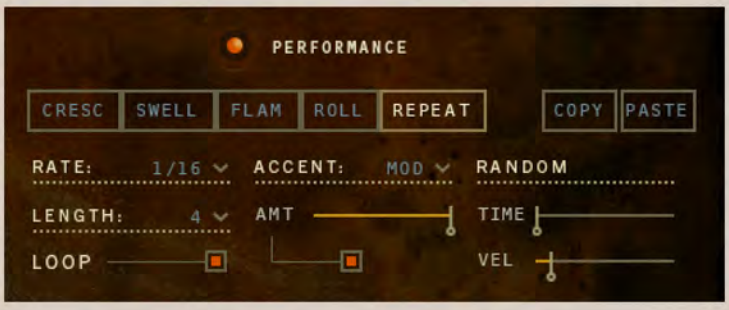
SETTINGS - PERFORMANCE TYPES

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**.

FLAM

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

REPEATER

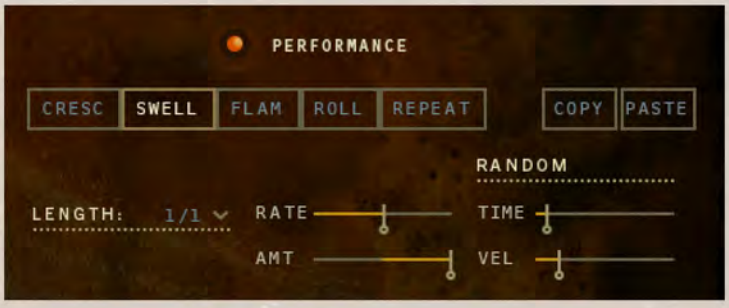


REPEATER - Patterns, Flourishes and MUCH! MORE!
RATE: Selects straight/triplet note value
LENGTH: Selects number of hits (2-9)
LOOP: Loops playback of hits/accents
ACCENT: Up/Down/First/Last/Modwheel
AMOUNT: How much accent type there is
RANDOM (TIME): Tightness of performance
RANDOM (VELOCITY): Consistency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

CRESCENDO

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

SWELL



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

ROLL

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

UNCHARTED 88 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 Uncharted 88; please refer back to this page for both the Uncharted 88 Kit Designer and Uncharted 88 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 included in the signal chain:

EQ: Fine-tune and add desired color with three selectable **FREQUENCY** bands, each with individual **GAIN**

FILTER: Select 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****

UNCHARTED 88 KIT DESIGNER

MIX OVERVIEW

The **UNCHARTED 88 KIT DESIGNER** is a beatmaking machine with 16 source slots, 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 style 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 are 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 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**

UNCHARTED 88 KIT DESIGNER
SOURCE OVERVIEW

The concept of source loading for the Uncharted 88 Kit Designer is very similar to that of the Uncharted 88 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 six to browse). Available sources appear in a center, scrollable list for selection and loading onto any of the 16 pads on the righthand side (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.

TYPE MENU
Click the menu pull-down for refined listings

CATEGORY
Click desired source type

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

UNCHARTED 88 KIT DESIGNER SOURCE CATEGORIES:

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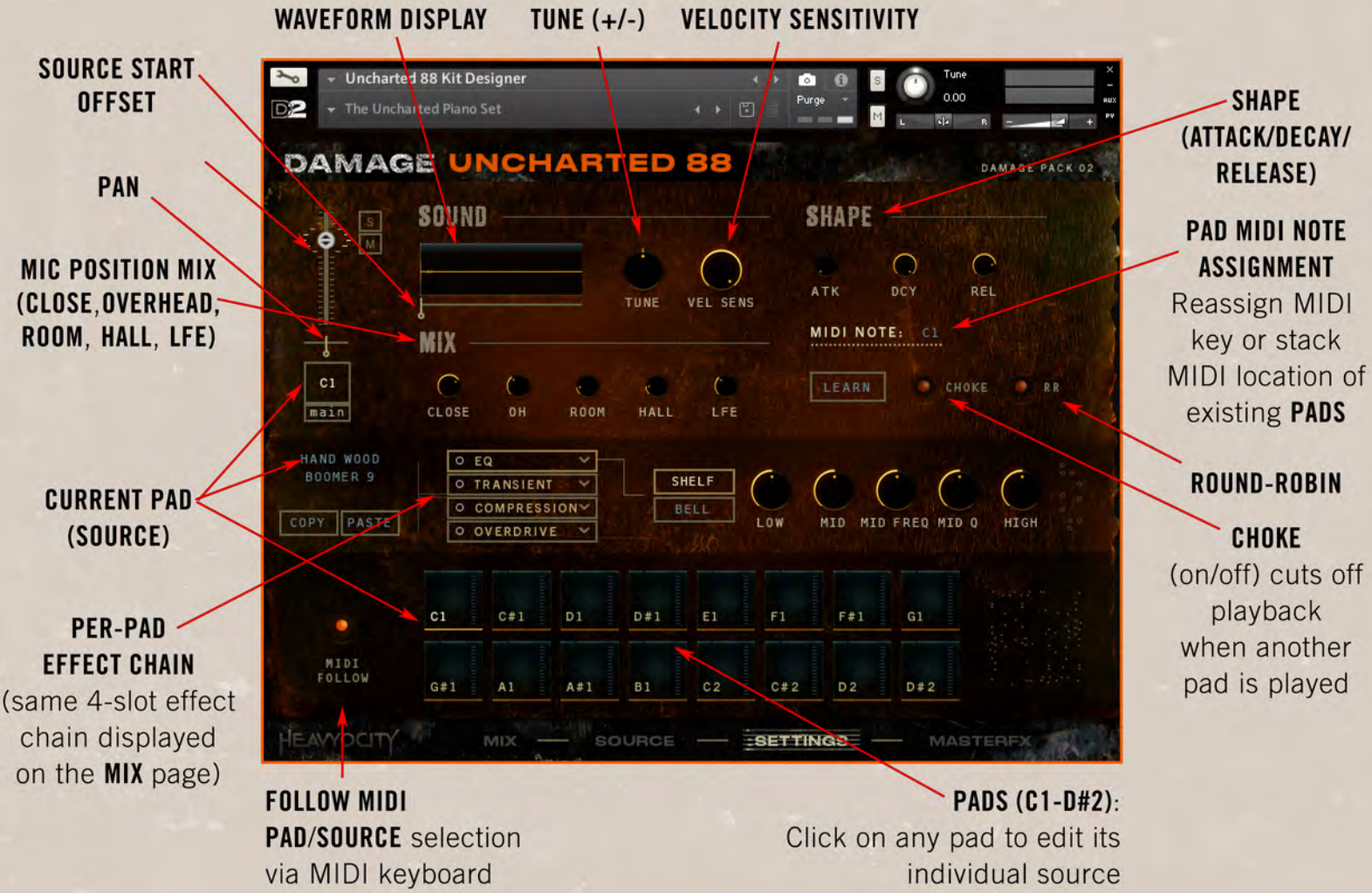
TRANSITIONS: Tempo-synced reverses (4/2/1 beat), and swells (4/2 beat) to punctuate a musical moment.

- **FAVORITES:** Mark your favorite sources, and they'll show up here!

UNCHARTED 88 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**, **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).



UNCHARTED 88 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. Single-shot impacts and tempo-synced reverses (in different beat increments) can be 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)
Bank 3 (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

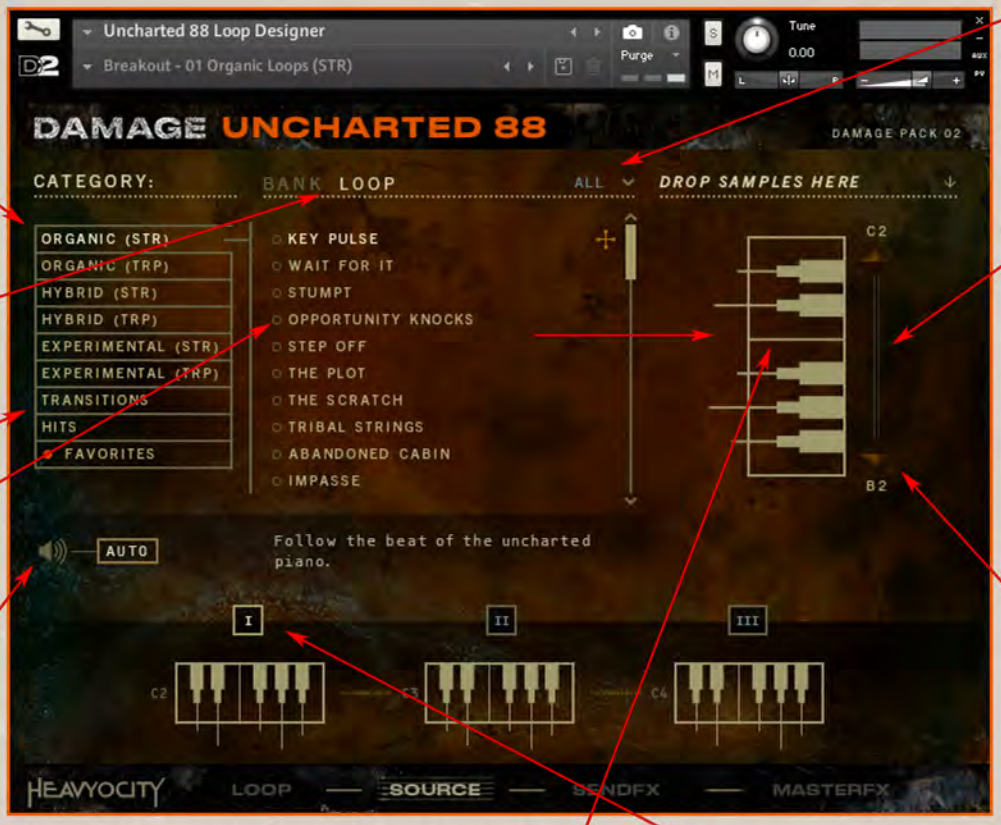
VOLUME: Adjust individual loop level to sit better amongst other loops
PAN: Place the loop in a specific spot in the stereo field
TUNE: Individual loop tuning (+/- 24 semi-tones)
SPEED: Alter individual loop playback speed to half time or double time and more
SEND: Amount of signal sent from an individual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

UNCHARTED 88 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** (the final category) 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-dovn for refined listings

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

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

Click on the keys to reveal loop source locations

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

UNCHARTED 88 LOOP DESIGNER CATEGORIES:

Uncharted 88 offers three distinct loop categories, detailed below. Each style delivers 12 full loops, wtih breakouts of the loops into 4 stems (full mix, low stem, mid stem, high stem). This allows for an almost endless host of combinations for mixing and matching looped elements to create unique rhythmic beds..

ORGANIC (Straight/Triplet): Derived more from the pure sources, earthy in tone and timbre.
HYBRID (Straight/Triplet): Sound design driven, effectual rhythms well-suited for modern scoring.
EXPERIMENTAL (Straight/Triplet): A style mashup combining organic, effectual and avant-garde elements.
TRANSITIONS: Massive hits, and tempo-synced elements in different beat increments.
- **FAVORITES:** Select your favorite loops and they'll show up here for you to find more easily.

UNCHARTED 88 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 (REMEMBER: **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.

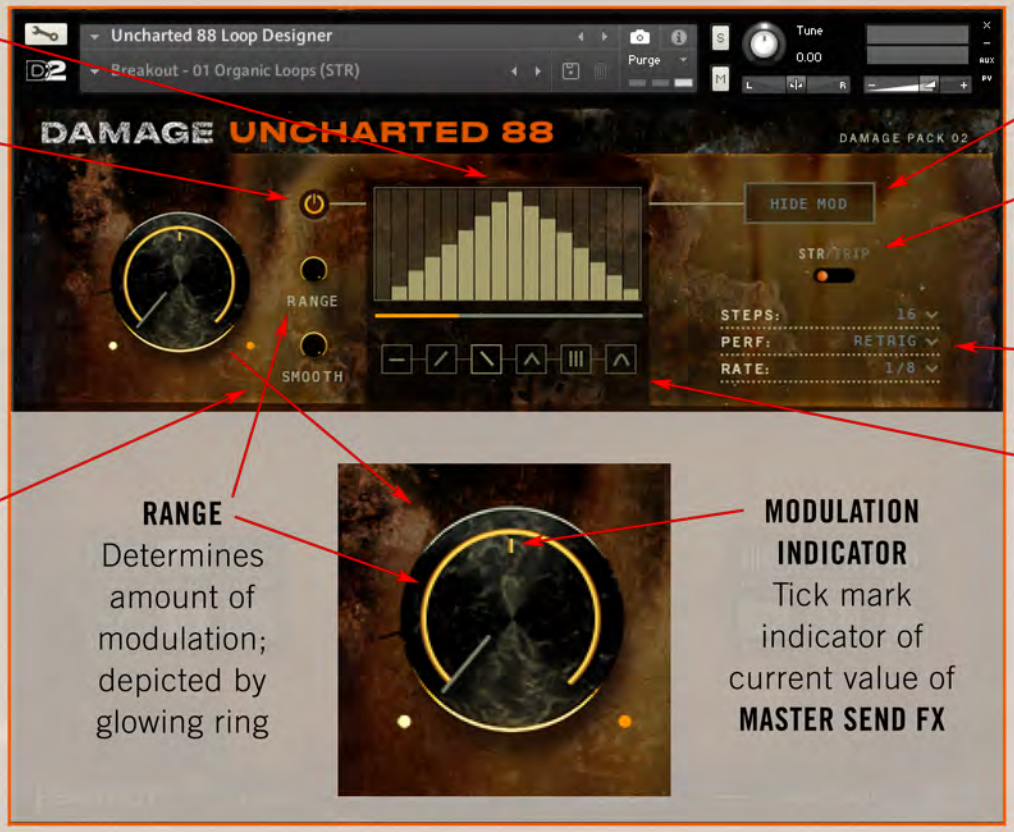
TIMBRAL EFFECTS:
COMPRESSOR (threshold, ratio, attack, makeup)
LO-FI (bits, sample rate, drive, tone)
FILTER CLEAN (HP cut, HP reso, LP cut, LP reso)
FILTER DIRTY (cutoff, resonance, LP/HP, drive)
MODULATOR (rate, depth, character, mix)
DISTORTION (drive, tone low, tone high, out)

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)

UNCHARTED 88 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 **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**